Alternative Rules for Players with Reduced Vision/Motility

SSO is symbol and name identified rather than just colour and can generally be played "open" provided at least one player is able to manipulate and read cards and counters, they can perform tasks for other players. The only elements which may remain problematic are the movement phase and voting hidden choices. However as is clear in single player mode the game works perfectly well with all players being fully aware of all other player's choices.

To play fully "open", play all movement cards face up, treating unresolved movement cards as face down for rules purposes. Place voting tokens to the left or right of players instead of in left or right hands. When playing in this fashion players should honestly try to play co-operatively and should consider themselves successful only if at least half as many crew finish the game as were present at set up.