

Event

Enter a wormhole
and begin the day all
over again.

Discard all other
event cards and
draw new ones.

Event

One of the animals
got loose and ended
up in the medbay. It
was a bull and the
medbay became its
china shop...

2 Damage cards in
the medbay.

Event

A hard reset has
occurred. All
systems are reading
positively.

Reduce danger
meter by 2 and
increase health of all
occupied rooms by 1.

Event

Override sequence
protocol has brought
you all back to Cryo.

Everyone starts day
back in the Cryo
module.

Event

Temperature
regulations are on
the fritz. The entire
heat of the ship is
rising.

Increase danger
meter by 1.

Event

A glitch in the
charging system has
supercharged all the
robots.

Each player gains 2
extra energy this
turn.

Event

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Event

A meteor has
crashed into the ship!

Add 2 damage cards
to most damaged
room.

Event

You notice a short in
the recharge system.

Decrease one
player's energy by 3
or all player's energy
by 2.

Event

The humans missed
a fault in the engine
system.

Add 1 damage card
to the Engine (Right)

Event

Stow away cat in the
Arboretum.

Needs 3
communication to
resue or it does and
adds 1 damage card
to the Arboretum.

Event

The animals have
gotten loose!
They've trashed the
Arboretum.

Add 2 damage cards
to the Arboretum.

Event

There was a
malfunction in Cryo's
electrical system and
everything is
shutting down.

Increase danger
meter by 1.

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Event

A fault in the wiring causes Cryo to start losing power!

Add 2 damage cards to Cryo.

Event

The ship's navigation system had a glitch and you are a day behind schedule.

Subtract a day from the day counter.

Event

The ship flew through an ice field.

Remove 1 damage card from the most damaged room.

Event

Mistakes were made. The wrong wire was cut and now there are fires!

Add 1 damage card to every module.

Event

The engines both stalled at the same time, causing everything to get shaken up.

Add 1 damage card to both engines.

Event

Multiple faults happen.

All rooms need repaired by 1. Any rooms not repaired at the end of the round gain 1 damage card.

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A faulty AI has taken control of the cameras.

Requires 3 communication to talk it down or add 1 damage card to each module.

Event

There was a fire but the automated fire extinguishers kicked in.

Increase the most damaged module's health by 2.

Event

There's a screw loose in the engine room.

Add 1 damage card to the engine.

Event

You've entered a wormhole. The day restarts.

Discard all event cards and redo the event phase.

Event

An AI is willing to help, but needs direction.

If a player is in the camera module, repair damage to any room equal to the amount of energy you allocated into communication.

Event

You've entered an asteroid field, but you need to navigate it.

Expend 6 mobility between all players or else add 2 damage cards to every module.

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