EXPLOSION on the Space Station

v1.4– 19.2.2026

THE STORY

Welcome to the strategic family game **EXPLOSION on the Space Station**.

You live on a Space Station on some far away planet together with your fellow Astronauts. Suddenly there is an explosion, and the main oxygen tank on the Space Station starts to leak. Your life is in danger, and your task, together with your fellow Astronauts on the Space Station, is to pick up as many TOOLS as possible for the repair of the leaking tank before it is completely empty. For each game round the oxygen level is decreasing, and when the tank is empty the game ends. You have 27 game rounds (+/- a couple) to pick up TOOLS and return back to base. From time to time, you receive new guidance from the main base on Earth, giving you new possibilities to pick up TOOLS. Not everyone can survive! The winner is the Astronaut who is home before the main oxygen tank runs out and has the highest number of TOOLS. If you are NOT back before the main oxygen tank is empty you are out of the game regardless of how many TOOLS you have picked up.

You move on the game board using your personal Oxygen Tubes, so no dice is needed. Neither is there any money involved. The game board is double-sided and in addition there are 4 interchangeable game board sections enabling you to have really many different Space Station layouts (more than you can imagine!). Also, the game board has 18 punched openings and a lower game board that you can spin so that changing information is shown in the openings making the game even more versatile.

The game is for 2-5 Astronauts at age 13 years or above. One game session takes about 30-60 minutes.

You can advance your own position by:

- Rush and be the first to pick up a TOOL.
- Lift a TASK! Card and hope for a nice new strategic possibility to arise, giving you 2 new TOOLS.
- Seek up the TOOL SHEAD and pick up 3 TOOLS.
- Open new shortcuts with your airlock green hex tiles.
- Take a Space Walk to move quicker around the Space Station.
- Spin the Space Station in a new position to make access to a desired destination possible.
- Economize with your personal Oxygen Tubes for a best outcome (you move using your personal Oxygen Tubes).

Make the life of your fellow Astronaut miserable by:

- Be the first to pick up the available TOOLS in front of your fellow Astronauts.
- Block a corridor with detonation sets using a red hex tile.
- Block the path by standing in front of your fellow Astronaut.
- Knock your fellow Astronaut off the corridor.
- Do not give your fellow Astronaut an easy win by handing over a TASK! Card opportunity that is near her/him.
- Spin the Space Station in a new position to prevent access to a desired destination.

THE GAME CONTAINS

- 1 double sided game board with 18 punched openings.
- 4 double sided interchangeable game board sections for added versatility.
- 1 lower game board with texts or colors visible through the openings in the Space Station.
- 1 metal pole to connect these two together (+1 extra).
- 1 Game Board Dice with 24 positions for spinning the lower game board (Space Station) in a new position.
- 5 Astronauts.
- 100 TOOLS in 5 distinct colors, 20 each (these are colored wooden cubes or stars in the prototype).
- 11 TOOLS to be picked up (these are blue ceramic tiles in the prototype).
- 42 TASK! Cards and 3 cards with information on how to move (makes it easier to remember the rule).
- 15 detonation sets = (red hex-formed tiles) (+ 2extra).
- 30 airlocks (= green hex-formed tiles) (+ 2 extra).
- 16 Oxygen tubes (these are black round wooden cylinders in the prototype).
- 5 red “X” formed wooden pieces.
- Space Stations main Oxygen Tank Indicator (a metal tank).

You will also need to have pen and paper to take account of your personal Oxygen Tube consumption and right to spin the game board.

EXPLOSION on the Space Station

v1.4– 19.2.2026

SETTING UP AND START OF THE GAME

Start by deciding which Space Station layout you want to play. The game board is double sided, and in addition there are 4 interchangeable double sided game board sections which you can use. This gives you multiple layouts! You can use 1, 2, 3 or 4 of the sections independently OR you must use them in pairs so that you use both of the ones you can place on each end of the Space station and/or both of the narrower ones you place more in the middle. The idea is to ensure that there always are all the numbers from 1 to 18 of the TOOL Stations on the game board you choose to play. The Stations do not need to be in a clear sequence from left to right but can be randomly situated according to which game board sections are used. More information on how to use the game board sections can be found at the very end of this rulebook.

Place the lower game board on the table and connect it with the metal pole connector through the hole with the top game bord. Spin it in position “1”.

Then do as follows:

- Place the right number of TOOLS (blue ceramic tiles) on the game board. The number of TOOLS depends on the number of Astronauts (see “SUMMARY” at the end). You can do this by picking TASK! Cards and placing the TOOL on each of the TOOL Stations shown on the TASK! Cards, or you can let one or all Astronauts place the TOOL symbols on the right amount of TOOL stations. The TOOL stations are light blue and marked with numbers.
- Shuffle the TASK! Cards and put them with the face down on the table.
- Place the lower game board in position "1".
- Place the Space Station Oxygen Tank Indicator on the START circle.
- Place one black cylinder on each of the Personal Oxygen refill stations on the game board (12 in total).
- Give each Astronaut the right number of green and red hex tiles (see the “SUMMARY” at the end). These symbolize the air locks and detonations sets.
- Give each Astronaut a pen and a piece of paper to mark the number of personal Oxygen Tubes they receive at start (=24) and the number of “Rights to roll the Space Station spinning dice”, of which you receive a limited number (see the “SUMMARY” at the end).
- Decide in any way you like who will start first (e.g., by age or by throwing the dice and the one with the highest number starts first). The Astronaut to the left of the starter is the following to start the journey on the Space Station, and so on.
- You start the game from the BASE station in the middle of the game board.

Each Astronaut shall follow the usage of the personal Oxygen Tubes and the “Rights to roll the Space Station -dice” on a piece of paper. This paper is public information to everyone.

The Astronaut who starts as last person shall move the Space Station Oxygen Indicator one step ahead at the end of his/her round (see “THE GAME BOARD, SPINNING and HOW TO MOVE” for further instructions).

The number of TOOLS picked up during the game is open information to all Astronauts – no secrets here. Also available personal Oxygen Tubes, red and green hex tiles and available “Rights to roll the Space Station -dice” is open information.

THE GAME BOARD, HOW TO MOVE and SPINNING THE SPACE STATION

The game board consists of a double-sided upper game board with hex formed boxes, some marked as white corridors, 18 punched openings, and a lower game board showing different texts or red or green indicators that can be seen in the openings. The upper game board has in addition 4 interchangeable double-sided game board sections that can be placed in diverse ways creating multiple Space Station layouts.

You move on the white hex boxes (corridors) on the game board using your personal Oxygen Tubes you receive at the start of the game. In the “SUMMARY” you can see how many personal Oxygen Tubes is consumed depending of the speed you choose to move. The faster you move, the more you consume. You can pick up new personal Oxygen Tubes at 12 oxygen stations on the game board. In the “SUMMARY” you will also see how many personal Oxygen Tubes are available as refills from the refill stations as this depends on number of Astronauts taking part.

At the start of your turn you decide if you want to spin the Space Station in a new position. You do this by rolling the 24-sided dice and turning the lower game board in a new position. Remember that you only have a limited number of “Rights to roll the Space Station”.

EXPLOSION on the Space Station

v1.4– 19.2.2026

Here follows an explanation of the different elements and symbols on the upper game board:



You move on the white CORRIDORs and on the light blue TOOL Stations. You can place red hex tiles (detonation sets) on the white CORRODORs to prevent passage and green hex tiles (airlocks) on the gray hex areas to allow passage.




These are the TOOL Stations where the TOOLS are placed for pickup. They are numbered from 1 to 18. Some of them are placed on the punched openings, making it a bit tricky from time to time to pick up the TOOL. When using the additional game board sections ensure that all numbers from 1 to 18 are available on the game board.



These Oxygen Stations are the places where you can pick up replacement personal Oxygen Tubes. At the start of the game all stations have reserve oxygen available. When one Astronaut picks it up, there is no more oxygen available at that station.



From here you start and end your SPACEWALK. On your turn you go to this hex-formed stop. Next turn you can go for a SPACEWALK. You can go to any free similar hex-formed stop. A SPACEWALK does not consume personal Oxygen Tubes.



By going here, you get the latest information from Earth. Lift the TASK! Card and follow the instructions. If the TASK! Card has information about TOOLS to be picked up, there are always 2 TOOLS available at that TOOL Station or TOOL SHEAD. Read more about TASK! Cards under “TASK! Cards – gives you 2 TOOLS”. A TASK! Card hex formed stop can only be visited once during one and same lower game board position. When one has been visited, place a red cross on it to show that this place cannot be visited again until the lower game board is spun, and remove the red cross when the game board has been spun the next time.



This is a TOOL SHEAD that is situated either in the west or east side of the Space Station. You will later read about a possibility to pick up 3 TOOLS from one of these. Fantastic opportunity!



This is the Space Station Oxygen Tank level meter. At the start of the game, you place the Indicator on the START circle. After each game round the last Astronaut who has started the game moves it one step showing the remaining Space Station Oxygen Tank oxygen level.

The meaning of the texts and symbols on the lower game board. These will show in the openings on the upper game board:



Green color indicates that the place is open for passage and/or a TOOL can be picked up.



Red color indicates that there is a problem, and you cannot pass through and/or you cannot pick up a TOOL that is placed here. You can have the color changed if you use your “Right to roll the Space Station -dice.” Throw the dice and put the lower game board in the new position.

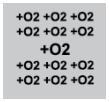
EXPLOSION on the Space Station

v1.4– 19.2.2026





If “West” or “East” is visible in a punched opening this means that there are 3 TOOLS available for pickup at one of the TOOL SHEADS that are located either on the west or the east side of the Space Station. If you go to this punched opening or if you stand on it when this text comes up, you must place 3 TOOLS of your color in the TOOL SHEAD in question. You should pick them up and if you do not, you get -3 TOOLS as punishment at the end of the game. An opening can only be visited once during one and same lower game board position. When an opening has been visited, place a red cross on it to show that this opening cannot be visited again until the lower game board is spun, and remove it when the game board has been spun the next time. You cannot pass through this opening when the text is visible if it is not covered by a red cross.



If this text comes up in a punched opening it means that anyone who goes here or stands here when the information comes up must place a set of new personal Oxygen Tubes on 2 different oxygen refill stations which can be empty or still hold replacement Personal Oxygen Tubes. The number of personal Oxygen Tubes available for pickup is depending on the number of Astronauts taking part in the game (see “SUMMARY”). Anyone can pick them up, so plan carefully where you place them. An opening can only be visited once during one and same lower game board position. When an opening has been visited, place a red cross on it to show that this opening cannot be visited again until the lower game board is spun, and remove it when the game board has been spun the next time. You cannot pass through this opening when the text is visible if it is not covered by a red cross.

YOUR GAME TURN

Now it is your turn to play. Do as follows:

- Start by deciding if you want to roll the Space Station spinning dice. Each Astronaut gets a limited number of “Right to roll the Space Station -dice” at the start. Roll the Space Station spinning dice and place the lower game board in the position shown by the dice.
  All Astronauts must adhere to the text that appears in the opening they are on regardless of whether they come to the opening during their round or stand on it when the text comes up. If an opening turns red, you may continue normally during your next round.
- Decide if you want to place ONE red or green hex tile somewhere on the game board.
- Decide if you want to take a SPACEWALK if you stand on a SPACEWALK stop.
- Move your Astronaut by using your available personal Oxygen Tubes.
- Depending on where you go, pick up new TOOLS, pick up a TASK! Card and follow the instructions, refill your personal Oxygen Tubes stock or knock someone over.
- Remember to update your stock of personal Oxygen Tubes and “Right to roll the Space Station -dice.”
- If you are the last Astronaut to start the game remember to move the Space Station Oxygen Indicator one step ahead.

Personal OXYGEN TUBES

You start the game by receiving 24 personal Oxygen tubes. You keep track of these on a sheet of paper. You can pick up new personal Oxygen Tubes by visiting the Oxygen Stations on the game board marked with the text “O2” in a blue circle. The amount of new personal Oxygen Tubes that you can pick up at these stations depends on the number of Astronauts taking part in the game (see “SUMMARY” for more information). The black cylinder placed on these Oxygen Stations at the start of the game shows that there are personal Oxygen Tubes available that can be picked up. When an Astronaut has visited a station, remove the black cylinder and mark on your sheet of paper the added number of personal Oxygen Tubes you now have.

You consume personal Oxygen Tubes when you move on the game board. The faster you move the more personal Oxygen Tubes you have to use (see “SUMMARY” for details). Detract the oxygen used from your personal oxygen stock.
Moving by SPACEWALK does not consume personal Oxygen Tubes.

The Oxygen Stations can be refilled with more personal Oxygen Tubes when an Astronaut goes to an opening on the game board when the text “+O2” is visible. This allows the Astronaut to place one new black cylinder at 2 different Oxygen Stations. The stations can be empty, or they can still hold the personal Oxygen capacity given at the start of the game.

EXPLOSION on the Space Station

v1.4– 19.2.2026

SPACE STATION OXYGEN TANK

The Space Station has its own main Oxygen Tank. It is full when the game starts but there is an explosion and the tank starts to leak, so by the end of each game round the indicator is moved one step ahead by the Astronaut who entered the game as last player. When the Indicator reaches the circle with the text "THE END" the game ends as all the Space Station Oxygen has been used. The Space Station Oxygen Tank can be filled up by 2 units (move the Indicator 2 steps back) or reduce by 2 units (move the indicator 2 steps forward) if a TASK! Card says so. It cannot be filled passed the START position.

TOOLS PLACED ON THE GAME BOARD AT THE START – gives you 1 TOOL

The TOOLS placed on the TOOL Stations on the game board at the start of the game are there to be picked up by the Astronaut first coming to the Station in question (marked with an "S" and a number). Remove the TOOL symbol (blue ceramic tile) from the game board and take a tool of your own color and place it in front of you.
If the opening on the game board is red, you cannot pick up the TOOL. If the opening is green, it is possible to pick up the TOOL. If red, wait outside of the opening. Follow the possible text shown in the opening. All these TOOLS do NOT need to be picked up during the game. It is up to the Astronauts to decide which they have time to pick up.

TASK! CARDS - gives you 2 TOOLS

If an Astronaut goes to a box on the game board with a red **TASK!** text, the Astronaut must take a TASK! Card. The TASK! Cards are new instructions and information received from the home base on Earth. The TASK! Card can give you a possibility to pick up 2 TOOLS or you may have to move the Space Station Oxygen Tank Indicator 2 steps forward or backward.

If the Space Station Oxygen Tank Indicator is halfway (this point is clearly marked on the game board), the Astronaut who lifts a TASK! Card can decide to pick up the TOOLS in question. The Astronaut can also decide not to pick up the TOOLS but give the card to the Astronaut sitting to the left. That Astronaut can in turn decide to pick up the TOOLS or pass it on. If no one else wants the card, the person who first lifts the card must commit to pick up the TOOLS in question.

If the halfway mark on the Space Station Oxygen Tank Indicator has been reached, the same applies, but then no one needs to pick up the TOOLS, and the card can be put back at the bottom of the TASK! Card pack after all Astronauts in turn have had the chance to decide whether they want the card or not.

Some TASK! Cards do not contain new TOOLS to be picked up. These cards are valid throughout the game.
You can pass by the TASK! Card opening without having to stop.

When you have decided to pick up the TOOLS mentioned on the TASK! Card place 2 TOOLS of your color on the game board to remind you of your duties and take the TOOLS from the game board when you have picked up the TOOLS. No one else can pick up these TOOLS. The TASK! Card TOOLS you have decided to pick up, but which you do not pick up by the end of the game gives -2 TOOLS as punishment.

TOOL SHEAD – gives you 3 TOOLS

In some of the punched openings on the game board there can come up a "WEST" or "EAST" text. This means that there are 3 TOOLS that you can pick up at a TOOL SHEAD. There is one TOOL SHEAD to the west and one to the east side of the Space Station. To take on to pick up TOOLS from a TOOL SHEAD go to the opening on the game board with the text "WEST" or "EAST". If you do not want to pick up TOOLS from a TOOL SHEAD, simply do not go to the opening when the "WEST" or "EAST" text is up.

You cannot just pass by the opening with the "WEST" or the "EAST" text, but you must stop on them. If you stand on an opening and the "WEST" or "EAST" comes up you must adhere to this and take on to pick up the 3 TOOLS in question.
If you take the SPACEWALK, the text in the opening does not apply, the SPACEWALK just passes by.

As long as the lower game board is in one and same position and has not been spun, each of the "West" or "East" openings can only be visited only once. When a visit happened, place a red cross on the opening to show it has already been visited. Now you can pass through this opening without having to stop. Remove the red cross when the lower game board has been spun the next time.

When you have decided to go to the TOOL SHEAD, place 3 TOOLS of your own color on the TOOL SHEAD in question to remind you of your duties. No one else can pick up these TOOLS. Take these TOOLS when you have visited the TOOL SHEAD. For TOOL SHEAD TOOLS that you have not picked up by the end of the game, you get -3 TOOLS as punishment.

EXPLOSION on the Space Station

v1.4– 19.2.2026

GREEN AND RED HEX TILES = AIRLOCKS AND DETONATION SETS

At the start of the game each Astronaut receives a limited number of green and red hex tiles depending on the number of total Astronauts (see "SUMMARY" at the end). These stand for the Airlocks and Detonation sets. With green hex tiles you can open new CORRIDORs on the grey hex formed boxes and with the red tiles you can block existing white CORRIDORs.
To let everyone have an even chance to enter the Space Station at the beginning of the game, green and red hex tile can first be used after 2 game rounds as indicated on the Space Stations Oxygen Tank Indicator.
At the start of your game round you can place 1 tile only. You can place this on the other side of the game board from where you stand if you so wish.

Green hex tiles can be placed on grey hex box to open new CORRIDORs. They cannot be placed on top of red tiles. All Astronauts can use any green tile placed on the game board to walk on. Green hex tiles can be combined to form long new CORRIDORs. More green tiles can be bought by using 1 TOOL as payment. You can even buy a green tile on credit (you loan and thus have "- "number of TOOLS). A maximum of 30 tiles is available in any game.

Red hex tiles can be placed on the white CORRIDOR. Red tiles CANNOT be placed on a green tile, on any of the punched openings, on a personal Oxygen refill station, on a pickup station for TOOLS, on a SPACÈWALK stops, on a TASK! -marked box or next to an existing red tile. You cannot buy more red tiles.

KNOCK OVER ASTRONAUTS OFF THE CORRIDOR

Astronauts cannot stand on the same box or pass each other in any direction, except on the START box. However, you can knock over your fellow Astronaut off the CORRIDOR or from any other box or opening except at the START box, by running at speed 6 at your fellow Astronaut. You do NOT need to stand 6 steps from your fellow Astronaut, but you must use the personal Oxygen tubes requested anyway. You must stop at the box the fellow Astronaut is standing on, and you can continue from there during your next turn. Your fellow Astronaut must wait 2 rounds before he/she can continue from where he/she was knocked over. To let everyone have an even chance to enter the Space Station in peace this Knocking over Astronauts can first be used after 2 game rounds after start. To have a controlled ending the Knocking Over cannot be used later than 2 stops before the oxygen runs out. These restrictions are clearly marked on the Space Stations Oxygen Tank Indicator.

SPACEWALK

There is a SPACEWALK possibility. If you are going to go on a SPACEWALK, you must, during your turn, stop at a SPACEWALK stop shown as an Astronaut in a spacesuit. When it is your turn next time, you must decide whether you go on the SPACEWALK or not. You can move to any other SPACEWALK stop you like. An unlimited number of Astronauts can go on a SPACEWALK at the same time. Using the SPACEWALK option does not consume personal Oxygen Tubes. Remember that two Astronauts cannot stand on the same SPACEWALK stop at any time.

THE "X" FORMED SYMBOLS

The game setup contains 5 red "X" formed game game-pieces.
These shall be placed on the following places when visited by an Astronaut:

- TASK! Card boxes.
- Openings with "EAST" or "WEST" showing.
- Opening with "O2" showing.

When 5 places have been visited NO MORE such places can be visited until the Space Station spinning dice has been used to move the Space Station in a new position. When the Space Station is spun remove the "X":s from the game board. You can also remove the "X":s if the same Space Station number comes up again when throwing the dice.

END OF GAME

The game ends when the Space Station Oxygen Tank is empty. The winner is the Astronaut who is back at Base before that happens and has the highest number of TOOLS. If you are NOT back at Base at that time you are out of the game regardless of how many TOOLS you have picked up. An Astronaut can return home to Base at any time during the game. The first Astronaut to go home will receive +1 extra TOOL as a special bonus. Once you have decided to return home to Base you cannot go back to the game anymore. Remove your Astronaut from the game. You can return back to Base but still remain in the game.
The game may end abruptly because of a TASK! Card (see "TASK! CARDS - gives you 2 TOOLS") as some cards say that the Space Station Oxygen Tank Indicator must be moved forward 2 steps leading to the Oxygen Tank running out. If the happens, each Astronaut gets one final extra game round. Good luck!

EXPLOSION on the Space Station

v1.4– 19.2.2026

SUMMARY

Number of Astronauts	TOOLS to place on the game board	Rights to roll the Space Station dice	Green hex tiles	Red hex tiles	Oxygen Tubes at start	Personal Oxygen at refill stations (1)
	In total	Per Astronaut	Per Astronaut	Per Astronaut	Per Astronaut	Per refill station
2	5	7	5	5	24	4
3	7	5	4	4	24	4
4	9	4	3	3	24	5
5	11	3	3	3	24	6

(1): Place a black cylinder at each of the personal Oxygen refill stations at the start of the game. When an Astronaut picks up the personal Oxygen, remove the black cylinder and add the right number of new personal Oxygen Tubes to you tube count.

Personal Oxygen Tubes and moving around

At the start of the game each Astronaut receives 24 Personal Oxygen Tubes which are used to move on the game board as follows:

You move on the game board	You use personal Oxygen Tubes
1 and 2 steps	For free
3 steps	1
4 steps	3
5 steps	5
6 steps	7

New personal Oxygen Tubes can be picked up at 12 personal oxygen refill stations on the game board (marked with “O2” in a blue ring).

Moving by SPACEWALK does not consume personal Oxygen Tubes.

Keep track of your personal Oxygen Tubes on a separate piece of paper.

Points calculation

Each Astronaut receives "+" TOOLS as follows:

+ 1 TOOL	For each picked up initial TOOL that was placed on the game board at the start of the game
+ 2 TOOLS	For TASK! Card TOOLS picked up
+ 3 TOOLS	For TOOL SHEAD TOOLS picked up
+ 1 TOOL	For being the first Astronaut to return home to Base

Each Astronaut receives "-" TOOLS or has to pay TOOLS as follows:

- 2 TOOLS	For not picked up TASK! Card TOOLS before the end of the game
- 3 TOOLS	For not picked up TOOL SHEAD TOOLS before the end of the game
- 1 TOOL	Buying a new green hex-tile (can also be bought on credit)

Thoughts and ideas are welcome at magnus.segercrantz@gmail.com

EXPLOSION on the Space Station

v1.4– 19.2.2026

Information on how to use the extra game board sections

As mentioned, the game board is double sided (marked as side 1 and side 2) and in addition there are 4 double sided game board sections that can be used. This will give you a vast number of different Space Station layouts to play (see calculation below).
The sections can be used independently or in pairs. You must always ensure that all the 18 TOOL stations, the stations from where you pick up the TOOLS, are available on the layout you play.

I give you an example:
If you play with the game board 1 you will find TOOL stations 1-4 at the left/west side of the game board. If you place a replacement game board section with the numbers 1-4 here it is OK to only place this and no more sections anywhere. If you place a replacement section with the TOOL station numbers 15-18 here you must also place another replacement section with the TOOL station numbers 1-4 at the right/east side of the game board. This ensures that you have all the TOOL stations from 1 to 18 in the game.

As this is a prototype of the game I have made one shortcut. The replacement game board sections use the layout of game board number 2 on one side and on the other side a third game board layout. You will notice this if you play with the game board side number 2 as one side of the replacement sections exactly matches the layout of side 2. You can still get a new layout of game board side 2 by switching them from one side of the game board to the other. In a final version of this game all the replacement game board sections will have an independent layout.

218 is the number of different game board layouts you get in the prototype using page 2 and page 3 as layout. For sure! I know this is over the top, but it is what it is, and the calculation goes as follows (hopefully it is correct):

Side 1 of the game board:	Versions
Only by using the bigger sections independently: 2+2	4
By using the bigger sections as a pair	8
Big sections in total	= 12
Total versions using narrower sections	12
Total when using both bigger and narrower ones: 12*12	144
And then the plain gameboard side 1	1
Total versions using gameboard side 1	= 169
Side 2 of the gameboard:	
Only using big ones	6
Only using narrow ones	6
When using both bigger and narrower ones: 6*6	36
And then using plain gameboard side 2	1
Total versions using gameboard 2	= 49
TOTAL NUMBER OF GAME BOARD VERSIONS: 169+49	=218