FLOW OF THE GAME (Circulation track)

The game is played over a series of events, and ends, when any of the end game conditions are met.

An event is played over a series of consecutive turns, and ends after the players chose to jump to the next event.

A turn is played over a series of five consecutive phases

- execute the event phase only once, at the beginning of an event.

- execute the automatic-, player and encounter phases in every turn.

- execute the jump phase, if the majority of the players chose to jump to the next event.

A phase is split into moments. You will perform automatic actions, or player decision based actions during these moments.

To start the game, perform the following actions:

- after pressing the Start button in the app, watch the intro video, then read the epilogue event, where you can find your first objective. Then, press the jump button: tap the screen to go to the first event.

You can follow the process of a turn on the gaming board by following the steps from the top to the bottom on the Circulation track:

<u>Starting phase:</u>

You pressed jump and another event appeared on your mobile device screen. Search for a black box icon and tap on it. Listen to the narrative voice from one of the mobile devices /read the flavour text. Then, search for the mentioned page in the encounter booklet.

- event moment: there are three types of encounters, each marked with a different color. Encounter types determine the gameplay for the upcoming turns, until the next jump.

1. Enemy ship: an enemy ship approaches, you have to fight.

2. Chase: the stowaway girl plays hide and seek with you. Chase her through the cabins of the ship and lead her back to her cabin.

3. Drift: the space around you acts abnormal. Maneuvre your ship through the danger zone.

There is also a text next to the exclamation mark: that is an effect for the whole duration of the event. Read it and act accordingly.

<u>Automatic phase:</u>

- nutrition moment: move the nutrition marker on the cord down by 1 towards the spaceship. If the marker reaches the funnel cabin, the game ends.

- pulsate moment: move all the substances in the cord by 1 space towards the spaceship. If a substance would enter the funnel cabin, snipe it into the space area instead. If a substance reaches the nutrition marker, a mass pulsate moment comes: snipe all the substances in the cord into the space area.

SNIPE: roll with the snipe dices by tapping them under SNIPE button/ATTACK tab in the app. Search for the field in the space area by using the coordinates on the sides to find the intersection of the rolled letter and number. Place the substance there.

- stamina moment: move all stamina markers on the crewmember track below by 1. If one of them reaches the symptom marker, leave the stamina marker by "exhaust", and move the symptom marker of that player below by 1. If symptom marker reaches Breakdown, the game ends.

- behavior moment: move the behavior marker on the stowaway track below by 1. If it reaches a sanity marker, don't move the behavior marker, but remove the next sanity marker from the stowaway track. If stowaway marker reaches Breakdown, the game ends.

- autoshoot moment: only perform it at an enemy ship encounter. For every weapon cabins your ship currently have, perform a shoot action against the enemy ship.

SHOOT: roll with the shoot dices by tapping them under SHOOT button/ATTACK tab in the app. Search for the field on the encounter sheet by using the coordinates on the sides to find the intersection of the rolled letter and number.

Player phase:

- planning moment: choose your location and your action individually under PLAN button/DECISION tab in the app. Then show your decisions to each other at the same time. You cannot talk or give any hints to each other about your plans.

- acting moment: during perform your planned actions according to the order of the player markers.

- stowaway moment: perform the action of the stowaway according to her current behavior in the stowaway track.

Encounter phase:

- complication moment: according to the encounter type, you have to face with different challenges in this moment.

1. enemy ship event: for every weapon cabins the enemy ship currently has, perform a SHOOT action. For every shot place the according substance onto the fields of your space area. If it hits your ship, also move the behavior marker of the stowaway track down by one.

2. chase event: choose a location from the encounter sheet, then show your decisions to each other at the same time. Repeat it until one of your decisions interfere.

3. drift event: choose a starting position by swiping up or down under DRIFT button/DECISION tab in the app. Then show your decisions to each other at the same time. Repeat it until your spaceship reaches the jump area on the encounter sheet.

- substance moment: resolve the effects of the substances in the following order of the coordinates: A1, A2- J9, J10

Jump phase:

If the majority of the players chose to jump in the planning moment, resolve the following steps:

- reward moment: : if you destroyed an enemy ship in this event, or you managed to get rewards in other events, you have the choice to get the reward(s): perform a vote.

VOTE: the first two players of the acting moment share the reward. Tap on the screen of VOTE button / DECISION tab and choose either GET or LET. Depending on the choice of the other player you either get the reward of the event or make compromises.

Vote		
player1	player2	result
get	get	*quarrel*: nobody gets reward, instead perform an escape moment
get	let	player1 gets reward, player2 loses half of his matters (rounded up)
let	get	player2 gets reward, player1 loses half of his matters (rounded up)
let	let	*courtesy*: instead of reward you both get a matter

- escape moment: if there is an undestroyed enemy ship left in this event, or you voted GET-GET, place the same number of intruders as the players onto the cord. Then, move the infection and overdose markers back to maximum.

- refill moment: place the nutrition marker above to the nearest black circle. If it was on a black circle, don't move the marker.

- growth moment: use your matters to buy actions, items and organs.

End of the event: after the growth moment press the jump button in the app. Tap the screen to go to the next event.