SPACE ESCAPE

In 2798, humans manage to create a technology who allows them to travel in space at a high speed.
During an exploration of a new planet, humans find a cave who's in reality a nest of an endemic species. The latter will then consider themselves threatened and will attack humans.
Those humans needs to join their spaceship as faster as they can to survive and escape the monsters.

Preparation :
Define the play who became the alien and the last 3 players who became the explorers. Or done this randomly.
The alien : Check 5 boxes to set the traps.
Make a card deck for the alien with the alien cards.
Deal 5 cards to each explorer, you must not see the hand of other players, and make a deck with the remaining cards.
Each turn a player must advance the black token in the squares by one square.

Goal :
As an explorer, your goal is easy. Survive and run until your spaceship to escape.
But if your are the alien, prevent them from fleeing and hunt them down to the end
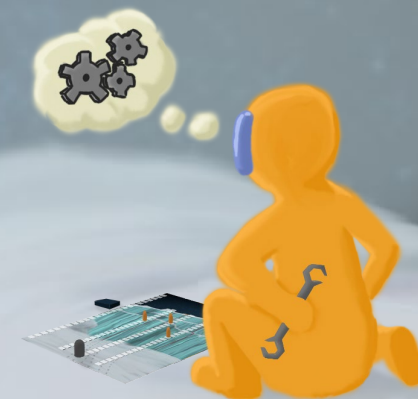
Rules :

Players are prohibited from retracing these steps unless indicated by a card.
When you arrive on a new square, turn the tile over, if a trap is indicated then you pass your next turn.
When the first explorer arrives at the ship, there are 2 laps left for the rest of the team to join the ship.
If the alien is on the same square as an explorer, then the explorer is definitely dead.
Movements can be made straight and/or diagonally, but must not go backwards or sides, except the alien which has the right to move in all possible directions (forward, backward, side and diagonal).
When one of the players is dead he must put a token with a skull on the square where he died.
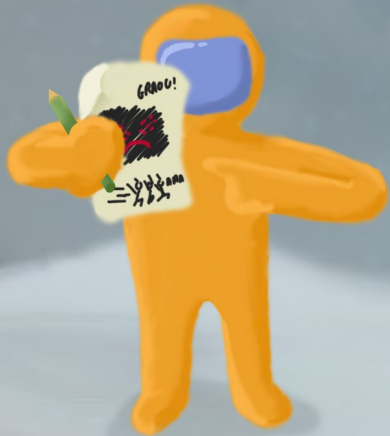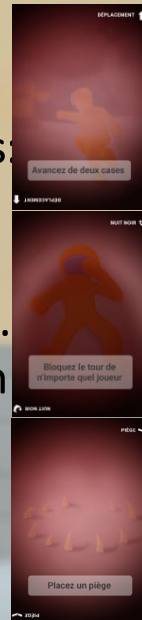
End of the Game :

The game ends in the following cases:
If at least one of the living players reaches and closes the ship, then those in the ship have won the game.
If all the explorers are dead, the alien has won the game.
If the alien reaches the ship and it is not gone.

Cards function:

Displacement: Moving the amount of box indicated by the card.

Dark Night: Prevents players from taking action. A human can use it against another human

Trap: immobilizes the enemy for 2 turns.

Luck: This human-exclusive map can detect an alie trap or avoid a fatal attack