



Players are the crew of a small spaceship scanning dangerous sectors of galaxy. The missions last approximately 10 minutes (hyperspace jump, sector scan, hyperspace jump back) and the only task the players have is to protect their ship.

And there's the catch. The game really lasts just 10 minutes. On 2 CDs (or Scenario cards if you don't have a CD player available) are 10-minute soundtracks that represent central computer announcements about the presence of threats. These vary from space battleships and interceptors to different interstellar monsters, asteroids or even intruders and malfunctions on board the ship. Players have to agree who will take care of which task and coordinate their actions (moving around the ship, firing weapons, distributing energy, using battlebots to deal with intruders, launching guided missiles etc.) in real time to defend the ship. Only a well working team can survive 10 minutes and make the jump back to safety.

The game offers several difficulty levels, huge variability and unique experience for two to five player teams. One mission lasts only about 30 minutes, including setup and evaluation.

- Designed by Vlaada Chvátil and published by Czech Games Edition
- For 1-5 players, aged 12+
- Playing time 30 minutes
- UK RRP £40.00 (inc VAT)
- Trade price £24.35 (ex-VAT)