CABIN DEVELOPMENT

There are 3 stages of the cabin development:

1. Basic cabins: at the beginning of the game, the ship has only basic starter cabins with one function. New basic cabins can be unlocked by getting rewards from events, or inventing them in an upgraded laboratory. Also, unlocked basic cabins can be installed, thanks to the engine cabin: perform an Use droid action in the engine cabin to place an unlocked cabin type onto the armor fields. The cabin must fit onto the empty fields. The installed cabin is now ready to be used.

BASIC CABIN	FUNCTION
pilot	Coordinates: explore a beacon. *To succeed, USE DROID.*
engine	Install: choose empty fields in the Armor to place an unlocked cabin there. *The cabin must fit. To succeed, USE DROID.*
funnel	Pump: move every substances from the cord fields into the cabin and collect every matters you find in the cabin. *Move the remaining substances in the cord.*
stowaway	Cater her: set the behavior of the stowaway to "play".
weapon	Pierce: roll the SHOOT dices to shoot at enemy ship. If you hit enemy armor, enemy ship also loses hull. *Use the weapon's unit if it has any.*
hybernate	Sleep: set your stamina to "relaxed". *Two players can use this cabin at the same time.*
shield	Reposition: move a shield marker. Place the shield marker onto one of the cabins: shots that would leave parasite will miss hit in a 3x3 area. *Install new shields like cabins: place shield markers into the cabin.*
droid	Self-prepare: set up both of your droids onto the cabins you choose. Upon building a droid cabin, *each player gets another droid marker, which can be set up just like the other one.*
storage	Supply: place or swap items here. *All players can use it any time like an extra slot in the inventory. Install new storages like cabins: place storage markers into the cabin.*
corridor	Elude the danger: move to an adjacent cabin and choose an action you perform there. *You need 6 empty space fields in a row/column to install this cabin.*
lab	Upgrade: place the capillaries token on a chosen cabin. From now on you can use the upgraded version of that cabin, too. *To succeed, USE DROID. Place this cabin into the pilot cabin when installed.*
security	Identifier: remove an intruder from anywhere in the Space area.
garden	Harvest: Collect the matters from here. *In every nutrition moment this cabin creates a matter. Cabin stores matters up to the number of current players (doesn't count at overdose).*
hospital	Heal: set the values (health, infection) of the body track. *To succeed, USE DROID.*
sluice	Float out: move your symptom marker up by one.

2. Upgraded cabins: cabins can be upgraded thanks to the laboratory (not a starter cabin, it has to be unlocked): perform an Use droid action in the laboratory to place a capillary token on the top of the basic cabin. It becomes upgraded. Cabins that are not 2 tiles sized will automatically get the additional capillaries, so the whole cabin is then covered. An upgraded cabin has an extra function, that you can use upon performing the Activate action. You can choose, whether you want the basic, or upgraded function: you can decide it in your acting moment.

UPGRADED CABIN	FUNCTION
pilot	Radar: place the radar marker onto a chosen beacon. *If you explore in a 3x3 area of the marker, you can decide if the beacons take effect or not. To succeed, USE DROID.*
engine	Reconstruct: set the hull marker on the ship track to maximum. *To succeed, USE DROID.*
funnel	Spasm: destroy every substances in the cord fields. *Move the remaining substances in the cord.*
stowaway	Syphon her: move all player's symptom marker up by one. *Then, this cabin cannot be used during this event.*
weapon	Aim: roll the AIM dices to shoot enemy ship. You can change the result of one of the dices. *Your shot is only succesful, if you hit enemy cabin(s). Use the weapon's unit if it has any.*
hybernate	Hyperactivity: plan 3 times after each other and execute the results without interruption for the cost of 1 nutrition.
shield	Elastic surface: this turn, during enemy shoot moment if a shot hits a shield, the shot will be reflected back to the enemy ship.
droid	Terminator: remove every malicious substances from the ship. *Lose a droid permanently.*
storage	Gather:collect all matters from upgraded cabins.
corridor	Take over function: perform an Activate action in all occupied adjacent cabins.
lab	Invent: unlock a yet locked cabin type. *To succeed, USE DROID.*
security	Counter-hacking: remove all hack markers.
garden	Photosyntesis: convert two matters of the garden to one nutrition (move the nutrition marker accordingly).
hospital	Immunity: no more lesions during this event. *To succeed, USE DROID.*
sluice	Float in: choose a cabin adjacent to an armor field and perform an action there.

-organs: upgraded cabins can be evolved thanks to the EVOLVE moment of the Jump phase. If a player has the amount of matters, he can buy the organ version of the upgraded cabin. Organs absorb all damages and players cannot perform any actions there. It has, on the other hand, an unique effect, that really boosts your chances to survive.

Every upgraded cabin becomes a specific organ with a specific permanent function:

Cabin	Organ	Function
pilot	sensory organs	Perception: explore beacons with at least one passive parasite on it.
engine	heart	Metabolic wastes: if you upgrade a cabin, install an unlocked cabin as well for free. If you evolve a cabin, set the hull marker on the ship track to maximum.
funnel	liver	Gall: if a malicious substance would be placed in the cord, remove it instead (only matters and parasites can be placed in the cord).
stowaway	ovary	Oocyte fission: set stowaway's behavior marker to "balanced" permanently. *Only can be upgraded if the players have 4 puzzle pieces altogether.*
weapon	limb	Fine motor skills: this weapon can only autoshoot. Roll the SHOOT dices five times to hit.
hybernate	thyroid	Tsh optimum: in the stamina moment set the stamina of all players to "encumbered". *This cabin can only be evolved, if there was at least one DISORDER and LESION during the game.*
shield	skin	Lanugo hair: all upgraded cabins gain the elastic surface ability (during enemy shoot moment if a shot hits the cabin, the shot will be reflected back to the enemy ship*). If this cabin is evolved, remove all shield markers.*
droid	pancreas	Exocrin function: all players places their droids to different cabins. Droids cannot be moved or removed anymore (even after performing actions with them).
storage	intestine	Not yet used organ: negates the next upcoming lesion.

corridor	spinal cord	Synapses: instead of failing the action, you can ACTIVATE a cabin, even when it is occupied.
laboratory	cerebrum	Cognition: upgrade or invent the cabin type you hit with a shot in the enemy ship. If an autoattack hits enemy ship, first player in acting moment decides.
security	stomach	Not yet used organ: negates the next upcoming lesion.
garden	lung	Not yet used organ: negates the next upcoming lesion.
hospital	spleen	Blood filter: if a parasite hits you, instead adding it to the wound spot, add a matter to your capsule.
sluice	kidney	Flush buffer: during drift gravity fields set the symptom markers of all players back to "exhausted".