FOR SMALL CREATURES SUCH AS WE

Edit suggestions by Christopher John Eggett

Pages as referenced 'on the page' rather than the pdf page number.

Format:

Page number ## – comment and location: change to be made // type or reason

Example:

69 – first para: change 'this' to 'that' // clarity suggestion

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//2nd Version Delivered:

58 – joker events section: looks good and clear to me! Much simpler.

149 – second para: add a full stop after 'galaxy', delete 'as' and capitalise the 'y' in 'you'

'This Mission type is great for Captains who would like to meet the huge variety of sapients that share our galaxy as you can spend time chatting with your Passenger(s) to not just pass the time but also to pick up leads on other Missions, learn about other species' cultures, and to improve their opinion of the trip.'

to

'This Mission type is great for Captains who would like to meet the huge variety of sapients that share our galaxy. You can spend time chatting with your Passenger(s) to not just pass the time but also to pick up leads on other Missions, learn about other species' cultures, and to improve their opinion of the trip.'

149 – consider the 'Roll 1D6 to determine if there is a Complication. If there is a Complication,' to 'Roll 1D6 to determine if there is a Complication. On a 1 there is a Complication,' change

//1st Version Delivered:

Questions:

- There is a mix of fractions and percentages (pg 14 is a good example). It seems consistent that fractions are for subtractive elements and percentages are for additive

ones. I'm happy with it, but wanted to check this was intended or whether you'd like to consistently move to percentages.

- This is a possibly style choice: to write choice lists with slashes including a space like this: chris/ anna/ david lynch. This is fine, but maybe a bit strange, I've highlighted where these are if you'd like to change them to the more standard version, i.e. chris/anna/david lynch.
  - If you want to keep it, please be aware there are a couple of cases of a space either side of a slash, I've caught them where I can or you can find them with
- I've suggested changing all multiply signs to lowercase x rather than X. Both had been used, but x was more numerous when I checked so was probably the natural preference.

- Chris: Double check 'shoreleave need' vs. 'shoreleave' – done, only two references.

- Chris: check 'roll' vs 'Roll' across document
  - Adding a list at the bottom of the doc for double checking.

- Chris: double check all versions of AI are caught - done
- Chris: double check 'complications' for mission, whether Roll criteria is stated throughout

For the following mission types:
        Retrieval
        Passenger
        Research
        Exploration
change:

'Roll 1D6 to determine if there is a Complication. If there is a Complication,' to 'Roll 1D6 to determine if there is a Complication. On a 1 there is a Complication,'

- Note for Anna: you deserve a medal for making 'Co-Ordinates' consistently cased and hyphenated like that.
- Question for Anna: query on the 'one/two/clubs/diamonds' on the jokers for coloured space events, are the denotations for the 'use as' cases? Not sure how this applies?

Notes:

Credits page – thank you note: consider taking off the '!' and replacing with a '.' // style suggestion
        – missing: add "Editing by Christopher John Eggett ;)

Contents page – column 2: remove '- 56' from the 'Getting Started' entry // planet info page is doubled up
        – column 2: either add 'Boarding… 80' beneath 'Dogfighting' or, if boarding is part of dogfighting, change the dogfighting range to 77-80

1 – third body para: replace and add a capital 'M' to 'missions' // style consistency

    – missing: some sort of sign off? // a suggestion 🙂

2 – third para: consider replacing 'with the game acting' with 'with the game book acting' // suggestion: 'game' by itself here gets a bit muddy as it refers to the 'hardcopy game' rather than 'act of play game'. I think adding 'book' scans better.

    – third para: make the '-' a '–' (dash or hyphen to em-dash) // style consistency

4 – second para: change 'For situation where Jokers aren't explicitly special, …' to 'For situations where Joker effects aren't explicitly stated, …' // clarity

5 – first para: 'You' to 'you' // style suggestion

    – third para: is there guidance on playing as aliens, what is the page number? // wayfinding

    – items 1) and 1) on the table: can you move the 'OR' from the end of the first item in place of the second '1)' in the list.

    – item 5) add, after 'Mission Type' '(found at the bottom of the character sheet)' // wayfinding suggestion

7 – second column of Colony Kid: remove space in 'planet/ moon' to make it 'planet/moon' // typo

    – third column Station Kid: Co-Ordinates page says '145' should be '146' // wayfinding

    – third column Pirate Kid: Criminal Contact pg ref should be 'pg 60' // wayfinding

8 – third column Rebel: add '(pg 59)' // wayfinding

    – first and third column Pickpocket: 'Pickpocket' and 'Pickpocketing' to 'Pick Pocket' and 'Pick Pocketing' // consistency (it's used more as two words in the document elsewhere)

9 – third column Scientist: change page reference to Collecting Data to 'pg 177' // the procedure starts on page 175, but the card draw happens on pg 177 so I think this makes more sense

    – third column Mentor: remove superscript style/effect for '2nd' // style suggestion

    – third column Monk: change 'pg 44' to 'pg 36'

    – third column Monk: remove space from 'Food/ Fuel/ Docking' so it reads 'Food/Fuel/Docking' // typo

10 – third column Smuggler: change 'pg 59' to 'pg 63'

    – third column Pirate: there's no mention of a 'Pirate Contact' in the Backstory Contacts, could change this to 'Soldier' or to choose one from the list. If the latter change 'a Pirate Contact' to 'a Backstory Contact of your choice' // missing element

    – second column thief: remove spaces in 'handle / alias' so it reads 'handle/alias' // typo/style suggestion

12 – Leader starting mission text: change '-' to '–' (hyphen/dash to em-dash) // style consistency

13 – Thief starting missing text: change '-' to '–' (hyphen/dash to em-dash) // style consistency
        – Smuggler starting mission text: change 'pg 53' to 'pg 54'

14 – Mind Tricks column 3: 'Read a character's mind.' isn't defined (is there a mechanic attached to it?). If not, make 'Read' into 'read'.

15 – fourth body para: change ':' to '.' // while I think the semi-colon could be technically correct, a full stop makes more sense here

16 – second Crime Family second para: is there an additional space between 'person' and 'Travel' // layout check

17 – List: Make all except 'Their Skills & Traits' sentence case, i.e. 'Their Name' should become 'Their name' and 'Their General Attitude' should become 'Their general attitude' // style consistency
        – first para What They Look Like: the first line here is redundant, you could remove it.

18 – How They Dress: 'fashions/ cultural' to 'fashions/cultural'
        – Their Name: remove '!' after language and replace with a '.'
        – 'written/ spoken' to 'written/spoken'

19 – intro: 'crewmates' should be: crewmates' (apostrophe) // typo
        – Happiness, first para: remove the '!' and replace with a '.' //style suggestion
        – Diet intro: check for extra space in 'Diet it is for' // layout check

20 – Traits, first para: add comma to 'what you think fits them or you may…' making it 'what you think fits them, or you may…' // comma splice
        – change 'pg' to 'pages' // style consistency

21 – 2 hearts: add comma after 'cells' so it reads 'Evolved from non-animal cells, this Crewmate…' // typo
        – King Hearts: 'Shoreleave need' to 'Shoreleave Need' //typo

25 – intro: 'space ships' to 'spaceships'

26 – botanist effect text: Add full stop at the end.
        – chef effect text: Add full stop at the end.
        – combat effect text: Add full stop at the end.
        – geologist effect text: Add full stop at the end.
        – xenozoologist effect text: Add full stop at the end.

27 – haggler effect text: remove dash (alternatively, replace with em dash, i.e. –)
        – haggler effect text: replace '1/10th' with '□' or with '10%' // style consistency suggestion
        – also add a full stop
        – obsession effect text: replace '!' with '.' // style suggestion

29 – ship computer text first line: 'ship' to 'Ship'

– ship computer text second line: 'ship' to 'Ship'

– ship computer text first sentence: change 'This is a narrative aspect of your Ship that controls the nitty-gritty aspects of the Ship like Life Support…' to 'This is a narrative aspect of your Ship that controls the day-to-day functions of the Ship like Life Support…' // Edit suggestion, the double 'aspect' read a bit strange

– ship computer text second para: '-' to '–'

– ship computer text third para: '-' to '–'

31 – second para: add 'spaceship' to 'the symbol to the top right' to make 'the spaceship symbol to the top right' // clarity

– third para: add 'wrench' to 'the symbol on the bottom right' to make 'the wrench symbol to the bottom right' // clarity

– cost bullet point: change 'gotten' to 'acquired' // style suggestion

– 'It take 2 Cycles to install or uninstall a System': check the first 'I' here, looks like it's missing bold/strong formatting // layout check

33 – aquatic chamber: 'hire/ transport' to 'hire/transport'

– aquatic chamber: 'Crewmates/ Passengers' to 'Crewmates/Passengers'

– charging station: 'hire/ transport' to 'hire/transport'

– charging station: 'Crewmates/ Passengers' to 'Crewmates/Passengers'

– sun room: 'hire/ transport' to 'hire/transport'

– sun room: 'Crewmates/ Passengers' to 'Crewmates/Passengers'

– bunks effect text: '-' to '–' // typo, change dash to em dash

35 – cleaning station bad prompt: remove '-'

36 – professional kitchen intro: replace '*[...]*' with something, looks like this part is unfinished. Consider changing the line to something like *'Yesmar Nodrog only accepts the best in his kitchen.'* // incomplete

– shrine bad prompt: change 'RELIGIOUS' to 'Religious'

– observation deck good prompt: 'beautiful/ awesome/ inspiring/ etc?' to 'beautiful/awesome/inspiring/etc?'

38 – impressive bridge good prompt: 'recently/ is' to 'recently/is' // style suggestion

39 – material collection funnel good prompt: remove '!' and replace with '.'

– chemical tank: replace '1/10th' with '□' or with '10%' // style consistency suggestion

40 – ship arms intro: after 'appendages' remove '!' and replace with '.' // style suggestion (I've left the second one in here)

– algae vats bad prompts: 'gotten' to 'got'

41 – med bay effect text: 'Red - Success' to 'Red – Success'

med bay effect text: 'Black - There was nothing we could do' to 'Black – There was nothing we could do'

– hydroponics good prompt: editorial note – should this have a question in it? // editorial suggestion

42 – lab good prompt: 'X' to 'x'

45 – automated laser defences: 'buy which' to 'buy – which' (insert em dash) // clarity
    – crewed weapon first sentence: 'asteroids to' to 'asteroids and'
    – second sentence: 'get you a big gun' to 'get your crew a big gun' //clarity

46 – shields intro: 'peace of mind with one of our…' to ' peace of mind by installing one of our' // clarity
    – pacifier intro: add full stop after 'EMP and virus attack' to make it '...EMP and virus attack.'
    – change 'and alert the authorities' with (something like) 'Then alert the authorities.' // editorial suggestion. The second and makes the run on sentence a bit much, but it's nice to include this little bit of 'call the cops nerd' flavour! You're smarter than me and will find a better way to saying it!

47 – ship shop intro: '... whatever it is you sell you cute little…' to '… whatever it is you sell – you cute little…' (add em dash) // clarity
    – ship shop effect text: 'pg 171' to 'pg 165'
    – ship shop effect text second sentence: 'X' to 'x'
    – ship shop good prompt: I can't find where this should be leading, maybe coordinates on 146 – either way it's // editorial question and wayfinding
    – ship shop good prompt: 'X' to 'x'

48 – shadow light side and dark side: '-' to '–'

49 – intro: 'in the best possible way!' is a bit of an empty descriptor. How about adding: 'in the best possible way – through mindless escapism!' // editorial suggestion

50 – canyon chaser desc column: remove second 'racing' from this entry // clarity

51 – general: consider clarifying that a racing shuttle is also 'just a shuttle' when heading down to planets? // editorial suggestion
    – detachable plating effect text: change both instances of 'HP' to 'Hull Points' // consistency

52 – droid co-pilot intro: after the alien text add 'to' to make it 'to those racers!'
    – flashy weapon title: looks like there is an errant space at the start (or indent), remove to align with the rest // layout check

53 – intro: add fullstop after '... your Cargo Holds' and delete 'which are Systems on your Ship that, surprisingly, store Cargo.' // editorial suggestion, clarity

55 – second para: change 'I find it helpful…' to 'It may be helpful…' // editorial suggestion, you've not used 'I' anywhere except the foreword so far.

56 – planet info intro: remove space from 'Planet/ Station' // suggestion
    – system dealer text: remove space from 'Shuttles/ Shuttle Upgrades'
    – racing text: 'pg 225' to 'pg 223' // wayfinding

– last line: remove '!' and replace with '.'

57 – step 5b: add 'Space' after Green, Orange and Red to make each 'Green Space Travel Event', 'Orange Space Travel Event' and 'Red Space Travel Event' // clarity and wayfinding
    – step 6: '-' to '–'
    – step 6: change 'or more if appropriate due to an Event.' to 'or more if an event has instructed you to.' // editorial suggestion clarity
    – maiden voyage first para: '...your first Journey for any Cycle you don't get a Travel Event.' to '...your first Journey for any Cycle where you don't trigger a Travel Event.' // editorial suggestion clarity

58 – system event first line: remove 'instead' // clarity
    – second line: replace 'do' with 'carry out' // clarity
    – third line: full stop after 'Rolling or Drawing a Card' to make it '...Rolling or Drawing a Card. Then Draw a news Card…'
    – question: is this space colour list OK? Reads well, but elsewhere the list would include em dashes

59 – intro: 'and/or' // editorial suggestion, do we want to make this a slash with space
    – leader benefit text: 'Planet/ Station' to 'Planet/Station' // style suggestion

60 – mechanic benefit text: 'Planet/ Station' to 'Planet/Station' // style suggestion
    – dock worker benefit text: 'Planet/ Station' to 'Planet/Station' // style suggestion

61 – criminal reputation first para: remove 'in For Small Creatures Such As We'
    – criminal reputation first para last line: remove 'the' from the start of the sentence, capitalise the 'O' of organised
    – getting caught & fleeing first line: change 'see page opposite' to 'see next page' // pdf reasons

62 – heat intro para: remove 'or' before 'Criminal Country Hunting'
    – head table: check '[Outlaw]', consider replacing with 'Spending a Cycle on a Planet as a Criminal' // editorial and layout check

63 – what is found table, 2-6, 7-10: consider extending 'excl.' to 'excluding' in both cases, you have the space // editorial suggestion
    – first table: change '-' in number ranges to '–' // consistency

64 – m0th3rl0de: the page reference to getting caught ('pg 55') is wrong, possibly it should be 'pg 61', or simply a statement that you've been caught on clubs and to collect the heat? // design or reference question

65 – intro: editorial question – is 'fence' understood broadly enough to mean 'sell on illegally'? If not, replace 'fence' with 'sell on the black market'. // editorial question clarity
    – Pick pocketing requirements: 'X' to 'x'

66 – second para: remove 'in For Small Creatures Such As We' // redundancy
    – getting arrested first para: 'X' to 'x'

67 – second para: 'X' to 'x'

69 – main title: change from 'Titles cont.' to 'Reputation & Titles' // consistency

70 – trusted courier effect text: '-' to '–'
    – trusted courier effect text: 'roll' to 'Roll'

71 – main title: change from 'Titles cont.' to 'Reputation & Titles' // consistency

73 – last line of body text: change 'what your final result gets you' to 'what your final card value results in.'
    Card value in table: '1 to 9' to '1 – 9'
    Card value in table: '10 to 15' to '10 – 15'

74 – adrift event table, card value column: '8 & 9' to '8 or 9'

75 – second para: replace all '-' with '–'
    Allies cards questions third col: replace '-' with 'to' // clarity

77 – point 1: consider changing '-' to '–' in the ship size table // layout suggestion (I think it's actually fine as it is because it's 'contained' within the two other em dashes.
    – Point 4: 'pg' to 'page'

79 – intro: remove 'handy'
    – Intro: replace '!' with '.'
    – point 3 last line: design q… is this correct? Do we skip the first step in every instance? Consider changing 3 to 'Choose to continue the Fight from step 1 or Flee. If you Flee Draw a Card for your and a Card for your Opponent…' /// editorial flow and design question
    – last line: 'How' cuts into the bottom of the page decoration. Make this one line centred to the column // layout check

81 – second to last para: 'Stealing/ Hacking' to 'Stealing/Hacking'

83 – intro: 'slower and closer to nature life' to 'slower life closer to nature'

84 – first para: remove a 'much'
    – 'this only affects the next Journey' to 'this only applies to the next Journey' // clarity and precision

87 – intro first line: replace '!' with '.'
    – intro last sentence: remove ',' after 'Just'

89 – seven text: replace '-' with '–' after 'Face Card' and 'Otherwise'

99 – ruin intro: 'Most settlements here are in an uneasy alliance as old security systems and animals that have survived the planet's ecological collapse can be dangerous' to 'Most

settlements here are in an uneasy alliance against the threat of old security systems and dangerous animals which have survived the planet's ecological collapse.' // clarity

101 – seven text: change '/' to 'divided' // consistency
     – seven text: 'Gain X Rep with Ruin' question for Anna, should the X be defined? Is reputation not universal, i.e. you remove 'with Ruin'. Potential change to 'Gain Reputation equal to the difference between your Highest Card and your Opponent's.' // design question

102 – queen text: '... ruins and that they might still be…' to '... ruins and that survivors might still be…' // clarity

105 – five text: 'pg 213 - 214' to 'pg 213 – 214'

106 – jack text: replace '-' with '–'

107 – intro text: 'A' to 'An'
     'Every Cycle salvaging companies litter the wasteland with even more dead ships to be broken down by the hardy folks that call the scrap-built colonies home' to 'Every Cycle salvaging companies litter the wasteland with dead ships to be broken down by the hardy folks that call the scrap-built colonies home.' (remove 'even more' add a full stop after 'home') // clarity
     'while the more daring try their luck with the Old Ships and the mysteries they contain.' to 'The more daring try their luck exploring the Old Ships and the mysteries they contain.' (capital T on The and 'with' to 'exploring')

111 – unity intro: 'other natural wonders' to 'other unnatural wonders' // editorial suggestion, it's a bit jarring to suggest that there's artificial lakes and then 'other' things that are also natural.

116 – intro: editorial suggestion: on the next page you talk about 'The Installation' I believe you need to add a line to the intro here to make that less jarring. Something like changing the first mention of 'Progress' to 'The Installation' might work too.

117 – ace: 'installation' to 'Installation'

119 – intro: 'Tidally locked around a fading star the sapients here live on either side of the solar terminator line in scattered cities that exist in perpetual day or night.' to 'Tidally locked around a fading star, sapients live in scattered cities in perpetual day or night either side of the solar terminator line.' // editorial suggestion, I might have failed you on this one, but you need to rework this first intro line. An alternative is to drop the terminator line for 'Tidally locked around a fading star, sapients live in scattered cities in perpetual day or night.' but it does drop a very cool phrase!

124 – A.I uplift title: 'A.I.' to 'AI' // consistency
     – droid trainer title: remove '.'

125 – seven: change '1/4' to '¼'

Eight first line: add 'and' between 'abandoned' and 'damaged'

129 – three text: change the '/' to 'divided by'
 – five: '-' to '–'
 – six: '2:1' to 'twice the original bet' or 'x 2 original wager' // editorial suggestion, while lots of people understand this as 'two to one return' I think it might be a big much for some players to instantly grasp.

130 – queen text: add '(pg 132)' after 'Ship Wash'

132 – third para: design question, is it "roll once and all available" (which is what it says currently) or "roll for each to see if each is available" (which it might be). If the latter change 'roll 1D6.' to 'roll 1D6 for each.'

134 – king: '-' to '–'

137 – intro: '-' to '–'

139 – intro: add a comma (',') after 'creation' // clarity, also, very funny

141 – last line: '-' to '–'

145 – third para: 'X' to 'x'
 – fourth para: 'X' to 'x'

146 – first para: 'X' to 'x'
 – fifth para: '-' to '–' in both 'A - K' ranges

147 – fourth para 'roll' to 'Roll'

152 – nine text: '-' to '–' in both instances

155 – cargo mission point 6: 'X' to 'x' in both cases

156 – waste, scrap and something very strange: there is an italics 'i' here, remove if not relevant elsewhere // typo?

157 – Cargo rewards text: 'X' to 'x' in both cases
 – damaged cargo first line: 'X' to 'x'

161 – second para. Consider replacing 'I' with 'we' // editorial suggestion

162 – ten: remove space from 'Pet/ Droid'

165 – asterisks: editorial question, is there meant to be a reference point for these * marks? Usually they would be on the same page if so? (could be a layout thing). Also, if they're different disclaimers you may want to vary them, i.e. *, **, *** , †, ††, ††† etc. One solution would be to add a single small notice saying '* See terms and conditions on the next page'

171 – criminal queen: remove space from 'Queen/ Revenge'

173 – spread heading: editorial/wayfinding suggestion – it's a bit confusing that you have two very similar tables next to each other like this. Maybe the first needs its own heading and the second can just be conflict events? // suggestion only, everyone who actually reads it will get it, but having a heading on each table might improve clarity.

175 – first line: add comma in '... to science but like juveniles in a sweet shop…' after 'but' to make it, '... to science but, like juveniles in a sweet shop…'

176 – Geology: remove space from 'Planet/ Asteroid' // suggestion

182 – roll one, four, five, six: 'Destination Planet / Station' to 'Destination Planet/Station' // typo

185 – first para: two instances of '-' to '–'

187 – first para: two instances of '-' to '–' (First Contact - Space Faring - or Historical)

188 – fauna example findings: remove space from 'Ecosystem/ Food Chain'

191 – intro: editorial note, cut this line 'Well, this is what those are based off of' – it sounds like you're addressing the reader as the game designer again, which seems OK for the rules parts, but these mission sections are usually from the point of view of the person or kind of person who is giving you the mission. Or change to 'Well, this is your chance to do that in real life.' // editorial suggestion
       – generator point three: 'X' to 'x'
       – generator point four: 'X' to 'x'
       – generator point five b: 'Planet/ Station' to 'Planet/Station' // style suggestion
       – last line: 'pg' to 'page'

193 – para four: '-' to '–'
       – para four: 'Planet/ Station' to 'Planet/Station'
       – para seven: 'Planet/ Station' to 'Planet/Station'
       – para seven: 'Planet / Station' to 'Planet/Station' // OR, if you decide to keep the styling, 'Planet/ Station'

194 – mech effect header: remove space from 'Answer/ Effect'
       – yes or no question: two instances of '-' to '–'

195 – crime motif top of page: reads 'ERR{10014)_BL' but because it's the crime page I wonder if it's intentional (looks like 'local host can't be found' from googling so hard to tell if its a good joke or a mistake!) // style and layout query

198 – property damage: remove space from 'up/ burn' //style suggestion

200 – how to kidnap points 2b and 2c: '2b' to '3a' and '2c' to '3b'

201 – point one: 'page' to 'pg' in brackets
     – point two: 'page' to 'pg' in brackets
     – last sentence of mining section: 'See pg 202' to 'See next page'

202 – table column titles: '2X' to '2x'

203 – page: add a small '*i* = immune to damage' message on the page

205 – last sentence of salvaging section: 'See page 206' to 'See next page.'

206 – table: editorial note, just wanted to check this is the way you wanted to display this table, it's similar to the page 202 stuff

207 – joker third col: '2X' to '2x'

208 – 2&3 additional notes: add '(pg 156)'
     – eight additional notes: add '(pg 156)'

209 – last sentence of chemical collection: 'See page 210' to 'See next page.'

210 – table column titles: '2X' to '2x'

211 – 6&7 additional notes: 'If this System takes any Damage, the System is Destroyed.' to 'If this Chemical Tank takes any Damage, the System is Destroyed'. // clarity suggestion
     – Joker: '-' to '–'

212 – Joker: '-' to '–'

213: second para – 'The games below include the Minimum Wager needed in order to play and list your Reward as a multiple of your placed Wager or have a set Play Fee in order to play and list your Reward requirements.'

to

'The games below include the Minimum Wager or Play Fee to take part. Your Reward is a multiple of your placed Wager or the listed Reward requirements.'

     – backjack reward and wager: '2X' to '2x' twice 🙂
     – Two headed fortune: '2X' to '2x' twice
     – betting header: 'X' to 'x'
     – betting first para third line: full stop after 'yourself'
          – delete 'for a Race but'
          – uppercase the 't' of 'The' to make it 'The bookmakers of Luck…' as the next sentence.
     – footer example text: remove extra space before '100'

215 – delving one first line: 'opposite' to 'next page' // pdf reasons
  – delving two: 'X' to 'x'

219 – reward equation: 'X' to 'x'
  – prompts at bottom of page: possibly replace 'What moments arise as you and your crew are salvaging?' with something more crunching, it's currently a bit 'wyd?'. Suggestion: 'do any of your crew feel nostalgic for something they see on board?' // editorial suggestion

223 – intro: 'That's how you become a legend, seriously.' to 'That's how you become a legend. Seriously.'
  – second para: delete 'money and' after 'invest' and add 'in'
  – second para: add '(pg 43) and' after 'System Space' add 'and' after system space

224 – generating a race title: consider removing this title as it flows from the previous page // layout suggestion
  – four b: replace 'Min. 3.' with 'to a Minimum of 3'
  – for c: delete 'Min. 1.' as its redundant?

225 – galactic cup rules: add '(Did Not Finish)' at the end of the second bullet. // clarity suggestion, possibly overkill

226 – pit stops: '-' to '–' twice

229 – five: 'If your HP is <½' to 'If your HP is <½ than your total'
  – eight: 'X' to 'x'

230 – rival six: 'X' to 'x'
  – rival eight: 'X' to 'x'
  – Rival 10: 'X' to 'x'

231 – four: spacer to 'space'
  – green space joker heading: remove 'one' from 'red one'

232 – green space joker heading: remove 'one' from 'black one'
  – green space joker last line: remove the last 'afterwards?' making the end of the line '...do the police ask you?'

233 – ace text: 'gotten' to 'been'
  – joker title: remove 'two' from joker, unless I've missed something

234 – nine: remove space from 'can't/ won't' // style suggestion
  – green space joker: remove 'two' unless I've missed something!

235 – two: replace '/' with 'divided by'
  – joker title: remove 'three' unless I don't get it 🙂

236 – joker title: remove 'three' unless I don't get it 🙂

237 – two: is there an extra space next to the 'diamond –' part? // layout check
     – seven: '/' with 'divided by'
     – green space joker: remove 'four' (unless I don't get it etc!)

238 – queen text: remove space in 'solve/ survive'
     – joker: remove 'four unless I don't get it!)

239 – seven: '(page 80)' to '(pg 80)'

240 – king: remove space in 'you/ the crew'

241 – orange space joker: 'Where do you go in order to get healing?' to 'Where do you go in order to be healed?' // clarity?

MAP – travel sequence: '-' to '–'
     – page reference: change this title to 'Travel Events'

roll list: all of these need checking and changing from 'roll' to 'Roll'. Some have been included above – but a text search with case match should help you find the final ones if you don't want to go through this list!

4 – the dice (three time)
13 – bounty hunter
15 – getting promoted
27 – comedian
42 – decontamination chamber
42 – lab
56 – planet info last para
67 – criminal mastermind
70 – trusted courier
88 – sludge fuel dealer
120 – Night the arena, last line. It is in re-roll, so a question
132 – how do they work third and fourth para
147 – mission complications fourth para (twice)
153 – point one, here is 'rolled' so again, a question of style
159 – point one, rolled
160 – one effect text
162 – ten effect
163 – point one, rolled
179 – point one, rolled
186 – exploration second para
189 – point one, rolled
215 – delving point two (roll and rolled)
217 – 2, 3, 5, 7 text.
221 – six text (twice)
224 – point four c, rolling
228 – Wavecrest d, rolling
238 – eight second to last line
243 – seven second to last line
245 – seven
246 – nine second sentence