

CAPSULE:

The Capsule of the players can be found on the Growth sheet. A capsule consists of:

- an area to store matters (unlimited capacity). Only these matters can be used in the growth moment.
- two wound spots to store substances that attacked the player character and to protect the Health.
- two droid spots to store droids if they are not currently in one of the cabins. the second spot will be used upon installing a droid cabin.
- Inventory: players can place acquired items here and use them in their acting moment. Some items have a specific usage, read more: basic items/rare items/Growth tab.
- The Growth place: marked with a newborn baby head. Before a jump players can spend their matters stored in their Capsule to buy additional actions, items and evolve the upgraded cabins of the ship into organs. Order is determined by the player markers of the acting moment.

Buy	Cost	Process
Extra action	2 matters	Perform an action in the ship. You don't have to plan, simply perform the action in a chosen cabin.
Draft item	3 matters	Place 3 items onto the newborn baby head on the Growth sheet. With the other players perform a drift decision. Count out like in a drift event, <u>which item you will place in the inventory</u> (drift starts from the middle).
Choose item	4 matters	Place 3 items onto the newborn baby head on the Growth sheet. Choose one of them and place it in the inventory.
Organ	8 matters	Choose an upgraded cabin and swap it with it's corresponding organ.

- The bag: When the Growth place is not used, place the bag in the middle. At the beginning of the game the bag is filled with the basic items. During the game players can unlock new items: in this case place that item token into the bag. During the draft/choose item the player will pull 3 items out from the bag. Players cannot gain an item directly, they always have to pull out the tokens from the bag.