

Introduction

Thank you so much for picking up this playtest document. Any feedback you can provide is greatly appreciated. I really want to make this game work, and because it has a lot of moving parts I feel it's going to need a lot of work to make sure that they fit together smoothly. I feel that if it does that, it can be a really awesome game.

Of course if it doesn't, the game will be a train wreck of epic proportions.

No pressure, eh?

At any rate, inside this package you'll find the rules for running AIR, as well as any of the necessary sheets to play the game. However, there are things you're going to have to supply yourself:

- Dice: You'll need lots of d6s for the players and at least 4 for the GM. You'll also need at least 5 or 6 d8, d10s and d12s.
- Models: You'll need two figures for each player. One to track where they are on the map. The other to track where they are on the spiral. I tend to use chess pieces because that way you can have someone play the rook, the knight, the bishop of both colours (which gives you a total of 6 characters). You'll also need two figures for the Ghost one for the Captain's sheet and one for the Spiral.

When you're done, if you could fill out the questionnaire in the back, and either find me at a con or email them to me at jonathan@firestorm-ink.com so we can go back and see what needs improving.

Thanks again for playing.

Setting Up the Game

1. Hand out VICTIM SHEET to each Victim
2. Each Victim will answer the following questions. The answers can be as detailed or as short as they would like.
 - A. Who are you?
 - B. What do you do?
 - C. What are you doing on the station?
3. Each Victim comes up with 3 keys based on these questions.
4. Take the MAP SHEET and place it within easy reach of the Victims.
5. Each Victim, and the Captain, will take turns putting rooms on the MAP SHEET. Each person will only place two rooms and they must conform to the following rules.
 - A. They must be placed off of an already created room.
 - B. They can only connect on the same ring (so no connecting a room from a room on a different level is a no no, though only right now)
 - C. Roll a D6 for every room that gets created and mark it down on the Captain sheet. That's how much O2 is in the room when the game starts.
 - C. Once a Victim has placed their second room, they put their marker on that site. This is where they are when the bad thing happened to the ship, and where they'll wake up.
6. Take the DOWNWARD SPIRAL and put it within easy reach of the Victims.
 - A. Start brainstorming words that you think might be interesting to play with. They can be anything, since anything can be turned into something horrific but these will be words that everyone will have to deal with at some point in time.
 - B. When you're done brainstorming, the Captain will assign the words on the Spiral. Each line is called a Rope and each Rope gets a word. Assign the really interesting words to the higher dice values.
 - C. Place the players at the start of the Spiral
 - D. Placed the Ghost at the end of the Spiral.
7. Get ready to play.

Playing the Game

The Captain should put the focus on each Victim in turn, even if other Victims are present, because they're the focus. The door locks on them, the monsters are all swarming towards them, they're the only one seeing things. Everything happens to the individual, because one of the big parts of what makes things scary is isolation.

The other Victims shouldn't get too complacent though, they're turn will come soon enough.

Setting the Scene

The Captain starts by describing what the players hears, sees and senses. Make sure that you give the Victim a good sense of what's going on. Once you've done that, let the Victims talk about what they're doing, how they're reacting to what's going on. Let them keep going until you need to provide them with a description, or they do something that you think is hard or that the ghosts don't like.

There are a lot of things that the victims are doing that the ghosts don't like. Breathing is one of them.

When you have decided that an obstacle is too great to just let the victim get through it unscathed you will tell them that the victim is going to need to make a roll.

1. The Captain select anywhere between 1d6 and 3d6
2. Tell the Victim that they get 1d6 for free.
3. Ask the Victim if they want to use any O2. (Note: You don't have to tell them what is in the room, just if they want to use any)
4. Ask the Victim if they want to use a key.
 - A. If they do then the can up a die from a d6 to a d8.
 - B. If they do, move the ghost up one step.
5. The Captain will roll the dice and assign any dice to one of four circles. Again, they will hide this from the Victim. The four circles are:
 - A. Brain: If something can be beaten with intelligence.
 - B. Blood: If something can be beaten with strength.
 - C. Breath: If something can be beaten with endurance
 - D. Structure: If something can be beaten with your knowledge of the vessel.

The Captain will put dice on the circles that she thinks will be harder to succeed with.
The higher die values should be assigned to the circles that are considered to be the harder path.
6. The Victim will roll their dice. They then narrate how they are going to solve the problem by

assigning the dice that they have to the four circles.

7. The Captain will reveal her dice, and a narrative comparison will begin.

A. If the Captain and the Victim both have a die in the circle and the Captain's die is *Lower* then the action succeeds.

B. If the Captain and the Victim both have a die in the circle and the Captain's die is *Higher* then the action fails and the Victim will take 1 point of damage in the associated stat. The Victim will then continue on with their narration, comparing the next die that they rolled.

C. If the Captain has no die in the circle and the Victim has a die then the action succeeds, but then the Ghost moves one space up the spiral (see how the ghost moves section for more details).

Taking Damage

A victim will take damage, or the ship will take damage, depending on circle they lost their challenge on.

Brain - This is attached to a player's mind.

Blood - This is attached to a player's blood.

Breath - This is attached to a player's O2.

Structure - This is a little more complicated. The Captain has a wide variety of options at their disposal when it comes to Structure.

Moving along the Spiral

The Victims spiral downwards

The victims want to move down the Spiral, because the only time the escape pod makes an appearance is when at least one player has made it to the last step on the spiral. At that point the Captain places the escape pod where she thinks it will be the most inconvenient to get to.

That being said, how does a player move from one spot to the next on the Spiral. Well, that's all about the keywords. The keywords will have something that will be a clue for the Victims on what they need to do in order to make it down the spiral. However, each step is individualized, so that no two players can do the same thing.

The best part, the Victims have to tell the Captain what that is, and the Captain has to approve it, before they can go for it. Once they've achieved their goal, or are in the process of achieving

their goal, they can make their way down the spiral.

Example: Tony sees that the word on that rope of the spiral is WRITING, so Tony says "Oh, there's something I need to get from the ENGINE ROOM, a notepad with some writing on it." The Captain says OK, and Tony goes down to the engine room to get it. The Captain says he remembers seeing it attached to one of the bulkheads. Tony sees the notepad, but as he goes for it there seems to be writing everywhere in the room, as if someone is writing Tony's deepest held fears on the walls. The Captain takes Tony's marker and moves him down the spiral.

Moving down the Spiral is important, because you'll notice that there's a dX value on every rope. The Captain gets to add this to their die roll, and moving down the spiral should always be a roll.

The Ghost spirals upwards

The Ghost will always move up the spiral, and always for the same reasons.

- A. A Victim has used a key.
- B. A Victim has got through a challenge without any of the Captain's dice in the circle.
- C. The Ghost has attacked a player and they have survived the encounter.

When the ghost reaches the top of the spiral, then it starts at the bottom and works its way back up.

What happens when the Ghost runs into a space that a player occupies?

Well, the Ghost will attack that player, and just that player. The ghost always uses 4 dice, and the value of the die is based on the value listed on the rope that it just crossed. For instance, if crosses a rope that says d8 then the Captain will roll 4d8 worth of dice. Then it acts like any other scene, though it often seems to come out of nowhere. People get possessed, bodies start to rise, players start to choke on nothing, anything unexpected and maliciously magical is okay to throw at the victims. That's kind of what the ghost does.

Then it becomes like any other conflict, the Victim will roll dice and assign them according to how they want to deal with the conflict except that there's multiple chances for things to go wrong if the first doesn't work.

Player Death

What happens when a player dies? Well, that's always a big thing for the Victims, it gives them a reprieve as the ghost has been satiated for a while. The ghost moves to the spot past the last player and then moves normally. Depending on where that it, it could mean a rather long break,

or an incredibly short break but there is some rest for the remaining players.

Until the ghost comes around again.