

Mayday! Mayday!

A game by **Corné van Moorsel** with artwork by **Stephanie Brandl**
 For 5-8 flight crew members -- ca. 25 automatic pilot minutes -- Ages 10-100

*On flight LK-886 the pilot suddenly died. A heart attack? Poisoned? Killed?
 The copilot must take the lead, but other crew members distrust him.
 The crew believes there are infiltrators amongst them. But who? A skirmish occurs.
 The honest crew must assure that only all honest crew members get cockpit entrance.
 Will all infiltrators get exposed?*

LUGGAGE

24 Identity cards

Card back / 13x Honest / 11x Infiltrator



4 Status cards

with a 'Benefit of the doubt' and a 'Reliable' side.



5 Cockpit Entrance cards 4 of these have a Skirmish card back with the number of players.



9 Power cards



8 Crew Member cards One color per Crew Member, with a Punch and a Defend side.



4 Knowledge tiles in 8 colors Each tile has an Honest and an Infiltrator side.



FASTEN YOUR SEATBELTS

-- Each player is a flight crew member (CM) and takes a Crew Member card and 4 corresponding Knowledge tiles.



Defend side:

Punch side:



Double-sided markers

-- Separate the 'FIRST SKIRMISH' card from the other 8 Power cards. Then mix these 8 cards and remove 1, 2, 3 or 4 cards in case of respectively 8, 7, 6 or 5 players. Now add the Skirmish card again, mix them and deal each player 1 card. Only the player with the 'FIRST SKIRMISH' card shows it. He (hereunder called the 'Skirmish-CM') gets the numbered Skirmish card with the number equal to the number of players, which he places open.

-- Place Status cards:

With 5 or 6 CMs: 3 Status cards, with 'Benefit of the Doubt' side up.

With 7 or 8 CMs: 4 Status cards, with 'Benefit of the Doubt' side up.

-- Place Cockpit Entrance cards in the middle:

With 5 CMs: Place 2 Cockpit Entrance cards. (A third is already on the backside of the Skirmish-card.)

With 6 or 7 CMs: 3 Cockpit Entrance cards. (A fourth is already on the backside of the Skirmish-card.)

With 8 CMs: 4 Cockpit Entrance cards. (A fifth is already on the backside of the Skirmish-card.)

-- Give each CM 1 Honest and 1 Infiltrator Identity card.

-- Mix a number of Identity cards:

With 5 CMs: 3 Honest and 2 Infiltrator cards.

With 6 CMs: 4 Honest and 2 Infiltrator cards.

With 7 CMs: 4 Honest and 3 Infiltrator cards.

With 8 CMs: 5 Honest and 3 Infiltrator cards.

Give each CM 1 of these Identity cards, **which they may only look at themselves!** This card determines if you belong to the Honest or to the Infiltrators team.

-- All CMs shuffle their own 3 Identity cards and place these side-to-side, backside up, in front of themselves.

Remember if you are Honest or Infiltrator, because you may not look at these cards anymore!

-- Now the rules explainer first tells that **all CMs (inclusive himself) close their eyes**, then tells that only **the infiltrators open their eyes and look at each other**, then tells **the Infiltrators close their eyes again**, and finally tells that **all CMs open their eyes**.

Now only the infiltrators know who are the infiltrators.

CREW GUIDELINES

- **About a CM you can never know more than 1 Identity card!** So you know maximum 1/3 of the Identity cards of another CM. Other CMs know other cards, but who can you trust?

- **During the whole flight you never need to keep quiet!** (Except if a used 'Power' card tells you cannot speak.)

- **When you must watch an Identity card of another CM, make sure that only you see this card and no-one else!!!**

THE FIRST SUSPICIONS

The Skirmish-CM first looks at the nearest Identity card of his right-side neighbor, **and so that no-one else sees this card**. He tells what he sees by placing one of his Knowledge tiles at this card: 'Honest' or 'Infiltrator'. An infiltrator can place a false Knowledge tile. Honest crew members are honest, so they cannot lie. Then the start player looks at the nearest card of his left side neighbor and tells what he "sees" by placing a Knowledge tile there too. Then the next player clockwise proceeds with the same actions (first looks at the nearest card of his right and then of his left-side neighbor) and so on.

So that finally only the middle card of each player is not seen yet.

DETERMINE A FLIGHT CAPTAIN AND FORM A NEW COCKPIT CREW

To determine the new flight captain, the crew first decides who get 'Benefit of the doubt' status. Then 2 of these will reach 'Reliable' status. Finally 1 of the 2 'Reliable' CMs will become captain.

All others can still get cockpit entrance finally (in the End phase) and still Punch or Defend and see Identity cards.



Phase 'I'. FIRST GET THE BENEFIT OF THE DOUBT, ...

Step 1: On the Skirmish card the arrow with 1 stripe shows which "opposite" player must look at 1 of the 3 cards (free choice) of the Skirmish-CM, and places a Knowledge tile at this card to tell what it is (or to lie).

It can happen (if Power cards are used or in phase 'II' or 'III') that the opposite CM saw a card of the Skirmish-CM already or has no remaining Knowledge tiles. Then his right neighbor will look at a card. If that is not possible too, then his left-side neighbor. If that isn't possible too, no-one looks at a card.

Step 2: All CM (except the Skirmish-CM self), simultaneous choose to Punch or Defend the Skirmish-CM. Hide your choice under your Power card, but hold your player color visible. Once all chose, all reveal their choice.



Example: Here the red CM made his choice to Punch or Defend. His choice is still hidden under his Power card which points to the Skirmish-CM.

Now count the number of Punch and Defend choices. If half or more of the cards say Defend, the Skirmish-CM gets one of the 'Benefit of the doubt' cards. If a majority punches, he doesn't get the Status card and rotates his left and right Identity cards 90 degrees.

Now give the Skirmish card clockwise to the next CM who got not punched/defended in this phase yet, and go to step 1 and step 2 again.

This phase ends once:

- All 'Benefit of the doubt' cards are allocated. Or if:
- The number of remaining 'Benefit of the doubt' cards is equal to the number of CMs who have no Status card and no rotated Identity cards. Then these CMs get the remaining 'Benefit of the doubt' cards.



Phase 'II': ... THEN 2 OF THEM BECOME RELIABLE ...

This phase proceeds the same as phase 1, but:

- The 'Skirmish' card goes clockwise to the first-next CM with a 'Benefit of the doubt' card.
- The CM who looks at a card is determined by the arrow with the 2 stripes.
- If the Skirmish-CM gets defended enough, then he graduates to 'Reliable', by flipping the Status card. If a majority punches, then his Status card gets discarded.

This phase ends once:

- 2 'Reliable' status cards are allocated. The other CMs discard their 'Benefit of the Doubt' card. Or if:
- 2 CM with 'Benefit of the doubt' status remain and no-one else reached 'Reliable' status yet, or if 1 CM with 'Benefit of the doubt' status remains and only one CM reached 'Reliable' yet. Then the CM(s) with 'Benefit of the doubt' promote to 'Reliable'.



Phase 'III': ... AND 1 OF THESE 2 WILL BE THE NEW CAPTAIN.

This phase proceeds the same as phase 1 and 2, but:

- The 'Skirmish' card goes clockwise to the first-next CM with a 'Reliable' card.
- The CM who looks at a card is determined by the arrow with the 3 stripes.
- If the Skirmish-CM gets defended enough, he is the captain. If a majority punches, the other Reliable CM is the captain.

Then both CM discard their 'Reliable' card. Turn the Skirmish card to the Cockpit Entrance card side and give it to the captain, who adds to this card the pack of Cockpit Entrance cards from the middle of the table.

Now the captain shuffles his 3 Identity cards and shows them to reveal his identity. (Don't move the Knowledge tiles.) If he is Infiltrator, the infiltrators win. If the captain is Honest, the challenge continues...

End phase: FORM THE COCKPIT CREW.

First: The captain can choose a CM who still has an unused Knowledge tile. The captain tells at which other CM he must watch one of the 3 cards and mark this card with his Knowledge tile.

Second: The captain gives another CM cockpit entrance too by giving the pack of Cockpit Entrance cards, except one he holds. This CM too shuffles and shows his 3 Identity cards. If he is Infiltrator, that team wins. If he is Honest, he now does the same as the captain did (so continue at **First**).

But: You cannot let a CM with a Cockpit Entrance card look at another CM's Identity card!

This repeats until all honest CM got a Cockpit Entrance card and save the flight. As soon as an infiltrator gets cockpit entrance, they win.

Expansion for veteran crew members: **POWER CARDS ABILITIES**

Except for the 'FIRST SKIRMISH' card, only players who already were crewmember twice on flight LK-886, can use the ability on their Power card once during the flight. You can use the card when you like (only the 'FIRST SKIRMISH' card you show direct). The Power ends as soon as the currently active player (or players if you play the Power card during Step 2 of phase I, II or III) made his choice. Before that choice another CM cannot play another Power card.

After you used the Power you still hold the card for hiding your Defend/Punch card, but face-up.

The 9 Powers are:

FIRST SKIRMISH

This card you reveal immediately. Take the Skirmish card that belongs to the number of players to place in front of yourself.

SILENCE!

Action: Say 'Silence!'. Now EVERYONE must keep his mouth shut.

LISTEN!

Action: Say 'Listen!'. Now only you are allowed to speak.

LOOK AT OTHER CREWMEMBER

Action: When you must look at a card, it doesn't have to be a card of the Skirmish-CM..

HAND OVER MOUTH

Action: Say to one CM 'Shut your mouth'. Now only that player cannot speak.

COUNT TO 10

Action: Say 'First count to 10'. Now you count to 10 (as fast as seconds), while others can still speak. Direct after number '10' the currently choosing player(s) must make a choice.

DON'T LOOK!

Action: Say 'Don't look!'. Instead you will look at a card (and place a Knowledge tile).

Only possible if you have a Knowledge tile.

SHIFT THE FOCUS

Action: Place the Skirmish card at another available CM (before a CM looked at a card of the CM who had the Skirmish card).

SELF-KNOWLEDGE

Action: Look at one of your own 'Secret' cards and place one of your 'Knowledge' tiles to tell (or lie about) what you see.

Have a nice flight!