

SEMI

COMPETITIVE

Exopets can also be played semi-competitively. this only requires a few modifications to the existing rules

- 1 COLLECT EXOPETS TO WIN**
The player who has saved the **MOST EXOPETS** and lost the fewest crewmates **WINS** the game.

If you lose a crewmates, 5 saved exopets are deducted from your score.



- 4 WHERE TO STORE SAVED EXOPETS, CREWMAN AND DEAD CREWMAN?**

If the player has brought clean Exopets into the EXOPET ESCAPE POD, he places them under his ELMA Board. The same applies to Crewmates that have died or that he has saved. Saved with the Crewpicture up and dead one with the face down!

- 2 RESCUE THE CREW**
If all **2 EXOPET ESCAPEPOD** Hexagons have been revealed, Crewmates can also be rescued in the **CREW ESCAPE POD**. The advantage of this is that each **SAVED CREWMAN** neutralises the negative effect of a **DEAD CREWMAN**.



- 3 ALL ESCAPE PODS START AT THE VDL END**
All Escape Pods can be limitless loaded until the end of the game and only start autonomously when the end of the VDL is reached or one of the player cannot draw a crew member any more!

WINNER IS:

Unlike the cooperative game, the competitive game only ends when no player can draw any more crewmates. If a player draws an HSC hexagon and new crewmates are added to the HR-STACK, then players can play again even if they no longer have a crewmate. This finally ends when the VDL has reached the end and all escape pods start. The winner is the player who has collected the most exopets after deducting the dead crewmates.