

## ENCOUNTER (blue):










The ship is drifting. Place the ship marker to the spaceship icon.

All players must set ship mode to JUMP during the planning moment.

During the complication moment perform a manoeuvre with the drift button/decision tab/app.

Manoeuvre: You have to determine together, from which field will your ship start the drift. Choose from the three choices: you can start from above, stay where you are, or you can start from below. Then, show your decisions to each other, and according to the order of the acting moment, set the spaceship marker to the chosen field (above, below, or leave it there).

In the booklet you will find a tunnel in a 5x6 grid. Place the ship marker onto the first column/third row. This marker will move towards right and you have to decide, from which row the ship shall start moving. The ship will may stop for a second manoeuvre. During the drift there are obstacles and boosts that hinder or help you to reach the last column:

type	icon	effect
asteroid		This icon has an always changing effect. Check at the event.
meteor shower		Roll the Shoot dices against your ship: you suffer a flak shot (read more: units)
reward		This icon has an always changing effect. Check at the event.
wormhole		Search for the other wormhole icon and continue your drift from there.
dock station		Stop the drift here and perform another manoeuvre.
intruder		Place the same amount of intruders on the cord as the number of current players.
gravity field		All players get "exhausted".
matters		All players place a matter into their Capsule.
curve		Move the spaceship towards the direction.