ACTIONS

After the automatic phase the players have to plan and act in their Players phase. If you've decided, what do you want to do in this turn, set the cabin type, the action you want to perform, and the jump button on, or off.

There are three different actions: use, grab and setup droid. Depending on the cabin's current status these actions can be performed in different ways. If, in the acting moment you have multiple choices, how to perform your action, you can select the one you want to perform.

Action: Activate

You can succesfully perform a ACTIVATE function, if the cabin you visit is:

- not occupied: if there are no substances present in the cabin, or another player doesn't use it currently. Only players that come earlier than you in this turn can occupy a cabin in your acting moment. Players, that come later don't play a role, even if they are present from their previous turn. If a cabin is occupied, you fail your ACTIVATE action.

(- hacked: if the enemy ship hacked your cabin, you have to perform an ACTIVATE action to remove the hack marker at first. Only then you can use the cabin function.)

Otherwise you fail to use the cabin: instead swap your player marker with the first player's marker (acting moment).

Click on the SHIP button to read about the starter cabin functions.

Action: Grab

You can succesfully use the GRAB action, if the cabin is occupied:

- If there is a matter in the cabin, you can collect it. If there are more matters, you can collect them with one GRAB action.

- If there is a parasite in the cabin, you can kill and remove it. If you kill a parasite, as a reward place two matters into your Capsule. If there are more parasites, you have to GRAB them individually.

- if there is a player in the cabin, that came earlier, you can choose:

1. grab the substances from his wound spots in the capsule. The substances are removed from the game.

2. toss him away: move him to an adjacent cabin. Then, both of you can perform an action again immediately in the cabins you currently are.

If the cabin is unoccupied, you fail to use the cabin: swap your player marker with the first player's marker (acting moment).

Action: Use droid

Using a droid has two steps.

1. If there are no other droids in the cabin, with this action you can sucessfully setup your droid: place your droid into that cabin. Place your droid marker on the cabin you visit. You cannot use each other's droid. If there was a droid from another player, replace it with yours.

2. Perform a Use droid action in a cabin with your droid already set up. It either ACTIVATES the cabin you are (if that requires a droid), or, as a mass GRAB action you can choose to remove malicious substances from all adjacent cabins. If you remove a malicious substance, move the marker of either the body or the ship track up by one.

Then, place your droid back to your CAPSULE onto one of the droid spots.

	ACTIVATE	GRAB	USE DROID
not occupied:	success	fail	success
occupied:	fail	success	success
droid action:	-	-	success