

Lt. General
Earl James



You, and anyone in your room, are safe from injury and death

If apart from Dr. Cameron Gomez, deplete sanity on Phase 3

Dr. Mai Koyama



Heal the wounds of 1 player in your room

Cannot go to the second floor

Dr. Cameron Gomez



If alone, can control which room the alien goes next round

If in a room with windows, deplete sanity on Phase 3

Chief Engineer
Manav Shah



From Maintenance, activate vents to flush the alien out of hiding

Cannot use items besides the elevator key

Spaceman
Ben Pestana



You can exit the station via the Exit Dock to repair Exterior Damage and look for the alien through windows

Cannot re-enter unless a teammate is also in Exit Dock

Captain Teryn Kum



Increase sanity of all players in your room

Cannot hide due to Quacking

Lt. General Earl James
[CORRUPTED]



Injure a crewmember
in your room

Tear them limb
from limb...

Dr. Mai Koyama
[CORRUPTED]



Crewmembers in your
room cannot Hide

You can hear their
hearts beating in fear...

Dr. Cameron Gomez
[CORRUPTED]



Force a crewmember
to Move to a room
adjacent to them

Control them
like puppets...

Chief Engineer
Manav Shah
[CORRUPTED]



Lock doors from
Maintenance

Leave them
no escape...

Spaceman Ben Pestana
[CORRUPTED]



You can exit the station.
Petrify crewmembers
through windows.
They can't move
next turn

They will fear what
will happen if they turn
their backs to you...

Captain Teryn Kum
[CORRUPTED]



Deplete sanity of all
crewmembers in
your room

Quack...quack...the
sound of terror...

You are now corrupted!



Your new actions are:
Alert Alien Master
Damage Systems
Move

You are now working
for the alien, stop the
crew from killing him!

You are now corrupted!



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Crewmate Actions:

Hide
Move
Search Room
Action Card

Ghost
Card

Search Room:

Draw 1 from the
Search Pile

Action Card:

Use an Action Card

Damage System:

Damage a system
in your room

Character

Flip if corrupted

Character
Card

Hide:

If the Alien
is in your room,
you are safe

Move:

Move to a
room adjacent
to yours

Turn Phases:

Phase 1: Perform up to 3 actions

Phase 2: Deplete Sanity

Phase 3: Use character abilities

Corrupted
Card

Alert Alien:

The Alien will
come to your room
on Alien Phase 1

Distract:

If the Alien
is in your room,
non-hidden players
in your room are safe

The Alien

The alien's turn comes at the end of each round, after
Turn Phase 3 of the last player

If the Alien is flushed out
of hiding, all the tokens are
immediately flipped over,
and Alien Phase 1 is
skipped that round

Alien Phases:

Phase 1: Flip over Alien Tokens to
reveal where the Alien is

Phase 2: Any non-hiding crewmembers
in its room get either
injured (group) or killed (alone)

Phase 3: If a crewmember is hiding alone
in its room, their Sanity depletes

Phase 4: Flip over the Alien Tokens and
randomly replace them in the rooms

Elevator Key

Action Card

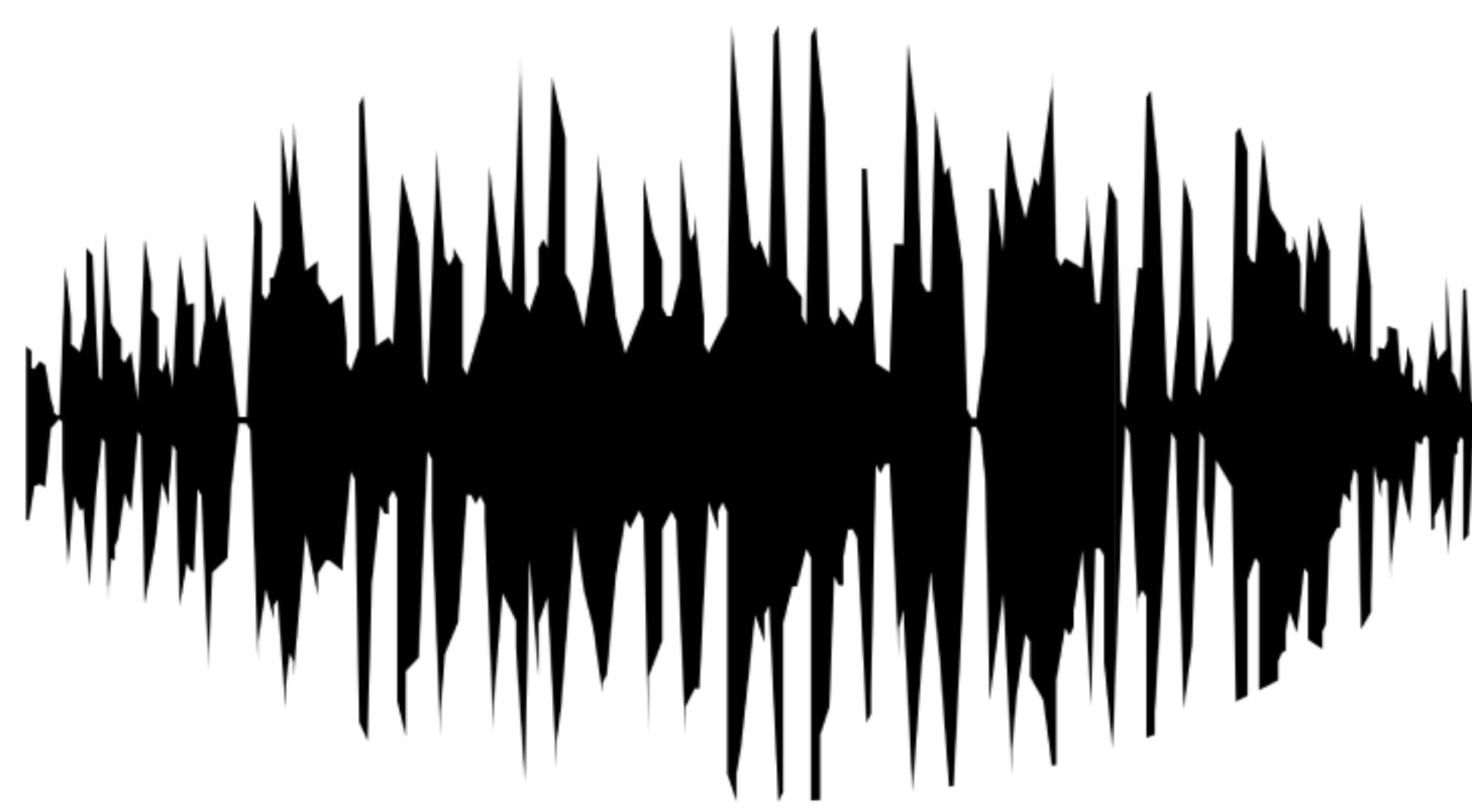


You can Move to the second floor

This item has unlimited uses

Radio Frequency

Action Card



Lure the Alien to your room

The Alien will come to your room on Alien Phase 1

Repair - Life Support

Action Card



Repair Life Support Systems in your room

Oxygen - Greenhouse
Gravity - Gym
Sanitation - Laboratory

Repair - Station

Action Card

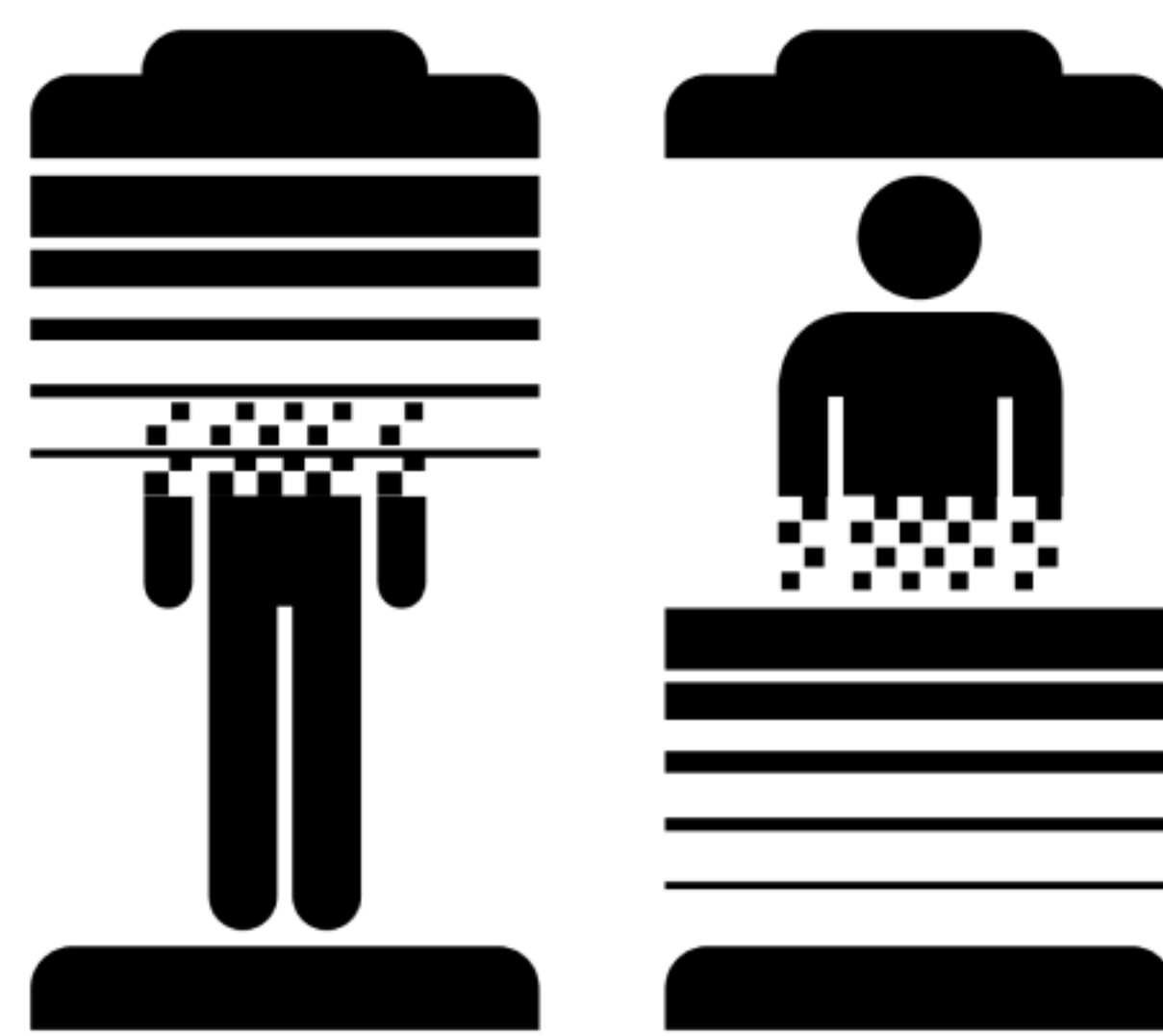


Repair Station Damages in your room

Navigation - Map Room
Shields - Maintenance
Exterior - Outside

Teleporter Module

Action Card

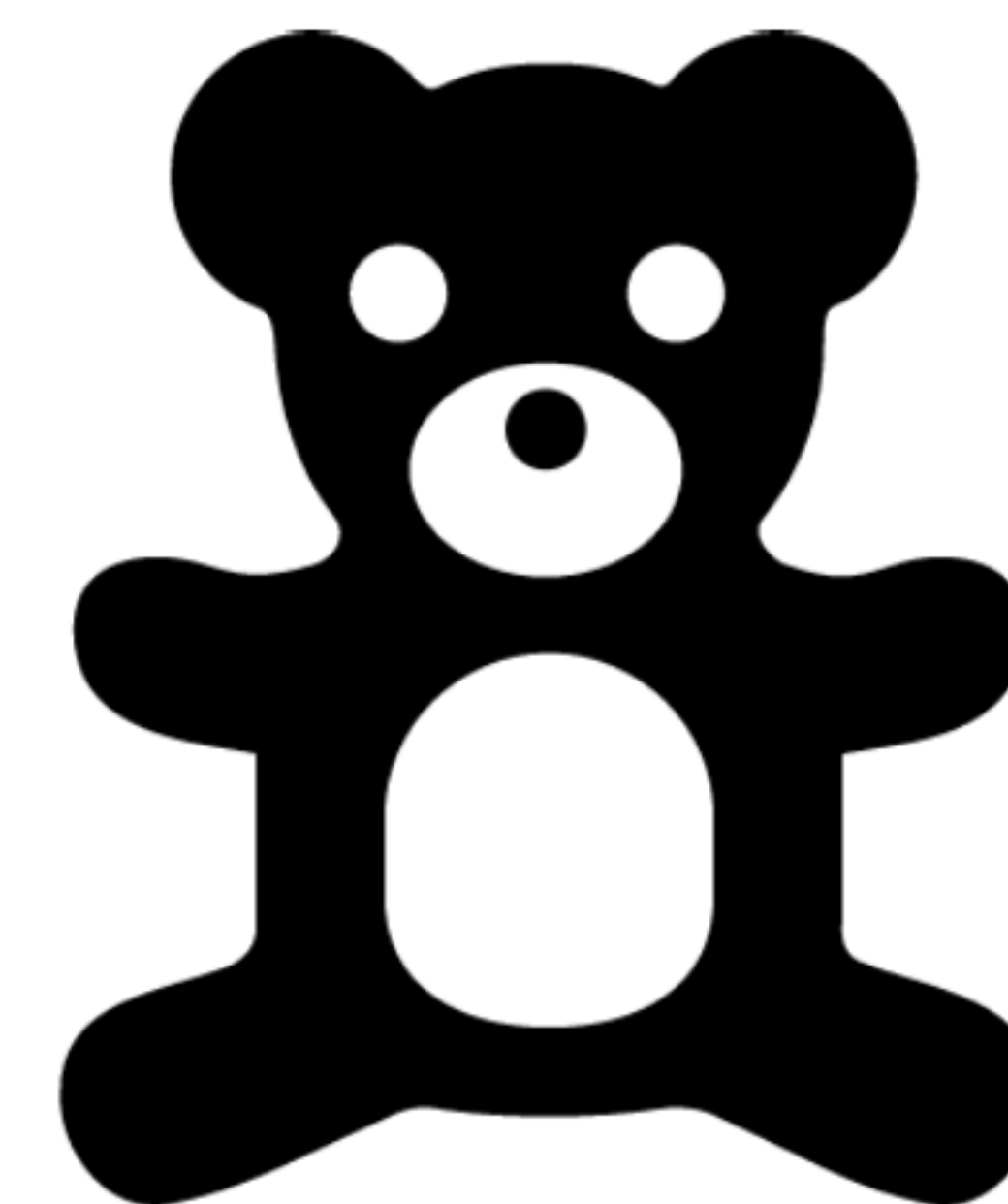


Move to any room

At the end of Turn Phase 3, may teleport back to original room

Teddy Bear

Action Card



Anyone in your room skips Turn Phase 2 this round

This includes you

Toolbox

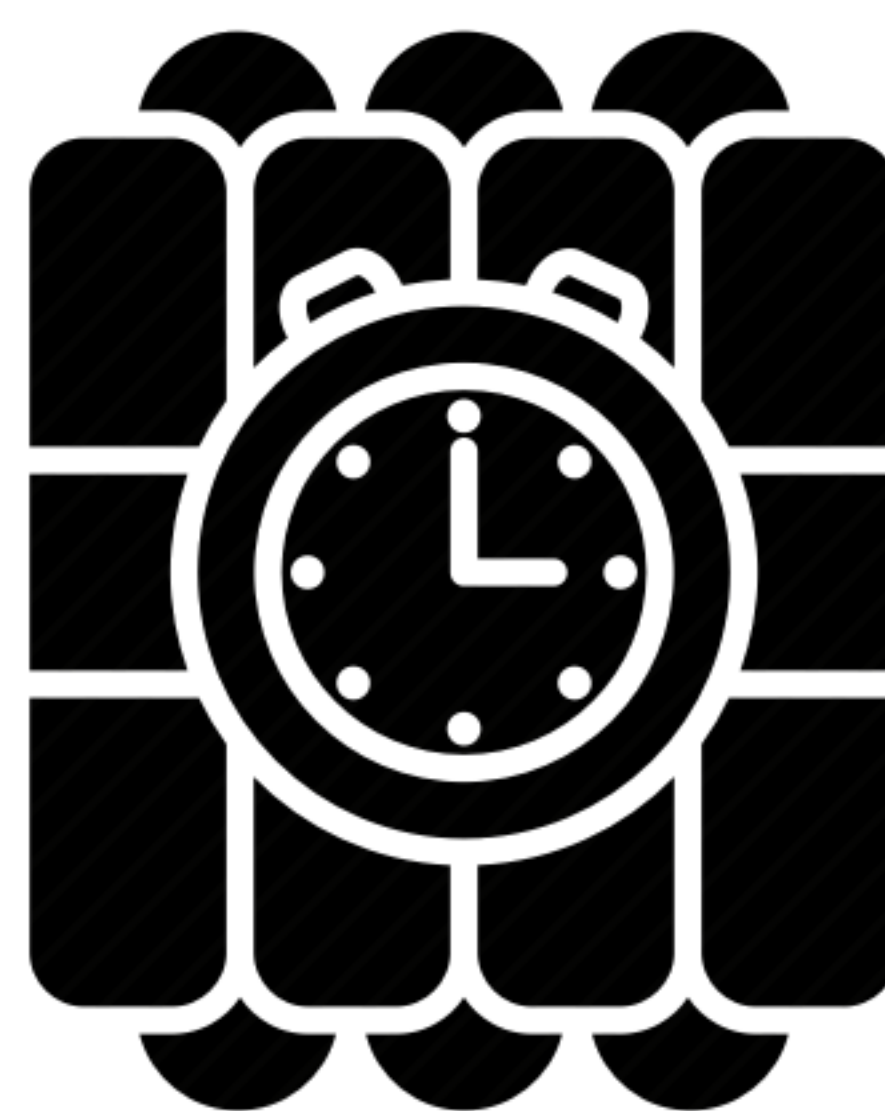
Action Card



If in the Laboratory, create a Bomb

Bomb

Action Card



Place in your room
If Alien is locked in this room during the end of it's turn **win the game**
(All crewmembers must have vacated the room)

Systems Failure



Roll for
System Damage

Why does this station
keep breaking...

Systems Failure



Roll for
System Damage

Why does this station
keep breaking...

Systems Failure



Roll for
System Damage

Why does this station
keep breaking...

Critical Failure



Roll twice for
System Damage

Bro who built this
thing...

Critical Failure



Roll twice for
System Damage

Bro who built this
thing...

Critical Failure



Roll twice for
System Damage

Bro who built this
thing...

Flower Bloom!



Anyone in Greenhouse
at the end of this
round increases Sanity

Wow! What a
pretty flower!

Flower Bloom!



Anyone in Greenhouse
at the end of this
round increases Sanity

Wow! What a
pretty flower!

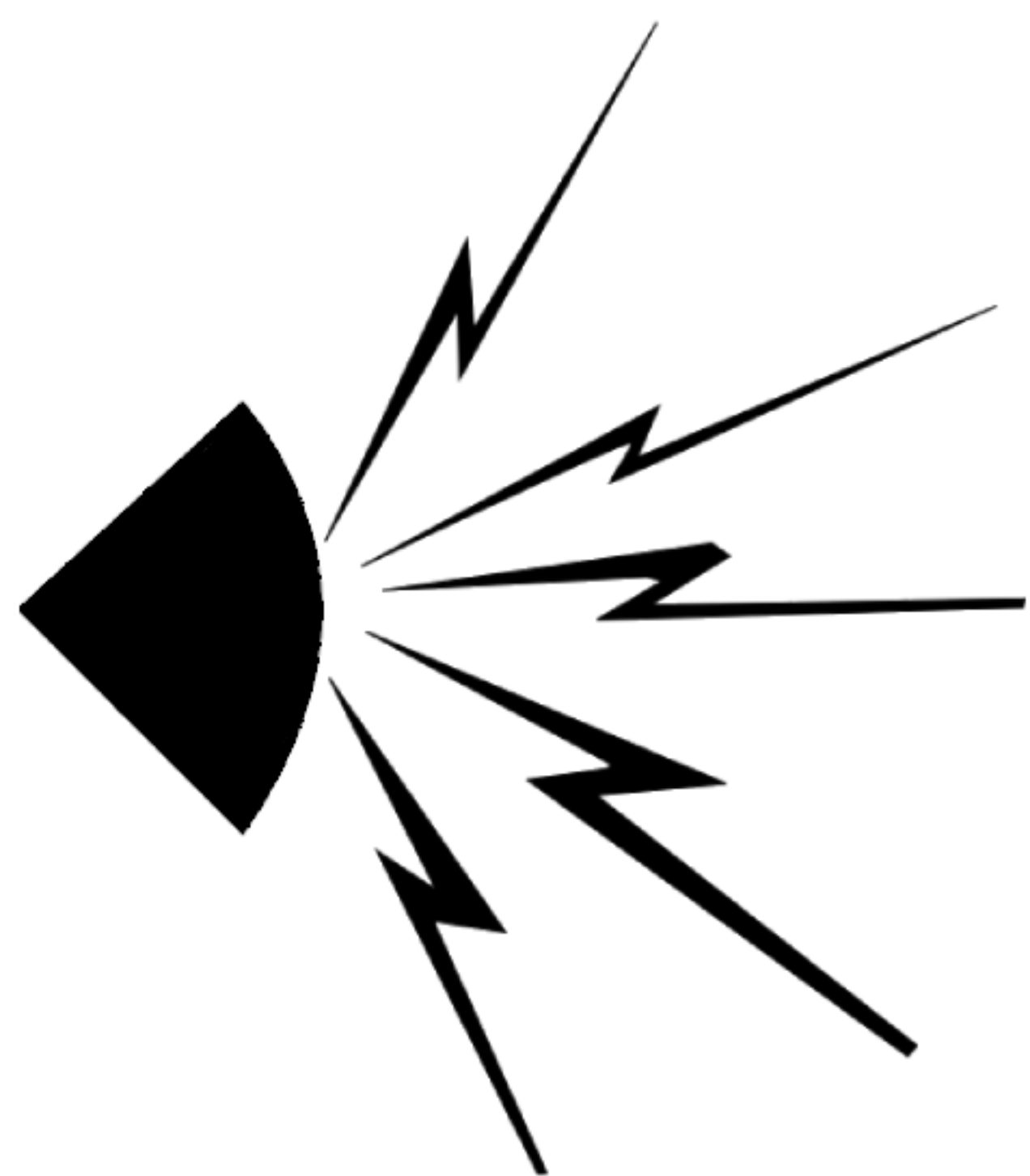
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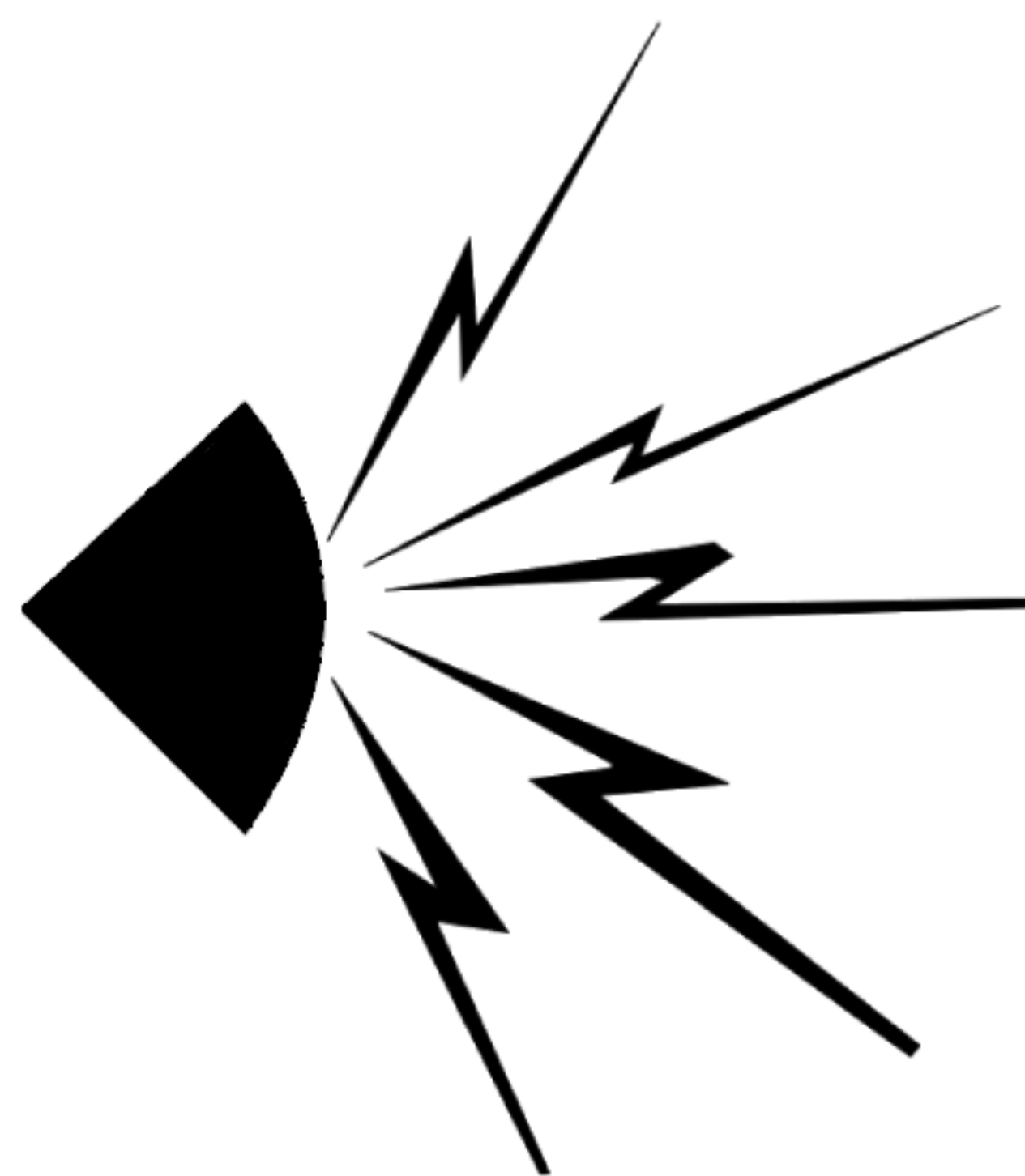
Alien Screech



Everyone depletes Sanity

EEEEEEEEEeEEEEEEeEEEE

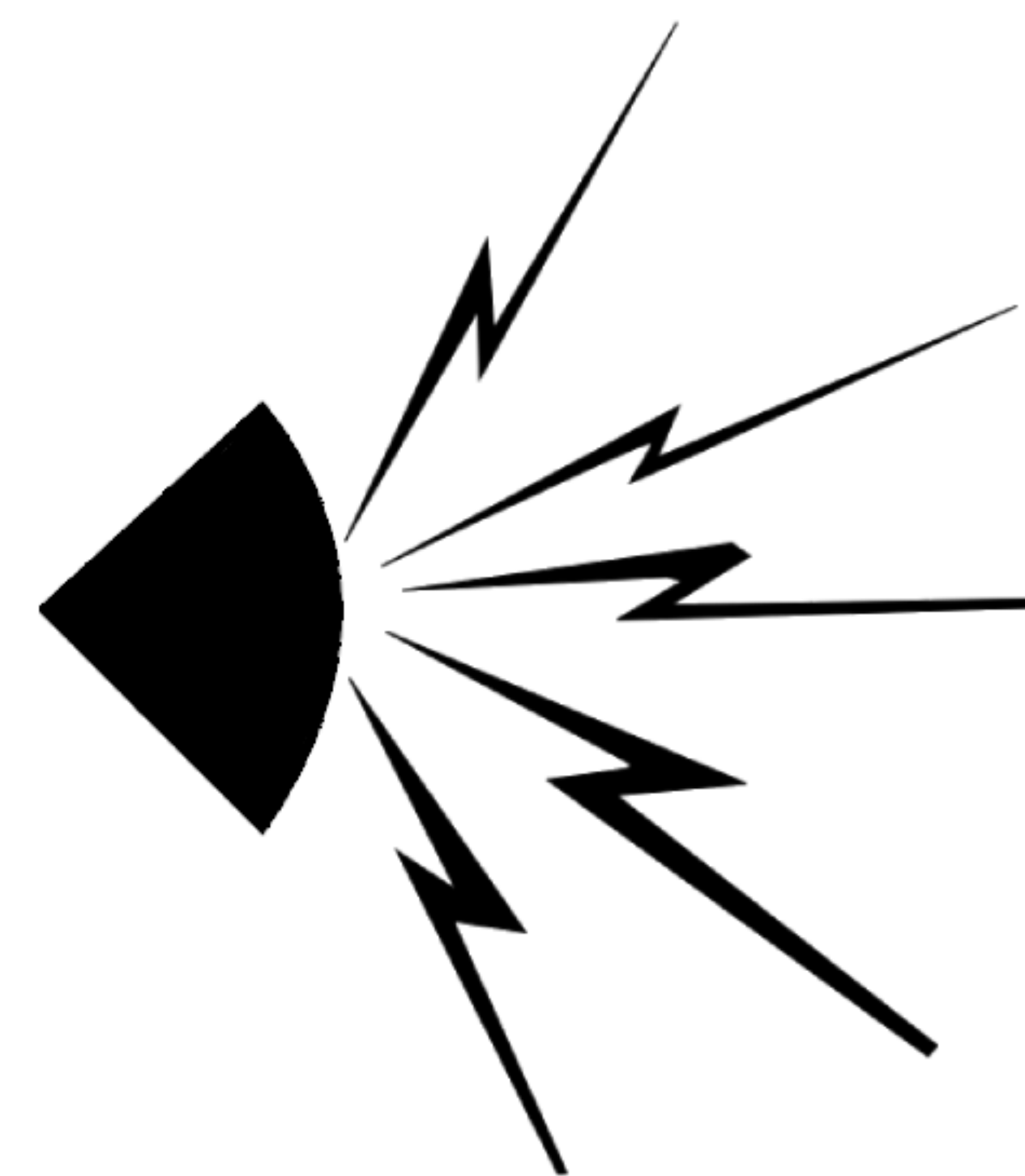
Alien Screech



Everyone depletes Sanity

EEEEEEEEEeEEEEEEeEEEE

Alien Screech



Everyone depletes Sanity

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Sensitive Hearing



Nobody can speak for the next round

It's listening...

Sensitive Hearing



Nobody can speak for the next round

It's listening...

Sensitive Hearing



Nobody can speak for the next round

It's listening...

Unbalanced Station



If everyone is not in separate rooms at the end of this round, lose the game

Don't let the station spiral out of course

Unbalanced Station



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Don't let the station spiral out of course

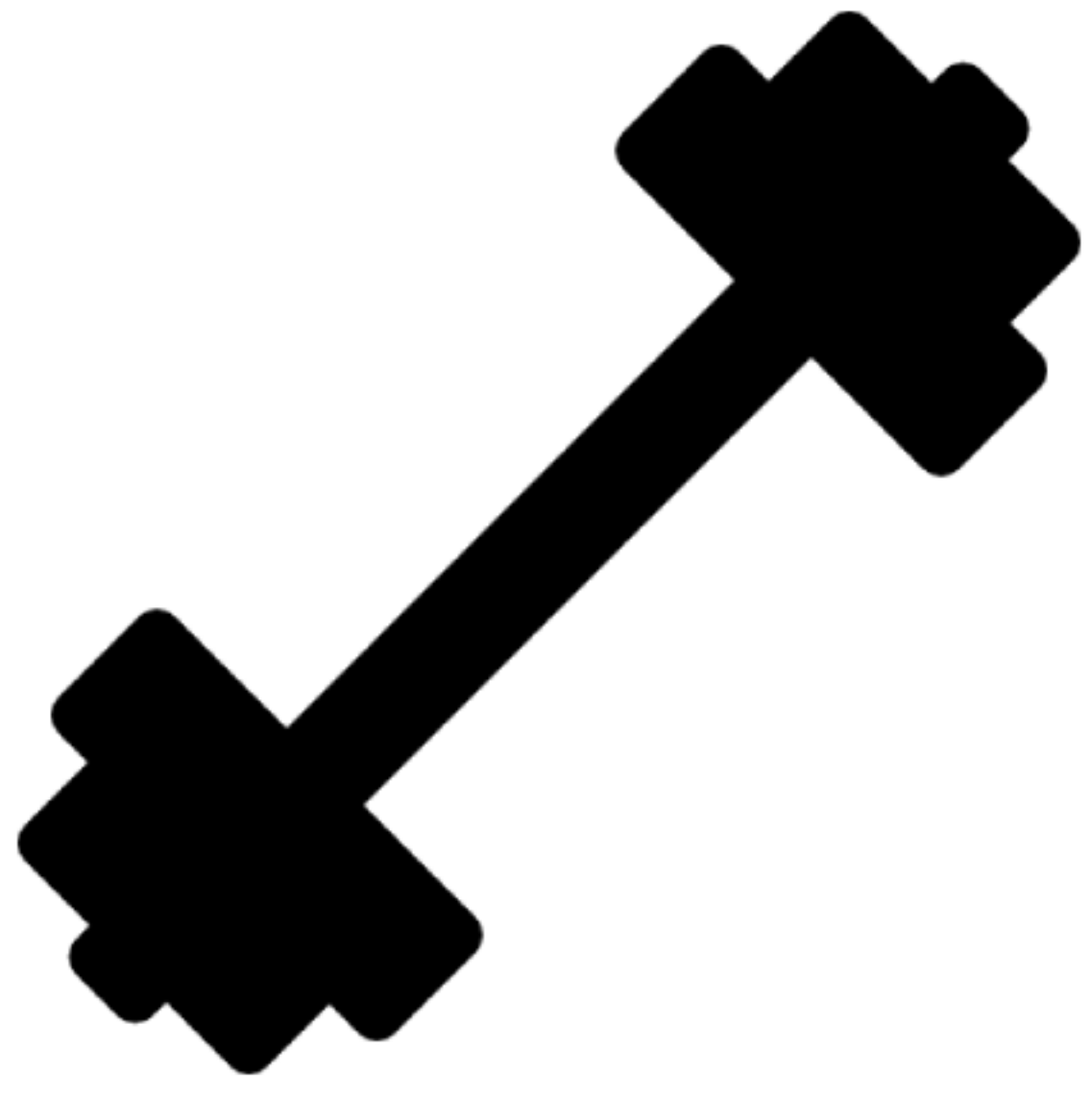
Unbalanced Station



If everyone is not in separate rooms at the end of this round, lose the game

Don't let the station spiral out of course

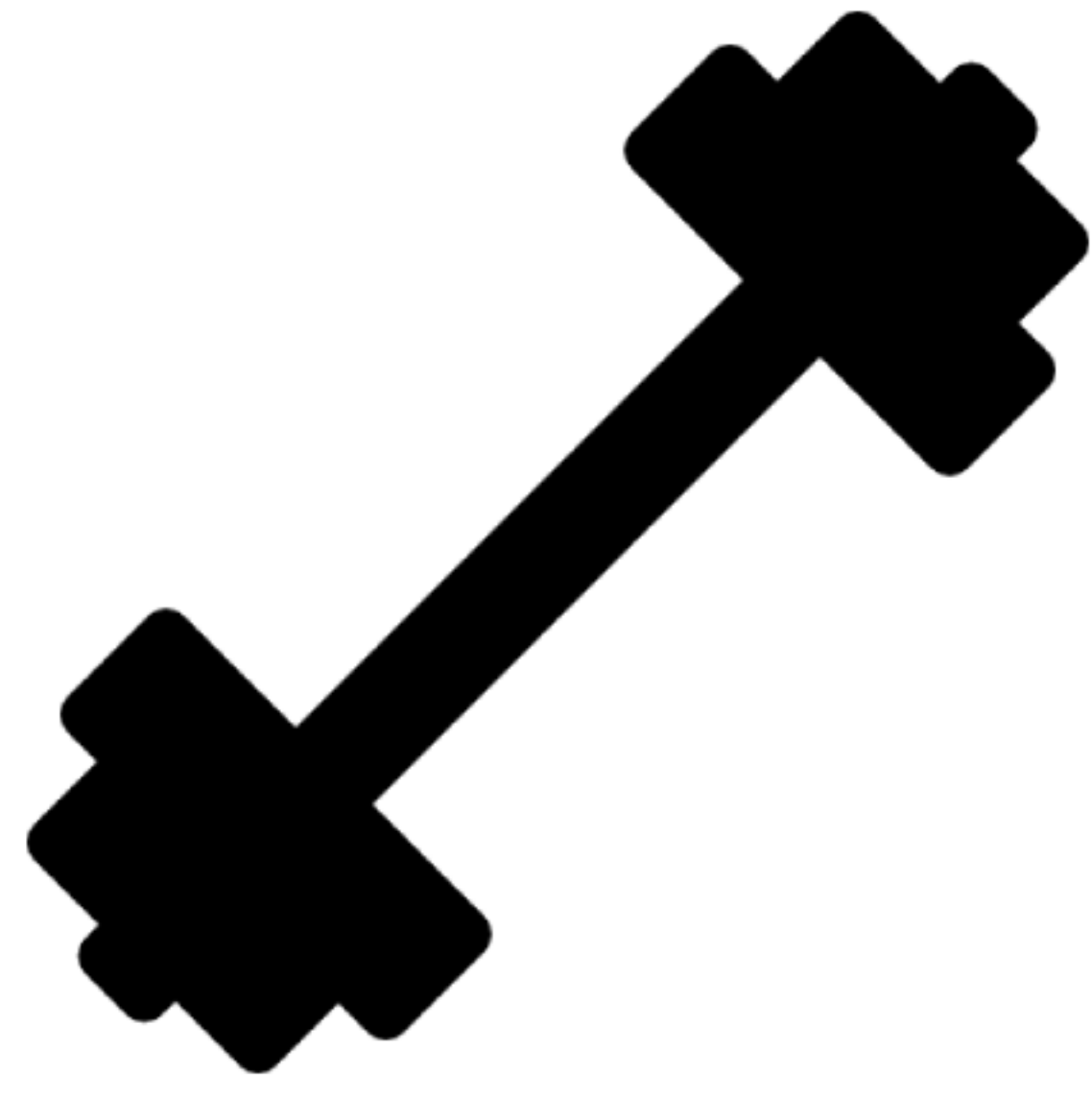
Quick Gym
Training Session



Anyone in the Gym at
the end of this round
increases Sanity

Gotta get swole!

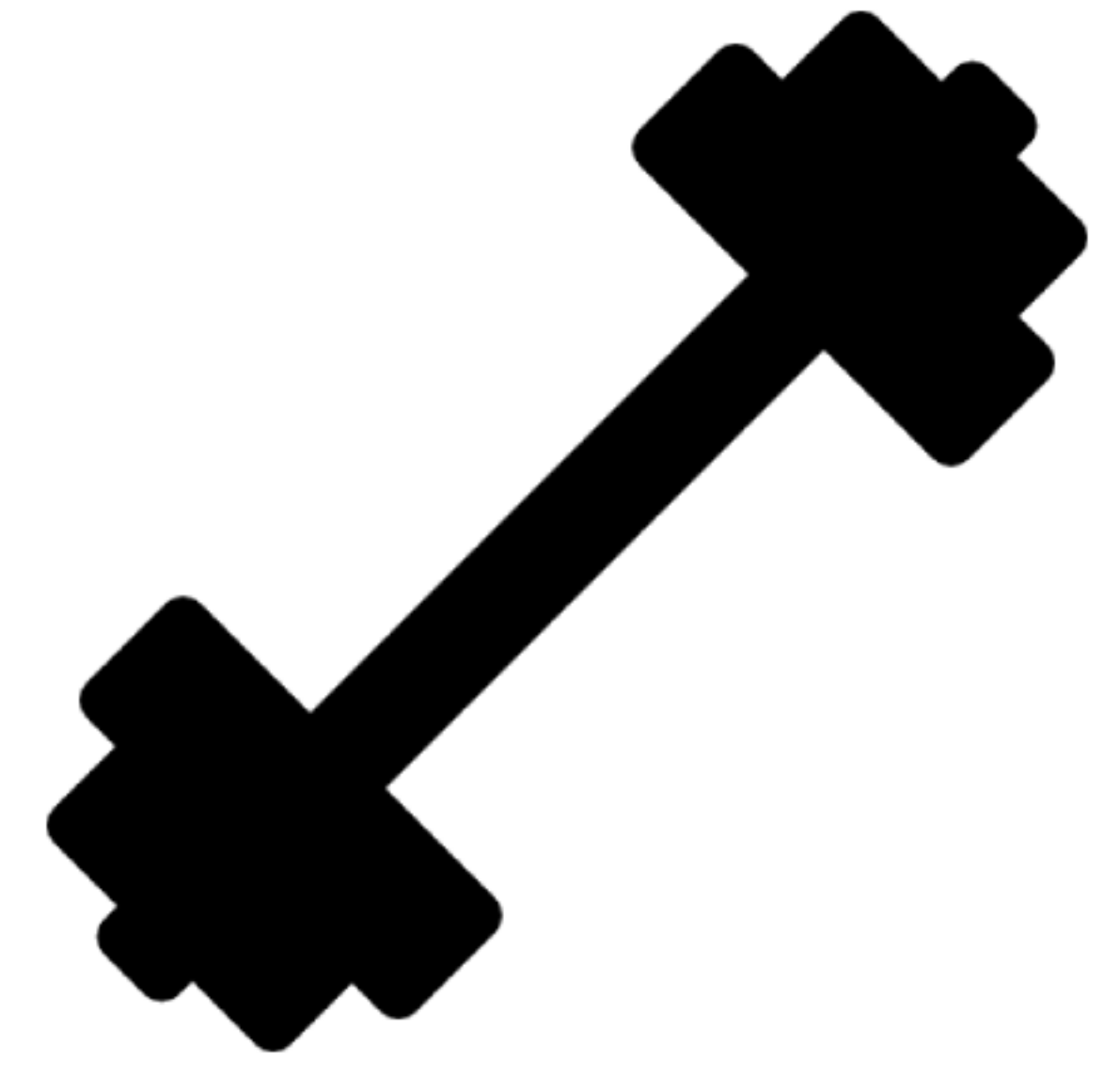
Quick Gym
Training Session



Anyone in the Gym at
the end of this round
increases Sanity

Gotta get swole!

Quick Gym
Training Session



Anyone in the Gym at
the end of this round
increases Sanity

Gotta get swole!

Movie Night!



Anyone in the Entertainment
Room at the end of
this round increases Sanity

Never a reason to not
watch Baby Driver!

Movie Night!



Anyone in the Entertainment
Room at the end of
this round increases Sanity

Never a reason to not
watch Baby Driver!

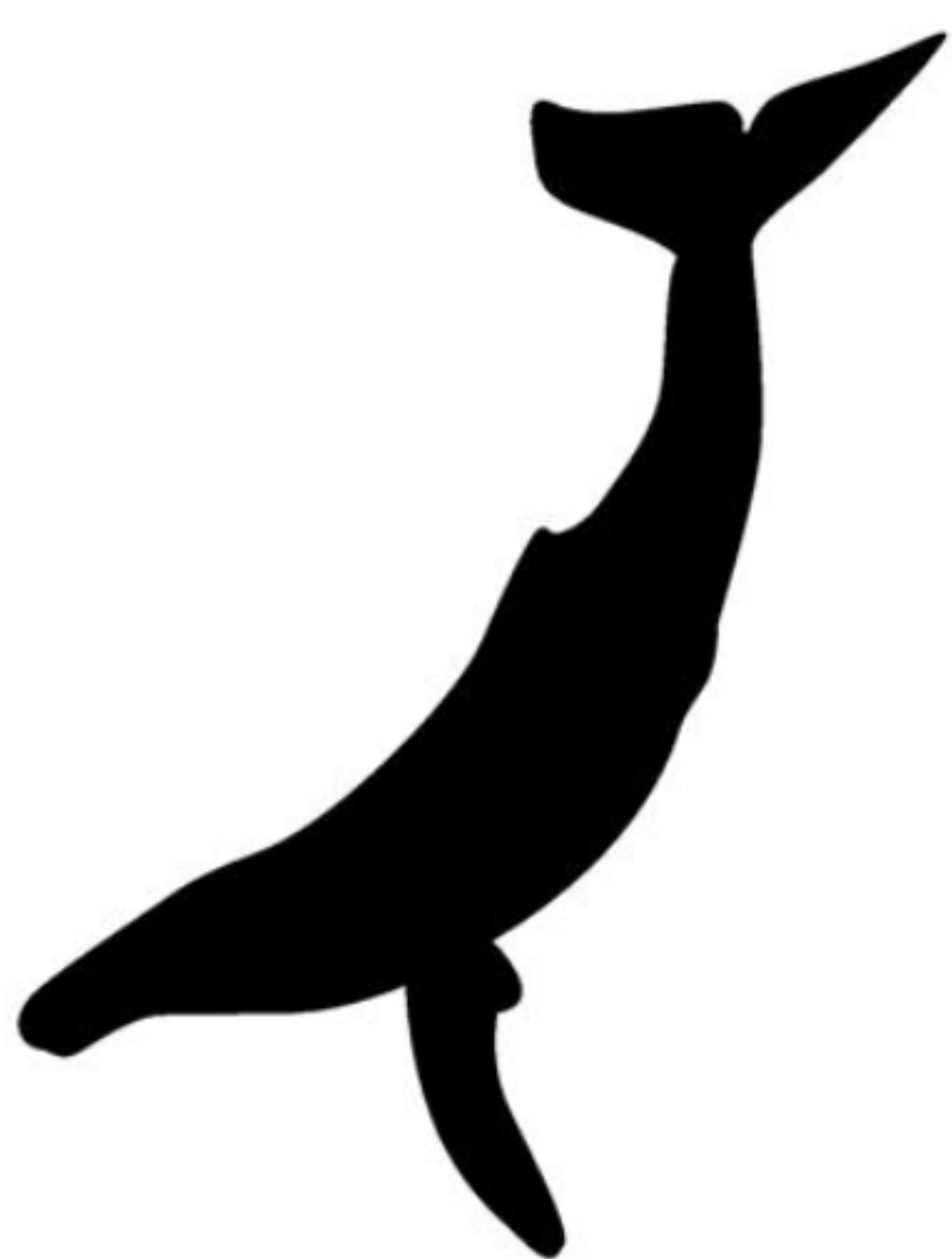
Movie Night!



Anyone in the Entertainment
Room at the end of
this round increases Sanity

Never a reason to not
watch Baby Driver!

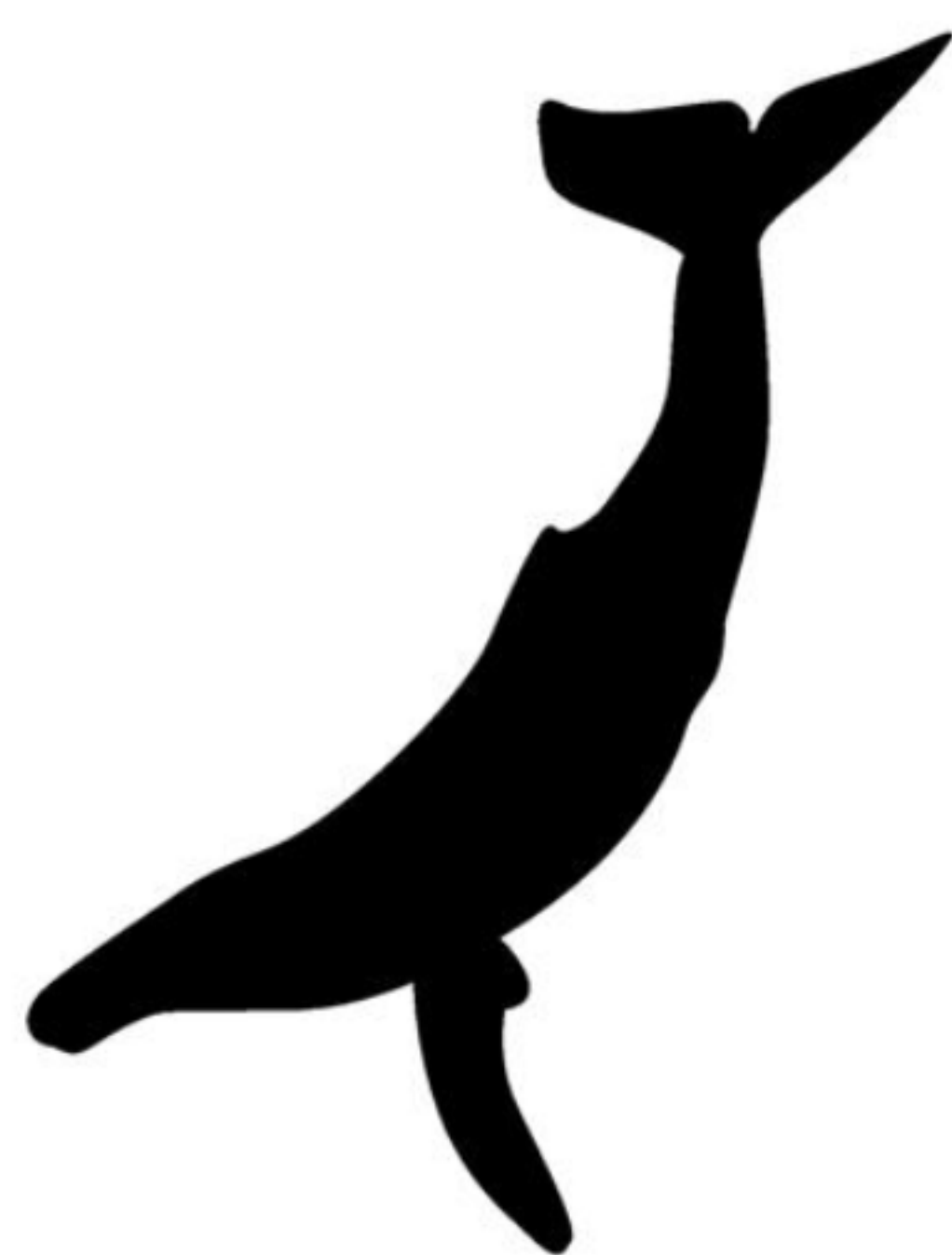
Whale Noises



Anyone in the Sleeping
Quarters at the end of
this round increases Sanity

□□□□□□□□□□□□□□

Whale Noises



Anyone in the Sleeping
Quarters at the end of
this round increases Sanity

□□□□□□□□□□□□□□

Whale Noises



Anyone in the Sleeping
Quarters at the end of
this round increases Sanity

□□□□□□□□□□□□□□

You are now a ghost!



Your new actions are:

Distract
Move

You will remain a ghost until a teammate brings your body to Medbay, where you will be revived

You are now a ghost!



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Distract
Move

You will remain a ghost until a teammate brings your body to Medbay, where you will be revived

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Your new actions are:

Distract
Move

You will remain a ghost until a teammate brings your body to Medbay, where you will be revived

You are now corrupted!



Your new actions are:

Alert Alien Master
Damage Systems
Move

You are now working for the alien, stop the crew from killing him!

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