Planet Hope

A science fiction storytelling RPG for 1-3 Astronauts and a Planet. By Maja Hvalryg Kvendseth, 2015.

YOU ARE

- Astronauts from Earth – and the planet they land on.
- On a mission to find the one thing that will save earth from destruction
- In possession of:
  - A spaceship
  - A database with all the information you need
  - A translator unit (can be carried, but then one person is always using it and can't do anything else)
  - Space suits
- You do not have:
  - Weapons

YOU NEED

- A randomizer of some kind (a coin to flip, a die to roll, straws to draw)
- Tokens in three colours:
  - Five tokens of one colour to mark the game's rounds
  - Enough tokens in two other colours, representing "Trouble" and "Cool", to give each Astronaut three of each type, and the Planet one of each; with a few extra in a "bank"
- A sheet of paper to note down what you find out about the planet

THE GAME

Your spaceship is built so it can run on endlessly, but it has to actually run and not stay in one place for more than five standard units of time. You have just landed on a new planet. You have five standard units to find what you're looking for. The units can be as long as you want in real time, but in game time they should be whatever length you need to make the game exciting.

The Astronauts play one astronaut each, the Planet plays whatever lives on the planet.

In each unit of time, one of the following can happen, individually:

- Astronauts and Planet: You explore part of the planet, however you like. Play it out. Take turns describing what the area looks like and what you find.
- Astronauts: You go back to the ship to either use the database (giving you the opportunity to define some information), get the translator unit, or leave the planet. You can't take the database with you, but you can take the translator unit (meaning you then have it with you, if you didn't already take it). Act it out. Leaving the planet means the game is over.
- Astronauts or Planet: Use a token to give the group "Trouble" or "Cool".
  - "Trouble" means you give up a Cool token and create a problem of some kind. Use the randomizer to decide if the situation goes badly or well – then act it out. Give your token to the Planet (if you are the planet, give the group your token). If you win, the group gets a Cool token from the bank – put it on the table.
  - "Cool" means the group of astronauts discover something they need. Use the randomizer to tell if it's a minor or major breakthrough (you need one major or three minor to "win" the game). Act it out. Give your token to the Planet (if you are the Planet, you give it to the group). The Planet then gets a Trouble token from the bank.
- Planet: Use three trouble tokens (if you have them) to create a catastrophic event. If this happens, and the Astronauts have at least one time unit left, they flee in the space ship. If not, they die. Act it out.

How to "win":

If the astronauts have a major discovery or three minor ones, and make it back to the ship by round five, they win. In the event of a catastrophic event, they need to have one round free to go back, plus one major discovery (in this case, three minor just won't cut it).