ENCOUNTER (red):

The stowaway tries to escape and you will chase her. During the complication moment perform multiple planning actions with the location/plan button/decision tab/app.
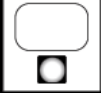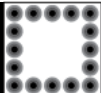
All players must set ship mode to JUMP during the planning moment.

In the booklet you will find a map of different cabins, where you have to search for the stowaway together. Like in the planning moment, choose a location (no need to set actions or jump button) and then show it to each other simultaneously. Place matters onto the map cabins you've visited. If there are no empty squares for your marker, the chase is failed. Continue the search until all empty squares in the map are filled with damage markers: then the stowaway is succesfully brought back to her cabin. Complication moment ends only if all empty squares are filled.

If you fail a chase, move down the behavior marker of the stowaway by one.

After you succeed (you had the last visit in the stowaway cabin), perform a reward moment in the jump phase.

The meaning of the different icons during the chase:

type	icon	effect
more visit		This cabin has to be visited two times.
same visit		This cabin has to be visited simultaneously by two players.
ordered visit		You can only visit the cabin in the shown direction from that current cabin.
final visit		This has to be the last visited cabin. If there are more visits left from players, they won't be performed.
last visit		The cabins inside this frame can only be visited, if the cabins outside are all visited.
mass visit		Visit all cabins with the attribute mentioned in this frame before you perform the last visit.