The robot uprising was swift and brutal

Now it's time to run

Now, you've

Gotta Get Outta This Space

To play, go to gottagetouttathis.space

Your ship code:

Captain's Log

Once you've finished playing, record the state of the ship here

Codename	Date	Captain(s)	Star Systems	Modules	Crew	Fuel	Robots in final system	Notes
	1/6/20	Autopilot	The Last Shipyard	5	0	1	13	It is very lonely

Ship's Manifest

Update this whenever you gain or lose a crew member

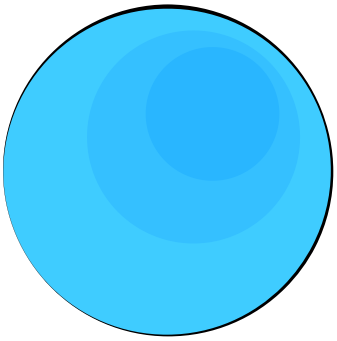
Name	Role	Home System	Joined	Until	Notes
Autopilot		The Final Shipyard	1/6/20	Never	

Components

Here, you can record what componets you're using for the game. Update it as you go.

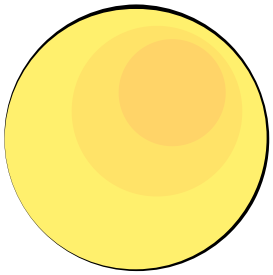
Space Cards	
Ship Module Cards	
Crew Cards	
Robot Tokens	
Ship Token	
Survivor Tokens	
Upgrade Token	
New Module Token	
Fuel Tokens	

Blue Star



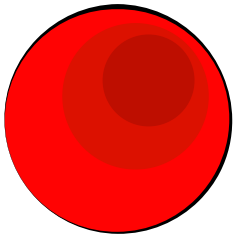
Effect: Kills all robots on this space

Yellow Star

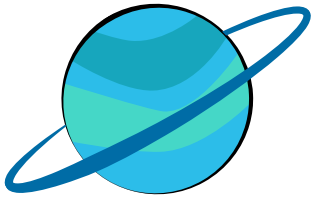


Effect: Kills all but 1 robot on this space

Red Star

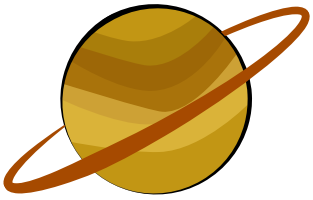


Gas Giant



Effect: If there is less than 2 fuel here, add 1 fuel

Gas Giant

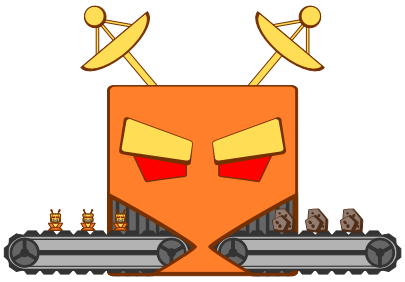


Effect: If there is less than 3 fuel here, add 1 fuel

Rocky Planet

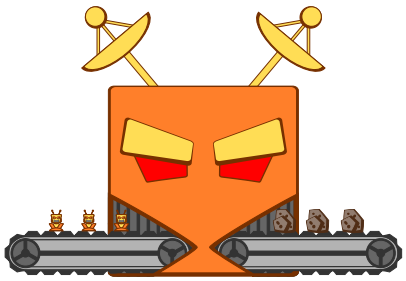
Rocky Planet

Robot Factory



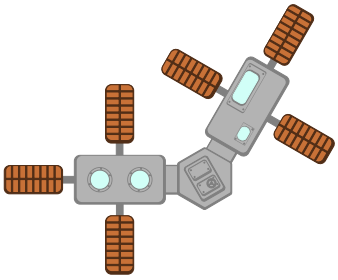
Effect: If there are no robots here, add 1 Robot

Robot Factory



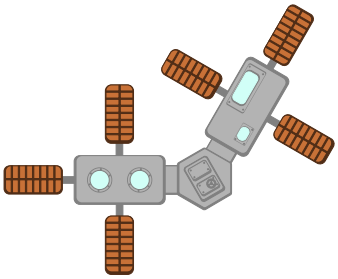
Effect: If there are no robots here, add 1 Robot

Space Station



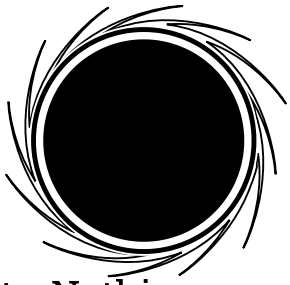
Effect: If there are robots here, kill all survivors here

Space Station



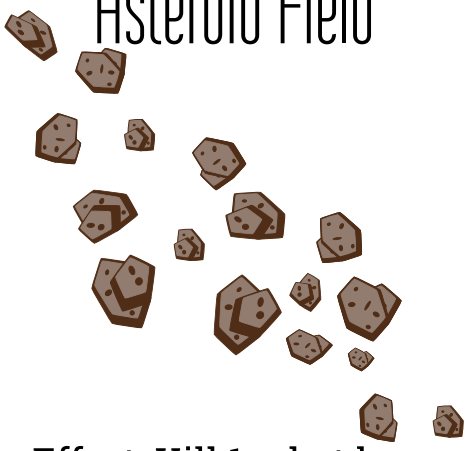
Effect: If there are robots here, kill all survivors here

Black Hole



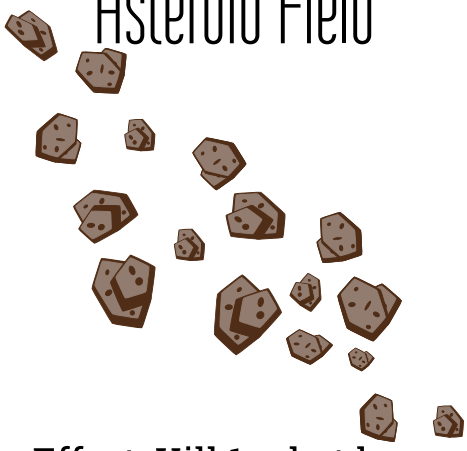
Effects: Nothing can move directly away from this space
Effects: Kill all robots here
Ships here take 2 damage

Asteroid Field



Effect: Kill 1 robot here
Ships here take 1 damage

Asteroid Field



Effect: Kill 1 robot here
Ships here take 1 damage

Gas Cloud

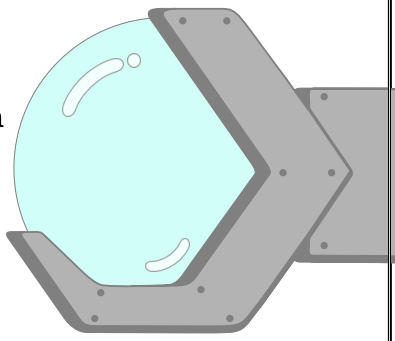
Robots cannot see into or beyond this square

Gas Cloud

Robots cannot see into or beyond this square

Cockpit

Damage ☐☐☐

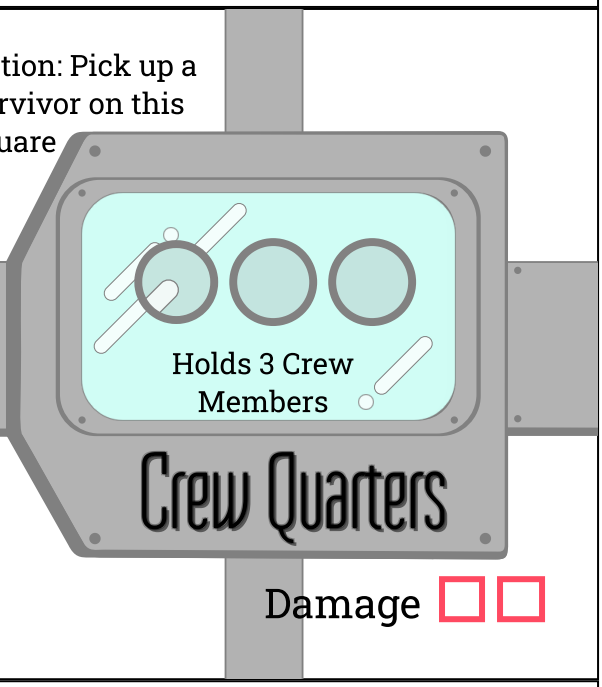


Action: Install an upgrade on this square

Action: Install a new module on this square

Action: When at a star, leave the solar system

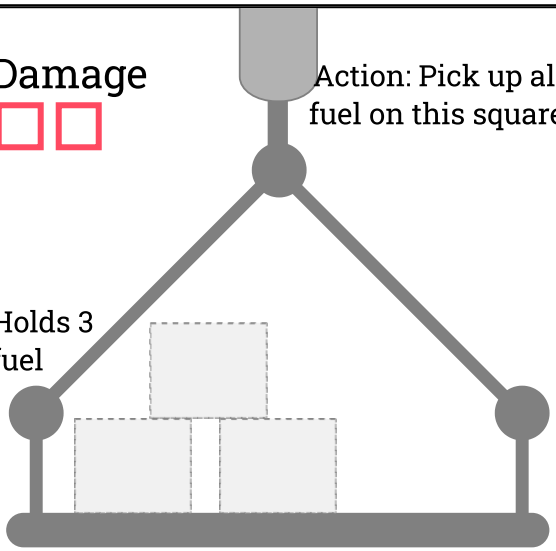
Action: Pick up a survivor on this square



Damage ☐☐

Damage ☐☐

Action: Pick up all fuel on this square

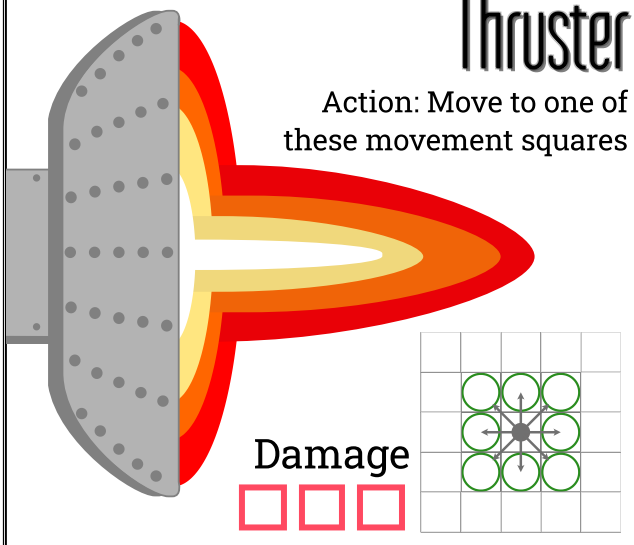


Cargo Bay

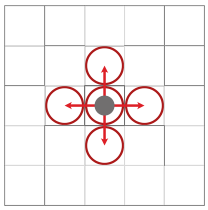
Spend 1 fuel to do 1 Action

Thruster

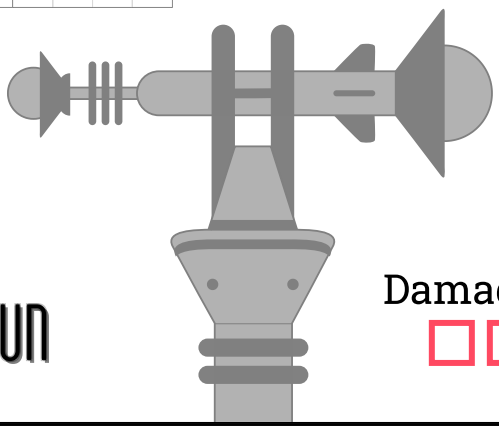
Action: Move to one of these movement squares



Damage ☐☐☐



Action: Kill a robot in one of these target squares



Gun

Damage

Then: Exhaust

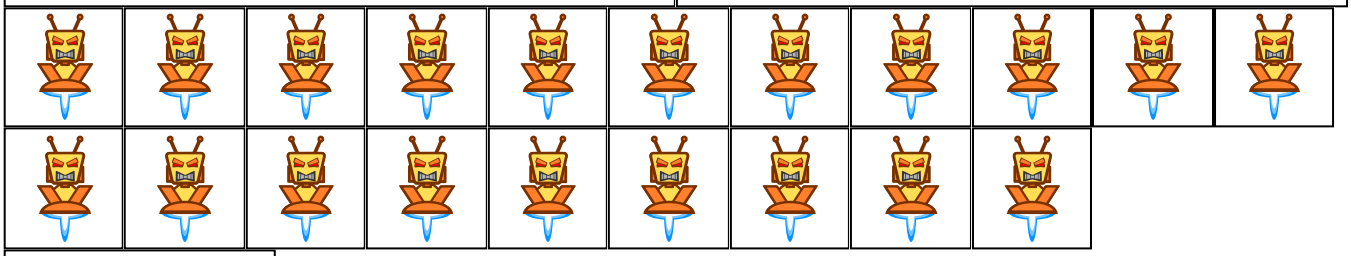
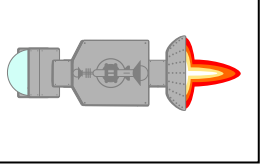
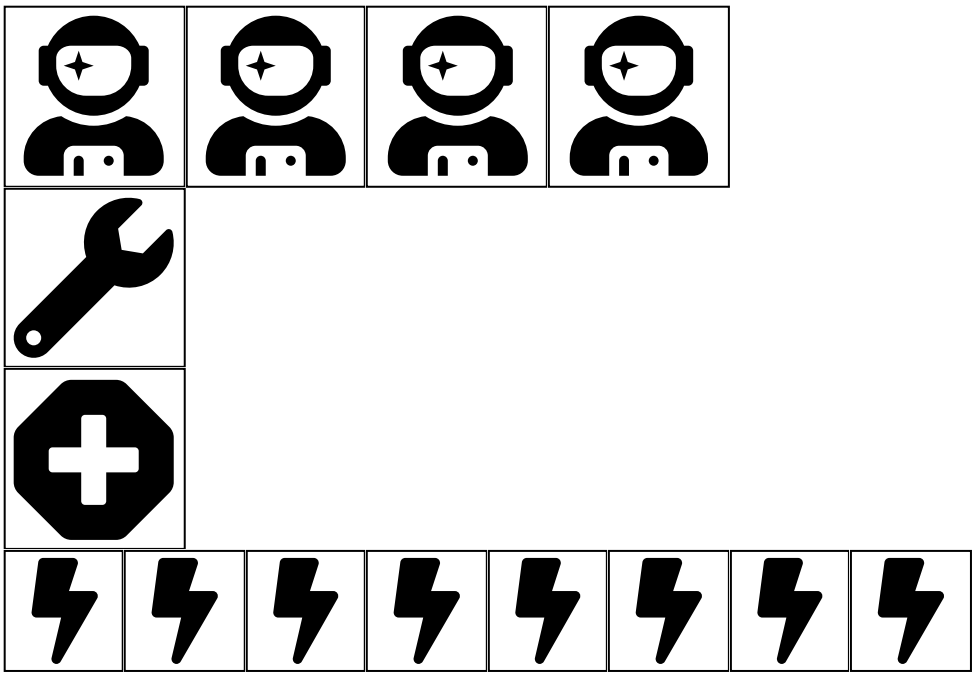
Then: Exhaust

Then: Exhaust ↪

Then: Exhaust ↪

Then: Exhaust ↪

Then: Exhaust ↪

Then: Exhaust ↪

Then: Exhaust ↪