CREW:

At the beginning of the game players choose a character to play with and place them into the hybernate cabin. They are the crew of the ship, the ones, that try to keep the sensitive balance of the environment to stay alive. The players cannot communicate about their plans, they have to intuitively cooperate with each other. Players simultaneously have to take care of the following factors:

1. take care of the ship and body track to avoid a disorder or a lesion: grab substances to keep the ship balanced.

2. visit the hybernate cabin to fill their stamina: every character has a stamina marker on the crew track. In every stamina moment this marker will move down by one. When it reaches "exhausted", it pushes the symptom marker of that character down by one. Then, in every stamina moment the symptom marker moves down by one, until the character uses the hybernate cabin. Then, he can set the stamina marker to maximum. To move symptom marker up, the player will need either the help of an upgraded stowaway cabin, or a sluice cabin. Once a symptom marker reaches Breakdown, the game ends.

Symptom:	Effect
anxiety	player cannot choose the GRAB action in the planning moment
phoby	player must always set mode to JUMP
depressive	player cannot ACTIVATE the basic function of the stowaway cabin (control her)
aggressive	player must choose GRAB action if there are any parasites or matters in the ship
autoaggressive	player must place grabbed matter onto the wound spot, or remove matter and move health marker down by one
apathy	player must be grabbed by another player to change location

3. visit stowaway cabin to cater her: in the ship there is a stowaway girl among the crew. This girl is not only very vulnerable and sensitive to her environment, but also make a mass effect on the whole crew and a protecting role for the ship itself. In the acting moment, after the players read the stowaway track and execute the effect of her current behavior. There are also modifiers, that affect the moving of the marker:

- in every behavior moment, move the marker down by one.

- if you ACTIVATE the stowaway cabin, set the behavior marker to "play".

- every time an enemy shot hits a cabin, move the marker down by one.

- according to the result of the Chase event, move the marker down by one.

If the marker reaches a field with a sanity marker, the marker won't move, but remove the sanity marker. If there are no more sanity markers left, and the stowaway marker reaches Breakdown, the game ends.

Behavior:	Effect
balanced	remove the symptom markers of the players permanently
play	move nutrition marker in the cord up by one
sing	place a matter in the cord (possibly nearest to funnel)
listen	all players can perform a free action according to the player markers in the acting moment

sleep	all players move their stamina marker up by one
crave	nothing happens
cry	move nutrition marker in the cord down by one
tantrum	place a hack marker on the stowaway cabin
trauma	all players move their symptom marker down by one

4. Take care of their HEALTH: every character has a vulnerable body, that can be wounded. The inventory is represented by the Capsules on the board. Every character can endure up to two wounds: if a player gets a hit by a parasit, or a malicious substance, add the substance to the character's wound spot in the Capsule. If the wound spots are full, for every hit move the Health marker of the body track down by one. If there are more characters in the cabin, the player earlier in the acting moment gets the hit.

INFECT: From the cord and enemy shots parasites will be sniped/shot into the ship. Parasites can be killed by using the GRAB action. If there are already at least 2 parasites in the ship, the next parasite causes to move the infection marker on the ship track up by one.

Capsule: in the Capsule you can find place for the collected matters, wounds and also the place for droid markers. If you get an item, you will also store them in the Capsule. There can be item fields, that are not attached to any Capsules: if you place an item there, all players can use this item.