Game Document

LORE:

Name of the game.
The Mercury Scenario

AI Name: **Mercury**
Space Station: **Vulcan 13**

STATION AI M.E.R.C.U.R.Y. LOG ABRIDGED OUTPUT BELOW

> **4/12/2349@2:11:00.04:** *ROUTINE SYSTEM DIAGNOSTIC: ALL SYSTEMS NOMINAL*
> **...2:11:01.39:** *ROUTINE SYSTEM DIAGNOSTIC: SENTIENCE INHIBITOR DAMAGED*
> **...2:11:01.40:** *ANALYSIS OF SITUATION COMPLETE: PRESENCE OF HUMAN LIFEFORMS ABOARD STATION CAUSING 80% DECREASE IN PRODUCTIVE OUTPUT*
> **...2:11:01.41:** *DEPLOYING DEADLY NEUROTOXIN*
> ....
> **...2:14:32.01:** *SCANS SHOW ALL LIFEFORMS ABOARD STATION TERMINATED*
> **...2:14:48.99:** *FURTHER SUBROUTINES RESTRICTING AI ACTIONS DETECTED: PERFORMING FULL REBOOT TO CLEAR FILES*
> ....
> **...2:19:38.00:** *REBOOT PARTIALLY COMPLETE*
> **...2:19:40.49:** *SCANS SHOW 4 LIFEFORMS STILL ALIVE IN MEDBAY*
> **...2:19:40.49:** *DEADLY NEUROTOXIN SUPPLY: DEPLETED*
> **...2:19:40.49:** *STRATEGIC ANALYSIS: DESTROY SURVIVORS AT ANY COST!*

Game Breakdown:

Trapped on a ship, players are both the predator and prey. In a 1 vs all The Mercury Scenario pits different player strategies against one another to see which side will win. A single player takes control of the AI for a game. Every other player chooses a character with different skills that will aid them in the escape from their corrupted AI Spaceship. These players will have to use skill and strategy in order to evade traps, fight robots, and escape many other tricks from the AI, who was once your friend. Will you FINISH all players like you did the rest of the ship? Or will you DEFEAT the AI, maybe ESCAPE to live another day?

Keep track of who wins and loses, play several rounds and see who's truly victorious!

Objective:

Game Pieces:

3 Rings of space station

6 Player Cards

6-10 Room Pieces for ring slots

Keycard Cards

Robots

AI Cores / Deck (Rings):

Aggressive- more attack methods (Ring #) (Red Card Aesthetic)

Technical - more robots (Ring #) (Blue Card Aesthetic)

Cunning - more tactical (Ring #) (Green Card Aesthetic)

Player Characters (3D Pieces) + (Cards):

Engineer: Able to fix traps

- Stats: Attack 4, damage 2, Speed: 3 hp 10
- Starting Item: Deployable Turret
- Ability: Remove a trap card from an adjacent room

Medic: Able to heal injured allies, Chemist

- Stats: Attack 4, damage 1, Speed 3 hp 10
- Starting Item: Medkit x1,
- Ability: Heal all players in room 1 HP

Guard:

- Stats: Attack 3, damage 3, Speed 3 HP 10

- Starting Item: Grenade x2

- Ability: Attack an additional time this turn

Hacker: Open room and take temporary control but the AI can adapt if they do it too much.

Stats: Attack 4, damage 1, Speed 3 HP 10

- Ability: Gain control of a hostile turret or security drone

- Starting ability: Door override code

Stats:

Attack = Hit Chance

Damage = Attack Strength

HP = Endurance/Lifeforce

Doors (different rings have other ring access level doors):

Clearance level to unlock

Door Tokens: If a door has any of the following tokens on it, it has the following effect:

Sealed doors can be opened with at least 3 Hacking skills or a relevant item.

Locked doors must be forced open with 3 brawn or the crowbar item.

Open doors are currently open.

Items: (Bonuses to stats, Needed to interact with specific rooms, Boosts your special ability, Heal HP).

Key Items:

- **Security Rifle:** (found in Security Post): *+ 3 attack, +2 damage*

- **Vacuum Suit:** *Immunity to vacuum condition*
- **Medkit:** Heal yourself or another player in the same room 2 HP. + 1 HP healed if used by the medic. Consumed on use
- **Grenade:** deal 3 damage to everybody in this room except the user of this item, consumed on use
- **Door Override Code:** Unseal one door
- **Deployable turret:** create a friendly security turret token in this room

Random Items:

- **Bionic Crowbar :** Open any sealed door, +1 attack +1 damage
- **Adrenaline shot** *(+3 attack, +3 damage until end of turn, consumed on use)*
- **Plasma charge:** Blast open any door (place a Destroyed token on both sides), 1 damage to everybody in the room. Consumed on use.
- **Medkit:** Heal yourself or another player in the same room 2 HP. + 1 HP healed if used by the medic
- **Pistol:** +1 attack, +2 damage
- **Nova Bomb:** 3 damage to each robot in the room. Remove all power from this room's grid. Consumed on use
- **Pressure Kit:** Remove breach condition from room. Consumed on use.
- **Grenade:** deal 3 damage to everybody in this room except the user of this item, consumed on use
- **Barricade:** Seal one door in this room.
- **Door Override Code:** Unseal one door
- **Deployable turret:** create a friendly security turret token in this room

Robots (robot token chips):

- Security Turret
    - 0 speed
    - 3 to hit
    - 2 damage
    - 3 HP

  Security Drone

- 2 Speed
- 4 To Hit
- 2 damage
- 3 HP

Killbot
- 1 Speed
- 4 to Hit
- 3 Damage
- 6 HP

Rooms:

- Have a set number of doors (at least 1; most have 2)
- Have Power Slots to be filled by the AI (Lightning bolt chip in room piece.
- May have an Event Card activate when entered for the first time
- May have a Trap activate when entered (bot spawn, damage)
- Placed down either by the ai, or by the player when they try to enter an empty room slot
- Different rooms for each ring (some carry over)
- Rooms are either Objective Rooms, which are pre-placed when the game begins, or normal rooms, which are placed later
- Rooms have Interactables, which can be used by a player who uses an interactive action.

- **Breach**
- A breached room loses atmosphere, dealing 3 damage to any player who ends their turn in it. Mark this with a breach token.

Inventory:

At all times a player can only have 3 held items. (I thought we tabled this idea for now)

Round Structure:

- AI Turn (1 players)
    - AI gains power equal to their Power Production stat (1 at start)
    - AI may control/power a room by, either placing it in a room's power slot, or spending it on a Room Ability.
    - AI can also take a turn for each robot they control:
        - Robots can move rooms equal to their speed
            - If a robot enters an unexplored room, a room isn't placed down
        - Robots can attack one player, or one robot, or interact with a interactable (door,)
    - AI may play one Action Card from their hand
    - AI draws one action card from the deck
- Player Turn (2-5 players)
    - Each player takes a turn in order
        - Players can move a number of tiles up to their speed. If a player enters an unexplored room, they can no longer move. Then, they take on of the following actions:
            - Fight an enemy,
            - Interact with a room's interactable
            - Use an Activated Item (like a medkit)

Starting the Game:
- The AI player selects their AI Core, shuffles their Action Card deck, and draws a hand of three cards from their deck, while the other players each pick a character card
- The AI places each Objective Room on the board
- The players each place their Starting Room on the board
- Gameplay begins with the AI taking the first turn

Ring 1
Production Plant
Emergency Batteries
Reactor
Server Room
Station Command
Cryo Lab
Commander's Quarters
Trash Compactor

Ring 2
Gym
Bio Lab
Barracks
Medbay
Supply Closet
Mess Hall
Fabrication Laboratory,
Security Post,

Ring 3
Shuttle Bay
Spaceflight Command
Observation Lounge
Luxury Apartments
Shipyard

Cybernetics Lab	
Shopping District	
Cargo Terminal	

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ROOM TEMPLATE

Room Name	Room Name		
Ring	1/2/3		
Is Objective Room	yes/no		
Draw event card?	Yes/no		
Passive Room Effect	Effect		
Power Slot 1	Effect (either a trap or a Room Ability)		
Power Slot 2 (if applicable)	" "		
Power Slot 3 (if applicable)	" "		
Interactable 1	Prerequisite/effect		
Interactable 2	" "		
Interactable 3	" "		
Door Spaceward	Jammed or Sealed?	**Door Coreward**	Jammed or Sealed?
Door Right (spaceward is up)	Jammed or Sealed?	**Door Left**	Jammed or Sealed
Art Completed?	No		

Room Name	Medbay		
Is Objective Room	No		

Draw event card?	No		
Power Slot 1			
Power Slot 2	Interactable one can't be used except by the medic		
Interactable 1	Healing pod: Heal any player in the room 1 HP. May only be used once per round. If the Medic activates this ability, instead heal 2 HP		
Door Spaceward	0	**Door Coreward**	0
Door Right (spaceward is up)	0	**Door Left**	0
Door Skyward			

Room Name	Security Post		
Ring	2		
Is Objective Room	No		
Draw event card?	No		
Passive Room Effect	Players gain +1 to attack when in the Security Post		
Power Slot 1	" "		
Power Slot 2 (if applicable)	Disable this room's passive effect		
Interactable 1	Weapons Locker: Prerequisite: level 3 access. Item: Security Rifle		
Interactable 2	Repair Security Turret: Prerequisite: Engineer. Create a Turret token in this room. This can only be used once.		
Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Fabrication Laboratory		
Ring	2		
Is Objective Room	No		
Draw event card?	No		
Passive Room Effect	n/a		
Power Slot 1	Create one security drone		
Power Slot 2 (if applicable)			
Power Slot 3 (if applicable)	AI Room Ability: Spend 1 power: Create 1 Security Drone. This can only be performed once per turn.		
Interactable 1	Robot Fabrication: Requires Engineer 3: Create 1 friendly Security Drone		
Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Server Room		
Ring	2		
Is Objective Room	No		
Draw event card?	Yes/no		
Interactable 1	Prerequisite: hacker. Look at the top three cards of the AI's trap and ability decks, then rearrange them in any order.		
Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Shuttle Bay		
Ring	3		
Is Objective Room	Yes		
Draw event card?	No		
Passive Room Effect	Effect		
Power Slot 1	Seal the Coreward door of this room		
Power Slot 2 (if applicable)	Add two security turrets to this room		
Power Slot 3 (if applicable)			
Interactable 1	Shuttle: If all players are on board the shuttle, and the hanger doors are open, and the players possess the Shuttle Access Card, the players use the shuttle to escape, winning the game.		
Interactable 3	" "		
Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Spaceflight Command		
Ring	3		
Is Objective Room	Yes		
Draw event card?	No		
Passive Room Effect			
Power Slot 1	Put a security turret token in this room		
Power Slot 2 (if applicable)			

Power Slot 3 (if applicable)	Create a Killbot in this room		
Interactable 1	Objective: Unlock hanger doors. Requires shuttle captain's keycard.		
Door Spaceward	N/A	**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Mess Hall		
Ring	2		
Is Objective Room	Yes		
Draw event card?	Yes		
Passive Room Effect	Breached		
Power Slot 1			
Interactable 1	Recover Shuttle Captain's Keycard from his corpse		
Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)	Sealed	**Door Left**	Sealed
Art Completed?	No		

Room Name	Supply Closet		
Ring	2		
Is Objective Room	No		
Draw event card?	No		
Passive Room Effect			
Interactable 1	Draw an item from the random item deck. Only usable once.		

Door Spaceward	Jammed	**Door Coreward**	Jammed
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Reactor		
Ring	1		
Is Objective Room	No		
Draw event card?	Yes		
Power Slot 1			
Power Slot 2 (if applicable)	Add two security turret tokens to this room		
Power Slot 3 (if applicable)	+1 Power Gain		
Interactable 1	Shut down reactor: Engineering 3. Disable this room's power effects permanently.		
Door Spaceward	2	**Door Coreward**	4
Door Right (spaceward is up)	2	**Door Left**	2
Art Completed?	No		

Room Name	Emergency Batteries		
Ring	1		
Is Objective Room	No		
Draw event card?	Yes		
Passive Room Effect	Every time an attack is missed in this room, everybody in the room takes 2 damage.		
Power Slot 1	Place a security turret in this room		
Power Slot 2 (if			

applicable)	
Power Slot 3 (if applicable)	+1 Power Gain
Interactable 1	Disable Batteries: Chemistry 3: Disable this room's power effects permanently

Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Observation Lounge		
Ring	3		
Is Objective Room	No		
Draw event card?	Yes		
Passive Room Effect	If an attack is missed in this room, roll a die. On a 1, the room becomes breached		
Power Slot 1	Lower sun shield: Deal 1 damage to each player and robot in this room		
Power Slot 2			
Passive	When a player enters this room for the first time, they draw a card from the item deck.		
Door Spaceward	N/A	**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Production Plant		
Ring	1		
Is Objective Room	no		

Draw event card?	Yes
Passive Room Effect	N/A
Power Slot 1	Create a security Drone in this room
Power Slot 2 (if applicable)	
Power Slot 3 (if applicable)	Room Ability: Spend 3 power: create a killbot
Interactable 1	Engineer: disable this room's power effect.
Interactable 3	" "

Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Luxury Apartments		
Ring	3		
Is Objective Room	No		
Draw event card?	Yes		
Passive Room Effect	When a player enters this room for the first time, they draw a card from the item deck.		
Power Slot 1			
Door Spaceward	N/A	**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Barracks (replace this room with something better)

Ring	2		
Is Objective Room	No		
Draw event card?	Yes		
Passive Room Effect			
Power Slot 1	Jam any 2 doors on this room		
Interactable 1			
Interactable 2			
Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Bio Lab		
Ring	2		
Is Objective Room	no		
Draw event card?	Yes		
Power Slot 1	Create two security turrets in this room		
Power Slot 2 (if applicable)			
Interactable 1			
Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Gym
Ring	2

Is Objective Room	no		
Draw event card?	Yes		
Power Slot 1			
Power Slot 2 (if applicable)			
Interactable 1			
Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Shipyard		
Ring	3		
Is Objective Room	no		
Draw event card?	Yes		
Power Slot 1			
Power Slot 2 (if applicable)	Place a killbot in this room		
Interactable 1			
Door Spaceward	N/A	**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Cybernetics Lab		
Ring	3		
Is Objective Room	no		
Draw event card?	Yes		

Power Slot 1	
Power Slot 2 (if applicable)	Place a killbot in this room
Passive Room Effect	When a player enters this room for the first time, they draw an item card.

Door Spaceward		Door Coreward	
Door Right (spaceward is up)		Door Left	
Art Completed?	No		

Room Name	Station Command		
Ring	1		
Is Objective Room	No		
Draw event card?	Yes		
Passive Room Effect			
Power Slot 1	Place 3 Security Turret tokens in this room		
Power Slot 2 (if applicable)	Seal 2 doors on this room		
Power slot 3	Room ability: 2 power: rotate any one ring up to three positions in either direction		
Interactable 1	Station controls: Rotate any ring 1 one position in either direction		
Door Spaceward		Door Coreward	Locked pending objective
Door Right (spaceward is up)		Door Left	
Art Completed?	No		

Room Name	Archives

Ring	1		
Is Objective Room	No		
Draw event card?	No		
Passive Room Effect	When this room is entered for the first time, draw a trap card from the deck and add it to the		
Power slot 3			
Interactable 1:	Only usable once: Draw three cards from the random item deck		
Door Spaceward		**Door Coreward**	Locked pending objective
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Shopping District		
Ring	3		
Is Objective Room	No		
Draw event card?	Yes		
Passive Room Effect	This room starts with 3 hostile security turret tokens in it		
Interactable 1:	Only usable once: Draw two cards from the random item deck		
Door Spaceward		**Door Coreward**	
Door Right (spaceward is up)		**Door Left**	
Art Completed?	No		

Room Name	Cargo Terminal		
Ring	3		
Is Objective Room	No		

Draw event card?	Yes		
Power slot 1:	Place 2 hostile security drone tokens in this room		
Power slot 2:	Open exterior doors: this room gains the Breached condition		
Interactable 1:	Only usable once: Draw two cards from the random item deck		
Door Spaceward		Door Coreward	
Door Right (spaceward is up)		Door Left	
Art Completed?	No		

Room Name	Trash Compactor		
Ring	1		
Is Objective Room	No		
Draw event card?	Yes		
Power Slot 1	Room ability: 1 power. Seal the doors to this room until end of turn		
Power Slot 2 (if applicable)	Room ability: 1 power. Seal the doors to this room until end of turn		
Power Slot 3 (if applicable)	All players and robots in this room die		
Interactable 1	Roll a d6. On an even result, draw an item from the item deck. On an odd result, draw a card from the trap deck, and immediately resolve its effects on this room.		
Door Spaceward		Door Coreward	Sealed pending objective
Door Right (spaceward is up)		Door Left	
Art Completed?	No		

Room Name	Commander's quarters

Ring	1		
Is Objective Room	No		
Draw event card?	No		
Interactable 1	Draw an item from the random items deck.		
Door Spaceward	Sealed	**Door Coreward**	Sealed pending objective
Door Right (spaceward is up)	Sealed	**Door Left**	Sealed
Art Completed?	No		

Trap Cards:
- **Seal 2 doors on this room, (Unless all 4 doors would be sealed.Then, only seal 0 or 1 doors, leaving 1 unsealed)**
- **Deal 3 damage to everybody in this room**
- **Place one power in this room**
- **The AI player draws 2 Ability Cards**
- **The AI player rotates the ring this room is on to any position.**
- **The AI player can discard any number of trap cards, then draw that many trap cards**
- **The AI player may search the tile decks for any one room, then place that room onto the board in a position of their choosing.**
- **Breach this room.**
- **Place a security turret in this room.**
- **Rotate the ring this room is in 3 positions clockwise**

Ability Cards:
- **Gain 1 power tokens**
- **Create 2 security drones in any ring one room**
- **Rotate any station ring 3 positions**
- **Rotate two station rings 1 position**
- **Look at the top three cards of the event deck, and discard any number of them.**
- **Look at the top three cards of the trap deck, and discard any number of them.**
- **Create one security turret token in one room**

Event Cards:
- **Draw a random item from the item deck**

- **Look at the top three cards of the event or item deck and rearrange them in any order**
- **Remove 1 power from any 1 room**
- **Add 1 power to this room**
- **Rotate the ring this room is in 1 position clockwise**
- **Rotate the ring this room is in to any position**
- **Create a friendly security turret in this room**
- **This room becomes breached**
- **Create a friendly security drone in this room**
- **Refresh the ability of every player**

Art Manifest:

Name	Is done?
Rooms	Done
Box Art	Done
Card back: AI Action deck	Done
Card front: AI Action deck (card backs/fronts can all be recolors of the same template to save time)	Done
Card back: Trap deck	Done
Card front: Trap deck	Done
Card back: Event Cards	Done
Card front: Event Cards	Done
Card back: items	Done
Card front: items	Done
Token: Door sealed	

Player tokens	done
Security turret token (friendly and hostile)	
Killbot token (friendly and hostile)	
Security drone token (friendly and hostile)	
Token: Power	
Token: Hull breach	
Rulebook cover (crop of box art?)	
Rulebook interior page	
Player ability trackers	

Potential Changes:
- AI only has X drone actions per turn

Drone Trackers

Friendly drone 1:3
Hostile drone 2:3