

# STOWAWAY 52

1+ PLAYERS | AGES 8+ | CONTENTS: 56 CARDS

## PROLOGUE

*You are a stowaway aboard an alien ship that's headed towards attacking planet Earth. Sneak your way around the ship and sabotage the alien plans without getting caught.*

Stowaway 52 is a Cardventure: a game that plays like a book where you control the story. Start by selecting any random card and reading the text. Then choose one of the options at the bottom, which will lead you to another card. Continue your story, moving from card to card, until you either make it through the entire deck or run into a dead-end.

1

## ENDINGS

< 99

You feel like you are going in circles and can't seem to find your way to any useful part of the ship. You end up sliding down into a pile of filth. This is the trash chute! Just before you pass out from the stench, an alarm sounds and the trash starts sinking below you.

100–149

You make a wrong turn and end up trapped in some sort of utility closet. There's only the one door out and it's locked tight. There is a window though. Now you are left to watch the alien attack on Earth commence without being able to do anything about it.

## RULES

### ITEMS

Some cards indicate that you have found an item. Read the text and continue with one of the choices. But instead of placing this card on your story pile, place it in a separate "item" pile to remind you that you have it. *Note: Some cards have an option that says to use an item. You may only select this option if you have the matching item in your item pile.*



### ENDING YOUR CARDVENTURE

If you select an option that leads to a card already in your story pile, your mission has been thwarted and your Cardventure ends.

Add up the points on the top right corner of the cards in both your story and item piles.



3

## ENDINGS

250–299

You have thwarted the alien plans, but you have not done so undetected. The aliens corner you and force you to fight your way out. You do well for a while but eventually are overtaken by dozens of aliens. The aliens drag you off and the last thing you see before losing consciousness is being lowered into a pot in the kitchen.





## RULES

As you play, you will slowly learn the secrets hidden within that will bring you one step closer to figuring out the one path that uses all 56 cards!

### SETUP

Separate the cards into four face-up piles, according to card color. Choose a pile and then pick any card within it to start. Put this card in front of you to start your story pile.

### HOW TO PLAY

Read the card on top of your story pile and then read the two options at the bottom. Select one of the two options, and then find the related card in one of the piles, as indicated by the icon and number to the right. Put this new card on top of your story pile and read it, once again choosing an option. Continue playing, adding cards to your pile.

2

## ENDINGS

### 150-199

It turns out you are in some part of the ship that disconnects. Now you are in this little object dislodged from the alien ship and you are spinning out of control. Every now and then when it spins just right you can see the alien ship starting its assault on Earth. Who knows what will happen to you now.

### 200-249

A towering giant alien grabs you. It carries you to a room that looks like its living quarters. It drops you into a glass cage and secures a lid onto it. Not only did you fail to stop the attack, but now you're going to live out your life as an alien's pet.

## RULES

Then look up your ending on one of the Story Ending cards, based on how many points you got.

*(Warning: Every ending is bad, except for the ending when you get a perfect score of 300.)*

If you fall short, play again and try to get a higher score!

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4

## ENDINGS

### A PERFECT 300

You run as fast as you can to the escape pods. You had memorized the map to them perfectly. The red keycard lets you in. The blue keycard launches the pod, and the yellow keycard enables the flight controls. You zoom away from the ship and watch as it travels hopelessly towards the Sun.

Triumphantly, you steer the pod to Earth and on your approach you realize that you single-handedly saved the entire planet. You begin to think that it's too bad no one will ever believe your story. Just then the computer sphere starts playing a holographic projection recounting your exploits on the alien ship: your heroic adventure recorded for the entire world to see!

THE END.



1



Following your gut leads you to a room full of aliens. The room is shaped like a cone and you are on the flat end of it. Aliens are running back and forth yelling loudly at each other. No one seems to notice you.

Try to get across the room.

11

Hug the wall and scoot toward a large archway.

7

2



The lights on the whole ship start flickering and static is coming across the ship's intercom. Pride overwhelms you until you realize it's time to move on. There is a ladder heading up through the ceiling next to a hallway door.

Go out into the hallway.

13

Climb the ladder on the wall.

2

4



ITEM



You find a **COMPUTER SPHERE**. It is covered with several circuits and lights. While examining it you hear something. Alien voices are heading your way. You should secure yourself a hiding place before taking flight.

Hide in the closet.

9

Hide in a crate.

9

3



You enter a room that sends chills down your spine in more ways than one. Not only is it freezing cold in here, but this room is like a museum showing off the spoils of several conquered planets. One of the displays has an opening under it and there is a flashing door.

Go through the door.

8

Look in the opening.

13



5



You end up in an abandoned weapons depot. It is mostly empty now, save for a few boxes that are tumbled around. Something nearby smells delicious.

Search through the boxes.

€ 6

Follow the smell into the next room.

€ 12

7



You are tearing through papers that contain war plans. You may not be able to make sense of them, but you might as well make them worthless to the aliens. Digging through the papers reveals both a hatch in the floor and the entrance to a hidden room.

Go to the room hidden by the papers.

€ 3

Open the hatch and climb down.

♦ 10

6



You have found the ship's life support systems! There are several buttons and a half-sphere depression in the surface of the panel. While pushing random buttons usually works, now isn't one of those times.

Push the big red button.

€ 4

Put the **COMPUTER SPHERE** into the console.

€ 10

8



You are in an elevator with several buttons, but you can't read the alien writing on them. That's okay, since you're also not exactly sure where you need to go next. One button is quite large compared to the rest of them.

Push a random button.

€ 13

Push the biggest button.

☀ 11



9



You pop off the panel and crawl up into air ducts of the alien ship. Crawling feels wrong, so you start looking for a way out. There are several vents that you can use to get out into rooms on the ship.

Look for an important room.

€ 3

Get out at the next vent.

14

11



You reach the pointed end of a large cone-shaped room. Aliens are running back and forth yelling loudly at each other. For some reason you get the sense they're talking about you, but at least no one has noticed you yet.

Enter the closest corridor.

14

Try to get across the room.

6

10



You are looking at a camera feed of various parts of the ship. You switch to another camera and see that a group of aliens is about to come through the door where you are.

Shoot them with a **FREEZE RAY.**

€ 9

Jump on the elevator.

8

12



You are now in a dimly lit engine room. You can see a bright corridor on the other side of the generator and there is an elevator behind you. It is always a good idea to look before you leap.

Head down the corridor.

2

Get on the elevator.

4



14



You end up in a large room with a computer console in it. It is covered with buttons and there is a slot for a keycard. You are starting to learn your way around the ship and maybe even how this place works. Complete sabotage is within your reach.

Use a **RED KEYCARD** on the computer.

11

Pull a bunch of random levers.

3

1



Narrowly avoiding detection, you conceal yourself under an upside down crate. The crate feels sturdy enough to carry around while staying hidden. You wait until all the sounds outside settle down. It might be safe to make a move now.

Get out of the crate.

13

Try to move while in the crate.

9

13



You are hiding under a counter on the alien ship. There is access to the air ducts under here. While hiding, you hear alien orders being shouted over the intercom system and then you see aliens running out the door.

Follow the aliens.

12

Climb into the air ducts.

9

2



The glass-clad laser turret you are in becomes dislodged from the ship and starts spinning around. Just as you begin to fear the worst, something pulls the room back into the ship, lodging it into place.

Climb back up into the ship.

5

Try to get the laser working.

1



€  
3



You are in a small room with shelves of every shape and size. All sorts of important alien stuff must have been stored here once. Now, only two boxes remain. Hopefully each contains an item you can use when the option first presents itself.

- Open the small box. € 4
- Open the big box. ♦ 3

€  
5



Climbing up into the air ducts you see a service station. It is very hot in here. Part of the service station looks like thermal controls. A picture next to the station lets you know the bridge is almost directly above you.

- Turn up the air. ☀ 7
- Head toward the bridge. ☀ 13

€  
4



You are looking at a large computer screen that lights up with what you deduce to be alien numbers counting down and a map pointing the way to the escape pods. Confidently, you commit it to memory for when you are done sabotaging the aliens. Two archways lead out of this room.

- Go through the large archway. € 7
- Go through the smaller archway. ☀ 1

€  
6



ITEM



You find a **BLUE KEYCARD**. It's covered in some sort of alien goop, but it will work. You can hear commotion coming from the next room. The door starts to open - you've got to get out of here fast! There is a large air duct vent above you and an elevator at the end of the room.

- Climb into the air ducts. € 5
- Go to the elevator. ♦ 4



€  
7

1

Walking through a large archway on the alien ship takes you to what looks like a communications control room. Plans and papers are strewn about the tables and walls. There is a nondescript panel with a keycard slot.

Put the **YELLOW KEYCARD** in the slot.

2

Look for alien battle plans.

7

€  
9

15

You are face to face with a group of frozen aliens. You are not sure how long you have before they thaw, and their eyes look eerily like they are still alert.

Sneak past the aliens.

12

Look for something useful on them.

5

€  
8

1

You are running down the hall when you come across an alien talking to itself while working on a computer screen. You see a keycard on the floor behind it.

Try to take the keycard.

5

Try to move past the alien.

1

€  
10

20

You are being shaken around as the laser turret you are in shoots continuously. You steer it around to take out all the other weapons you can see. Eventually it stops; it is probably out of ammo. Looking around you see lots of wires and a trap door under the console.

Climb down another level into the turret.

10

Start ripping out the wires on the console.

2



€  
11



Cautiously, you emerge and find yourself in a narrow service corridor. Lights stream across the walls as if pointing the way. You hear something and look down the hall. Two aliens are walking toward you.

○ Hide in a crate.

€ 1

○ Shoot them with a **FREEZE RAY**.

€ 9

€  
13



You emerge in the engine room of the alien ship. This is a great place to wreak some havoc. A console in front of the generator has a large dial and a slot for a keycard.

○ Turn down the power dial.

⌚ 12

○ Use a **YELLOW KEYCARD** on the console.

⌚ 2

€  
12



You reach the ship's kitchen. Everything here looks disgusting but smells delicious. Your stomach rumbles. Alien cooks are mumbling to each other over a stove. One of them reaches toward you and begins to turn around. Too bad you don't have time to eat something.

○ Hide under the counter.

⌚ 13

○ Hide in a food crate.

€ 1

€  
14



A maintenance console appears before you that looks like it could be thermal controls. Looking out the window, you see a group of aliens come through a door and get onboard small alien fighter ships.

○ Turn down the heat.

🔥 6

○ Go to the room the aliens just vacated.

🔥 14



1

1

You walk through a small archway and into a room with two doors. They are the same size with the same type of lights. You can't read the alien language to know what either door says. When you touch the doors you find one is freezing cold and one is quite warm.

Open the cold door with the long name.

3

Open the warm door with the short name.

1

3

20

You are now experiencing low gravity and find yourself floating up in an air duct under the bridge of the alien ship. For some reason, the weightlessness gives you a sense of bravery.

Climb to the bottom of the duct.

14

Climb out of the duct onto the bridge.

11

2

1

You enter the corridor and find that lights are flickering. It alternates from pitch black to blindingly bright. When you can see, you move along the corridor until you come across a pair of loose wires hanging from the ceiling.

Reattach the wires.

7

Keep moving down the corridor.

12

4

1

You are at the flight controls of the alien ship. These look easy enough - they're just a map of the solar system. The ship is heading straight toward Earth. Now is your chance to change that.

Set course for the Sun.

7

Set course for Jupiter.

4



5

ITEM



Bravely, you risk alien capture to get a **YELLOW KEYCARD**. Now you are at the entrance to the bridge of the ship. It feels both good and scary to be here. Maybe it is time to leave.

Turn the lights out on the bridge.

5

Exit the bridge toward the main corridor.

6

7

1

The air duct you are in suddenly becomes very steep and frozen condensation appears on all sides, making it impossible to climb. You notice that part of the service station looks like gravity controls. A picture on the grate next to the service station shows an alien with wavy lines around it. Maybe it's life support.

Head towards life support.

6

Turn down the false gravity.

3

6

1

The flashing door next to you stops flashing and locks tightly. Aliens are yelling something and heading towards a ladder below you. You see a small door to a storeroom nearby. It looks like you can squeeze under a portion of the wall behind you.

Go into the storeroom.

9

Crawl under the opening.

12

8

15

The wall computer starts emitting loud static. The wall behind you seems to fade out of existence revealing a room full of charts and diagrams. In the center of the room is a holographic projection of Earth.

Go to a nearby computer terminal.

11

Start tearing apart all the paperwork.

7



9

1

You are in a small storage closet. The smell in here is absolutely awful. There are various boxes and pieces of equipment lying around. Aliens are moving around outside, preventing you from opening the door. There is a ladder that goes up through a door in the ceiling.

Loot the room.

3

Climb up the ladder.

5

11

1

You are on the bridge of the ship. Strangely, there are no aliens here. Looking around you start to feel more confident. Every step of the way you are getting better and better at figuring out aliens. You can even make out what a couple of these workstations are for.

Go to the security console.

10

Go to the flight controls.

4

10

20

As soon as you touch the controls sirens start going off. Whatever was in the cargo bay is gone now. Wow! What a rush it is messing with the aliens. You can hear alien voices and they sound like they are heading in your direction.

Get on the elevator.

8

Hide under a computer panel.

13

12

1

Quietly, you follow behind some aliens marching down a corridor that you think leads to the hangar. An intersection of corridors is coming up and you need to decide which way to go. When you get to the intersection you see one corridor is quite a bit larger than the other.

Duck into the side corridor.

14

Sneak into the main corridor.

6





13

ITEM



You find a **FREEZE RAY** in front of a small opening in one of the air ducts. This sure will come in handy! You are getting a sense that there is more to the alien agenda than you previously thought.

5

Crawl through the small opening.

€ 11

Climb up the air duct.

☀ 7



1

2

You are in a laser turret mounted to the bottom of the ship. It begins firing wildly into space. You grab hold of the joystick on the console and get a feel for the controls. You can point this weapon wherever you want.

Point up at the ship.

€ 2

Point at the other weapons.

€ 10



14

You have found the ship's cafeteria. It smells really good in here! There are several weird alien foods sitting around. You hear alien voices coming from the kitchen. It sounds like something important is happening.

1

Pick up an alien food.

€ 6

Head into the kitchen.

€ 12



2

1

You climb a ladder and find yourself in a watchtower overlooking a fleet of smaller alien ships in the hangar. The console near the window has a half-sphere depression in it. The door to the room has flashing lights all around it.

Put the **COMPUTER SPHERE** into the console.

€ 14

Go through the flashing doorway.

♦ 8



3

ITEM



5

You find a **RED KEYCARD**. The room you are in has two ways out. There is a door and a ladder that goes up through the ceiling. You can hear commotion outside the door, but it sounds like the aliens might be moving away from you.

Climb up the ladder.

2

Open the door.

11

5

20

You are on the bridge of the alien ship. Everything is dark except for the various workstations. You can figure out how to use some of them.

Go to the flight controls.

4

Open the cargo bay doors.

10

4

1

Here you are in an elevator. It could take you anywhere, but you can't read the alien writing on any of the buttons. There are so many buttons. They all look similar except for one button at the top, which is a little separated from the rest.

Push the top button.

11

Push a random button.

14

6

1

You are in the main corridor of the ship. A map on the wall shows all the places this corridor will take you. Of course not all of them make sense, but you think you've got a couple of them figured out. There are purely decorative war trophies on display throughout the corridor.

Head toward the engine room.

13

Head toward life support.

6



7

20

You can feel the ship turning and starting to move downward. Down always feels right in space, despite the fact that without gravity there is no up or down. There's nothing more for you here, time to move on.

Go through a large nearby doorway.

€ 3

Head into the main hallway.

€ 8

9

1

You are hiding in a crate on the alien ship. The crate gets lifted up and carried somewhere. Eventually, you are set down. After waiting until you can longer hear any aliens, you decide to leave the crate. You get out to find yourself in a cargo hold. On the wall opposite the huge doors is a computer.

Use a **BLUE KEYCARD** on the wall computer.

☀ 8

Get out of the hold and into the nearest corridor.

☀ 2

8

1

Walking through a flashing door leads you to a showcase of alien artifacts. There is one large, heavily decorated display case containing a metal sphere covered in electrical circuits. The ceiling slopes downward and at the shorter end of the room you can touch it.

Open the display case.

🌀 4

Open the access panel in the ceiling.

🌀 9

10

1

You climb down into a turret under the belly of the ship. It is surrounded by glass and you can see other turrets along the surface of the ship. There are several controls and a keycard slot in front of you.

Push a bunch of random buttons.

🌀 1

Use a **RED KEYCARD**.

€ 10





11

15

The computer terminal before you lights up with a map of the ship on the display. There are several controls and options linked to each room. You are only able to deduce what a couple of them do.

Turn the lights out on the bridge.



Open the cargo bay doors.



13

1

You are in a narrow service corridor. Before you is a large screen displaying several cubes and a bunch of spheres, but only one cone. The flat end of the cone is blinking. Lights scroll across the walls as if pointing the way.

Follow the scrolling light.



Head the other way.



12

1

This passageway seems like it goes on forever. There have been no doors or windows for a long time. Finally, you come to a nexus of corridors. You hear voices down one corridor, and you hear whirring equipment down another.

Go toward the equipment corridor.



Head toward the voices.



14

1

All the corridors in this ship look identical. You can't put your finger on it, but this one feels different. It feels like it should be leading somewhere, but then it simply dead-ends at a wall computer. Above the computer you can see an air vent swinging open with a busted latch.

Climb into the air ducts.



Use a **BLUE KEYCARD** on the wall computer.

