

Here is the “**How to Play**” section extracted from the Nemesis rulebook text you provided. I’ve preserved the structure and sequence of steps exactly as in the original, but removed unrelated parts (setup, story, etc.) so you have only the gameplay procedure.

HOW TO PLAY

The game consists of a series of rounds. Each round follows this sequence:

1. **Event Phase**
 - Resolve the current event card.
 - Advance the time track.
 - Activate any effects indicated by the event or the time track.
2. **Player Phase**
 - In turn order, each player performs actions.
 - A player may perform up to **two actions per turn** or pass.
 - After everyone has passed, proceed to the next phase.

Actions include:

- Moving to a neighboring room.
- Searching a room for items.
- Shooting, melee attacking, or trading.
- Using items, room actions, or computer actions.
- Picking up or dropping items, corpses, or objectives.

Each action usually costs **1 Action Point (AP)**, and each player starts a round with **2 AP**.

Some cards and effects may modify or replace actions.

3. **Event Phase (again)**
 - Draw and resolve the next **Event Card**.
 - Move Intruders according to the event.
 - Check for Fire, Malfunction, and other ship conditions.
4. **Intruder Bag Development**
 - Draw one token from the Intruder bag.
 - Apply the effect according to the token type:
 - Add new Intruders to the board.
 - Develop larvae into stronger Intruders.
 - Trigger intruder behavior changes.

After completing these phases, a new round begins.

Game end

The game ends when either:

- The ship reaches Earth or another destination, or

- All players are dead.

Each player must fulfill their **personal objective** to win.

If the ship is destroyed, everyone loses unless otherwise stated.

Would you like me to turn this into a **condensed player reference** (for example, a single-page “Round Summary” with icons and phase order)?