

PLAYER PHASE

1. **ALL** players draw action cards to **hand of 5**
2. Pass First player token to the left (**except the first turn**)
3. **Player rounds** - Each player has 2 actions and may either use 2 actions, use 1 action and pass or pass. Once a player has passed they may not re-enter the player rounds. Play continues in order until all players have passed. When a player passes they may discard any number of cards from their hand.
Note. Action cost is paid by discarding the exact number of action cards from the players hand

BASIC ACTIONS	COST	EFFECT
<i>* Can be used in combat</i>		
Move	1	If the room is Unexplored : - Flip room - Flip exploration token, Set up items in room and Resolve EXPLORATION TOKEN EFFECTS If the room is Empty (No intruders or player characters), make a NOISE DICE ROLL
Careful Movement	2	- Cannot be used if the character is in combat or if there is already noise in all corridors of the target room - As move except player places a noise marker in a chosen corridor rather than making a noise role
* Shoot	1	- Choose weapon, choose intruder, discard ammo, make a COMBAT DICE ROLL
* Melee attack	1	- Draw contamination card, choose intruder, make a COMBAT DICE ROLL , rolls of 2 hits count as 1 hit, if you miss take a serious wound
* Escape	1	- Resolve INTRUDER ATTACK , If character dies place a corpse token in the room. - If the character survives resolve as a move action above.
Trade	1	- Start a trade. All characters in the room may trade item cards and objects
Craft item	1	- Discard 2 item cards showing the appropriate blue craft icons to gain a crafted item with the same icons.
Pick up heavy object	1	- Pick up 1 heavy object in the room (Character corpse, Intruder carcass or egg)

OTHER ACTIONS	COST	EFFECT
Action card * see card	See card	Effect on card then discard card AND pay cost of action
Item card * see card	See card	Follow instructions on card
Room tile	See tile	Follow instructions on tile
Quest item activation	See card	Follow instructions on card

NOISE DICE ROLL	EXPLORATION TOKEN EFFECTS	COMBAT DICE ROLL
<ul style="list-style-type: none"> - 1, 2, 3 or 4 - Place a noise counter in the indicated corridor, IF there is already one there resolve an ENCOUNTER instead. - Danger - Move intruders in adjacent rooms that are not in combat to this room. <ul style="list-style-type: none"> - If no intruders are moved place noise in each connecting corridor that does not already have noise. - Silence - Nothing happens unless the player has a slime marker when the roll is treated as Danger 	<ul style="list-style-type: none"> - Silence - Do not perform a noise roll. If character has slime treat as danger - Danger - Do not perform a noise roll. Move intruders that are not in combat in adjacent rooms to this room <ul style="list-style-type: none"> - If no intruders are moved place noise in each connecting corridor that does not have noise. - Slime - Character takes a slime marker - Fire - Place a Fire marker in this room - Doors- Place a Door token in the corridor used to enter room - Malfunction - Place a Malfunction token in this room 	<ul style="list-style-type: none"> Blank - Miss Creeper - If target is Larva or Creeper, deal 1 Injury otherwise you miss. Adult - If target is Larva, Creeper or adult, deal 1 injury - otherwise you miss. 1 hit - Deal 1 injury 2 hits - Deal 2 injury (1 injury if a melee attack) <p>Note. If you in MELEE then a miss also result in a serious wound!</p>
ENCOUNTER	CHARACTER INJURY AND DEATH	HEALING AND DRESSING WOUNDS
<ul style="list-style-type: none"> - Discard all noise counters from adjacent corridors - Draw 1 token from intruder bag: <ul style="list-style-type: none"> - If Intruder token place intruder miniature - If blank place noise in each adjacent corridor without noise and return token to bag - If the blank token was the last token in the bag add an adult intruder token - If the player has fewer cards in their hand than the number printed on the intruder token a surprise INTRUDER ATTACK takes place 	<p>Light wounds</p> <ul style="list-style-type: none"> - Mark each light wound with a wound marker - When a 3rd light wound would be taken, remove light wound counters and draw a serious wound card <p>Serious wounds</p> <ul style="list-style-type: none"> - Keep serious wound beside player card with effect visible - When a character with 3 serious wounds takes another wound (Light or serious) the character dies and is replaced with a corpse counter 	<p>There are many ways to dress and heal wounds found on item cards and room actions. Each one gives details.</p> <p>Dress serious wound</p> <ul style="list-style-type: none"> - Flip a serious wound card to its backside - The effect is ignored but it still counts as a serious wound. <p>Heal</p> <ul style="list-style-type: none"> - Either remove (light wound) or discard (serious wound) according to action effect.

EVENT PHASE

1. Move time tracker 1 space
2. If Self Destruct sequence is activated move 1 space
3. **Characters in the same room as an Intruder are in combat, resolve an INTRUDER ATTACK**
4. Intruders in the same room as a fire token take 1 injury, check for **INTRUDER INJURY AND DEATH**
5. Draw and resolve **EVENT CARD**
6. **INTRUDER BAG DEVELOPMENT**

INTRUDER ATTACK	INTRUDER INJURY AND DEATH
Select character to attack <ul style="list-style-type: none"> - If triggered by escape then select that character - If triggered by surprise attack select that character - Otherwise select character with the least action cards If the attack is by Larva <ul style="list-style-type: none"> - Place larva mini on character board (unless there is already one) - Draw contamination card and place on top of action card discard pile Otherwise draw 1 intruder attack card <ul style="list-style-type: none"> - If Intruder symbol matches intruder miniature resolve attack otherwise the attack misses. 	Larva & Egg - 1 injury kills Creeper & Adult - Draw 1 intruder attack card, If endurance <= injury counters intruder is dead, replace miniature with intruder carcass Breeder & Queen - Draw 2 intruder attack cards, sum Endurance on both cards and if <= injury counters intruder is dead, replace miniature with intruder carcass Retreat Icon - If any intruder card drawn has the retreat symbol, alien retreats. Draw another encounter card and use the corridor indicated to retreat to adjacent room.
EVENT CARD	INTRUDER BAG DEVELOPMENT
<ul style="list-style-type: none"> - Intruders sharing the symbol on the card move through the corridor indicated to the connecting room unless in combat. - Resolve event on card - Discard event card 	Draw 1 token from the intruder bag: <ul style="list-style-type: none"> Larva - Remove token and add an adult token to the bag Creeper - Remove token and add a breeder token to the bag Adult or Breeder - return token to bag, ALL players make a NOISE DICE ROLE in order unless in combat Queen - If there are any characters in the nest room place the queen miniature in that room and resolve an ENCOUNTER - Else add an additional egg token to the Intruder board and return the token to the bag Blank - Add 1 Adult token to the bag, If none are available nothing happens. Return the token to the bag.

TOKENS	DOORS
Noise - Marks noise, max 1 per corridor, if a second would be placed then resolve an ENCOUNTER Slime - Characters with a slime token treat Silence as Danger Fire - Character takes 1 Light wound each time the character ends an action phase in a room with fire token - Intruders suffer 1 injury in event phase - If 8 fire tokens are in play and a ninth fire token would be placed the ship explodes and the game ends. Malfunction - Room Action no longer works - Cannot be placed in an unexplored room, the nest or a room covered in slime - If there is a computer in the room it does not work - If 8 Malfunction tokens are in play and a ninth Malfunction token would be placed the ship loses hull integrity and the game ends.	All doors start the game open (No tokens) Closed doors: <ul style="list-style-type: none"> - Marked by a door token in the corridor: - Characters and Intruders cannot move through the corridor - Intruders attempting to move through the corridor do not move but destroy the door. Destroyed door: <ul style="list-style-type: none"> - Marked by a laying down door - Movement is allowed - Door cannot be closed again
INTRUDER WEAKNESSES	ITEMS AND OBJECTS
<ul style="list-style-type: none"> - Can be discovered by researching character corpse, Intruder egg or intruder carcass in the laboratory - After successful research flip the corresponding weakness and apply effects. 	<ul style="list-style-type: none"> - Items <ul style="list-style-type: none"> - Use search action - Reduce room its count - Draw item from deck matching room colour or any deck if the room is white. - Weapons are found with 1 ammo - Heavy items must be carried in a hand and are visible to others - Normal items are held in inventory and are not visible to others - Blue icon on items indicate they can be used for crafting <ul style="list-style-type: none"> - Use craft action - Discard items with the required blue icons - Take crafted item with matching grey icons
INTRUDER RETREAT	
<ul style="list-style-type: none"> - If you are instructed to place an adult intruder but all 8 models are already on the board. The Adult intruders retreat: <ul style="list-style-type: none"> - Remove all adult intruders that are not in combat - Put the corresponding intruder tokens back in the bag - Place an adult intruder in the room where the encounter occurred 	

Game set up

1. Shuffle room tiles '2' and randomly place one on each of the room slots marked '2' on the board (put the remaining tiles back in the box without looking at them).
2. Shuffle room tiles '1' and randomly place one on each of the room slots marked '1' on the board
3. Shuffle exploration tokens and randomly place one face down token on each room tile
4. Shuffle the coordinates card and place 1 randomly on its space next to the cockpit
5. Place escape pod tokens by taking the corresponding number of escape pod tokens:
 - 1 or 2 Players: 2 Escape pods
 - 3 or 4 Players: 3 Escape pods
 - 5 Players: 4 Escape pods
 - Place the lowest numbered escape pod in Section 'A' then place the next in section 'B', place other escape pods alternating between 'A' and 'B'. All tokens placed with the locked side up.
6. Place engine tokens
 - Take both engine tokens marked '1' (one working and one damaged), shuffle face down and place one randomly on the engine '1' slot on the board.
 - Repeat the same procedure for engines 2 and 3.
7. Set up Intruder board
 - Place 5 egg tokens on the intruder board
 - Place 3 random weakness cards face down on the intruder board
8. Set up Intruder bag
 - Place 1 blank, 4 larvae, 1 creeper, 1 queen and 3 adult tokens in the bag
 - Place 1 additional adult token in the bag for each player in the game
 - Place remaining tokens next to the board
 - Place the intruder carcass tokens next to the board
9. Shuffle and place the following decks face down next to the board:
 - 3 items decks each with its own colour
 - Event
 - Intruder attack
 - Contamination
 - Serious wound
10. Place the Craft item deck next to the 3 item decks and the scanner next to the contamination deck
11. Place 1 status marker on the green space of the time track

Crew set up

1. Take as many help cards as there players in the game (numbered 1 to n players) and deal 1 to each player at random. This is the player number.
2. Each player takes an inventory card holder
3. Objective cards
 - Remove cards from the objective decks (corporate and personal) showing a higher number than the number of players in the game.
 - Shuffle the 2 decks separately and deal 1 of each face down to each player in order . These should be kept secret.
4. Character draft
 - Shuffle the character draft cards
 - Characters choose their characters in player order by drawing 2 cards face up, selecting one and shuffling the other back into the character deck.
5. Player set up. Each player takes the character board and miniature they chose plus
 - Their character action deck (shuffled)
 - Starting item card (weapon) with ammo counters to that weapons ammo capacity
 - 2 quest items of their character placed horizontally, these item are not active until unlocked
6. Player 1 gets the first player token
7. Place the blue character corpse token in the Hibernatorium

CRITICAL GAMEPLAY MOMENTS

1. **The first encounter** - When the first Intruder miniature appears on the board each player immediately chooses 1 of their 2 objective cards. The one not chosen is removed from the game face down.
2. **The first dead character** - All Escape pods are automatically unlocked.
3. **Time track reaches a BLUE square** - Hibernation chambers open. Characters CANNOT enter them before that moment.
4. **Self destruct sequence reaches a YELLOW square** - All escape pods are automatically unlocked and characters can no longer stop the self-destruct sequence.
5. **First character hibernates** - The destination cannot be changed or self-destruct started after any character has hibernated (excl. 'coolant leak' event).

GAME END CONDITIONS

The Game ends when one of the following conditions are met:

1. The time marker moves to the final red space. All characters that are on board and NOT in hibernation die from massive g-force.
 - If the self-destruct is active move its marker to the final red space and resolve the effect.
2. The self-destruct marker moves on to the final red space. All characters die, everything onboard ship also dies.
3. You are instructed to place a 9th FIRE or MALFUNCTION marker. All characters die, everything else onboard ship also dies.
4. The last alive, non hibernating character onboard the ship dies, hibernates or uses an escape pod.
 - If the self-destruct is active move its marker to the final red space and resolve the effect.
 - Otherwise move the time marker to the final red space and resolve the effect.
5. The self-destruct marker moves on to the final red space. All characters die, everything onboard ship also dies.

WINNING THE GAME

Multiple players can win the game, to be considered a winner players must meet 2 conditions:

1. **FULFIL OBJECTIVE** as detailed on the objective card chosen by the player.
2. **SURVIVE**
 - Hibernate character in the hibernatorium with the ship still functioning and jumping to Earth OR
 - Use one of the escape pods to evacuate the ship.

If the **GAME END** conditions are met and at least 1 character survived (asleep in the hibernatorium or evacuated in an escape pod then complete the victory checks:

1. **ENGINE CHECK**
 - Reveal the top tokens on each of the 3 engines
 - If 2 or 3 engines have the damaged status, the ship explodes and all hibernating characters die
 - Everything else on board also dies, including all the intruders
2. **COORDINATES CHECK**
 - Reveal the coordinates card and check the space of the destination marker.
 - If the ship is not headed towards Earth, all characters asleep in the hibernatorium die.
3. **CONTAMINATION CHECK**
 - Each alive character checks their contamination cards.
 - The player scans all the contamination cards in their action deck, discard pile and hand.
 - If there is at least 1 'INFECTED' card, that player shuffles all their cards and draws the top 4. If there is at least 1 contamination card (infected or not), the character dies. If there are none, the character survives.
4. **OBJECTIVE TEST**
 - If there are any characters alive then check if they have fulfilled their objective. If the character has fulfilled their objective then they have won.