

Gloom in Space™

A stand-alone sequel to Gloom where science-fiction fuels more misfortune than a lone planet could provide.

Key Selling Points

- The game where you **make your rag-tag band of star-faring heroes miserable, and then kill them.**
- **An evergreen line that's been featured on TableTop**, with more than 300,000 games in print.
- Stands alone, but also compatible with all existing *Gloom* games and expansions.

What It's About

Space is the worst. Empty, black, airless, awash in radiation, and dotted with gigantic clods of flaming plasma that make everything within millions of miles too hot for life. If your living room were like space, you'd never, ever go there.

In *Gloom in Space*, sci-fi archetypes like the Smuggler, Captain, Doctor, and Dark Lord meddle with monoliths, get caught in compactors, and wind up being nuked from orbit.

Hardly anyone lives long, pretty much nobody prospers, and absolutely no one does both.

Gameplay Basics

- **Each player chooses their own crew** of sci-fi archetypes.
- **Modifiers add or subtract points.** With transparent cards, the points you can still see after "The Kid" was "Pursued by a Predator" are the points that are in play. It's that simple!
- **Untimely Deaths lock in points for good or ill.** When enough characters buy the space-farm, the game ends and the most miserable crew wins.
- **It's all about storytelling.** The players, not the cards, provide the depressing details about why "The Engineer" was so deeply "Troubled by Tribbles."

Vital Stats

- Stock AG1334, ISBN 978-1-58978-176-4, MSRP \$24.95.
- Contains 110 transparent, poker-sized playing cards.
- 2–5 players, 60 minutes, ages 13+
- Box size 5.25" x 3.5" x 0.75", case count TBD.



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