

# Descriptions of the groups



## 1. Food producers

Food producers have the necessary skills and knowledge to produce food. The most important thing for food producers is to be able to feed themselves in the new colony.

**Special ability:** can push through the inclusion of one plant or animal (announce one plant or animal that will definitely come before the vote). Once in the game, just before the vote



## 2. Government

The government regulates society and takes care of the people. The government wants balanced supplies to reach the colony.

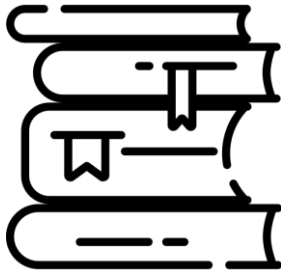
**Special ability:** have two extra spaceships in the spaceship, which they have to give to some groups during the game. The group can then choose something there (without a general vote). Whenever.



## 3. Corporations or giant companies

Giant companies have large financial resources and influence in many different areas. Giant companies have more opportunities to fulfill their wishes.

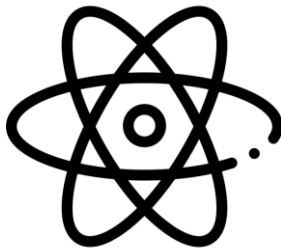
**Special ability:** can take control of two storage spaces from the spacecraft, either empty or when something is already inside (anytime).



#### 4. Cultural figures

Cultural figures have the necessary knowledge and skills to transmit literature, art, history, sports and new media. Cultural figures want the achievements of human culture to reach the new colony.

**Special ability:** can double count their votes because they have such a big social impact (announce before the vote). At each vote.



#### 5. Naturalists

Naturalists are studying phenomena around us. Biologists and zoologists are concerned about the preservation of ecosystems.

**Special ability:** can push through the inclusion of one plant or animal (announce one plant or animal that will definitely come before the vote). Once in the game, just before the vote.