

RULEBOOK

A rescue mission gone terribly wrong.
The Space Station Capricorn's distress beacon drew you in — a call for aid that you could not ignore. But upon arrival, you found no crew — only shadows crawling with alien life. Before you could escape, you realized your Corvette's systems had been locked down by Capricorn's security protocols, leaving you stranded.

To flee Capricorn and return to Earth, you'll need to locate and activate the critical systems and gather the supplies needed to escape in your Corvette. Critical systems on the station are down, and you'll need to scavenge the ship to find what's necessary to secure your escape. Gather what you need and fix the necessary systems while fending off the aliens that have caught the scent of fresh meat. Do you have the courage, stealth, and firepower to stay alive and get the gears turning before it's too late?

V6.7

INTRODUCTION

In Abandon Capricorn, you and your fellow players are the rescue crew, thrown into a desperate fight to save yourself aboard the forsaken space station. Together, you must search for critical resources to restore the station's systems, gather the Essential Resources and abandon the space station Capricorn. Along the way, you'll play cards to shoot hungry aliens, hide to evade danger, rotate the ship's sections to navigate sealed doors, and scavenge for the tools and resources you need. Only by working together can you abandon Capricorn and make it back to Earth alive.

During your turn, you will play cards from your hand. Then, all adjacent aliens will attack you or move closer to you. Then, the next player may take their turn.

COMPONENTS

1 Main Board with Center piece insert and 3 Rings (3 outer pieces, 2 middle and 1 center)



1 Sideboard with 4 Difficulty Tiles



1 Alien Overview Board



8 Player Boards





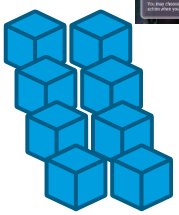
20 Alien Standees (6 Venomstorns, 5 Dreadpillars, 4 Mindshredders, 3 Hive Mistresses, 2 Grabblers)



8 Player Standees



4 player aids



8 Panic Dice



1 Medical Die



5 big Chemist Cubes



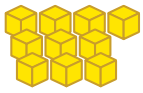
1 Activation Die



3 Activation tokens



4 Life counters

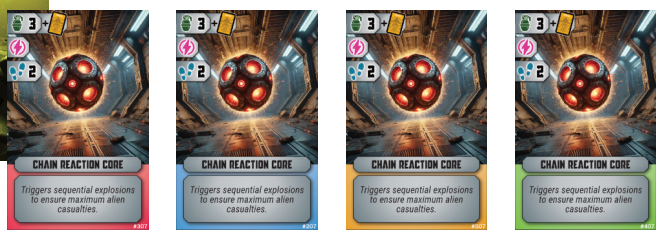


10 small Chemist Cubes

Captain's Log - 14:37, 23 JUN 2075

This is Captain Arlen Reyes, last transmission. The bridge was our final refuge, but now they're here. They've breached the doors—we've lost control. If anyone can hear this, please... send help to the Capricorn. I don't know if you'll reach us in time, but...

4 x 9 Starter Action Cards



8 Essential Resources Cards



42 Legendary Action Cards



7 Damaged Resources Cards



16 Alien Cards



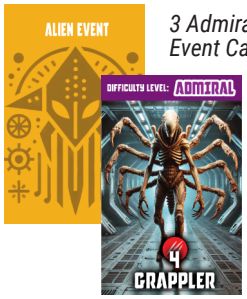
24 Room Alien Cards (dot in upper left corner)



16 Event Cards



3 Admiral Level Event Cards



GAME SETUP

MAP:
Assemble the main board A and circles B.

PLAYER COMPONENTS:
Give all players a standee C, a matching player board D, and a Player Aid E. Place all player standees in the center of the spaceship. Place a life counter F on the leftmost spot on each player's health track.

STARTING HANDS:
Give all players a set of 9 starter cards in their player color G. Each player shuffles their starter deck and place it face-down on their player board in the Draw space. Some characters will also gain special starter items as stated on their player board.

SIDEBOARD:
Place the Sideboard H next to the Main Board. Shuffle and place the Legendary Cards I in the matching space.

DIFFICULTY:
Choose a difficulty level and place the corresponding Difficulty Level Token J into the Sideboard. Each Difficulty Level Token states how many Essential Resources are needed to activate to win. They also state how many Legendaty Cards and Room Alien Cards (the ones with the dot) to add to each room.

ROOM DECKS K:
Create a deck of 8 cards consisting of 3 Essential Resource Cards and 5 Damaged Resource Cards (without looking at them). Shuffle the 8 cards and deal one to each room on the Sideboard. Add Legendary Cards and Alien Cards according to difficulty level to each room deck and then shuffle each of the 8 decks individually.

ACTIVATION TOKENS:
Place Activation Tokens L according to your chosen difficulty level on the Sideboard with the checkmark side facing down.

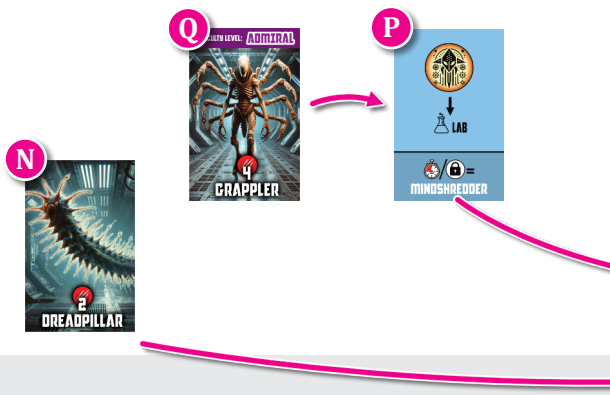
ALIENS:
Place the Alien Overview M next to the Main Board. Shuffle and place the Alien Deck N under Alien Overview and the Alien Standees O nearby.

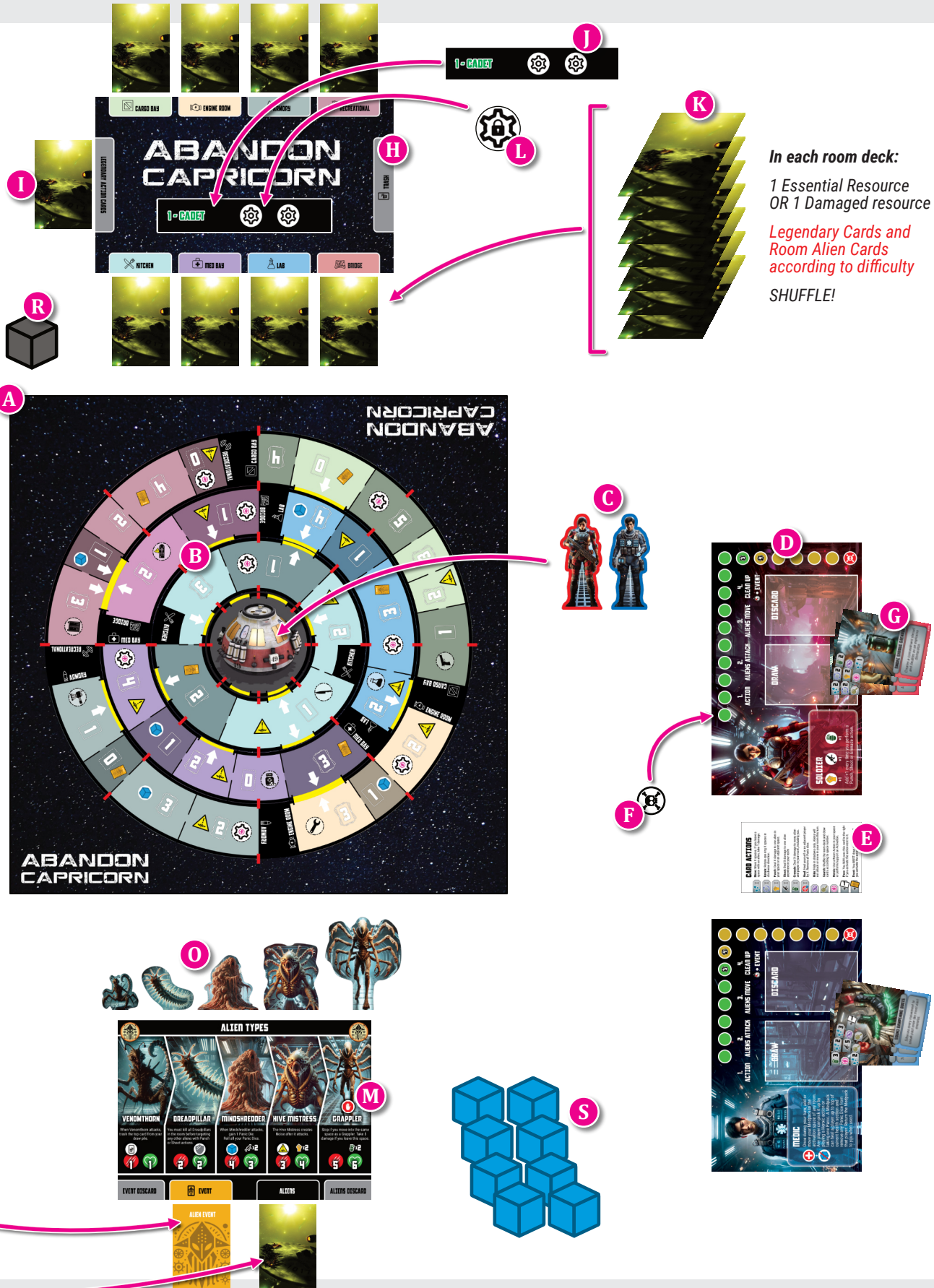
EVENT DECK:
Shuffle and place all Event Cards P into a face-down pile on the Alien Overview in the matching space. Also shuffle in 1 to 3 Admiral Event Cards Q if you play on Admiral difficulty level.

ACTIVATION DICE:
Place the Activation Die R nearby.

PANIC DICE:
Place the 8 Panic Dice S nearby.

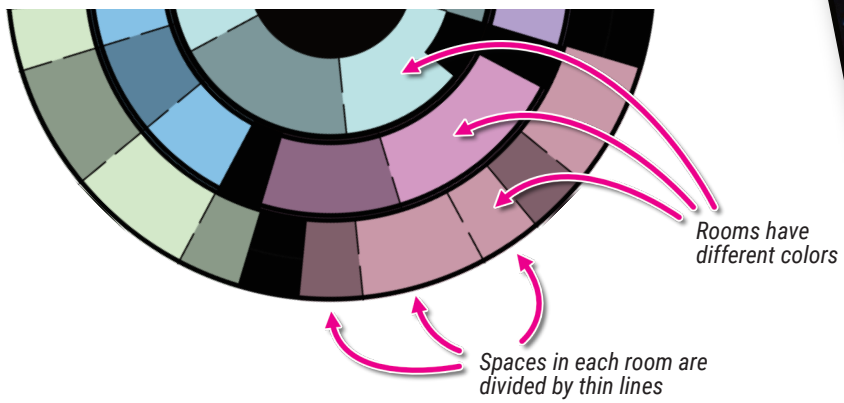
START:
Each player places their character in the center of the Main Board and draws 3 cards to their hand. The starting player is the last player, who most recently were part of a rescue mission.

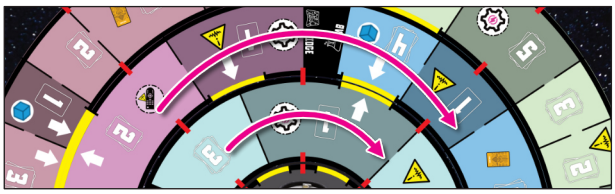



J
1 - CADET
L
K
I
H
ABANDON CAPRICORN
1 - CADET
CARGO BAY
ENGINE ROOM
RECREATIONAL
KITCHEN
MED BAY
LAB
BRIDGE
LEGENDARY ENCOUNTERS
TRASH
R
In each room deck:
1 Essential Resource
OR 1 Damaged resource
Legendary Cards and
Room Alien Cards
according to difficulty
SHUFFLE!
A
ABANDON CAPRICORN
B
C
D
CLEAN UP
ALIENS MOVE
ALIENS ATTACK
DRAW
ACTION
DISCARD
SOLDIER
G
F
E
CARD ACTIONS
O
ALIEN TYPES
VENOMTHORN
DREADPILLAR
MINDSHREDDER
HIVE MISTRESS
GRAPPLER
M
EVENT DISCARD
EVENT
ALIENS
ALIENS DISCARD
ALIEN EVENT
S
MEDIC

THE SPACESHIP

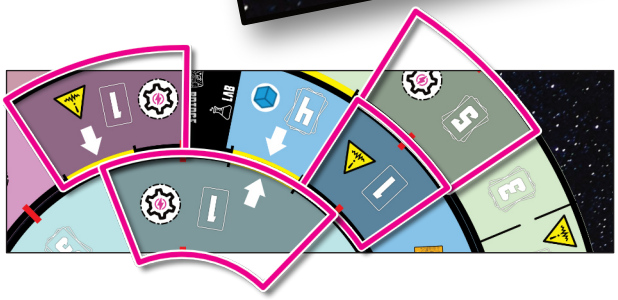
The map of the spaceship is divided into three rings. Each ring is divided into one, then three, then four rooms. Each room is divided into spaces that aliens and players can stand on and move through. There can be a maximum of two players and/or aliens in each space on the map. Players and/or aliens are considered being adjacent if they are in the same space or in adjacent spaces in the same room.





ROTATING RINGS

The inner and middle ring can be rotated. When making rotations, always rotate clockwise, and always move to the next red rotation mark so these line up.



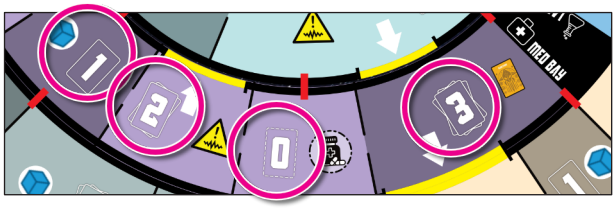
HIDING PLACES

Darker spaces on the spaceship represent tables, machines, equipment, and other things where you can hide. These spaces do not block movement or shooting.



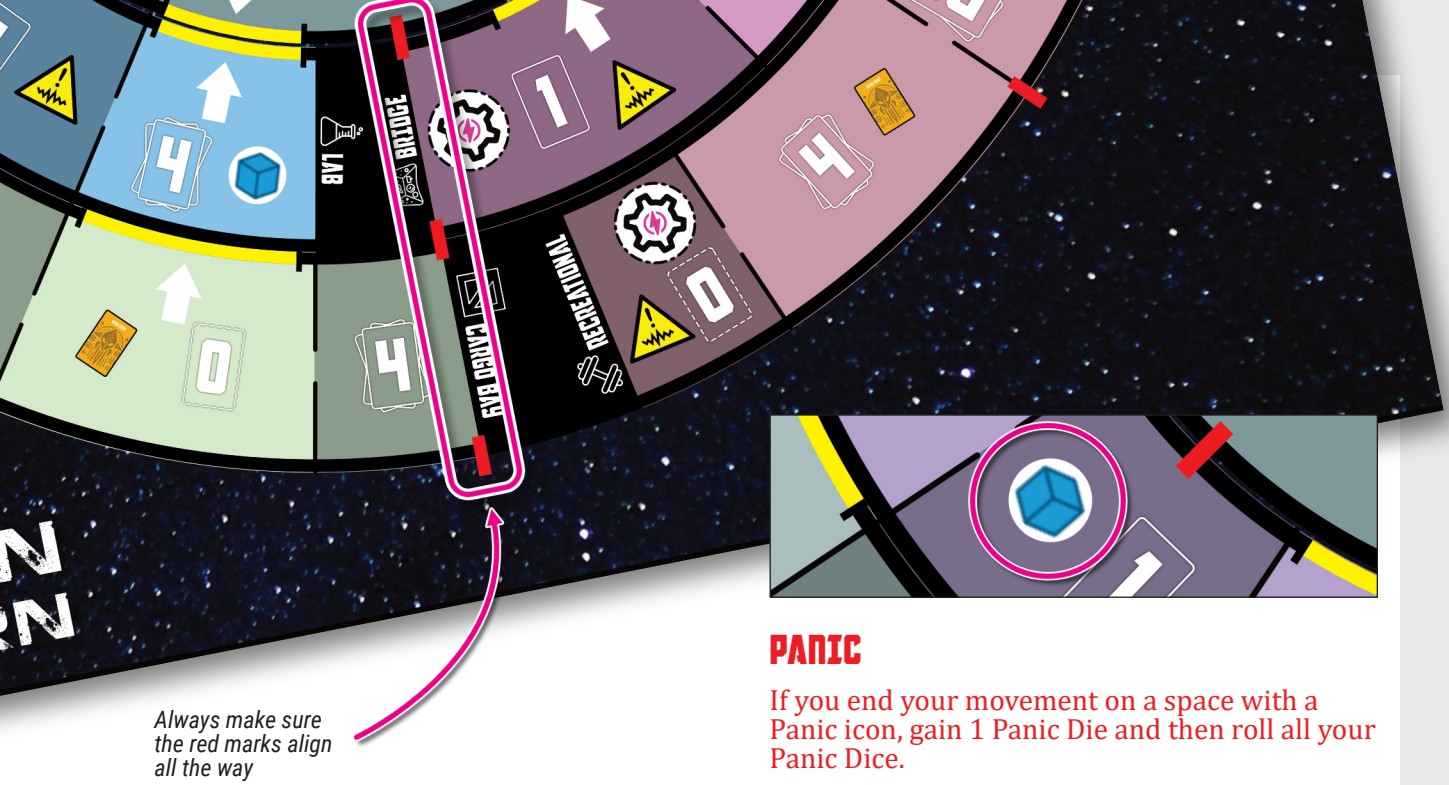
NOISE

Spaces with noise icons represent spaces where you by accident make noise, when you finish a move on that space. Noise will make aliens emerge from the shadows (read about Noise elsewhere in the rulebook).



SEARCH

Spaces with a Search number can be searched by performing a Search action. Be aware, each deck is seeded with both Essential/Broken Resources, Legendary weapons and Aliens. You must always draw exactly the number of room cards equal to the number indicated on the search icon.



Always make sure the red marks align all the way

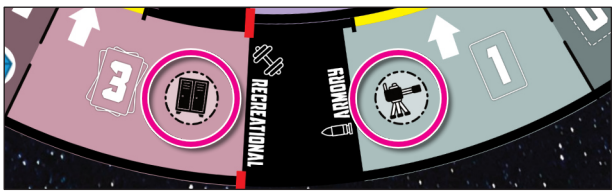
PANIC

If you end your movement on a space with a Panic icon, gain 1 Panic Die and then roll all your Panic Dice.



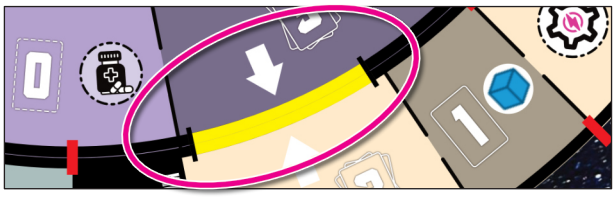
EVENTS

Spaces with an event icon represents spaces where your precense will cause an Event. Draw an Event card when you finish your move on that space (see section about Events later in the rulebook).



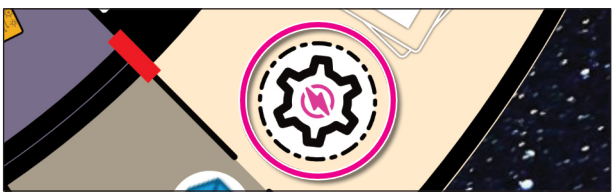
ROOM ACTIONS

Spaces with a Room Action icon let you perform special actions. These can be activated if you are in the same space as the icon. (see Room Action descriptions elsewhere in the Rulebook)



DOORS

Doors connect different rings of the space station. Players can only move through doors when the doors on both rings align to make an opening. Aliens never move through doors. Players and aliens on each side of an open door are not adjacent and cannot attack, exchange items or affect each other through the open door.



ACTIVATION SPACES

These are spaces where an Essential Resource needs to be activated with an Activation action. Essential Resource cards state in which room they needs to be activated in.

GAME TURNS

Abandon Capricorn is played through individual player turns until either a win or a loss condition is met. After one player has finished their turn, the next player in clockwise order can take their turn. During each turn you must complete the following steps:

1. **ACTION:**
   Play as many cards as you want from your hand.
2. **ALIENS ATTACK:**
   Aliens in your space or in an adjacent space in your room will attack you.
3. **ALIENS MOVE:**
   Aliens in your room, will move to your space or as close as possible (closest ones move first).
4. **CLEAN UP:**
   Take 1 damage for each card you keep or discard. Draw up to your hand size (depending on your health status). Damaged Aliens heal to full health.
5. **EVENT (ONLY DURING END GAME):**
   If End Game has been triggered, you must draw an Event Card.

Each step is explained in detail below.



1. ACTION

Play as many cards as you want from your hand, executing one card fully before executing any other actions.

When you play an Action Card, place it directly in your Discard pile, face up, then choose 1 of the actions depicted on the card to use. You may also choose to discard the card into your own Discard pile for no effect.

Action Cards have action symbols depicted along the left-hand side of the card to choose from. Some actions have a number, indicating the strength of the action. If it has no number, the strength of the action is 1. Each card can only be used to perform one action, and all or part of the strength of one action must be used at once on the same target.

You might lose or gain new cards during your turn. You may use these immediately.

You may talk about what is on your cards in all the details you want, and other players may discuss during your turn what they might need, but you may never show a card before it is played.

All the actions are explained in detail in these rules after the turn structure run down.



2. ALIENS ATTACK

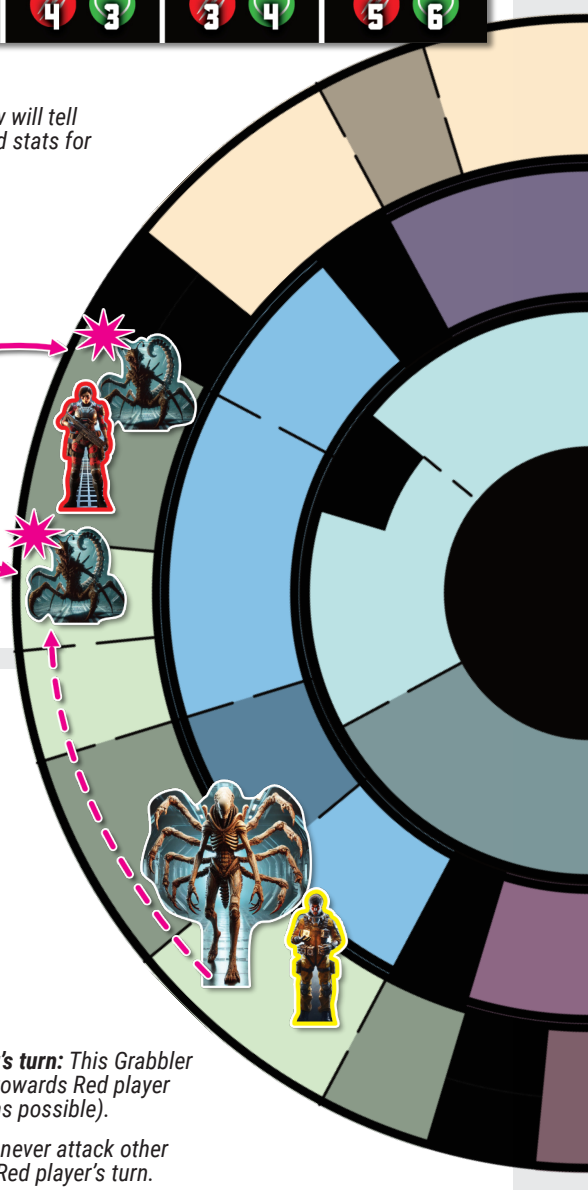
If there are one or more aliens in your room, and you are not hiding, any aliens adjacent to you will attack you (aliens in your space or in neighboring spaces). Be aware that aliens will only attack the active player taking their turn.

Resolve alien attacks in any order. Each alien adjacent to you gives you damage equal to the attack stat of that alien type (see the Alien Overview). Move your health tracker to the right equal to the damage taken (then downwards at the end of the track). If this makes you reach 0 health, you die, and all players have lost the game.

The aliens will not attack this turn, if you, as the active player, are hiding.



The Alien Overview will tell you the effects and stats for each alien type.



Red player's turn: *These two aliens will attack. One is in the same space, the other one is adjecent. The rest of the aliens in the room are too far away.*

In this example:
Red player will lose 2 health and must discard 2 cards from the Draw pile, due to the special ability of the Venomthorns.

3. ALIEN MOVE

All aliens in your room will move towards you. Be aware that aliens will only move towards the active player taking their turn.

If there are several aliens in your room, start moving the nearest alien in your room into your space or as close as possible (there can be a maximum of two players and/or aliens in each space). Aliens can move through other aliens and players. Then move the second closest alien closer etc. If there are several aliens as the closest, move the toughest alien first (the rightmost on the Alien Overview). If several are the closest and the toughest, the active player choose which to move.

The aliens will not move this turn, if you, as the active player, are hiding.

Red player's turn: *This Grabbler will move towards Red player (as close as possible).*

Aliens will never attack other players in Red player's turn.

And the Grabbler will not attack ***after*** *it's movement.*

4. CLEAN UP

At the end of your turn, draw up to your hand size.

When you are at the upper part of your health track (green), your hand size is 3 cards. When you are at the lower parts of your health track (yellow), your hand size becomes 4 cards instead.

You may choose to either discard cards into your discard pile without playing them or choose to keep some cards from this turn to the next, making you draw fewer new cards.

However you must pay 1 health for each card you chose to discard or keep.

All aliens that have taken damage this turn heal up to full health.



5. NOISE (ONLY DURING END GAME)

End Game is triggered, when you have found the needed number of Essential Resources, matching your difficulty level.

If the End Game has been triggered, you must draw an Event card when ending your turn.

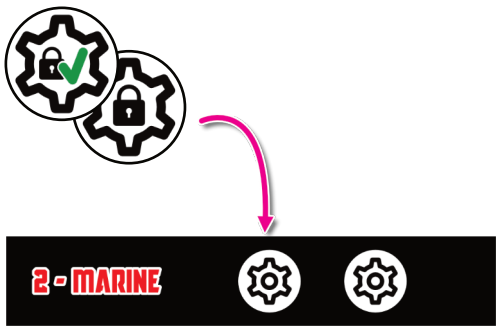
Note that some Event cards have a special action during End Game.

If you haven't reached End Game, skip this step.





Watch out!
This means Alien Events...
And Events can cause chaos...!



Cards with this layout are "Essential Resources".

End Game will trigger when you have found as many as indicated on your difficulty track.



PLAYER POWERS

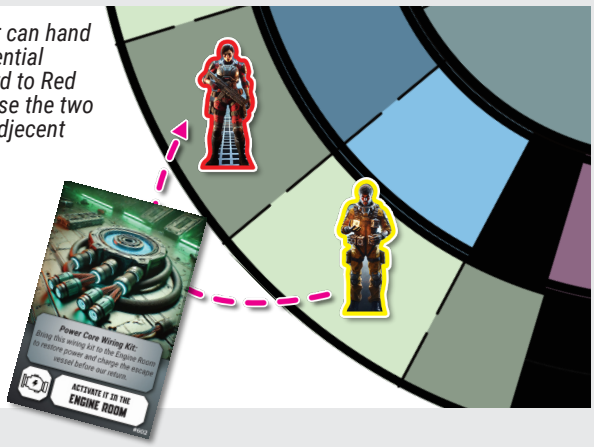
Each player has a special character power, which makes them better at performing special actions. See the player boards for explanation.

Individual player powers are described on the player boards



HANDING OVER ESSENTIAL RESOURCES

Yellow player can hand over the Essential Resource card to Red Player because the two players are adjecent



At any time in between performing other actions, you may hand over an Essential Resource Card to an adjacent player or take an Essential Resource Card from an adjacent player. Place the Essential Resource Card next to your player board. Players cannot exchange Essential Resource Cards in the middle of a Move action.

ALIEN EVENTS

Event cards are drawn either when stopping on a space with an Event icon, or when performing an action with an Event icon.

There are eight kinds of events:

1. Inner Rotations:
Rotate the Inner Ring 1 clockwise rotation.

2. Middle Rotations:
Rotate the Middle Ring 1 clockwise rotation.

3. Increase Room Threat:
These cards indicate a specific room deck in which you shuffle one Alien Card into (without looking at it).

The Increase Room Threat Cards has an End-Game and a Locked Room icon on them. This indicates, that whenever you draw these cards but you have already triggered the End-Game or if the room is already locked (you have found an Essential Ressource or the Damaged Resource in that room), ignore placing an Alien Card and place the indicated alien instead.

4. Noise: Draw an Alien Card and immediately place the alien in your space or as close as possible.

5. Panic: You gain a Panic Die, then roll all your Panic Dice.

6. A Weapon for You: You gain a random Legendary Action Card from the reserve.

7. Weapons for All: All players gain a random Legendary Action Card from the reserve.

8. Jump Scare (Admiral difficulty level only): Place the depicted alien in your space or as close as possible.

When you have drawn the last Event Card, shuffle the used Event Cards into a new draw deck.



TAKING ACTIONS

All action cards have one or more available actions when played. Always only use one of the actions when playing a card.

MOVE

Move your player a number of spaces equal to or less than the move stat on your played card.

An alien will always attack whenever you leave a space with an alien. This also counts when moving through spaces with aliens.

You can only move through a door opening if the rings are aligned so there is a door depicted on both sides.

You may move through other players and aliens as long as you end your movement on a space with room for your character.

ROTATE

Rotate the inner or the middle ring a number of spaces clockwise equal to or less than the rotation stat on your played card.

PUNCH

Deal damage equal to the Punch stat on your card to 1 adjacent alien in your room. Aliens are adjacent to you if they are in the same space or next to you. You can never Punch through door openings. If your Punch stat is bigger or equal to the health of the alien, remove the alien from the map and place it next to the alien overview.

You may attack an alien, that has a lot of health, with several attacks during the same turn to take them down. But remember it will heal at the end of your turn.

GRENADE

Deal damage equal to the Grenade stat on your card to all non-hiding players and aliens in your room, including yourself. If your Grenade stat is bigger or equal to the health of the alien, remove the alien from the map and place it next to the alien overview.

SHOOT

Deal damage equal to the Shoot stat on your card to any 1 alien in your room. You can never shoot through door openings. You can shoot at any alien in your room, including aliens standing behind other players or aliens. If your Shoot stat is bigger or equal to the health of the alien, remove the alien from the map and place it next to the alien overview.

SEARCH

Shuffle the Room Deck matching your current room. You must draw cards exactly equal to the search number on your space (or until there are no more cards in the deck). Draw the cards one at a time and execute one before revealing the next.



If you draw an **Essential Resource Card**, place it next to your player board. Take one of the Activation Tokens and place it (check sign down) on this room deck to indicate that you have already found what you need in this room (the room is now locked and cannot be searched again). Finish drawing cards according to your current Search action.



If you draw a **Damaged Resource Card**, place it on top of the deck to indicate that there is nothing of interest in this room. This room can no longer be searched (even though it may be filled with nice Legendary Cards).



If you draw a **Legendary Action Card**, take it into your hand. This can be used already during your current turn.



If you draw an **Room Alien Card**, take the respective alien from the reserve and place it in your space or as close as possible. If several spaces are equally close, choose the nearest in clockwise order. If the alien has an attack icon, it will deal the damage printed on the card to you immediately and use any special attack abilities of that alien type. The alien will attack you upon arrival, even if it ends up several spaces away from you in a packed room. (see Placing an Alien later in the rules).

HIDE

If you are standing in a shadow space, you can lay down your character to hide. Aliens will not attack you this turn and not move towards you. If you or another player throw a granate, you take no damage when hiding, but must rise your character after the granade explosion.

When hiding, if you take a following action, you must rise your character AFTER the action and effects have been resolved.

HEAL

Heal yourself or another player adjacent to you equal to the Heal stat on your card. Also remove all Panic Dice from the healed player. Return removed Panic Dice to the general supply.

HEROIC

You can use a Heroic action either to do a Room Action in your space, perform an Activation Action, or support an Activation Action.

If you have no Heroic actions, you may instead choose to gain a Panic Die, followed by rolling all your Panic Dice, as a replacement.

ROOM ACTION

You may perform a Room Action, if your character is standing in a space with a printed Room Action. See the back of the rulebook for the effects of the rooms.

ACTIVATE ACTION

You may perform an Activation Action, if your character and another character both are in the space of the room with the Activation icon and one of you has the Essential Resource Card indicating that room. Both of you must spend 1 Heroic action.

Whenever you successfully activate an Essential Resource, place the Activation Token with the success side up on the Activation Track on the Sideboard.

Whenever you activate an Essential Ressouce, roll the Activation die, to see how much noise and other problems you created in the proces.

See the back of the rulebook for the effects of the Activation Die.

ADDITIONAL ACTION CARD EFFECTS

Some actions on the Action Cards have an Event or a Pass icon next to them. If you perform that action, do the following:

EVENT



Draw an Event Card after performing an action with the Event icon.

PASS

Draw an Event Card after performing an action with the Event icon.

After executing an action with the Pass icon, if there other players in your room, you may pass this card to them. They add your card to their hand. It is now their card for all game purposes.



ALIENS

PLACING AN ALIEN

Always place new aliens as close to you as possible. If there is already another character or alien in your space, place the alien in the next available space clockwise. Place counter-clockwise if there are no clockwise spaces available. There can only be two entities in each space (2 aliens / 1 alien + 1 player / 2 players).

Notice that some aliens have an attack icon and an attack stat. This is a Swift Attack. An alien with Swift Attack will attack immediately, when it is revealed, with the stat of the card. Some aliens only attack with their special ability.

If there is no space adjacent to you, the arriving alien will still do a Swift Attack at you, but will then be placed in an available space as normal. Check only for Chemical Cubes and other map effects in the space where the alien is physically placed on the map.

If there is no space in the room to place the alien, ignore placing the alien. Instead, draw the alien and discard it imidiately. Take damage equal to the attack stat of the alien, ignoring special abilities of the alien.

RUNNING OUT OF ALIEN CARDS

If you ever run out of Alien Cards, shuffle the discard pile of Alien Cards into a new alien draw deck.

Everyone loses the game if you run out of either Alien standees or Alien Cards. You lose the moment when are supposed to place an alien or draw an alien card but cannot. This scenario can happen if all Aliens are placed in the rooms without being searched.



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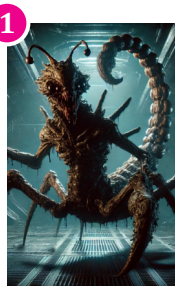

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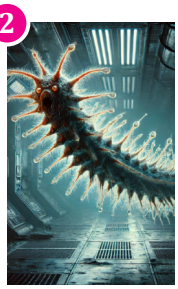

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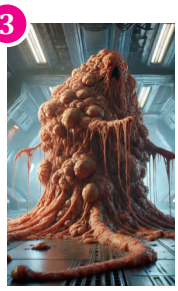

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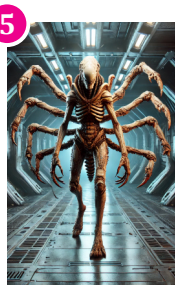

ALIEN TYPES

There are five alien types. If you ever need to place an alien, but there are no more alien standees of a specific type, take the next alien in ascending order (from smaller to larger as listed below). If there are no larger aliens, place the largest alien possible.

1. VENOMTHORN

When Venomthorn attacks, trash the top card from your draw pile. Don't look at the card, instead place it in the Discard pile by the Sideboard.

2. DREADPILLAR

You must kill all Dreadpillars in your room before you may target any other aliens in your room with a Punch or a Shoot attack. The Dreadpillar cannot protect other aliens in your room from Grenades, since Grenades hits all aliens and players in your room at once.

3. MINDSHREDDER

When a Mindshredder attacks you, gain 1 Panic Die. Whenever you gain a Panic Die, roll that new die and all Panic Dice you have from earlier encounters and execute the effects (see table at the end of the rulebook).

The amount of Panic Dice in the game is limited to the 8 in the box. If you would gain Panic, but there are no more Panic Dice in the reserve, just roll any Panic Dice you have and ignore gaining more.

If you are ever healed by any amount, discard all Panic Dice back into the reserve.

The Mindshredder takes double damage from Punch actions.

4. HIVE MISTRESS

After the Hive Mistress have made an attack, it makes Noise (resulting in new alien arrival).

The Hive Mistress takes double damage from Shoot actions.

5. GRAPPLER

Stop your current move action if you move into the same space as a Grappler. You may take a new move action as normal, but you must take 5 damage if you leave this space.

The Grappler takes double damage from Granade actions.

END GAME TRIGGER

The "End Game" is triggered, when all needed Essential Resources have been found (2 or 3 depending on difficulty level). The Essential Resources do not need to be activated yet.

From now on, starting with this turn, players draw an Event at the end of their turn (Step 5 – Event).



COMMUNICATION

Players may explain what is on their cards in detail, including numbers and specific actions, but may never show cards in their hands to other players before playing them.

You can – and should – discuss the risks and benefits of different actions, but it is always the active player who ultimately decides, what to do with each action.

Call to Earth - 09:12, 27 JUN 2075

This is Rescue Team Vega to Earth Command. We've secured all essential resources and are abandoning the Capricorn. The containment protocols are in place, but... the aliens are still aboard. We barely made it out alive. Do not approach. Repeat: do not approach the Capricorn. Vega out.

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WINNING THE GAME

Abandon Capricorn is a cooperative game, which means that you will all either win together or lose together.

WINNING

Players have set a difficulty at the beginning of the game. Players win at the end of the turn - after all turn steps, if they have found and successfully activated all the demanded number of Essential Resources.

LOSING

Players lose the game if:

- Any player dies

or

- There are not enough Alien Standees to place

ALTERNATIVE GAME MODES

These are alternative game modes to play in Abandon Capricorn.

ROTATION GONE MAD

In this game mode, whenever you begin your turn, rotate the ring you are on, if this is the inner ring or central ring. If you are in the outer ring, you will not do a rotation (since this ring cannot rotate).

EVERYONE FOR THEMSELVES

Plays competitive where the first to find and activate one Essential Resource have won the game. Players cannot directly attack each other with Punch and Shoot and cannot exchange Essential Resource Cards. This mode is planned for future development.

SOLO

Solo mode is planned for future development.

PANIC

When you gain a Panic die, roll all your Panic dice and resolve in any order.

All your Panic dice are removed when you are healed any amount.

Friendly Fire: Deal 3 damage to all other player(s) in your room.

Self Damage: Take 3 damage.

Trash: Trash a card from your discard pile.

Alien: Destroy one alien in your room.

Event: Draw an Event Card.

Reveal: You and all players in your room are revealed if hiding.

CARD ACTIONS

Move: Move X spaces. If you leave a space with an alien, take 1 damage.

Rotate: Rotate one ring X spaces in clockwise direction.

Punch: Deal X damage to one alien in your space or an adjecent space.

Shoot: Deal X damage to one alien anywhere in your room

Grenade: Deal X damage to every alien and player in your room, including you.

Heal: Heal yourself or an adjacent player by X. Remove all Panic dice.

Hide: Hide in shadows only. Aliens will not attack or move in your room this turn.

Search: Shuffle the room deck and draw cards according to space number.

Heroic: Use a Room Action in your space or perform/support an Activation.

Pass: You MAY pass this card to the right if you activate the action next to it.

Event: You MUST draw an Event Card if you activate the action next to it.

ALIEN EFFECTS

Attack: Reduce player health when alien attacks

Health: Minimum power players must match when attacking

Trash: Player trash a card from draw deck

Shield: This alien shields other aliens in room

Panic: Player collect a Panic Die and roll all their Dice

Noise: This alien makes noise after it attacks.

ACTIVATION

Hold the correct Essential Resource, when standing on a corresponding Activation Space, AND another players is with you on the same space:

Both players must each play 1 Heroic action or gain 1 Panic to start the Activation.

Then roll the black Activation Die, and perform the outcome.

Then finish the rest of your turn (if you survive).

Event

Panic

2 noise

Everyone Panic

3 noise

Rotate middle

ROOM ACTIONS

Play 1 Heroic action or gain 1 Panic to perform below or to gain 1 Legendary Card:

Control Panel (Engine Room): Rotate any one ring to any position.

Knife (Kitchen): Kill 1 alien in your room. Then heal up to top of current section.

Gun Crate (Cargo Bay): Gain 2 Legendary Action Cards.

Locker (Recreational): Pick one Action Card from your discard pile. Place it in your hand.

Gun Turret (Armory): Kill all aliens in the Armory.

Lab Experiment (Lab): Gain 2 Chemist Cubes (you may place 1 during a Move action).

Medpack (Med Bay): Gain full health and remove all Panic dice.

Remote Control (Bridge): Use any Room Action in your room. Noise!

SPACE EFFECTS

Event: Draw an Event card when stopping

Search count: Search this many cards when searching

Noise: Draw an Alien card when stopping

Panic: Gain a Panic Die when stopping

End Game Trigger: Triggers when needed Essential Resources are found

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