

## SPACE AREA

The Space area is a 10x10 fields of grid, where the majority of the activity happens. To determine a specific field you will use the letters and numbers on the side of the grid: the intersection of these coordinates give you that single field. Coordinates come handy at:

- Enemy shot: the enemy ship shoots at your ship in the complication moment: roll the SHOOT dices in the app to determine, which field will be hit.
- Cord shot: the cord snipes at your ship in the pulsate moment: roll the SNIPE dices in the app to determine, which field will be hit.

### Cord:

The cord is a chain of circles, that connects the Nutrition moment of the Circulation track with the funnel cabin of the Spaceship. There are three cord fields in the space, too, and they are part of the funnel cabin. If they are hit, place that substance in the funnel cabin. Cord is an always active part of the space area:

- the Nutrition marker is moving up, or down, according to the current moments and effects. The black circles are checkpoints, where the Nutrition marker is set back during the refill moment of the Jump phase.

- the substances are transferred here and will be spitted out (sniped) to somewhere into the ship through the funnel in the pulsate moment of the automatic phase. Substances are phisically present elements, that remain on the board until a GRAB action is performed on them.

Mass pulsate: if the Nutrition marker meets with a substance (one of them occupies the circle from the other), all the substances in the cord will be sniped immediately.

SUBSTANCES	Effect (read more: substances)
matter	you can collect it in your capsule to buy items and evolve ship. It can cause OVERDOSE
parasite	It can hit players in substance moment. It can INFECT
<b>malicious substances</b>	
intruder	It hits 1. the players, or 2. ship hull
fire	burns in substances moment: damages characters in adjacent cabins
breach	spawns in substances moment: snipe a parasite.
poison	maddens in substances moment: move all player's symptom marker down by one.
ion	drains in substances moment: move nutrition marker down by one

### Beacons:

A beacon is a token with the size of 2 space fields, placed face-off at the beginning of the game.

Explore: during the game players can use the pilot cabin to turn these tokens face-up and explore the effect of the beacon. The effect takes place immediately. Only beacons adjacent to the spaceship can be explored. After the effects are played, remove the beacon token from the game (Read more: beacons).

If a shot hits a beacon: every enemy shot leaves the substance on the beacon being shot. They are passive and will be activated upon the exploration of that beacon. If a substance is activated, place it to the circle nearest to the funnel cabin in the cord.