

RADIATION HAZARD

CONTAMINATION

Harmful radiation is absorbed by plants.

Do not use any food from plants for the next two turns.

Tell the Catering Officer

RADIATION HAZARD

INTERFERENCE WITH PHOTOSYNTHESIS

The rate of photosynthesis is doubled for the rest of the voyage

One unit of oxygen may be returned to the reserve at each turn. Twice as much food is made from plants at each turn

Tell the Catering Officer and the Environment Officer.

RADIATION HAZARD

SEVERE CONTAMINATION

Crew escapes injury but all animals are killed and the meat is unfit for humans to eat.

Tell the Catering Officer, Engineer, and Environment Officer

RADIATION HAZARD

IMMUNITY

You become immune to the effects of radiation and will not be affected by passing through any other radiation hazards. This immunity will only last until you enter a time-space warp.

If you have already left the time-space warp then you will not get immunity.

Tell the Navigator.

**RADIATION
HAZARD**

GENETIC MUTATION

All your animals can now reproduce asexually by cell division (like bacteria & amoeba).

The number of live animals will double at the start of each new turn and they will have to be fed. You may kill animals at the end of this and following turns.

Tell the Catering Officer, the Engineer and the Environment Officer.

**RADIATION
HAZARD**

GENETIC MUTATION

An unexplained genetic mutation doubles the rate of food production from all your live animals.

Tell the Catering Officer

**RADIATION
HAZARD**

CONTAMINATION

Harmful radiation is absorbed by plants.

You can no longer use any food produced by plants.

Tell the Catering Officer

**RADIATION
HAZARD**

CONTAMINATION

Food from live animals may be contaminated.

Do not use any food from live animals for the next two turns. The meat from slaughtered animals may still be eaten.

Tell the Catering Officer.

RADIATION HAZARD

INTERFERENCE WITH ELECTRONIC NAVIGATIONAL AIDS

Shut down motors and drift in space for the next turn while the problem is sorted out. Power will still be needed to maintain life support systems.

Tell the Engineer and the Navigator

RADIATION HAZARD

RADIATION SICKNESS

Each crew member will need one unit of water and double rations of food at the start of any turn in which the spaceship is 3 or less squares horizontally, diagonally or vertically from any radiation belt or solar flare.

Tell the Navigator, Catering Officer and Environment Officer.

RADIATION HAZARD

COSMIC DISTURBANCE

The whole space map moves on one square immediately.

Tell the Navigator.

RADIATION HAZARD

INTERFERENCE WITH NAVIGATIONAL EQUIPMENT

The Navigator has lost his way !

The spaceship must return to a safe square at the bottom of the space map whilst the Navigator consults his computer. Fuel will be used for each square moved.

Tell the Navigator and the Engineer.

RADIATION HAZARD

RADIATION ENERGY BOOST

Your Engineer has discovered a way of converting all types of radiation into fuel.

One extra unit of fuel is available at each turn for every separate source of radiation in view on the space chart.

Your Engineer may need some extra help from the Navigator in monitoring this new source of energy.

RADIATION HAZARD

RADIATION SICKNESS

Each crew member needs one unit of water from store and double rations of food for this and the next turn.

Tell the Catering Officer and the Environment Officer

RADIATION HAZARD

CONTAMINATION

Food from live animals may be contaminated.

Do not use any more food from live animals. The meat from slaughtered animals may still be eaten.

Tell the Catering Officer, and the Engineer and Environment Officer if any animals are killed.

RADIATION HAZARD

CONTAMINATION

Food from plants and animals is affected by radiation.

Only food from store may be used for this turn. No animals may be killed for food.

Tell the Catering Officer.

RADIATION HAZARD

INTERFERENCE WITH PHOTOSYNTHESIS

The rate of photosynthesis is halved for the rest of the voyage.

One unit of emergency oxygen will be needed for each turn. Only half as much food can be produced from plants.

Tell the Catering Officer and the Environment Officer

RADIATION HAZARD

RADIATION ENERGY BOOST

5 extra units of energy are available if you start or finish this turn within 5 squares horizontally, vertically or diagonally of a radiation belt or solar flare.

If you end up in another radiation belt or flare you will have to face another radiation hazard.

Tell the Engineer and Navigator.

RADIATION HAZARD

RADIATION HAZARD



COLLISION

DAMAGE TO STEERING

Until you are in the time-space warp, you can no longer move forwards. You can only move sideways or backwards. If you are already beyond the time-space warp, your movement will be restricted until the end of the journey.

Tell the Navigator.



COLLISION

DAMAGE TO LIFE SUPPORT SYSTEM

For the rest of the voyage you can only use water, oxygen, fuel and food from store.

Tell all the crew



COLLISION

TEMPORARY POWER FAILURE

Drift in space for this turn only. Use 1 unit of oxygen and 1 unit of water for each member of crew for this turn only. You can only use food from store for this turn.

Tell all the crew



COLLISION

GLANCING COLLISION

Very little damage. Shut down motors for repair and drift in space for this turn only. Use 1 unit of oxygen for each crew member for this turn only.

Tell the Engineer, Navigator and Environment Officer



COLLISION

DAMAGE TO WATER TANKS

One quarter of your water reserves is lost in space.

Tell the Environment Officer



COLLISION

DAMAGE TO POWER CONTROL TO ENGINES

You must move 3,4 or 5 squares every turn.

You will still use 1 unit of fuel for each square you move.

Tell the Navigator and the Engineer



COLLISION

DAMAGE TO STEERING

Unless you are in the time-space warp you can only move one square forwards or backwards or 2 squares sideways at each turn.

Tell the Navigator



COLLISION

FUEL LEAK

For the rest of the voyage you will use 4 extra units of fuel every turn.

Tell the Engineer.



COLLISION

**EXTENSIVE DAMAGE
S.O.S.
SHIP IN DANGER**

Your spaceship is very badly damaged and can only drift in space.

Use food, fuel, oxygen and water from store until rescued by the nearest spaceship.

Tell all your crew and all other captains.



COLLISION

CHANGE OF COURSE

You are knocked off course.

Move your ship 6 squares sideways. No fuel is need for this move. Take no notice of any hazards you pass through but you will face more danger if you come to rest on another hazard.

Tell the Navigator and the Engineer



COLLISION

COSMIC DISTURBANCE

The whole space map moves on 1 square immediately.

Tell your Navigator and all the captains



COLLISION

COSMIC DISTURBANCE

The whole space map moves back one square immediately.

Tell your Navigator and all the captains.



COLLISION

NEAR MISS

No damage this time.

Hold a party to celebrate. Double food ration for each member of crew for this turn only.

Tell your Catering Officer.



COLLISION

NEAR MISS

No damage this time

No further action needed.



COLLISION

**MAJOR
COSMIC DISTURBANCE**

The whole space map moves on 3 squares immediately.

Tell your Navigator and all the captains.



COLLISION

**MAJOR
COSMIC DISTURBANCE**

The whole space map moves on 2 squares immediately.

Tell your Navigator and all the captains.



COLLISION

AIR LEAK

10 units of oxygen are lost in space.

Tell the Environment Officer



COLLISION

**DAMAGE TO
FOOD STORE**

Half of your food store is lost in space.

Tell the Catering Officer



COLLISION

DAMAGE TO FUEL TANK

One tenth of your fuel from store is lost in space.

Tell the Engineer



COLLISION

DAMAGE TO FUEL TANK

One third of your fuel from store is lost in space.

Tell the Engineer

COLLISION

COLLISION

COLLISION

COLLISION