

Start reading on the first page of the Storybook. You may also ask someone else to read. If you find a word you don't recognize, ask the Information Officer to look it up for you. Continue (with feeling!) all the way to the updates section.

### Begin in the Story:

You are in charge of the Storybook. Make sure that the next Blurb you're reading (or delegating!) is the correct one. You're also responsible for **crew morale**. Invite everyone to weigh in on choices, provide engaging readings, and help the whole crew have a fun time exploring the galaxy.

First, check in with your Operations Officer to see if a Mission Update Code is ready. If it is, you'll turn to the Mission Update Heading in the Storybook that matches the Code, and continue. If there is no Mission Update Code ready, you and the crew will need to Take Action. The Operations Officer and the Navigator will determine what your crew

### How to Advance the Story:

Updates are instructions for the crew to follow. Read them clearly, and address each line to the appropriate crew member. Take your time so everyone can keep up! After all the updates are finished, put the book down and advance the story as a crew.

### How to handle Updates:

#### Updates:

- » **INFO** : Set Event Flag S
- » **NAV** : Add Disc 3 to Location Bumbulroot Shipping Co.
- » **OPS** : Set Mission 3 Slot 1 to Insula

### Updates Section

Instructions for your crew members. Stop reading when you reach the end.

### Blurb Heading

Focus + Mission + Location Coordinates

### Mission Update

The Operations Officer will give you this code to Advance the Story.

### Choice

Choose as a crew, and then turn to X-.

#### Choose:

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

### Storybook



FOLD

### Remember:



Anytime, ask the Information Officer:  
**Define unknown places or species**



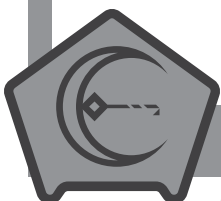
When Taking Action or making any Choice:  
**You cast a tiebreaking vote**

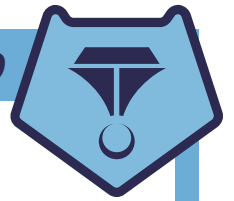


When Taking Action, ask Operations:  
**Focus Letter and Mission Number**



When Taking Action, ask the Navigator:  
**Location Coordinates**





You are responsible for the details of the Missions that your crew will undertake. The **Mission Control Board** is where you keep track of any active Missions and Focuses that are available to your crew. You'll also keep track of Momentum that your crew has earned as you play through different Blurs in the Story. The C.U.B.E.s will help you notice when you have gathered enough Momentum to read a Mission Update Code.

**How to handle Updates:**

To add a **Mission**, place a D.I.S.C. in its place on the corresponding Mission row. To add a **Focus Card**, flip it over to reveal the Focus Name and Location Feature icon. Place it in a Focus spot on the board, and add

a D.I.S.C. to show which Mission can use that Focus.

To remove a **Focus**, simply remove the D.I.S.C. for your current Mission from the Card. If there are no D.I.S.C.s on a Focus Card, return it to the stack. Do not remove Focus Cards except as instructed by the Commander.

There are four numbered Slots in the Momentum section for each Mission row. Each Slot gets its own C.U.B.E.

To set a **C.U.B.E.** to Off, put it down in the bottom of the empty rectangle. Remove any Standby cards that were already in the Slot. When there are no cards in a Slot, its C.U.B.E. is Off.

To add a **Momentum Card** to a Slot, slide it upwards into the Slot. This pushes the C.U.B.E. into the On position.

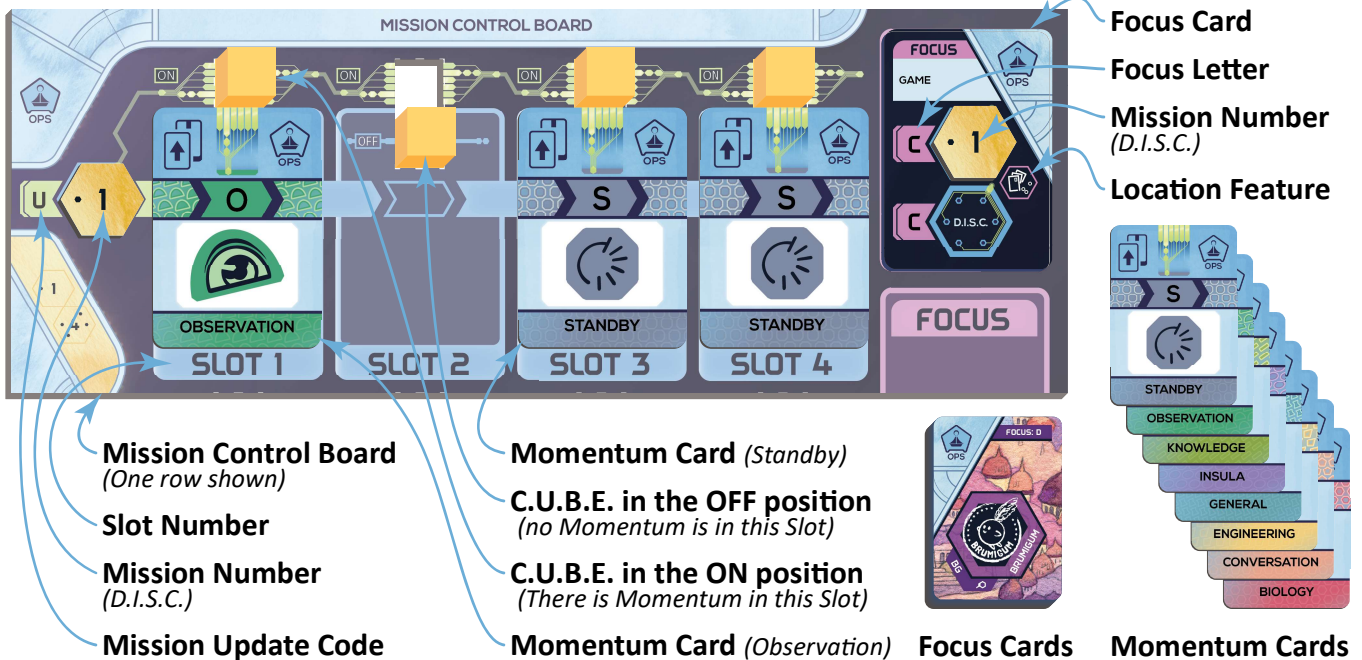
**How to Advance the Story:**

First, check your Mission Control Board. Look at the four C.U.B.E.s in each Mission's row. If they are all in the On position, then there is a Mission Update ready, and it's time to tell the Commander.

If there is no Mission Report ready, you need to help the crew get ready to Take Action. Each Focus Card on your Mission Control board includes a Location Feature icon. Share these icons with the Navigator. Together you can determine where your crew can go and what you can Focus on when you get there. The Commander will help the crew decide what to do next.

Once you've decided, it's time to Take Action. Look at the Focus Letter from your chosen Focus, and combine it with the Mission Number. Tell the Commander.

FOLD



**Remember:**



When Advancing the Story:  
See if four C.U.B.E.s in a row are ON

If they are, stop everything.  
Tell Commander the Mission Update Code

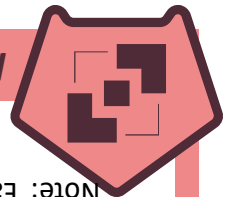


When Choosing the Action to Take:  
Tell Navigator the Location Feature(s)



When Taking Action, tell the Commander:  
The Focus Letter and Mission Number





To remove **D.I.S.C.s** from the Map, pick them up and add them back to the supply on the Navigation board. This means that something has changed, and it might be worthwhile to visit these Locations again. You may reuse D.I.S.C.s as needed.

Note: Each D.I.S.C. has one

**How to handle Updates:**  
To add a **Location Card**, flip it over to reveal a Location or two. Sit it on top of the Map, and move it around until the background on the card lines up with the Map.  
To remove **D.I.S.C.s** from the Map, pick them up and add them back to the supply on the Navigation board. This means that something has changed, and it might be worthwhile to visit these Locations again. You may reuse D.I.S.C.s as needed.

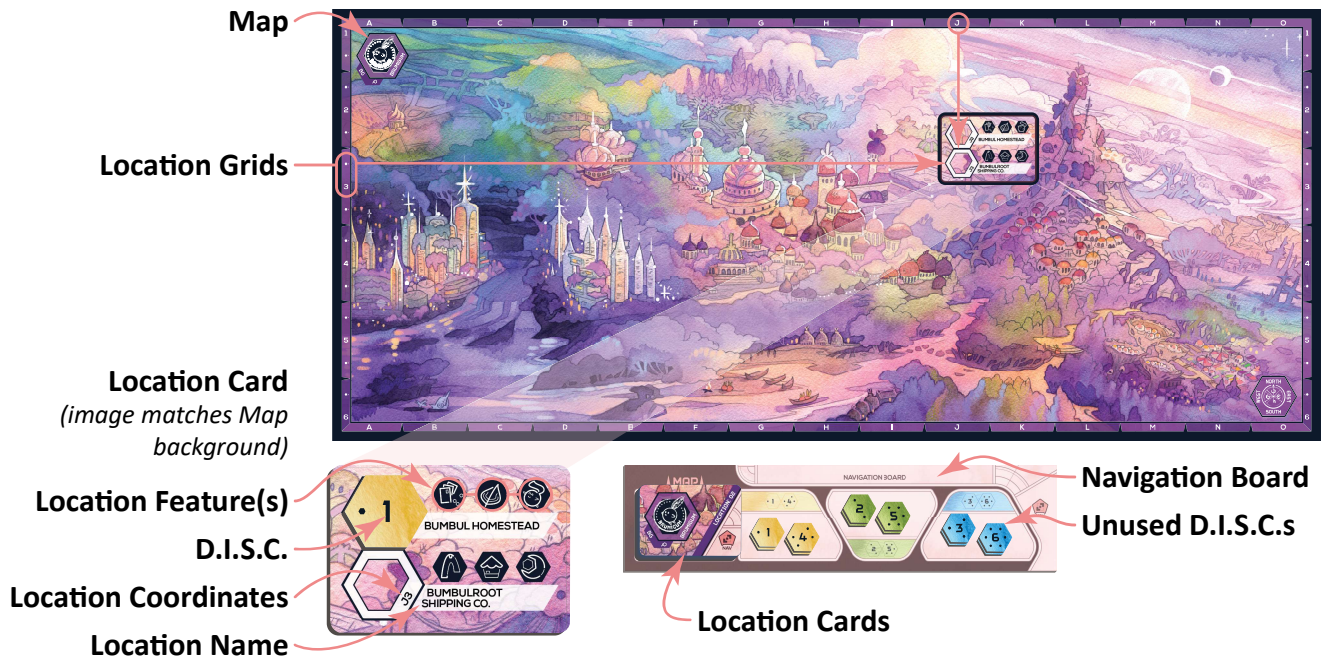
You are in charge of the Map. You'll use D.I.S.C.s to keep track of which Locations you've visited recently, and as you discover new places to explore.

**How to Advance the Story:**  
If the Operations Officer has no Mission Report, you need to help the crew get ready to Take Action. Each Location on the Map has one, two, or three Location Features. The Operations Officer will tell you which of these Features are currently available for the Mission. You can visit any Location with a matching Feature icon, as long as it does not already have a D.I.S.C. for your current mission on it. If it has more than one matching Feature, your crew will need to pick only one to use. If you want to know more about any Location, ask the Information Officer. The Commander will

Mission Number on the front, and a different Mission Number on the back.

help the crew decide which Action to Take. Once the crew has made a decision, it's time to Take Action. Look at the Coordinates on the chosen Location (printed in the large hexagon, or read from the Location Grids on the Map). Tell the Commander, and add a D.I.S.C. for your current Mission to the Location.

FOLD



**Remember:**



When Choosing the Action to Take:  
Ask Operations for Location Feature(s)



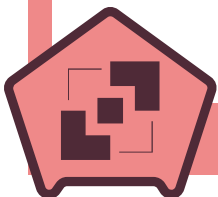
Anytime, ask the Information Officer:  
Descriptions of any Location



When Taking Action, tell the Commander:  
Location Coordinates



When Taking Action:  
Place a D.I.S.C. on the Location







**How to help inform the crew:**  
Be sure that you help your crew understand the wonders of the new worlds around them. When the Commander reads words that sound unfamiliar, look them up in the Almanac. You might have illustrations of the new

You are responsible for the **Almanac** and the **Passport**. The Almanac is a helpful tourist guidebook prepared for you by the head of a local friendly organization called BUD. The Passport will keep track of everything that happens within one Chapter of a Story, and everything that you bring with you from one Chapter to the next within a Story.

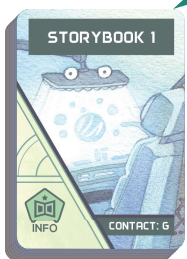
**How to handle Updates:**  
To add a **Mission** to the Passport, write its description on the corresponding line on the Chapter Data Sheet. To add an **Item** or **Contact** Card to the Passport, flip it over to reveal the Item or a Contact and add it to the Story Folder. Check off the corresponding Letter on the Storybook Folder. It might be used in a future Chapter. To set an **Event**, put a checkmark on the Chapter Data Sheet next to that Event's letter.

sentient species you're meeting. You can also offer some additional insight to the Navigator about Locations on the Map.

**How to check the Passport:**  
There are moments where you will need to check to see if an Event has happened in this Chapter or if you have an Item or Contact from a previous Chapter that might help in your current Blurb. Look at your Chapter Data Sheet for Events or the Storybook Folder for Items or Contacts. If there is a checkmark next to the Letter in question, you must inform the Commander that the Event is set or that you have the Item or Contact.

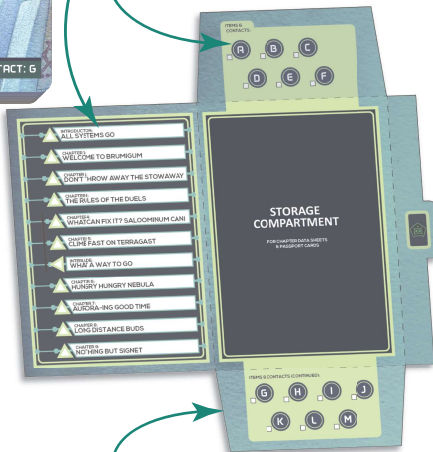
**How to Advance the Story:**  
When the crew is deciding how to Take Action, you can review the Mission Description and remind everyone what the current goal is. There may be more than one.

FOLD



Item & Contact Cards  
Unlocked Chapter List  
Item & Contact List

*Note:  
the Print  
and Play  
uses a  
simplified  
Storybook  
Folder*

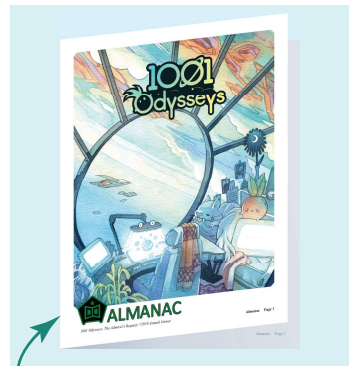


Passport (Storybook Folder)

CHAPTER DATA SHEET	
CHAPTER TITLE	Welcome to Brumigum
ST#	1
CH#	1
MISSIONS:	
1	Befriend the Plumpling
2	
3	
4	
5	
EVENTS:	
N	<input type="checkbox"/>
O	<input type="checkbox"/>
P	<input type="checkbox"/>
Q	<input type="checkbox"/>
R	<input type="checkbox"/>
S	<input type="checkbox"/>
T	<input type="checkbox"/>
U	<input type="checkbox"/>
V	<input type="checkbox"/>
W	<input type="checkbox"/>
X	<input type="checkbox"/>
Y	<input type="checkbox"/>
Z	<input type="checkbox"/>

Passport (Chapter Data Sheet)

Chapter Title  
Story Number  
Chapter Number  
Mission Description(s)  
Events (Checkboxes)



Almanac

**Remember:**



Use the Almanac any time to look up:  
**Location descriptions**



Use the Almanac any time to look up:  
**Species and Planet information**



Use the Passport to record as directed:  
**Mission Descriptions, Events, and Items**



Use the Passport to check as requested:  
**Items, Contacts, and Events**

