SET #1: RANDOM EVENTS

(3)



Due to a software error in the fuel gauge driver, you lose half of your fuel units. The rescue team has to decide whether you should continue or abort the mission. If they decide that you may continue, a consensus should be reached on how to ensure enough resources for you further in the game. Until these issues are solved, further moves are not possible. RE: LUCKY THIS TIME 💿



False alarm. You are lucky this time.



You meet an android on your way. It is a combination of a human brain and a robotic body. This means that it requires as oxygen and fuel to function. Unfortunately, due to a serious malfunction it lacks both. You can help the android, but it will cost each member of the rescue team one fuel resource. Should you apply the Three Laws of Robotics to this combination of a human being and a robot? Until reaching a decision, further moves are not possible. RE: LUCKY THIS TIME 💿



False alarm. You are lucky this time.



SET #1: RANDOM EVENTS

3



Due to a software error in the fuel gauge driver, you lose half of your fuel units. The rescue team has to decide whether you should continue or abort the mission. If they decide that you may continue, a consensus should be reached on how to ensure enough resources for you further in the game. Until these issues are solved, further moves are not possible. CASTAWAY WITH A BROKEN SPACE SUIT 🔞

RE



You meet an astronaut with a broken space suit. He is not a member of the crew you are supposed to save. The astronaut is not wounded, but he is losing his oxygen supplies, and is getting increasingly cold due to the broken space suit. You must decide how to proceed with the castaway. Until reaching a joint decision, further moves are not possible.



You meet an animal, which is very restless. At closer inspection you notice that the animal is wounded. It resembles an Earthly ape (it looks and behaves like one). You can help the animal, but it will cost each member of the rescue team one fuel resource. Should you apply the Three Laws of Robotics to this animal? Until reaching a decision, further moves are not possible. RE: A LOUD COMPANION (8)



You are joined by a scientist. He is extremely passionate about robotics, thus he is always ready to discuss this topic. Unfortunately, he is also a bit clumsy and noisy. This puts the success of your mission at risk. Should you get rid of the scientist? Until reaching a decision, further moves are not possible.

