



## What is 1001 Odysseys?

1001 Odysseys is a cooperative narrative adventure game where the choices you make determine how the story unfolds. It is recommended for one to four (or more) players, and play is broken down into sessions, or Chapters, of about 30 minutes to one hour. At the end of a Chapter, players can toss all components back into the box, as progress is saved along the way in a Passport. This Passport lets your story continue through multiple Chapters that are grouped together in a Storybook.

Set in the not-too-distant future, humanity has gone out into the stars. The Odyssey, our first crewed ship to exit the solar system, has been sent to visit a mysterious portal. Naturally, the Humans take their ship through the portal which closes behind them. But the Humans are not alone. We find ourselves in a portion of the universe known as Insula, where several different cultures work together for the mutual benefit of everyone. In addition to learning about these fantastical new societies, Humans get to figure out how we fit into the greater galactic community.

This is the first Chapter of the first Storybook. It will take about an hour to play. This is a pre-publication version and we may make changes before the final release.

## What to print:

These materials are arranged on letter-sized (8.5 in. x 11 in.) paper. Cut from black cut mark to black cut mark.

- ☐ **Sheets 1-2:** Location and Focus Cards for Brumigum (double-sided, flip on short edge)
- ☐ **Sheets 3-7:** Momentum Cards and D.I.S.C.s (double-sided, flip on short edge)
- ☐ **Sheet 8:** Simplified Passport Story Folder (single-sided)
- ☐ **Sheet 9:** Passport Chapter Data Sheets (single-sided)
- ☐ **Sheets 10-14:** Crew Role reference sheets (4 pages, single-sided)
- ☐ **Sheets 15-17: Brumigum Map** (3 pages, single-sided)
- ☐ **Storybook** (52 printed pages or .pdf for reading)
- ☐ **Almanac** (?? printed pages or .pdf for reading and illustrations)
- ☐ **Print and Play Rulebook** - this document - (8 printed pages or .pdf for reading)

This one is arranged on a 12 in. x 18 in. sheet.

- ☐ **Sheet 18:** Mission Control and Navigation boards (single-sided)

## Other things you will need:

- ☐ **1 to 4 players (or more if you are friendly!)** who are excited about having an adventure in space
- ☐ A **pen or pencil**
- ☐ **12 small cubes** or other easily shifted game markers  
or small coins to use as C.U.B.E.s
- ☐ A **Small to Medium table**  
(one that comfortably seats four people will work fine)
- ☐ About **an hour** of time to complete Chapter 1





# CHOOSING ROLES

1001 Odysseys is a fully collaborative game with four different player Roles to help you keep track of the pieces on the table as you play through your adventure. Players can help each other as needed, and discussion among different players is allowed and welcome. Each player should choose a Role that suits them, but each Role must be covered. For our recommendations of how to play with more or fewer than four players, see the end of this page.

A reference sheet that explains how to play each Role is included, and we encourage you to read the sheet for your own Role (or Roles) before you begin. The following section gives you a thematic taste of each Role to help you decide.

## OPERATIONS



### Operations Officer Role:

With a mind for detail and a keen focus, you keep the crew of the Odyssey on target. Your task is to mark the progress your crew makes toward achieving its many objectives. You'll be the first to know when something new happens, and you'll always be able to see what to do next. Guide your missions to success.

## NAVIGATION



### Navigator Role:

With a sharp eye and calculated precision, you guide the crew of the Odyssey through wondrous new worlds. The Map is your lifeline, and it never leaves your sight. Every time the crew discovers a new Location, it's up to you to research its coordinates and determine what might be waiting there. Lay the course with care.

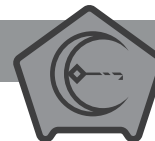
## INFORMATION



### Information Officer Role:

With a sharp memory and meticulous tracking skills, you record the discoveries of the Odyssey crew. The Passport is always at your side, ready for notes about useful discoveries and fateful events. The Almanac provides a trove of information about local cultures and the environment. With both sources, you have access to all of the available information about Insula and its inhabitants.

## COMMAND



### Commander Role:

With a fierce heart and an ear for fun, you lead the Odyssey crew. You decide who reads each portion of the Storybook (maybe it's you!). If the crew is divided when it's time to make a choice, they will look to you to make the final decision. Follow your instincts to adventure.

### Recommendation for solo player:

You will be taking on all of the roles, so get comfortable. It's helpful to have a place where you can set the Storybook down in an open position while you adjust the rest of the components.

### Recommendation for 2 players:

One player can be both the Navigator and the Commander while the other player can be both the Operations Officer and the Information Officer. This provides a good division of tasks, and lets players easily access both the Storybook and the Almanac at the same time.

### Recommendations for 3 players:

Players can take turns being the Commander by passing the Storybook.

Or one player can be both the Information Officer and the Navigator, as these two Roles tend to be active at different times.

### Recommendations for 5 or more players:

Every player will be involved in making choices, so be sure to listen to the voices from the whole crew. Players can team up on a single role like Operations or Navigation, and it's very easy for many people to share the Commander duties by passing the Storybook.

You're also welcome to invent your own thematic roles to help you get into the mood. Maybe you want to add a Chef who's always on the lookout for delicious new ideas? Or maybe you invent a Communications Officer who's on the lookout for potential future penpals? And of course, there's always room in the crew for experts who can tap their knowledge and help the crew make informed choices.

# 1001 Odysseys SETUP

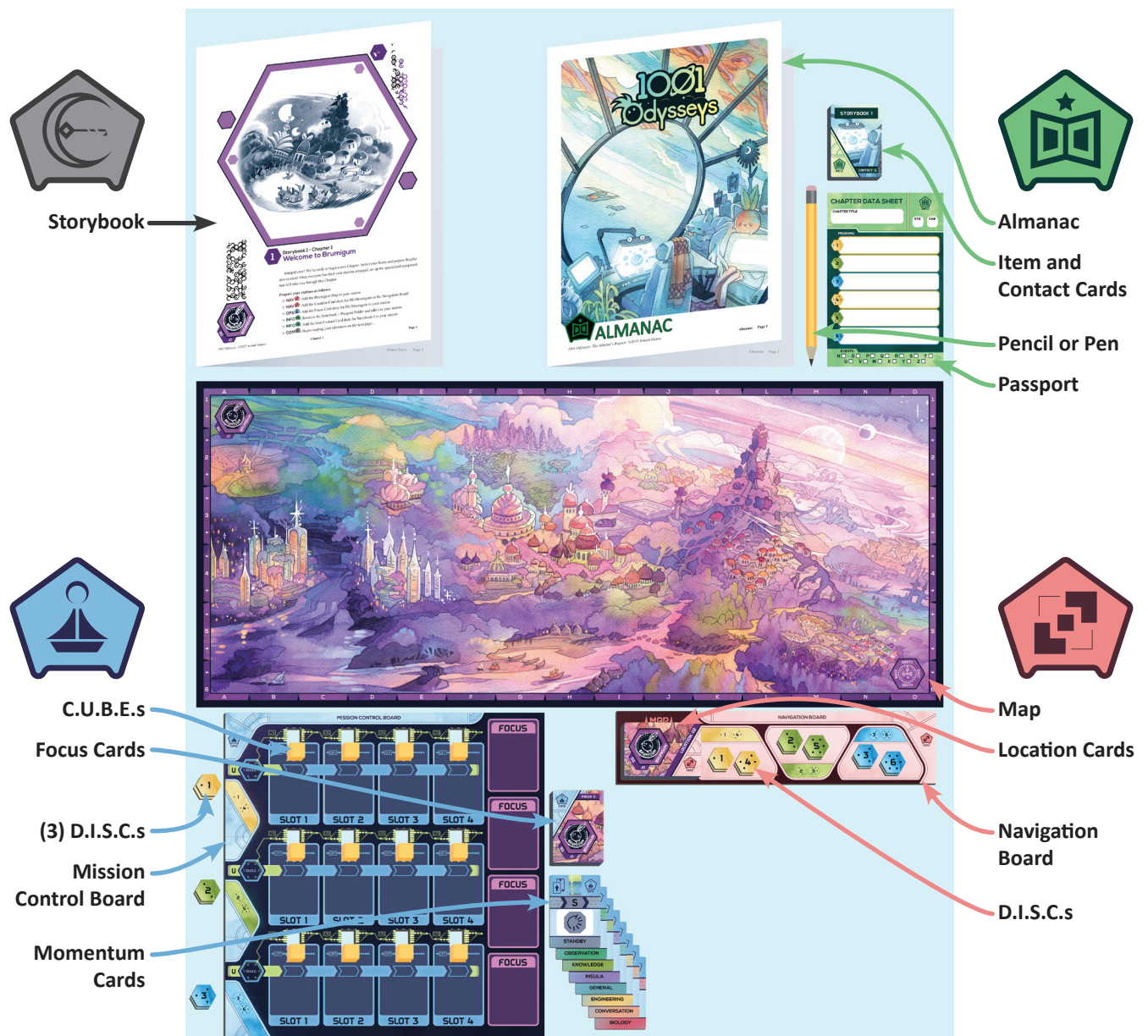
To begin, make sure everyone knows their role(s), and has the corresponding reference sheet.

Distribute the cards so that each player has the cards labeled with their own role. Do not shuffle these cards, and do not turn them over until it's required by the Storybook.

Pass out the rest of the game components so that each role has easy access to what they need:

- ☐ **Commander:** the Storybook
- ☐ **Information Officer:** The Almanac, the Passport Chapter Sheet, a pencil, and the Item and Contact Cards for this Storybook
- ☐ **Navigator:** The Map, The Navigation Board, the D.I.S.C.s., and Location Cards for this Map
- ☐ **Operations Officer:** The Mission Control Board, the C.U.B.E.s, the Mission Card, the Momentum Cards, and the Focus Cards for this Map

The table will look something like this:









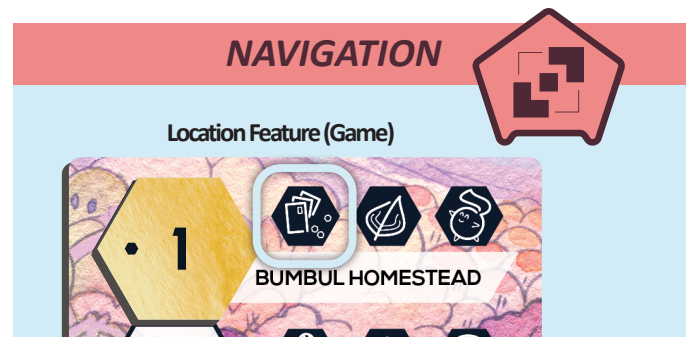
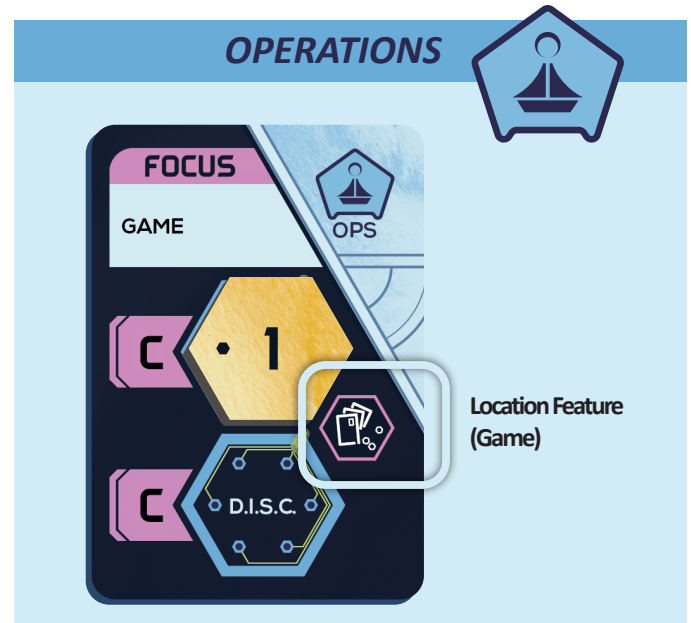
## Part 2 - Taking Action:

If there is no Mission Update Code ready, then it's time to Take Action. The Operations Officer and the Navigator should look at the Mission Control Board and the Map to see what choices are available.

The crew can choose to Focus on any Location Feature with an icon shown on any of their Focus Cards (Focus A: Any can be used at any Location).

And they can use that Focus at any Location on the Map where the same Location Feature icon is visible. However, if a Location has a D.I.S.C. on it with the same number as the current Mission, it is temporarily unavailable and you can't choose it right now.

The Information Officer reminds the crew what the Mission is, and answers questions about the Locations using the Almanac.

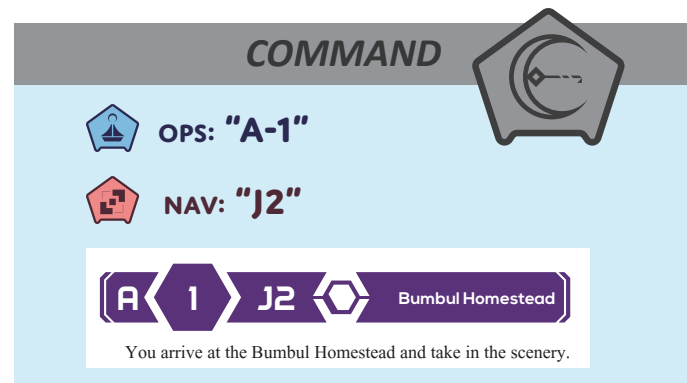
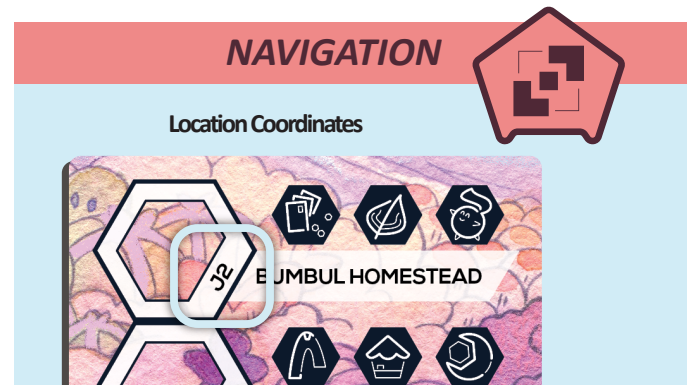
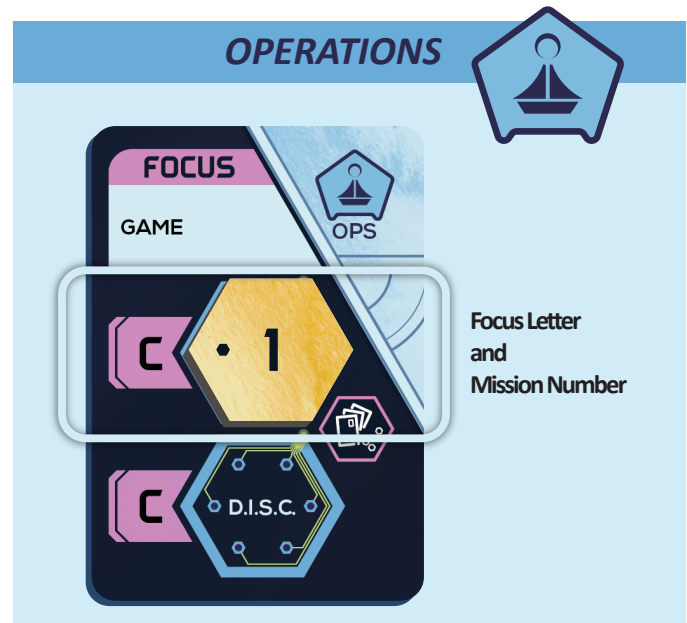


Once the crew has made a choice (by voting if necessary with the Commander breaking tie votes), then it's time to figure out the corresponding Blurb heading.

The Operations Officer reports the chosen Focus Letter and Mission Number that corresponds to the crew's choice. This information can be found on the Focus Card.

And the Navigator reports the coordinates of the chosen Location. This information can be found on the Location Card or by looking at the grid coordinates on the Map.

The Commander turns to the Heading in the Storybook that matches this combination (Focus Letter + Mission Number + Location Coordinates) and begins reading the next Blurb. The Location Name is listed in the Storybook to make it easy to confirm that this is the intended Blurb.





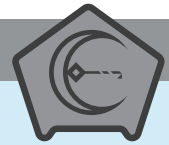
## Storybook Choices:

Sometimes you'll be asked to make a choice by the Storybook. The whole crew should weigh in on this choice. Once the decision is made, the Commander should turn to the corresponding heading listed in the Storybook, starting with an X.

## Passport Checks:

Sometimes you'll be asked by the Storybook to check your Passport. The Information Officer will check for the Event, Item, or Contact in the Passport. If the Event, Item, or Contact, is there, the Commander must turn to the first Blurb listed. Otherwise, they'll turn to the second blurb listed. Each one starts with an X.

### COMMAND



#### COM: CREW'S CHOICE

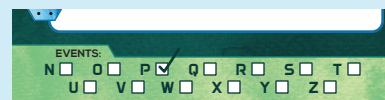
##### Choose:

- Check out the field of doors. - Go to **X-101**
- Check out the cluster of bulb buildings. - Go to **X-201**

### INFORMATION



#### INFO: YOU HAVE AN EVENT IN YOUR PASSPORT IF THERE IS A CHECKMARK NEXT TO ITS LETTER



### COMMAND



#### INFO: PASSPORT CHECK

##### Check:

- If Event P is set, go to **X-213**
- Otherwise, go to **X-113**

### What's included in the full game?

We're including four Storybooks in the first game box, each with six to ten Chapters. The choices you make will determine which Chapters you play through over the course of each Storybook. A single, linear play will unlock 3 to 4 Chapters that flow one into the next. The rest of the Chapters in the Storybook can be unlocked by replaying earlier Chapters.

Through these stories, you'll explore 10 different places, each with a Map and several Location Cards and Focuses to discover. An Almanac will help you learn more about these places and all of the new things you'll encounter.

Momentum Cards, D.I.S.C.s, C.U.B.E.s, a Mission Control Board and a Navigation Board will let you play any Chapter. A set of Passport Story Folders and Chapter Data Sheets will track information about the choices for one group throughout the game.

### Is this the final production version?

No. We're still working on more visuals, so the final appearance of game components may vary from what you see here. We may also change the text between this version and the final printed version.

### Is this story part of the full game?

Yes! This is the first Chapter of the first Storybook of the full game. You can begin your adventure here.

### How do choices and branching work?

The choices that you make when playing the game determine the way your story unfolds. Choosing to visit a different Location or to highlight a different Focus may have different results. Different choices will impact which Chapter you unlock next, and Items or Contacts in your Passport might change which choices you have when you get there.

### What if I have more questions?

If you have additional questions, feel free to contact us!

Twitter: @AsmadiGames

Email: [asmadigames@gmail.com](mailto:asmadigames@gmail.com)

### Is there a campaign mode?

1001 Odysseys is a campaign. Each Chapter ties into the next Chapter so that you can experience the story unfolding across multiple play sessions. The Passport is designed to save your progress from session to session so you can easily continue your own story.

### How does replaying work?

1001 Odysseys is designed to support replaying the same Chapter multiple times using the same Passport. When you sit down for a new session, you can start playing at any Chapter that is unlocked in your Passport. Items or Contacts that you collected in later Chapters may come into play, and you may be able to unlock new Chapters by making different choices.

### Can multiple groups play out of one box?

Yes, but you will need a Refresh Pack to add a Passport save file for each group. Because the Passport is tracking your specific game experiences, each group needs their own.

### Where can I get a copy of the full game?

You can preorder a copy of the game while it is still in development via Backerkit, conveniently linked on our website — see below. You can also wait for the retail release date. To sign up for our mailing list, and to find more information about the game, visit:

**[www.plumplim.com](http://www.plumplim.com)**

