

ATTENTION! These instructions contain only reference information and answers to some common questions that players might have during the game. **To start the game**, take the ordered deck (1 to 68) without shuffling it, read the top card and follow the instructions on it.

LEGEND

Keep the legend close by until you have the meaning of all the icons memorized.



Take a random card with the corresponding icon in the top right corner (next to the number) and add it to the **front** of the pile in your hand **after** you finish manipulating the card you've just read, unless you are told otherwise.

Important! When such an icon has a number before it (for example, **4x** 🏠), take **all** the cards with this icon (the number indicates their total amount in the deck), shuffle them without changing their orientation and add them to your pile as instructed on the corresponding card. If you have to discard your previous **pile** from your hand, use the newly taken cards as your new **pile**.

+ Add 1 point to the corresponding scale of the **COUNTER** by moving its clip marker.

- Subtract 1 point from the corresponding scale of the **COUNTER** by moving its clip marker.

+/- Choose one of the options divided by the slash symbol and adjust the **COUNTER** as necessary.

Take the indicated card from the **STORY** or **ITEM** deck and immediately read it.

✗ Discard this card: Place it under the **STORY** deck on the table if it's a story card or put it back into the **ITEM** deck if it's an item card (👤).

✗ Discard the **whole pile** from your hand (place it under the **STORY** deck on the table) except for the card(s) you were just told to take. Leave the collected **items** on the table unless you are explicitly told otherwise.

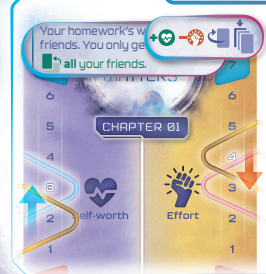
🔄 Flip this card over its long edge.

🔄 Flip this card over its short edge.

📄 Leave this card on top of your **pile**.

📄 Move this card to the **back** of your **pile**.

👤 Keep this card on the table in front of you. (For all friend-related icons, read card 13.)



Example: When you choose this option, first rotate all your inactive friends into the active position. Then add 1 point to your **SELF-WORTH** scale and subtract 1 point from your **EFFORT** scale. Then flip the card over its long edge and move it to the back of your pile. Finally, read the text on the upper half of your next card.

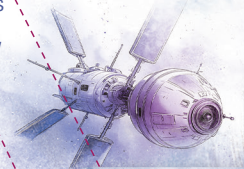
1 Keep your pile in hand. Only look at the top half of the card. First, change the corresponding scales' values if you see their respective icons, and then **read the introductory text** at the top of the card.

2 Choose one of the available options.

2a You may only choose this option if you meet the preceding condition: You have or have not collected the indicated item(s), can rotate the indicated friend(s), one of your clip markers shows a certain value on the corresponding scale, etc.

2b Some options have a highlighted instruction text in addition to the icons on the right. If you choose this option, follow these instructions first and only then continue with the icons.

HOW DO YOU PLAY?



Note! All cards have a number on their front that makes it easier to find the necessary card in the deck and return the cards to their original state at the end of the game.

+ You are looking forward to your long-awaited training period on a space station.

You are eager to take on any task from the commander, but feel quite exhausted by the end of each session.

You enjoy your personal time, exploring the station and chatting with the regular crew in the rec space.

an **ASTROPHYSICS** friend: You join an advanced group dedicated to studying a black hole together with your friend.

Take **GROUNDBREAKING STUDY**.

69 🏠

+ 🧠 - 🧠

+ 🧠 - 🧠

4 🤝

Most of the cards have an icon next to the number. Take these cards from the deck when you are instructed to do so.

3 Apply the effects of each icon next to your choice in the order they are listed.

4 Stop here. Do not read the lower half of the card.

Important! See cards 1, 13 and 21 (the Chapter 1 COUNTER) for a detailed gameplay explanation.



FAQ

1 I accidentally shuffled the deck / received the game with its cards shuffled. How do I **return the deck to its original state**?

Stack the cards in ascending order from 1 to 68. Then read card 1 to start the game.

2 There's an icon and/or instructions before the introductory text. What does it mean?

 You are looking forward to your long-awaited training period on a space station.

First change the corresponding scale value and/or follow the instructions, and only then read the text on the card.

3 Where to and in what order do I add new story cards?

Unless you are explicitly told otherwise, **always** add new story cards to the **front** of your pile **after** you finish manipulating your current card. For example, should you have the following icons:



First of all, find a  card in the deck and put it aside, then add 1 point to your **EFFORT** scale  and reduce your **VITALITY** scale by 1 point  (ignore the 2nd point, as you cannot go beyond the scale). Since this scale has reached 0, put the  card on top of the  card. **Then** flip and leave your current card on top of your pile according to the icons .

When you finally move your current card to the back of your pile or discard it, place the 2 cards you have put aside on top of your pile and read the text on the top card .



4 I need to add a  card to my pile but there are **no more cards with this icon** in the deck. What should I do?

In rare cases the deck may run out of cards with certain icons. If all such cards are already in your pile or have been discarded, ignore the instruction to add such cards, unless you are told otherwise.

5 I've chosen an option requiring an item I had previously collected. Do I have to **discard the used item**?

Unless a card explicitly tells you to discard certain items, keep them on the table: You may use the same items multiple times. Keep your items even when you start the next chapter, unless you are told otherwise.

6 I've realized that at some point I **flipped (and/or moved) a card incorrectly**. What should I do?

Backtracking the game can be really tricky. Don't worry about it and just continue playing! Imagine your character has experienced a minor oxygen deprivation during a spacewalk, and some events got mixed up in her head.

7 I want to take a break and **finish the game later**. What is the best way to stack the cards to not mix them up?

Arrange the cards in the following order (from top to bottom as shown on the picture):

- A** all the **items** you have **collected** (do not flip the cards);
- B** all your **friends** (rotate the **inactive** ones upside down);
- C** your **pile** (just like you were holding it in your hand);
- D** your current **COUNTER** (do not change the values);
- E** the **ITEM deck**;

- F** the **FRIEND deck**;
- G** the remaining **deck** together with the rule cards and discarded story cards.



To resume the game:

- A** spread the **items** you have **collected** (on top of the deck) on the table;
- B** then do the same with the **friends**, rotating the upside down cards sideways into the inactive position;
- C** take your **pile** back in hand (all the story cards on top of the **COUNTER** with the clips attached to it);
- D** place the **COUNTER** in front of you on the table;
- E F** then separate the **ITEM** and **FRIEND decks** from the rest of the cards;
- G** and finally put all these decks on the table to take cards from them when needed.

You are now ready to continue the game!

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YOUR
LOGO

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FATE FLIP!



DARK
MATTERS

INSTRUCTIONS

"Astronauts are inherently insane. And really noble." — Andy Weir