SPACE KRAKEN
COMMANDER BASIC TRAINING

SPACE KRAKEN

CRYPTED GAME MASTER SERIES - A SCIENCE FICTION DUNGEON CRAWLER

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THIS GAME IS NOT FOR CHILDREN UNDER 14 YEARS OF AGE

COMMANDER BASIC TRAINING

1. WELCOME COMMANDER APPLICANT

Good morning commander applicant. We hope you have had a nice deep sleep. After a long journey and thanks to the support of an amazing crowdfunding campaign with thousands of backers, our company was able to get this Spaceship ready for launch. Now it's your time to take a seat in the captain's chair and take command.

But before you accidentally ruin a multi-billion dollar Spaceship you are encouraged to complete the Commander Basic Training (it also provides basic life-insurance cover on completion).

The goal of this training is to grant you a fast overview of all game elements by you showing how to set up a new game and play a single turn. It is intentionally non-interactive to keep it short, fast, and simple. After reading this training you can immediately take the CORE BOOK, set up your own campaign and start your own game, choosing and commanding your Crew in a battle for survival.

Please note: All page numbers referred in this manual relate to pages of the CORE BOOK.

2. THE STORY

The story of SPACE KRAKEN is written in two parts, an Introductory Story which you can read right now if you wish. It is found inside the CORE BOOK on page 4, and continued via the Crypted Game Master engine in story fragments.

3. CHECK ACHIEVEMENTS

During multiple attempts to solve SPACE KRAKEN you will unlock permanent ACHIEVEMENTS. These grant you a bonus for your subsequent campaigns.

4. CHOOSE YOUR CREW BACKSTORY

On page 10 you see multiple Crew Backstories. Our demo player which we also refer to as 'you' chooses the 'EARLY SETTLERS'. This grants you one free LV2 Item or Weapon for every Crew Member during the following Crew setup phase.

5. SELECT THE CAMPAIGN DIFFICULTY

On page 118 you can decide to go for 'JUST A SIMULATION' difficulty which allows you to save and reload the game at the beginning of each turn or at any cloning station you encounter. Upon completing a campaign, your Campaign Score is halved.

6. SET UP YOUR STORY LINES

On page 13, you will find all available Story Line Sets. We will choose Line Set 2 which consists of the 4 Story Lines starting with coordinates: **1NA, 1FU, 1NB and 1AW**. The red marked line indicates a horror Story Line, the green lines contain comedy elements.

You then note those 4 lines in the CGM LINE TRACKER on page 14:

The rest of this page can remain empty, or needs to be erased if there were entries from a previous game.

7. OVERVIEW

On page 117 the core rules section begins with an overview about the core mechanics of SPACE KRAKEN. For now, you can complete this Tutorial before reading it.

8. SET UP YOUR CREW

Page 119 explains how to set up your Crew. First select 3 Crew Member templates starting on page 173. Let us choose QUINN, MILA and JESSICA and fold out their pages to the side. You should also copy their predefined stats and equipment with a pencil on their fold out sheets.

This is how QUINN's template looks on page 173:

Once you are familiar with the game, you can also alter the Hero's Attribute values, change equipment and so on by following the rules stated on page 119, and of course you can alter their names too. Let's say you want to participate as a person in your Crew so you alter the name of QUINN to Cp.MARS. Note that changing default names can impact some story elements. Keeping this in mind, you decide to leave the other two Crew Member names as default. You also decide to remove one Attribute point from each of Cp. MARS' AGILITY and MELEE Attributes and add these two points to his RANGED Attribute. His 'Leader' Trait we will keep. The 'Decadence' Trait we want to get rid of. Every positive Trait is worth 2 Attribute points so we need to lower an Attribute by 2 to compensate that. We reduce his Charisma to 1. He is now a very uncharismatic leader.

For each Hero you now calculate the HP (Health Points) which are defined as Strength Attribute x 2. Cp.MARS will start with his maximum of 8 HP.

The Shield 'S' status is zero unless you have an energy Shield listed in your equipment.

The start Level (LV) of each Hero is '1'.

The amount of equipment your Crew can carry is also defined by their Strength. In addition to carrying with the left and right hand slots, each Crew Member can carry an extra Item / Weapon in their Inventory for every 2 points they have in their Strength Attribute. This means that Cp.MARS with a Strength of 4 is able to carry two extra Items. Furthermore, you decide to alter QUINN's/Cp.MARS' equipment. You erase both Weapons from the sheet and choose to add an Assault rifle instead, which can be found on the WEAPONS sheet, page 165.

This is how Cp.MARS' fold out sheet should look like now:

The 'R' on the left side of his Weapon is used to define that slot as Right hand. Later, if you carry multiple Items, you can switch Weapons from hand to Inventory without the need to erase and rewrite the entire equipment's definition by changing those Labels of R, L, numbers and BP for backpack slots.

You decide not to alter any Attributes or equipment of the other Heroes. You mark how much equipment they can carry by striking through unusable Item slots, and note their HP after calculating it.

Then you need to pay for the Crew Members' Inventory whether you keep their template Weapons, or if you create your own Crew.
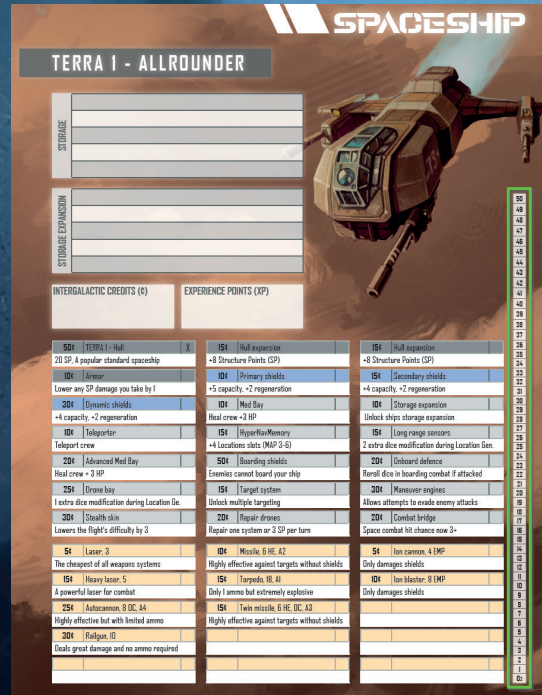
Your Crew begins with a total of 100¢.

In this example, we must pay 5¢ for Cp.MARS' Assault rifle, 12¢ for MILA's Blaster, and JESSICA has a Rifle and a Stimpack, costing 2¢ each, so your Crew's Equipment will cost you a total of 21¢.

You now have 79¢ left.

But you also need to buy a Spaceship, so let's go with the TERRA on page 187. Fold out its page and keep it folded out during your play. This ship costs you 50¢ which is the base price of the first component, the 'TERRA 1 - HULL'. Buying a Teleporter for 10¢, Primary Shields for 10¢ and a single Laser for 5¢ will increase the price to 75¢. Mark off the purchased components with an X, and note the rest of your budget 79-75= 4¢ on the right side under 'Intergalactic Credits'. There's no need to spend your entire budget right at the start.

Mark 25 on the Oxygen track on the right side of the Spaceship's page which is the standard value if your Crew carries no additional Oxygen tanks:

Your CREW BACKSTORY granted you a LV2 Item or Weapon per Crew Member for free, so it's time to add these Items. You decide to go for a Compound jacket for each Crew Member, so all of them get one Armor point. The Compound jacket's effect is listed on the Item list on page 167.

Then we take a look at the Crew Traits so we can keep them in mind for later usage. They are explained on page 171. Here is a copy from the Trait explanation page, you don´t need to understand in its entirety:

Cp.MARS

LEADER: Once per Ground Combat, you may reroll ANY single die, including Enemy die rolls, unjam attempts, etc.

MILA

MANIAC: You gain two extra Attribute points to spend. However, one Attribute must remain at 1 permanently. Mark this Attribute to indicate it. A Hero with no Attributes at a value of 1 cannot acquire this Trait.

BURST: Fire any Weapon twice as one Action. Roll each attack separately. A jam caused by rolling a 1 on the first attack will prevent the second attack from occuring. However, if the second attack roll is a 1, the Weapon explodes (erase it) and deals damage to you equal to half its basic damage instead of dealing damage to the Enemy. Armor can reduce this damage, Shields are ignored.

SLOW-LEARNER: Every time you Level up you use the value of the next level for calculating XP cost. Level up to LV3 will cost 16 XP.

JESSICA

MEDIC: Healing a single Crew Member or yourself heals 2 HP extra. Healing all Crew Members heals each Crew Member by 1 HP extra. The HP limit of each Hero cannot be exceeded.

SENSITIVE: If you lose 3 or more HP you will lose 1 more HP.

For a beginner's game you can also decide to ignore all Crew and Enemy Traits, and start using them as soon as you get comfortable with the rules. In our case we decide to use them, so you can see how they affect the game.

9. VICTORY CONDITIONS
The Victory and Defeat Conditions are always the same: Story Line plot points will let you know if you have successfully completed your Campaign. All you must do is stay alive until that moment arrives!

10. GENERAL RULES
We will skip this section of page 120 for now and introduce the GENERAL RULES to you during play. Once you start your first campaign on your own, you will need to read these rules in their entirety.

11. GAME PHASES
Before we jump right into the Action, you should become familiar with the the turn order, or 'Phases,' which repeat each turn of SPACE KRAKEN.

Phase 1. ACTIVATE STORY LINE

Phase 2. SHIP CONSTRUCTION

Phase 3. FREE ACTION
One of the following:
- Initiate Space Flight.
- Start a Dungeon Exploration at an already discovered Location.
- Select a Story Line to activate it again.
- Visit a grade 5 Shop.
- Skip this phase.

Phase 4. SHORT VISIT
Short visit an already discovered Shop, Ammo Dealer, Quest Master, Gambler or Modder.

Phase 5. QUEST TIMER

Phase R. RECOVERY PHASE
This phase gets triggered in some cases after phase 1, 3 and 5.

12. PHASE 1: ACTIVATE STORY LINE
Each turn begins with activating all Story Lines listed in your CGM LINE TRACKER sheet on page 14 one after another. But before we activate a CGM Story Line we must choose one of your brave Crew Members to be your 'Team Leader' for that Story Line. We define Cp.MARS as our leader, but we may decide to select another Hero immediately before activating the next Story Line if we wish.

The first Line has the current coordinate '**1NA**'. So we need to check the corresponding cell in the CGM SHEETS, sheet number '**1**' at Column '**N**' and Row '**A**':

You find '**!2M**'. '**!**' Stands for 'Event' so we will get something to read right now. Check the EVENT pages to find index number '**2M**'. You will find it on the right side of page 29. It starts with:

"**2M:** You arrive at an entirely unfamiliar star system. Sensors detect quite a large number of inhabited worlds among which giant fleets of an oppressive design and black colored hulls patrol. It seems ..."

Please continue reading this Event in the Core Book until you get offered two options then return to this tutorial.

The two options are:
A: Investigate the Items that strangely disappeared during the journey.
B: You can look into the missing Items later, first you need to find out how to survive in this strange star system.

You decide you'd be better careful and investigate the strange occurrence so lets go for option A.

The options determine which CGM coordinate you use to continue.

Option **A** will instruct you to coordinate '**3SJ**' as stated in the cell immediately to the right of the Event which asked for a decision. Marked in green as above.

If you chose option **B** you would check the next but one cell to the right side of the Event, which is '**2CZ**'. Marked in blue as above.

We selected option **A** so we go with '**3SJ**', we can also mark this coordinate on our LINE TRACKER to remember it.

We continue the line by checking the content of the cell '**3SJ**':

This time we get directed to another Event to read, this time it is '**3I**' which you can find on page 32. This Event is just a short text:

"After a full Inventory check you discover that more Items have been lost, including 250 grams of cornflakes, two bottles of water, super glue, and a 20lb bag of absorbent sand. No one has any explanation."

You don´t find out why those Items are lost but tracking them it will probably help you to solve this issue, who knows?

The Event doesn´t give you any options so next you just need to follow the coordinate on the right side, which is '3QM'. This guides you to the Event '!52' where you are able to land at a Shop and do your first trading! You can read this Event on page 36. Especially important is the purple text printed at the end of that Event, which states the following:

"You may trade with the Shop for Items and Weapons up to grade 2. As a welcome gift you receive 8¢. Choose one of your Crew Members to make a single Charisma check against 8+. If they succeed, you may increase the grade of available Items and Weapons by 1."

You add the 8¢ to your savings, together with what was left (4¢) from Setup. You now have 12¢. Then you roll a d6 and add Jessica's Charisma Attribute of 5 which results in d6=3 + 5 = 8. That's exactly the minimum value required to succeed at this dice check. The Shop now offers you Items and Weapons up to grade 3.

You can find all available Weapons and Items on the Lists on pages 165 and 167. A grade 3 'Nanokit' which can heal a wounded Crew Member 7HP is a good thing so you decide to buy that and pay the price of 12¢. Cp.MARS will take it in his Inventory.

Then the Event is done. There are no options to choose from, you must go to '4OM'. There you find a red and underlined '1KN' which is a Stop and ends this Line for this turn. Note '1KN' as your last coordinate of your first Line on the CGM TRACKER.

Now we progress with the second Line the same way:
Here you have noted '1FU' as the start coordinate. You check what's written in the cell with that coordinate, and see a '6KA' which is already a Stop. Not every Line always triggers an Event each turn, so in this case you only need to note the new last position '6KA' on your CGM LINE TRACKER as the last coordinate for your second Story Line.

'1NB' is a Stop as well, so we only write down the new position of the third Story Line for the next turn which is '3KS'.

Same for the fourth Story Line where we check '1AW' and find a red Stop as well. We note the given coordinate '5PP'.

13. PHASE 2: SHIP CONSTRUCTION
Because you have no leftover budget and want to have the entire Crew available for the following Dungeon Exploration you decide to skip this phase.

14. FREE ACTION
Let´s set a course and discover a planet to set the first human feet upon. It seems wise to gather some experience and probably acquire some Items that way.

INITIATE SPACE FLIGHT
Please look at page 163.
At the top-right of the page we select our flight options.
For our first flight with our ship and Crew we go for:

Location Difficulty 1.
And for the option we choose the 'Risky shortcut' with the effect: 'Flight Difficulty +1. Grants you 2 dice modifications during Location Generation.'

The Location Difficulty of the Dungeon will be 1 as we defined above, but the Flight Difficulty which is used to check if a Space Combat gets triggered is based on the Location Difficulty number but is increased by +1 because of the 'Risky shortcut' flight option. So the Flight Difficulty is '2'.

CHECK IF A SPACE COMBAT GETS TRIGGERED
We need to roll a d6 against the Flight Difficulty, 2 in our case. A result of 2 or above will be a success. But we are unlucky and roll a '1' which fails and triggers a Space Combat.

The only option for us to still avoid Combat is to escape from it but this will cost us the ability to land at the new Location this turn, and we will lose all Flight Option bonuses. But we are no cowards, so we take the challenge, do not escape, and initiate the Space Combat.

15. INITIATE SPACE COMBAT
There are various Space Combat encounters, all of them are listed in the 'Flight Table' below the flight options. Our Flight Number is calculated by rolling a d3 (d6/2) and adding twice the Flight Difficulty.

We roll a 2 on the d6 which becomes a d3 value of 1. Our Flight Difficulty is 2, so we double this to 4 and add the d3 result to it (4+1). So the final result is 5. We check that encounter number on the table.

FLIGHT TABLE		TIMELINE								OBJECTIVES			
No	Name	1	2	3	4	5	6	7	8	1	2	3	4
3	Space mines	-	-	V									
4	Accident	-	-	-	-	T				T7	T7	T7	T9
5	Scout	E	-	-	-	T							
6	Transporter	-	I	C	C	C	C	T					

Now we enter all Space Combat details on the left side of the SPACE COMBAT PAGE (page 163):

We also copy in the Space Combat values, beginning with the Timeline and the Objectives (Objectives are left empty in our case):

	Attack, Backup, Combat, Evading, Game over, Idle, Shields, Time, Victory								
TIMELINE	E	-	-	-	T				
OBJECTIVES									

We also copy the details for the Enemies listed on the Space Combat encounter number 5 onto the SPACE COMBAT PAGE. Each Enemy has the following values:

SP - CREW, WEAPON DAMAGE, SHIELD- SHIELD RECHARGE listed in this order:

SP - CREW, WEAPON DAMAGE, S	
ENEMY 1	**ENEMY 2**
Mine 3-0, 5, 0-0	Mine 3-0, 5, 0-0
Mine 3-0, 5, 0-0	Mine 3-0, 5, 0-0
Scout 5-2, 4, 4-0	Mine 3-0, 5, 0-0
Trans-A 10-6, 4 EMP, 4-2	Trans-B 6-4, 4 EMP, 4-2

Copied to the SPACE COMBAT PAGE the Enemy section should look like this:

ENEMY TYPE	Scout	Mine		
SP	5	3		
CREW	2	0		
WEAPON DAMAGE	4	5		
SHIELD	4	0		
SHIELD RECHARGE	0	0		
ENEMY NUMBER	1	2	3	4

It is interesting that the Scout has a Shield but it does not regenerate during combat. The Mine has no Crew so you cannot board it, and it also can't board your ship without any Crew. Furthermore, the Mine has an Attack value of 5 and will attack you each turn until you have destroyed it by lowering its Structure Points (SP) to zero.

Based on your SPACESHIP SHEET you enter the values of your ship:
We have the TERRA 1 with a basic hull which grants you 20 SP. Our Teleporter System doesn´t bring us any advantage in Space Combat, but the Primary Shields grant us a Shield Capacity of 5 with a regeneration of 2 each turn. And the single Laser will be used to attack shortly with 3 damage.

SP	20						
SHIELD	5,						
SHIELD REGENERATION	2						
MEMBER NAMES	Cp.MARS		MILA		JESSICA		
+ d6 against ?+)							
+ d6 against 9+)							
Reroll hit check							
- d6 against 8+)							
oard enemy ship							
against 20/15+)							

We also note the 3 names of our 3 Crew Members below. Soon a fourth Crew Member may be added, we will see what happens during our adventure.

The white check boxes below the Heroes are used to mark which Hero gets used for which Action per Space Combat turn. These Actions are listed on the left-hand side of the boxes.

SPACE COMBAT FIRST TURN

We are now ready to jump into the Space Combat.

Each turn is a loop of the following sub-phases until combat has been resolved:

1) Manage the Timeline
2) Solve Objectives and repair
3) Define targets and fire
4) Enemy fire
5) Boarding Enemy Ships
6) Attempt to escape
7) Recharge

MANAGE THE TIMELINE

So we check the Timeline first. It shows an 'E' which stands for 'Evading' as explained right above the Timeline:

	Attack, Backup, Combat, Evading, Game over, Idle, Shields, Time, Victory								
TIMELINE	E	-	-	-	T				

Because of 'E'=Evading your hit check difficulty against the Enemies will be increased by 1 on the first turn.
The next three game turns nothing '-' will happen but then a 'T' - Time out will end the Space Combat on turn 5. We should solve the Space Combat before that happens otherwise we will lose the opportunity to land at the new Location this game turn and also lose any Flight Options Advantages.

SOLVE OBJECTIVES AND REPAIR

The Objectives are empty so the only way to solve this Space Combat is to defeat all Enemies.

It is possible to use Crew Members to repair our spaceship in this phase but currently it is undamaged, so we skip this phase this turn.

DEFINE TARGETS AND FIRE

Unluckily, we only have a single Laser, which is not such a great Weapon, but it's better than nothing.

We decide to target the Mine first, roll for the hit check, which is against 5 instead of 4 because of the 'Evasion' effect. The d6 shows a 2 which is a miss. You spend one Crew Member Action to reroll the check. The result is now 5, so you hit the Mine, which has no Shields, so damage directly lowers its SP. 3 damage against its 3 SP successfully destroys the Mine.

ENEMY FIRE

The remaining Scout now attacks us, it rolls against a 4+ hit check as usual. The dice shows a 4 so they hit. Their WEAPON DAMAGE value of 5 hits our Shields which also have a value of 5 so we subtract the damage from our Shields. Note: our Shields are now at zero capacity! At least our Structure took no damage.

BOARDING ENEMY SHIPS

The Enemy Scout ship only has a Crew of 2 so maybe it's a good decision to board them. Otherwise, they will attack us again in the next few turns, before we are able to destroy them with our Laser. We would need at least 3 turns to destroy them this way. By boarding, we may be able to end the Combat sooner.

The bad thing is they have more than 3 Shield capacity which prevents us from boarding their ship right now. We will try to board them during the next Combat turn if we can weaken their Shields.

ATTEMPT TO ESCAPE

No, at this point we still think we can win this Space Combat, so we keep engaged to the Enemy.

RECHARGE

Now our spaceship's Shield gets recharged by 2 as stated on the Spaceship page. We note the new value of 2. We can keep writing each number one after another until we run out of room and need to erase the line, starting back at the beginning:

SP	20					
SHIELD	5, 0, 2					
SHIELD RECHARGE	2					

LOOP

That was the end of an entire Space Combat turn. Now we loop back to the beginning to repeat the phases for the second turn.

SECOND TURN

The Timeline does not state any effect for this turn.
The Objectives are blank for this fight and 'Repair' we skip again because we are undamaged.

Now we define the Scout as our target and roll the hit die, this time against 4+ because the 'Evasion' Timeline effect has expired. You roll a 5. So, we deal 3 damage to the Enemy. As usual Shields get reduced first. The Scout's Shields are reduced to 1 (4-3).

Next, the Enemy fires and rolls a 6! That's bad for us. Its Weapons Damage of 4 gets increased by 3 points because of the '6' roll for a total of 7 points!

Our Shield will negate 2 points, the other 5 (7-2) damage lowers our SP. Our new state is:

SP	20	15				
SHIELD	5, 0, 2, 0					
SHIELD RECHARGE	2					

Because our Structure has taken damage, we need to roll a d6 to see if one of our Ship's Systems gets damaged.

You roll a 3, and the 'Taking damage' section at the bottom of the Space Combat page indicates a Standard System (Grey Colored) gets hit. A d20 roll will define which one. The result is a 4 and we count through all Systems of that type which we have. There is only one Standard System installed in our ship- the Teleporter. So we mark it as damaged. If the Enemy hits it again on a subsequent turn it will get destroyed.

BOARDING COMBAT

Now the time has come to board the Enemy Scout Ship. It now has less than 3 Shield capacity so it is weakened enough for us to do so. We send all three Crew Members and combine their highest Melee or Ranged attack value to define their Boarding Combat strength.

Cp.MARS uses his Ranged Attribute: 4
MILA uses her Ranged Attribute as well: 6
JESSICA has only a Ranged or Melee of 1 so it does not matter if she takes Ranged or Melee: 1.

The total value is 11 (4+6+1).

At the beginning of each Boarding Combat the player and the Enemy each get their own dice pool made from a number of d6 dice.

The player gets one d6 for every 6 points of Attack value rounded down, which means our total of 11 is quite unlucky - we only get 1 die. If we had a value of 12 we would have a pool of 2 dice instead.

The Enemy will receive a die for every two Crew. The scout ship has a Crew of 2 so fortunately they will get only 1 die as well.

Now, both parties roll their dice pools. Each 4 or 5 counts as one hit, each 6 count as two hits.

Both parties roll a '5', one hit each.

If we want to, we can decide to negate an Enemy hit by canceling it out

with one of our own hits. If we do this then neither side will take damage in this Boarding Combat turn, so we decide not to negate the Enemy's hit.

The next step is to apply Enemy damage. For each hit rolled by the Enemy, one of our Crew Members will lose 4HP (health points). We decide Cp.MARS will take that damage, so we reduce his current HP Track on his fold out Sheet by 4 points.

Now it's time to deal our damage: We reduce the Enemy dice pool by one die for every 2 hits we made. But there is a special rule, enabling us to increase the single hit we have, to count as a double hit so we can remove an Enemy die from the pool. To do this, one of our Heroes needs to make a reckless attack, which causes them to lose 3 HP. We decide that MILA performs this brave move, and we lower her HP Track by 3. Then we remove the die from the Enemy's dice pool.

The next phase is to return all dice back into the dice pool for the next turn, except the dice which are lost because of unconscious Heroes or defeated Enemies. We don´t have any unconscious Heroes but the Enemy lost their only die from the pool. The Enemy has no dice remaining so the Boarding Combat is over. If the Enemy had dice remaining in their dice pool, we would repeat the Boarding combat loop a maximum of two more times.

Because we defeated the entire Crew of the Enemy, their ship is now destroyed and we return to our ship victorious.

The entire Space Combat is now finished too because there are no other Enemy vessels active. We gain the Experience Points as stated under XP in the Space Combat Flight Table and the same amount in Credits, which is 10¢.

We note 10 XP and 10¢ on our Spaceship page. We could spend that XP right now to Level up a Crew Member, but we decide to wait for a later moment. All damaged systems are also repaired automatically after Space Combat. The mark indicating that the Teleporter is damaged can be erased.

16. CREATING A NEW LOCATION
On the right side of page 14 on the CGM LINE TRACKER you will find the LOCATION GENERATOR which shows all you need to setup a new Location.

You only need to roll the dice as stated and enter the result in the STARMAP LOCATIONS LOG on the left.

STARMAP LOCATIONS LOG

Location 1	Type:	Difficulty:	AO:	AI:	Depth:	Telep.:	Special:		Species:	
1	2	3	4		5	6	7		8	9

Lets roll the die:

Type:
We roll a '4' so it is a Mining Station.
The 'Difficulty' doesn't need a die roll, we defined it as '1' when we started the Space Flight.

AO (Atmosphere Outside):
We roll a '4' so it is 'None' Atmosphere.

AI (Atmosphere Inside):
We roll a '6' which is quite bad, a 'Hell' like Atmosphere. Now it's a good time to use our bonus granted by the 'Risky Shortcut' Flight Option which grants us two modifications. A modification can be either to alter a die

result by plus or minus 1, or to reroll a die. This can be applied multiple times to a single Location Attribute die roll or used on multiple different Attributes. Only the Map Numbers and the Location Difficulty can't be altered.
We decide to reroll the AI die once. The new result is '1' which we accept because AI is now defined as 'Yes' which means it is a breathable Atmosphere.

Depth:
We roll a '5' so the Dungeon depth is 3+d6=8. That's fine, it has lots of Maps for us to explore.

Teleport:
This shows how deep inside the Location (Map numbers) we can still use our Teleporter to leave the Map, or return to a deep Map number on a revisit to this Location. We roll a '6' and '1' so the total is 6+1-2=5. But we would like more so we reroll the '1' with our second and last Bonus Modifier and get a '3'. We note the Teleport value as 6+3-2=7.

Special:
We roll a '2' so it is 'None'.

Species:
We roll a '1' so the main Species there will be 'Kraken'.

Map-IDs:
At the bottom of each Location's definition, you will find the numbers 1-9 which store the Map-IDs. Roll a d20 for each Map present in the Location. We would roll for Map numbers 1 to 8 because our Location has a Depth of 8 Maps.

We roll: 5, 6, 4, 19, 2, 7, 8, 2

Note all those values in Location 1´s slot and we are ready to explore the new world.

Note: If we escaped from the SPACE COMBAT we would have lost the dice modifiers for the Location Generation and even more importantly we would have also lost the ability to land at the Location this game turn.

17. DUNGEON EXPLORATION

It's up to us who we want to send to visit the new Location. In various situations it may be a good idea to leave some Crew Members on our ship. But for now we take all 3 Crew Members we have. If we lose them all then we will lose the entire game because nobody is left on the spaceship to continue. But using all our Crew will hopefully help us to survive the first exploration.

The first Map which we defined earlier was '5' of the type 'Mining Station'. So we take a look at page 157 and open the MAP LEGEND on page 152:
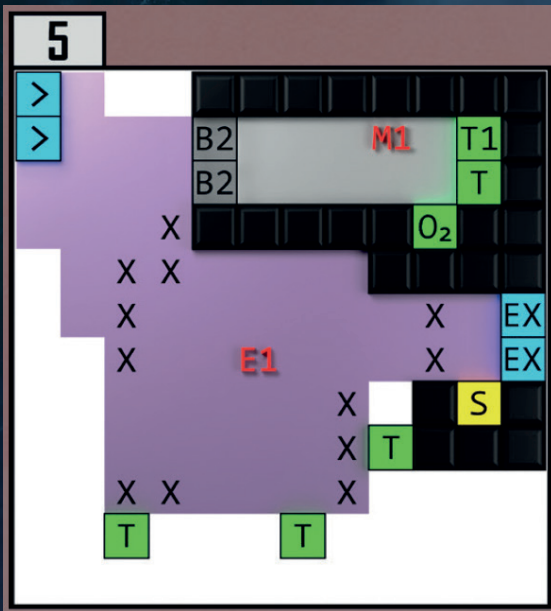
Our team is always located on one square Tile or Area and Enemies don´t move so we do not need to mark or place any miniatures on these small Maps. We just recognize that we enter the Map at the blue '>' Icon at the very top-left corner. We can select which if there are multiple '>' Entrance Tiles to enter but in this case it doesn´t make a difference.

Our first Action is to move from the Entrance Tile to the connected purple Area, this Action is free if we enter a new Map so we do not need to spend Oxygen in this case. The Area is purple because it counts as outside, so the outside conditions of the Location get applied, in our case 'None'.

The Enemy '**E1**' won't attack us right now because the '**X**' Obstacles separate the Area we are in from its Area.

Our next Action is to step onto one of the two '**B2**' Bulkheads. First, we spend one Oxygen by lowering the Oxygen Level on our Spaceship Page from 25 to 24, then we try to open the Bulkhead with a Tech Check: 2d6 + Tech Attribute against 10+, plus the Bulkhead's stated number, in this case +2, so a Check against 12+. Jessica has a Tech Attribute of 4. She rolls a 3 and a 4, which is 3+4+4(TECH)=11. One point under the required 12+ Check.

It does not open, so we spend another Action to try again. Reducing the Oxygen level, this time from 24 to 23. Jessica rolls 2+6+4=12 so she managed to open it.

With the next Activation we move into the grey Area, this doesn´t cost us any Oxygen because the Inside Atmosphere in our Location was defined as Breathable. *Time to open our helmets and take a first deep breath of the strange Atmosphere here.* But this movement also triggered the '**M1**' Mine because it is placed in the grey Area as well.

Luckily, Mines can be disarmed using Tech before they explode. Jessica gets a single chance to make a Tech Check with 2d6 + Tech against 10+ plus Mine level, so a Tech Check against 11+. She rolls a 2 and a 4 (2+4+4=10), so not enough and the Mine explodes. She receives the Mine damage which is defined as the Location Difficulty plus the Mine Value (1+1=2), plus an additional 2 damage because she was so close to the Mine while trying to disarm it. So she takes 4 damage. This is reduced by her body Armor which is a Compound jacket with Armor 1. So we reduce her health on the HP track on her fold out sheet by 3 points. Her 'Sensitive' Trait makes it even worse! Losing 3 or more HP will make her lose one additional Health Point. So we lower her HP by a total of 4. The other Crew Members try to avoid the Mine's explosion with a Check of one d6 + Agility Attribute against 8+.

Cp.MARS rolls a 4 and adds 3 Agility = 7, so he failed and receives Mine level plus Location Difficulty = 2 damage. Reduced by his Compound jacket's Armor of 1 he reduces his HP by 1 point.

Mila rolls a 5 and adds 3 Agility = 8 and avoids taking any damage. The Mine will now remain inactive until the end of this Dungeon Exploration.

Your next Action is to move onto the Oxygen Station '**O2**' which refills your Oxygen Level completely. Mark that you have 25 Oxygen on your Spaceship sheet.

Then we have two Treasures to collect, in this case we do not need to spend Oxygen because of the Breathable Inside Atmosphere.

The '**T**' grants us a Treasure with the same grade as the Location Difficulty, so the grade is 1. The '**T1**' adds +1 to that grade, so it's a more valuable grade 2 Treasure. Lets take the '**T**' Treasure first:

Take a look at page 167, where you can find the TREASURE TABLE at the bottom. When you receive a Treasure Drop during Dungeon Exploration or as reward for winning a Ground Combat, check the explanation below the table to define the Treasure.

First: We decide for the Stimpack instead of receiving Credits. We do not even note that Stimpack in our Inventory, but use it right away to heal Jessica 3 HP. Because Jessica uses that Item herself, she can apply her 'Medic' Trait, so she heals 3+2=5 HP. We note she recovers from 2 HP to her full 6 HP. The additional 1 HP healed is lost, as the maximum HP cannot be exceeded. The use of Items can be done anytime during Dungeon Exploration without spending Actions (and Oxygen). Using Items in Ground Combat behaves differently and requires a Hero Action to perform.

Second: We roll the d20 to see what kind of Treasure we will find. The result is a 13, so we take a look at 'Mining Station', Cell number 13, which is colored RED which means we have just found a WEAPON. Its grade is the Treasure Number plus the Location Difficulty, so 0 + 1 = 1. We then roll a 6 on the d6, and select from two options on the Weapons list:

WEAPONS										
1st GRADE, PRICE 2¢	HIT	DAMAGE	AMMO	TYPE		1stGRADE, PRICE 2¢	HIT	DAMAGE	AMMO	TYPE
Pistol	4+	2	A8	RG	1	Shotgun	3+	5 T2	A3	RG
MP (3)	5+	2x2	A4	RG	2	Uzi (3)	5+	3x2	A2	RG
Rifle (3)	4+	3	A5	RG	3	Toxic molotov	5+	2 EX Toxic	A2	RG
Knife	5+	2	-	ML	4	Baseball bat (3)	3+	3 T2	-	ML
Staff (3)	4+	2	-	ML	5	BR gun	4+	4x1	A3	RG
Grenade	5+	2 EX Fire	A2	RG	6	EMP grenade	4+	3 EX EMP	A2	RG

A Grenade on the left or an EMP grenade on the right of the '6'. We take the EMP Grenade and note it in Mila's Inventory.

Then we collect the second Treasure '**T1**' by moving onto its Tile.

TREASURE TABLE

	Nothing		Extra Cash				Item				Weapon				Ammo				Prototype	
Space Station	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Overland	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Underground	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mining Station	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
In Space	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Core Planet	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

First obtain the Treasure grade number in ₵ or a Stimpack for each Primary Enemy, or Treasure. Then roll a d20 to define what else you will find, see table above.
Extra Cash: Roll d6: 1-5: 50% of the grade's value in Credits, 6: Grade's value in Credits.
Item or Weapon: The grade of the Item/Weapon is equal to the Treasure Grade. Roll a d6 and choose either the left- or right-hand equipment.
Ammo: Get one Magazine for a Weapon of an equal Treasure grade or two Magazines for lower grade Weapon. You must choose the Weapon type it is used for.
Prototype: Reroll a d20 until you roll an Item or Weapon as described above. Roll a d6 and choose either the left- or right-hand equipment. Then see prototype equipment page and apply the corresponding prototype effect to it.

Because it has a number stated we add that to the Location Difficulty to get the Treasure grade, which is in this case 1+1=2.

We decide to take 2 Credits instead of another Stimpack this time and note that we now have 12₵.
We roll the d20 with a result of 5. That's Extra Cash. We roll a d6 to determine how much, that result is a 3, so we get 50% of the grade's value in Credits.
Note: This is the 'grade Price' 5 stated on the Weapon and Item List sheets, not the 'grade Number' which is 2:

2nd GRADE, PRICE 5₵

So we receive 5/2=3 Credits.

With 15 Credits we now continue the Dungeon Exploration.
Those two Treasures can´t be collected again of course. We have three options now, teleport back onto the spaceship, walk back to the Entrance Tile '>' to leave the Map with the same effect, or continue the Dungeon Exploration. Of course we continue, we need more Experience, Items and Credits.

New Action: We step onto the B2 Bulkhead we already opened once, so no test is required, and because we are still Inside there is no need to spend any Oxygen.

Moving into the purple Area, moving onto one of the '**X**' Obstacles and then moving into the Area where the '**E1**' Enemy is placed costs one Action each, so 3 Actions in total. We reduce our Oxygen Level by 3, from 25 to 22. The Obstacles have no other effects than to separate Areas and require Actions to move onto them. But the Enemy we encounter in the Area will now directly trigger our first Ground Combat. This is a Loop of Combat phases which repeat until we escape or win. Then we will hopefully be still alive to continue our Dungeon Exploration. So multiple Ground Combats can happen during a Dungeon Exploration.

On page 139 there are options stated explaining how you can try to avoid a triggered Ground Combat, but in our case we want to fight to defeat our first Enemies.

Determine the Primary Enemy: It´s a LV2 Enemy calculated by adding together the Location Difficulty 1 and its Number '**E1**' = 2.

The Enemy Species is a KRAKEN – as defined during Location Generation. We fold out our first LV2 Primary Enemy, NAUTILUS – KRAKEN (page 80).

Check for a reaction: We can check if we are able to react the instant the Enemy appears before it has a chance to act. We roll a d6, against 4+. We roll a '5' so we can now activate a single Crew Member once to react to that Enemy. We activate Mila with her Blaster.

R | **Blaster RG 4+, 4 Fire, A4   (12₵)**

Her Weapon states she needs to roll a 4+ to hit. And she has a Ranged Attribute of 6. These Attribute points can be used per attack to increase the damage by 1 or increase the hit chance by 1 for every two points of Attribute used. We decide to improve the hit chance by 1 and the damage by 2. She rolls the d6 against 3+ to hit, but fails because she rolls a '2'. We note by her Weapon that she's lost one Ammo.

A Second Primary? Now we check if a second Primary Enemy will spawn by rolling a d6. We need to roll at least as high as the Number of the Map we are on. In our case we are just at the first Map so 1+ will be enough to avoid that from happening. We can't roll less than 1 so there won't be a second Primary in this Combat.

Minion Spawning: Now we determine if a Minion will spawn. Those little creatures are 1 Level lower than the Primary Enemy.

Roll a d6 and add the Map number to the result, then check the number of Minions to be spawned: 2-5: No Minions, 6-10: One Minion, 11+: Two Minions. We roll a '5' so 5+1=6, one Minion will be spawned.

Its Species is determined with a second d6 roll: 1: Kraken, 2: Grey, 3: Insectoids, 4: Lost, 5: Beasts, 6: Renegades.

We roll a '1' so it will be a LV1 KRAKEN, a TENTACLE, we fold out it's sheet.

And here they are, the Primary and the Minion we will encounter now:

NAUTILUS - KRAKEN LV2		
AGILITY	5	
ARMOR	2	
ESCAPE	-	
SHIELD TYPE	-	
WEAKNESS	Fire, Toxic	
RESISTANCE	-	
XP	2	
TREASURE	2	
1-4	Strangle Attack: ML 4+, 3	
5-6	Idle (Try to hide in black smoke)	
Special	2 Actions	

S   HP

TENTACLE - KRAKEN LV1		
AGILITY	2	
ARMOR	1	
ESCAPE	2	
SHIELD TYPE	-	
WEAKNESS	Fire	
RESISTANCE	-	
XP	1	
TREASURE	1	
1-4	Strangle Attack: ML 4+, 2	
5-6	Recover 2 HP, if full HP reroll	
Special	Swarm	

S   HP

Define the Initiative: We roll a d6 and add the lowest Crew Member's Agility Attribute, which is Jessica with 2. The result is 3+2=5. The Enemy also rolls a d6 and adds their lowest creature's Agility which is 2. Their result is 3+2=5. In case of a draw, the player gets the Initiative. This means luckily, we can activate all our Heroes at the beginning of each Ground Combat Loop before the Enemies get activated. The Initiative will stay in this order for the duration of the entire Combat without the need to roll for it again.

Start of the Ground Combat Loop: First we need to pay one Oxygen if the Atmosphere is non-breathable or even 2 if we are in HELL conditions. In our case we lower our Oxygen Supply by 1, down to 21. Then we can activate each Hero a single time, in the order of our choice. So we start with Mila again.

She fires the Blaster again using the same Attribute boost of +1 to hit chance and +2 to damage. Furthermore, she uses her 'Burst' Trait which allows her to shoot twice with one Action, but with a catastrophic effect if she rolls a '1' with the second attack (the Weapon will explode!). For the second attack she cannot use her Ranged Attribute boost, as this can only be applied to the first strike of any attack. She aims at the TENTACLE Enemy and rolls the first d6:

Her first roll is a '3', the hit check was against 3+ so it's a hit. The damage of '4 Fire' is increased to '6 Fire'. The TENTACLE has no Shields that can reduce the damage, so only its Armor of 1 point gets applied. 6-1=5 damage applies. In addition, we have hit it with a Weapon with the 'Fire' effect and the creature has a Weakness against 'Fire'. This doubles

the final damage before applying it to the Enemy. It only has 7 HP so this 10 HP loss kills it instantly. The second shot which was announced needs to be done even if the Enemy is defeated. As stated, a roll of a '1' with the hit check will result in a Weapon explosion. She rolls a '1' so this is bad! The only way for her to avoid getting hurt and losing her Weapon is to use Cp.MARS 'Leader' Trait and reroll that single die check. This Trait can only be used once during each Ground Combat. She rolls a '5' so all is fine – phew! Then we reduce her Ammo by two because she shot twice. She now has only 1 of 4 Ammo (A) left in her Blaster.

Jessica goes next and fires her Rifle with a hit check of 4+, 3 damage and 5 Ammo.

R   **Rifle (3) RG 4+, 3, A5   (2¢)**

She has a Ranged Attribute of 1 so we can't increase the hit chance or damage of the Attack. She aims at the NAUTILUS and rolls a '6'. That deals 3 damage, but rolling a '6' increases the Attack Damage of Enemies and Heroes by +1, so she does 4 damage. These 4 damage points get reduced by the Enemy's Armor, 4-2=2. We lower the NAUTILUS HP track by 2 points on its fold out sheet. As usual we reduce the Rifle's Ammo by 1. 4 of 5 shots are now left.

Finally we activate Cp.MARS and fire his Assault rifle, with a hit check of 5+ and Damage 2x3 which means it is a Multiple Attack Weapon. It will deal two attacks with 3 damage each. His Ranged Attribute of 4 allows two (4/2) modifications, but these can only be applied to the first shot. We increase the first shot's hit chance by 1 and increase damage by 1. For the first shot he rolls a '4' which is a hit. This deals 3+1 damage, lowered by the target's Armor of 2, resulting in a 2 HP loss for the NAUTILUS.

Then Cp. MARS rolls the second unmodified attack and rolls a '1' which is a failure and has even jammed the Weapon. We mark it as jammed. This attack uses only one Ammo of the Assault rifle as it was a single use of the Weapon. Mila's Trait used two Ammo as it allowed her to activate her Weapon twice.

Revenge of the Kraken: Now it's the Enemies' turn, they get activated from top to bottom as viewed when folded out, in our case only the NAUTILUS is left. It has the '2 Actions' Trait which allows it to get activated twice instead of a single time per turn. You roll a d6 to determine what it does. 1-4 will result in a Strangle Attack, 5-6 in an idle. You roll a 2 for the first Action and a 3 for the second Action, so it will perform two Strangle Attacks.

Enemy Attack Priority: Heroes who attacked with a Melee Weapon on their turn are attacked first, then those who made a Ranged attack, and finally all others. If there is more than one Hero in each group, you can choose who is targeted. In our case all Heroes attacked with Ranged Weapons so it is up to us to determine who gets attacked.

We select Cp.MARS as the first target. The NAUTILUS rolls a d6 against 4+. It rolls a '6', a success, and deals 3+1 bonus for the rolled '6'. The 4 damage gets reduced by 1 by our Hero's Armor. We lower Cp.MARS HP by the remaining 3 points.

The second attack of the NAUTILUS fails as it rolls a '1'.
Note: Enemies do not have a 'Jammed' Weapon status.

New Ground Combat Turn:
Neither we or the Enemy are defeated or try to escape so we begin a second round of Ground Combat by spending one Oxygen, lowering our Oxygen Supply to 20.

Unjamming a Weapon: This turn we activate Cp. MARS first. His Assault rifle is jammed. To unjam it he needs to pass a Tech check. However, as his Tech Attribute is only 1, he is more likely to damage it further rather than unjamming it. So, for his Action he chooses to 'Rearrange and Exchange' with Jessica, giving her his Assault rifle to unjam. The two Heroes could swap any number of Items between them via this single Action.

Then we activate Jessica. She uses her turn's Action to unjam the Assault rifle. She rolls a d6 and adds her Tech Attribute against 8+. She rolls a '4', which results in a 4+4=8, so she unjammed the Weapon successfully. She will need to wait until the next turn to return the Assault rifle to Cp. MARS.

Then we use Mila to shoot at the NAUTILUS again, this time without her 'Burst' Trait because we do not want to risk anything bad happening. We need to lower the Enemy's HP by 3 to defeat it, so including its Armor of 2 we need to hit with 5 damage. Mila's Blaster does 4 Fire damage, but the damage gets doubled after Armor reduction because of the Kraken's Weakness against 'Fire'. Because of this we spend all her 6 Attribute Points in Ranged for 3 modifications to increase the hit chance. She will now hit with a 1+. But we should not forget that rolling a '1' is always a miss, and a jam, no matter the Hit Check value. She rolls a '2' and the Enemy is defeated.

We won the Ground Combat, and its loop ends now.

Gain Treasures: We now gain 1 Treasure drop for each Primary Enemy that was defeated in the combat. The Treasure grade corresponds to the Enemy's Treasure value which is 2. Minions and escaped Enemies don't provide Treasure.

We apply the same procedure as we did when picking up the '**T**' Treasures during Dungeon Exploration:
We decide to acquire a Stimpack instead of Credits, and directly apply it to recover Cp.MARS HP back to full (8 HP). We roll a d20, the result is 16 so we found an Ammo Magazine up to grade 2. It can't be used for Mila's Blaster as that is a grade 3 Weapon. So we choose an Assault rifle Magazine and note it in Cp.MARS Inventory as this Weapon has a grade of 2.

Gain XP: Under XP on the Enemy sheets, you will see how many Experience points we earn for defeating these Enemies, whether they were a Primary or a Minion. We also gain this experience if they escape from combat. For this combat we receive 2+1=3 XP. We add it to the XP we already collected: 10+3=13.

Level up: We decide it's time to Level up now. All our Crew Members are currently LV1. To get any of them to LV2 we need to spend the target LV multiplied by itself. So, reaching LV2 will cost 2x2=4 XP. To Level up from LV2 to LV3 will cost 3x3=9 XP. Also, Mila has the 'Slow-Learner' Trait which means levelling her up costs the value of the next LV multiplied by itself (9 XP from LV1 to LV2).

Let's Level up Jessica and Cp. MARS to LV2. This costs us 8 XP in total, we have 13 XP so 5 XP will be available for leveling up in the future.

We note on both Hero sheets that they now are LV2.

We give Jessica +1 STRENGTH Attribute as her Level up bonus, so she is now able to carry two extra equipment pieces in her Inventory, and she also gains 2 maximum HP as well. So she has now 8 of 8 HP.

Cp.MARS increases his TECH Attribute by +1, now he has 2. He should hopefully be able to unjam his own Weapons one day …

Then it's time to continue the Dungeon Exploration from the same Area we paused at for the Ground Combat.

Treasures, Obstacles and Oxygen use:
We are still in the purple Area where the '**E1**' was placed:

We have 20 Oxygen left. We begin in the purple Area where the '**E1**' was. If we wanted to collect both '**T**' Treasure Tiles then our next Actions would move us back and forth over the Obstacles '**X**' to pick up both the '**T**' Treasure Tiles and then head to the Exit Tiles '**EX**'. All this would take 9 Actions and also use 9 Oxygen. It is up to us if we take those Treasures or leave them behind to save our Oxygen. We decide to take only the easily accessible Treasure at the bottom-left, and then head to the Exit. That will cost us 5 Actions and Oxygen.

18. FAST FORWARD DUNGEON EXPLORATION
We now speed up this demo a bit and fly over what happens next:
The '**T**' granted us 1 Credit plus 1 extra Credit drop, so we add 2¢ to our wallet of 15¢. We now have 17¢. We arrive at the next Map with 20-5=15 Oxygen left.

Cleared Maps: We leave the first Map behind and mark it 'Cleared '. That if we will return there will be no more Enemies or Treasures. However, any Treasure we didn't collect is lost and cannot be collected again. It is possible to leave a Map 'Uncleared' by not collecting ANY Treasure, but we didn't do that in this demo.

The next Map is Number 6:

This Map has no areas with an Outside Atmosphere so at least Oxygen use won´t be a topic here. But we need to decide where we enter this Map. We enter by an '>' Entrance Tile but there are 4 to choose from. And because you always need to make a first step from the entrance without spending an Action, onto the Map we MUST do that, we can´t just return or teleport out before that first step.

We decide to take the upper Entrance, which directly triggers the '**E?**'. The '**?**' means that the Enemy difficulty depends on a dice roll of a d3 (d6/2). We roll a 1 so it's an '**E1**' Enemy, plus the Location difficulty of 1. So we trigger Ground Combat against a LV2 Enemy, possibly including Minions etc.

This time we try to avoid the Ground Combat before it starts by using our Charisma to be very friendly to that alien in the hope it won't attack us.

Avoid with Charisma:
To avoid an Enemy using Charisma, we need to roll a d6 and add all Charisma Attributes of our entire Crew. If the result is equal to or higher than 5+ (Enemy level x 3), this is a success. So we need to roll (2x3)+5=11+. Before making this roll, we can spend an number of Credits (¢) to increase our result by 1 point per Credit spent. Lets spend 1¢ to give that alien a friendly gift. We roll a 5 on the die and add our Heroes Charisma which is 1, 1 and 5, add 1 for the Credits and successfully avoid that Ground Combat with a result of 13.

Get some Treasure:
Then we enter one of the '**T1**' Treasure Tiles adjacent to that Area we are in and determine what we receive as usual.

Ground Combat number 2:
If we return back to the corridor the Enemy we avoided will try to attack us again. Avoiding always grant a single pass not more. This time we initiate the Ground Combat and defeat the Enemy.

Med-Stations:
Next we enter a Med-Station '+' to heal our Crew. If one is not enough, we have a second Med-Station on this Map, too.

B5-Bulkhead:
A strong Bulkhead '**B**' is often the bane of a Crew with no experienced Tech expert with them. It can block a Dungeon Exploration, forcing an early return to the Spaceship with little or no Treasure!

But we manage to pass the check and exit the Map via the Exit Tile '**EX**' at the top-right.

The next Map is Number 4:
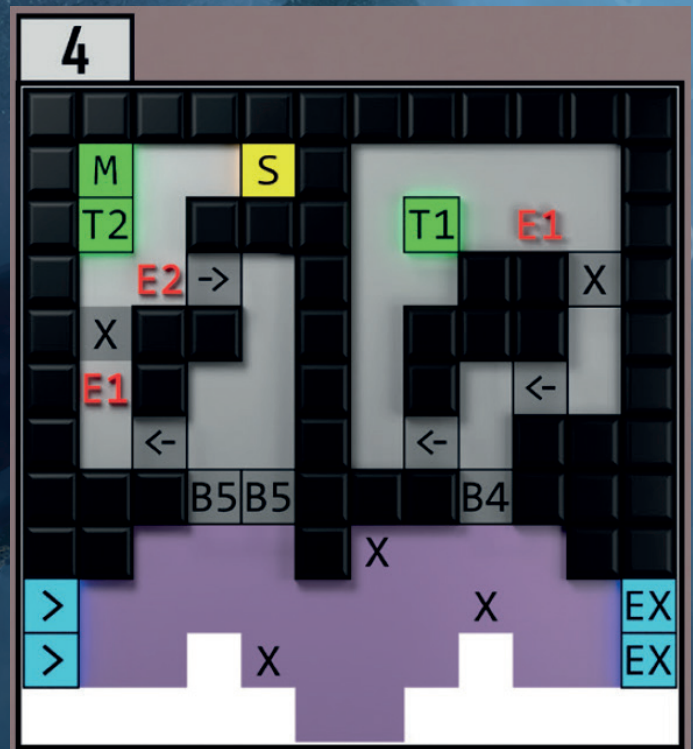
We will enter this Map at the purple Area where we will need to spend Oxygen if we take any Actions there. Then there is a Grey Inside Area which has a Breathable Atmosphere. The '**< -**' arrows can only be passed in the stated direction, so we really need to think carefully whether we want to risk going into the Left section of the Map where an '**E1**' and an '**E2**' Enemy are located. Together with the Location Difficulty that will be Level 2 and 3 Enemies. But there is a valuable '**T2**' Treasure located there as well. Furthermore, we won´t be able to teleport out of this Map because the Disruptor '**S**' prevents all attempts to use our Spaceship's teleporter until we enter its Tile to deactivate it.

We make the attempt to go for the '**T2**' Treasure, get into a lot of trouble with the Enemies, barely survive, take the Treasure, deactivate the Disruptor, visit the Modder '**M**' to improve Mila's Blaster (see page 138), and then before our Crew take any more risks, we leave via our Teleporter. We have now finished the Dungeon Exploration phase and are back on our Spaceship.

19. RECOVER
Back on board our Ship we recover 3HP for each Crew Member, and refill our Oxygen. Of course, we can also reorganize all Items between Crew Members and our Ship freely. Also, any jammed or damaged Weapons are automatically restored to a fully working condition.

20. PHASE 4. SHORT VISIT

Because our Ship has a Teleporter, we could use it now to visit a Shop, Ammo Dealer, Quest Master, Modder or Gambler which we have already discovered during Dungeon Exploration. Because we don't have much to sell nor Credits to spend, we just skip that for this turn.

21. PHASE 5. QUEST TIMER

We have not accepted any Quests from a Quest Master 'Q' Tile during Dungeon Exploration. Any Urgent Missions would advance the Quest Timer in this phase. For now we simply skip this phase.

22. END OF TURN 1

This was one game turn of Space Kraken with all Game Phases. We also have seen how the Combat Loops work for Space Combat, Boarding Combat, and Ground Combat. The next turn will start as usual with Phase 1. ACTIVATE STORY LINE.

23. YOUR COMANNDER LICENCE

It is a great honor for us to present you with the X7 COMMANDER LICENSE. The Commander's chair is now yours. Choose your Crew wisely. We wish you good luck on your adventure through the wormhole!

And please do not forget to send your flight reports!

SPACE KRAKEN

Space Kraken is a solo and up to 4 player co-op/versus adventure game book for players aged 14 and up.

In a near-future, explore alien worlds in a vibrant space epic, battling enemies and hunting down bosses whilst managing and improving your Crew.

Space Kraken is a unique blend of storytelling, adventure game book and strategic board game. It introduces a revolutionary CGM system that handles multiple simultaneous storylines which can influence each other as you choose your path along the branching adventure.

It offers endless replayability. No two play sessions will ever be the same!