



Now it's time to run

Now, you've

To play, go to gottagetouttathis.space

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

[illegible]

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.

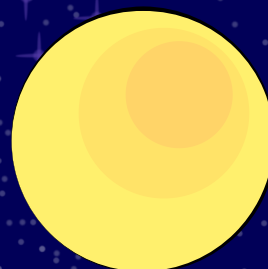
Space Cards	
Ship Module Cards	
Crew Cards	
Robot Tokens	
Ship Token	
Survivor Tokens	
Upgrade Token	
New Module Token	
Fuel Tokens	

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

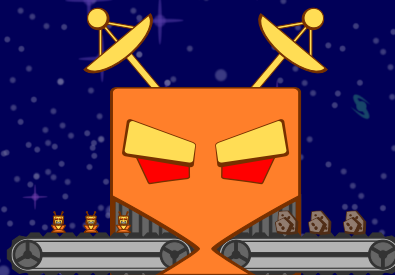
Rocky Planet



Rocky Planet

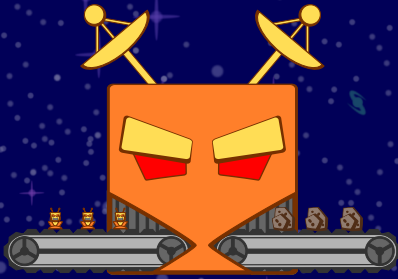


Robot Factory



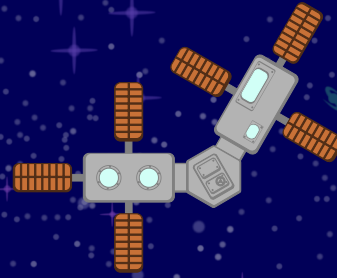
Effect: If there are no robots here, add 1 Robot

Robot Factory



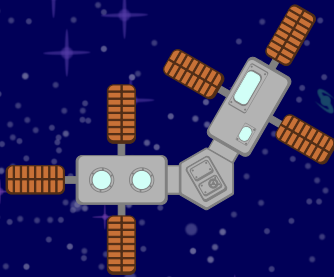
Effect: If there are no robots here, add 1 Robot

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

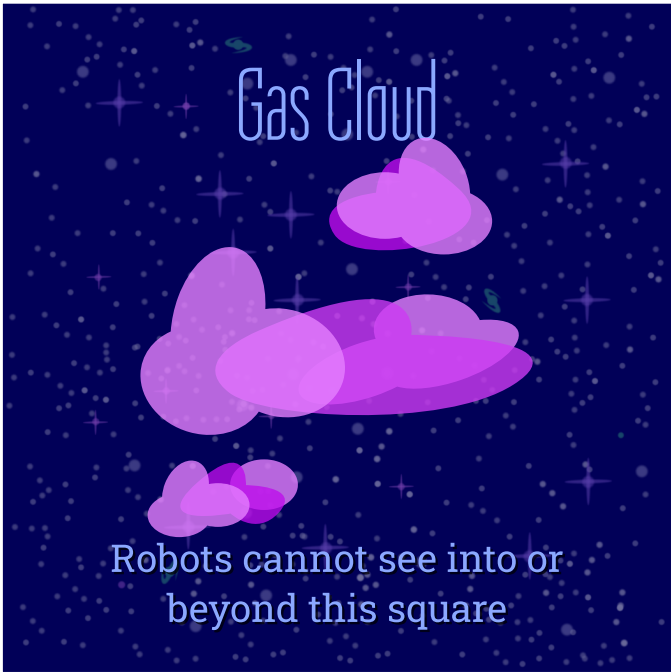
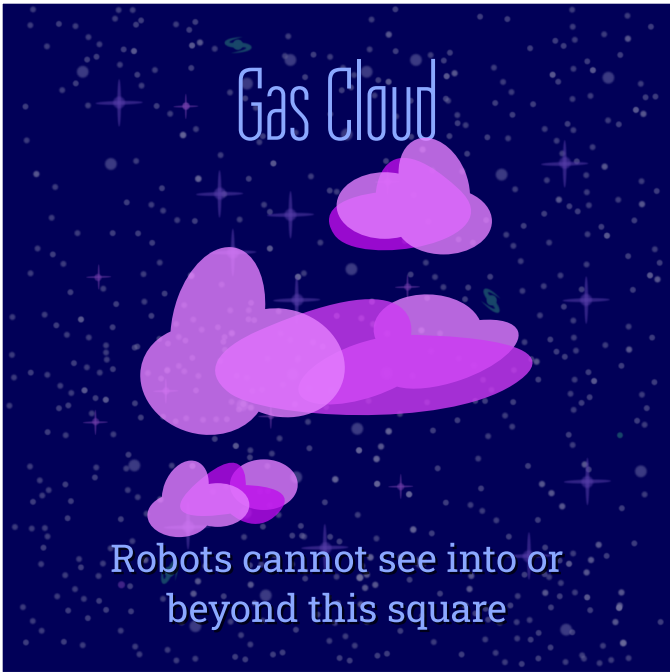


Effect: Kill 1 robot here
Ships here take 1 damage

Asteroid Field



Effect: Kill 1 robot here
Ships here take 1 damage



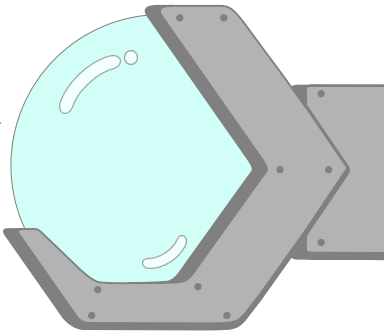
Cockpit

Damage
□□□

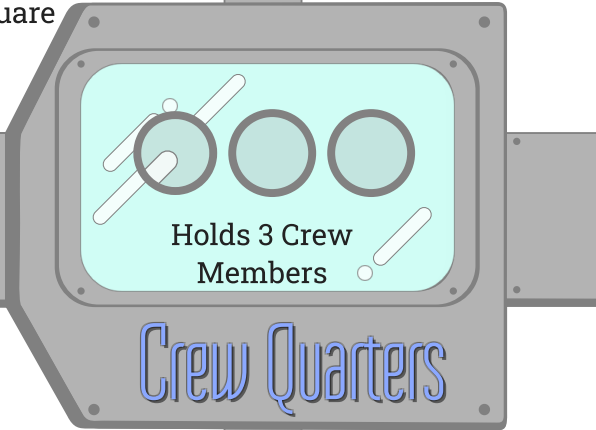
Action: Install an upgrade on this square

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 □□

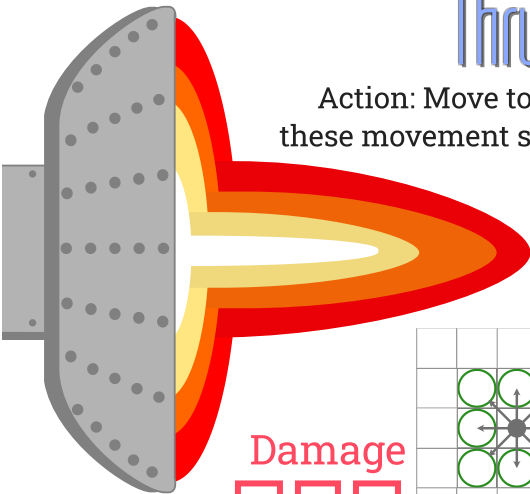
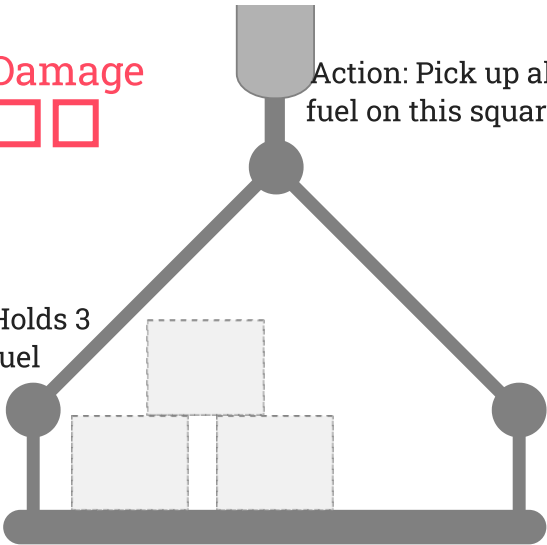
Damage
□□

Action: Pick up all fuel on this square

Holds 3 fuel

Cargo Bay

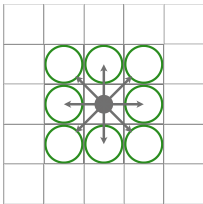
Spend 1 fuel to do 1 Action

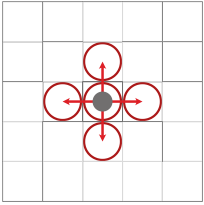


Thruster

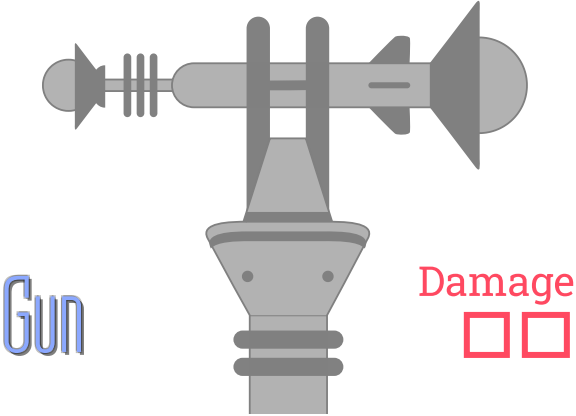
Action: Move to one of these movement squares

Damage
□□□





Action: Kill a robot in one of these target squares



Then: Exhaust

Then: Exhaust

Then: Exhaust

Then: Exhaust

Then: Exhaust

Then: Exhaust

Then: Exhaust

Then: Exhaust

