

ENDGAME (disorder and lesion):

The goal of the players is to fulfill all objectives during the game.

The basic objective mentioned in the beginning of the game is to survive the upcoming events until there is no more left.

During the events you will meet with additional objectives you have to complete.

Disorder: if the ship suffers a disorder, vote for additional objectives, that you also have to complete to win the game.

A disorder happens, when one of the markers (health, infection) reach Disorder on the Body track. In this case do the following:

- The first two players of the acting moment flip one-one exit beacons without showing it to the others.

Words mean the following objectives:

Limbs - evolve 2 arms and 2 legs (four evolved weapon cabins)

Puzzle - collect four puzzle pieces and evolve ovary: until then stowaway cannot play (starts from "sing")

Beacons - maximum four unexplored beacon can stay on the board at the end of the game

Cabins - no basic cabins can be in the ship at the end of the game

- VOTE. Depending on the result, perform the following actions:

Disorder (vote)		
player1	player2	result
get	get	complete both missions
get	let	complete mission from player 1 player 2 loses all matters and equipments
let	get	complete mission from player 2 player 1 loses all matters and equipments
let	let	swap next enemy ship with the Labour (turn to page: Labour)

Defeat conditions:

you lose the game, if one of the defeat conditions met:

- you can't complete all the conditions until the end of the game
- nutrition marker reaches the funnel cabin in the ship
- symptom marker of a player reaches breakdown
- behavior marker of the stowaway reaches breakdown
- an essential cabin is hit by a lesion

Lesion: if the ship suffers a lesion, a deadly shot will hit the Space area, that can result the end of the game.

A lesion happens, when one of the markers (hull, overdose) reach Lesion on the Ship track. In this case do the following:

- perform a shoot action and place a lesion marker onto the field it hits.
- remove everything (beacons, cabins, players, any markers) from the field. If it hits a beacon or a cabin, remove the whole tile it hit.
- if you have the opportunity to avoid the lesion, perform it after you rolled a lesion shoot.
- if an essential cabin, or a player is hit by a lesion, the game ends.