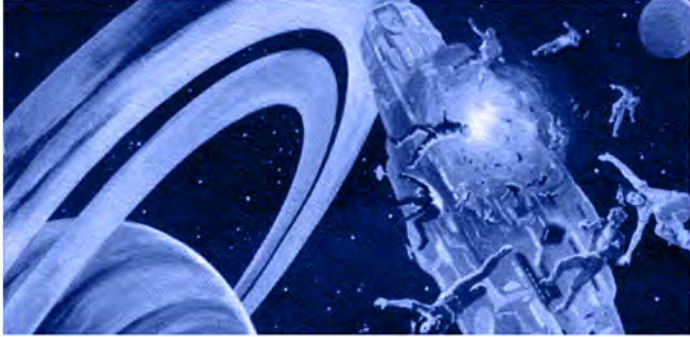


# CRISIS on the CALYPSO



The Starship Calypso has suffered horrific sabotage! The captain and most of the crew have died leaving only a few (mostly incompetent) survivors.

If they work together they might be able to fix the Escape Shuttle and Evacuate two shipmates to get help. But which two will it be? After all, the Saboteurs are still among them...

Crisis on the Calypso is a party game of hidden roles for 6 to 12 players set on a crumbling spacecraft. The crew wins if they can evacuate two shipmates and thwart the agenda of the mysterious Saboteurs.



6-12  
players



5 - 20  
minutes



ages  
12+

## HOW TO PLAY

Each player starts with a CRISIS card and an ALLEGIANCE card



Players secretly check their allegiance. All players close their eyes and the Saboteurs are made know to each other. Players then take it in turns to play their CRISIS cards.

Once each player has had a turn, players vote to elect a Captain. The Captain chooses two players to join him on the shuttle. All players reveal their allegiance and the winning side is determined

**Please note this game is an early prototype; art and design do not reflect final product**



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