

Pop Culture References in SSO

Spoilers

- Captain's Lucky Poker Chip

The front of the Chip features an image of Capricorn as a reference to *Capricorn One*.

The casino is named "The Earth Light Rooms" a reference to the hotel on *2001:A Space Odyssey's* floating space station.

Capricorn is the zodiac symbol for Mars, meaning this is a casino on Mars as a reference to *Futurama: The Wide Green Yonder*.

- Base Set Locations

Main Airlock: The abandoned space suit in the top right corner of the room has a red suit and yellow helmet, referencing the suit at the end of *2001:A Space Odyssey*.

Radio Pod: The microphone in the bottom right of the card is modelled on Uhura's earpiece from *Star Trek*.

Rec Room: The billiards table in the top right is directly from *Silent Running*.

Computer Module: Directly inspired by Mu/th/r from *Alien*.

- Base Set Crew

Botanist: Their whole card is a reference to *Silent Running* since it has an ability where a low ranking botanist makes everyone miserable by forcing them to tend plants.

Radio Officer: Their ability is a reference to *Apollo 13*.

Trillionaire Backer: Their ability is named as a tribute to *Ru Paul's Drag Race*.

- Base Set Movement Cards

"*Right behind ya kid.*" Intended as a reference to Hans Solo from *Star Wars*.

"*I'll get it done fast, call it a Friday job.*" In the 2000AD story *Rogue Trooper* in its second incarnation the lead character is called Friday because the genetic engineers who made him cut corners and failed to properly burn out his emotions before putting him out as a soldier, hence he was known as a Friday job.

I'll prep on the way out, I'm not following Spike Protocol for anyone. In the anime *Cowboy Bebop* the character Spike at several points spends short periods in the vacuum of space by putting in ear plugs and holding his breath.

Lookin' good in gold. A reference to command gold colour uniforms from the original Star Trek series.

I hope I shall arrive soon. The title of a Philip K. Dick short story.

We're booked on the shuggy table, come on. In the 2000AD series *Judge Dredd* the lead character's informant Max Normal is a hustler at a billiards like game called shuggy.

- AI Challenge Deck

This entire deck is a reference to *2001:A Space Odyssey*, with its polite but murderous AI.

- Base Set Achievements

Daisy Daisy... - Winning by shutting down the AI is named after the song that HAL sings at the climax of *2001:A Space Odyssey*.

Prequel Shock – The game *System Shock* opens with a hacker awaking from a cryogenic sleep alone on a space station taken over by a murderous AI, if that's how your game ends, you presumably just played a prequel to that game.

Star Child – Another reference to *2001:A Space Odyssey*, if you end without winning or losing then your fate is as unsure as that at the climax of Kubrick's film.

Pod Bay Doors – Again, *2001:A Space Odyssey* where the pod bay doors are requested opened shortly after the death of a crew member outside the ship.

Don't Fear Pinbacker – If a large number of crew die in the Challenge phase then they may have been bunching up to avoid the worst cards of the first captain deck, named after the captain Pinbacker from *Sunshine*, in turn named for the officer from *Dark Star*.

- First Captain Challenge Deck

This entire deck is a reference to *Sunshine* with its killer captain, obsessed with silence as opposed the captain obsessed with light in that film, swapping one sense for another.

- First Captain Achievements

Alone In The Dark – A reference to the classic computer game of the same name.

Don't Fear HAL – If a large number of crew die in the Challenge phase then they may have spread out to avoid the worst cards of the AI deck, named after the computer from *2001: A Space Odyssey*.

- Parasites Challenge Deck

This entire deck is a reference to *The Thing* with its deadly alien parasite and sense of paranoia and distrust.

Blood Tests – The climactic mission references the blood test scene from *The Thing*.

Infect/Intensify – These Challenge cards are named from the escalation cards in the boardgame *Pandemic*.

“*Who goes there?*” – From the Sinister Voice card refers to the original short story that *The Thing* was based on.

“*The final, fatal stage is a hatching. So during the explosive, bloody death try to keep an eye out for anything scurrying.*” – Is a reference to the parasitic birth scene from *Alien*.

- First Captain Achievements

We Are Not Who We Are – A reference to an episode from *The X files* where people are taken over by mind controlling parasites.

I know you gentlemen have been through a lot – A reference to the completion of the Blood Tests mission at a point where the risk is not yet eradicated directly from *The Thing*.

Kane’s Breakfast – If a crew member dies in the Rec Room during a hatching event, that’s a direct recreation of the death of John Hurt’s character Kane from *Alien*.

...See What Happens – If a (chopper) pilot is a last, and likely to die, survivor of an alien parasite, this appears to be the last thing they will say. A final reference to *The Thing*.

- Temporal Anomaly Challenge Deck

This deck largely references the rest of the SSO decks and background.

Memories of Green – One of the tracks on the *Blade Runner* soundtrack, a movie interested in memories and pasts, is named Memories of Green.

Hawtin’s Anomaly – This is a reference to Lead Developer Phil Hawtin and their observation that there should be a mission which starts partially run through and can only be completed by effectively reversing time.

- Temporal Anomaly Achievements

White Hole – The *Red Dwarf* episode *White Hole* features a reverse black hole which spews the time extracted by black holes back into the universe.

No Future – A reference to “No Fate”, the phrase carved into a table by Sarah Connor in *Terminator 2*.

Future Imperfect – A reference to the *Star Trek: The Next Generation* episode of the same name where Riker awakens to a future that he suspects to be false.

Decelerated Decrepitude – In *Blade Runner* Pris refers to the problem of the replicants being one of “accelerated decrepitude”.

Back to the past – A reference to one of the best movies ever made.

- Rage of Montalbano Crew

Ironman – A reference to the climax of *The Martian* where Matt Damon’s character directs himself around with a jet of oxygen from a split in the hand of his suit, in the fashion of Ironman.

Eloquence – In a continuation of our including *RuPaul’s Drag Race* references on Backer crew, Eloquence is a combination of eloquence and elegance.

- Rage of Montalbano Achievements

Hell’s Heart – A reference to Ricardo Montalban’s final lines from the classic *Wrath of Khan*.

Sorry Dave – A reference to *2001: A Space Odyssey*.

- Rage of Montalbano Challenge Deck

You say sabotage, I say boarders – A reference to William Shatner’s choice to pronounce sabotage in the manner that no other person does.

How does it feel, to meet your maker?; If you can’t get it up, I’m gonna have to kill you.; Your tears will be lost, in time, like memories. – Montalbano’s threatening phrases are references to Roy Batty’s lines from *Blade Runner*.

Assault Array – Loaders re-purposed as assault suits are a reference to the ending of *Aliens*.

- Wonder of Wubs Challenge Deck

This Challenge Deck constantly references the classic *Star Trek* episode *Trouble with Tribbles*. However, Wubs are Philip K Dick creations psychic creatures sold as pets.

- Wonder of Wubs Achievements

20 Trillion Feet – Triggered by a Wub being on an outside part of the ship that has been damaged, this references the classic *Twilight Zone* episode where William Shatner is beset by a creature on the wing of the plane.

No Troubles, No Trials – A reference to both *Trouble with Tribbles* and *Trials and Tribble-ations*, episodes from both original series and *Deep Space Nine* versions of Star Trek featuring tribbles.

