



ON MARS

ALIEN INVASION

A SOMEWHAT COOPERATIVE EXPANSION

This expansion for *On Mars* is divided into chapters, each of which is designed to change the game experience with a different mode of play. The most fundamental difference is that most of the chapters are cooperative, meaning that each chapter has a particular goal, and if this goal is not achieved by the group, you all lose the game. If you wish to follow the story arc, you may wish to play the chapters in order, and replay any chapter you fail before moving on; however, this is not strictly necessary, and can be challenging because each chapter supports a different player count. Thus, the gameplay of each chapter functions independently, and you can play

them in any order you want, even skipping some altogether; the story just won't make as much sense.

Most of the chapters are designed in such a way that some aspects of the competitive base game are not involved at all. Thus, if you need to introduce the base-game rules to a new player, this actually can ease the learning process; however, we urge you to know all of the rules of the base game before reading and teaching a chapter of this expansion. This is because all of the rules of the base game that are not explicitly overridden in the chapter are still in effect.

CHAPTER 1: INVASION

3-5 PLAYERS (1 VS. 2-4) ; DIFFICULTY LEVEL: MODERATE



Operations are finally running smoothly on the red planet. The colony is well-established, with shelters for us frail humans, supplied with freshly reclaimed and condensed oxygen. Our dietary needs are met completely planetside with greenhouses, which also help with the oxygen supply (actually fresh this time). Raw materials come from mines, powered by our very own power generators. It's the human dream: Reach out and touch another planet, stick a flag in it, and call it our own! Except that this is none of that simple sci-fi business of pulling up a moving truck to a Class-M planet and moving in the next day. We had to build all that stuff with trip after trip between the surface and orbit.

The UN (United Nations) finally managed to get the majority of not only humanity – that's the easy part – but humanity's leaders behind a project when they created DOME (Department of Operations and Mars Exploration). I just love acronyms. For once, just about every pocket of humanity tried this new technique called cooperation. At least, they engaged in this once the debate about terraforming versus sheltering got resolved. Really, it was no competition. Sure, at first there were plenty of people with fiction-fueled fantasies of rendering the Martian surface and atmosphere into a cute little Earth, but we just don't have the science to make that happen anytime soon – or even to make it start anytime soon.

Mars doesn't have a sufficiently magnetic personality to generate any worthwhile atmosphere it can keep safe from the blistering radiation coming from that yellow star at the heart of this centrifuge we call the Solar System.

So once the notion of terraforming was vivisected and put into jars of formaldehyde for later study, DOME had created a lens to focus earthlings on one goal, and DOME itself acted as a cornea, protecting our unified vision from the dust and flotsam that inevitably comes up in a society of so many billions of willful individuals and even more willful groups of individuals. To err is human, but if you gather a group of humans you can really make your mark on history with some memorable mistakes. As hard as mastering a mission to move onto Mars was, DOME's real success was in wiggling fresh toys in front of society's catlike attention to keep our eyes on the prize long enough for us to follow in the footsteps (well, OK, rover tracks) of our robotic pioneers.

The funny thing about science fiction is how prophetic it ends up seeming to be. So much real scientific progress and discovery has the seeds of its inspiration in science fiction. And when disaster inevitably comes calling, some Ray Bradbury or Octavia Butler has already told us a story about a cataclysm rather like it. The nuances are where the surprise comes from. How many sci-fi tales are built on Earth's diverse cultures finally becoming unified because of a common threat, an invader from outside? Or all the weird ways in which we make first contact, and how those initial communications are established and deciphered? This is true especially in movies and television where, conveniently, the aliens already speak the language in which the story was filmed, without even bothering to have some gibberish with captions at the bottom.

It wasn't quite that simple, but the message we received from the Aliens had enough content and clear enough intent that our best linguists were able to figure it out in time to prepare, at least a little bit anyway. I don't know, maybe the Aliens really did consume our media, because I could swear that elements of their message echoed themes of successful stories of millennia past.

Without question, the gist of the transmission was pretty clear:

[Humans] cannot be allowed to spread throughout the galaxy. This human [virus/cancer] is malignant, and only propagates by destroying its environment. Humans must remain on their own planet to preserve the rest of life in the galaxy.

What a hammer to drop! We humans are some kind of infection to be quelled, or a malignant growth to be trimmed? OK, maybe there's some truth to that, but humans are not well known for going down without a fight, and DOME and the rest of us have invested far too much, and have worked way too hard, to get removed like some kind of skin tag.

ALIEN COMPONENTS



1 Alien board



5 Alien Tech tiles



5 Alien Mine Building tiles
5 Alien Shelter Building tiles



4 Level-1 Alien
Blueprint cards



4 Alien Advanced
Building markers



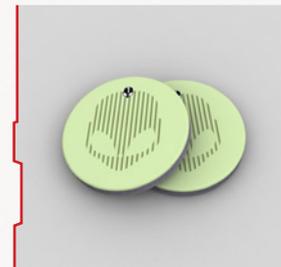
20 Alien Troopers



1 Alien Scientist



5 Red Reusable
Action tokens

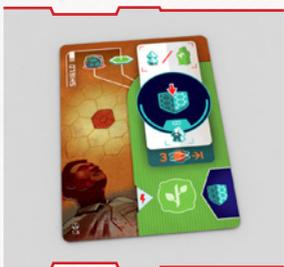


10 Green Expendable
Action tokens

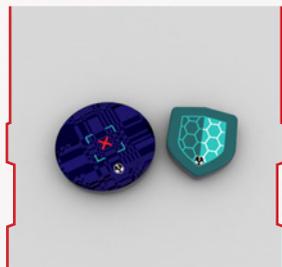


10 R&D Corruption tokens

HUMAN COMPONENTS



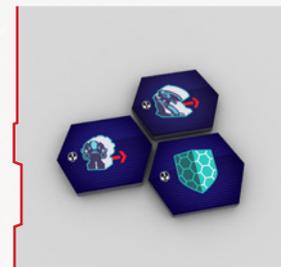
4 Level-1 Defensive
Blueprint cards



2 Sabotage tokens
10 Shield tokens



4 Sentry Bots
1 Defense Exosuit



3 Tech tiles



1 Alien Troop Tracker

CHAPTER SETUP

In this chapter, one player plays as the Alien Commander overseeing the invasion. Thus, you can play with up to 5 players. Either agree who will be the Alien Commander, or randomly select a player to act in that role. Set up per the On Mars rules, with the following changes:

1. Skip Step 3 of the base game's Player Setup: You will not track individuals' OP.
2. Choose any color player OP marker and place it on the 0 on the OP track. This will be the humans' Collective Scoring marker.
3. Place the Alien Troop Tracker on Space 20 of the score track.
4. Assign one Human player the task of being the scorekeeper. This player tracks all OP scored by the Human team, and constantly adjusts the Alien Troop Tracker to match the number of Alien Troopers left off the board (the Alien player wins if this hits 0).
5. At random, deal the Defensive Blueprint cards evenly to the Human players. If there are 3 Human players, place the 4th card face up to the left of the Blueprint card display. As if you had used the Obtain

Blueprint action to get these, also gain the item depicted in the lower-right corner of the card, and place an Advanced Building marker on the card.

- a. The player with the *Defense Exosuit* Blueprint also takes the Defense Exosuit and the Defense Exosuit Tech tile.
- b. The player with the *Sentry Bot* Blueprint also takes the 4 Sentry Bots and the Sentry Bot Tech tile.
- c. The player with the *Shield* Blueprint also takes the 10 Shield tokens and the Shield Tech tile.
- d. The player with the *Sabotage* Blueprint also takes the 2 Sabotage tokens.

ALIEN SETUP (see illustration below)

- I. Place the Alien board in front of you.
 - a. Cover each of the 4 dark red Extra Action spaces with a matching Reusable Action token, red side down, acting as an Extra Action Space Cover token.
 - b. Place the 5th Reusable Action token on the Reusable Action Supply space.

c. Place the Alien Scientist in the upper-right corner.

d. Place 4 of the Alien Troopers in the upper-left corner of the board; set the other 16 aside for now.

II. Lay out the Alien Blueprint cards in a private display, to the left of your board.

a. Stack the 10 R&D Corruption tokens on the left portion of the R&D Corruption card.

b. Place an Alien Advanced Building marker on each card.

III. Take 3 Crystals; set these near your board.

IV. Place 1 Alien Shelter tile in the middle rightmost hex of the main board; stack the others near your board, as shown below.

V. Place the 5 Alien Tech tiles, 10 Expendable Action tokens, and 5 Alien Mine hexes near your board as your reserve.



GOALS AND VICTORY/LOSS CONDITIONS

The Human players are a team, working together to succeed despite the Alien Commander's meddling, and before all of the Alien Troopers are deployed. The end of the game is **not** triggered by the Remaining Missions marker reaching the end of its track.

HUMANS

The Human team wins immediately (don't even finish the turn) if they collectively earn 100 OP.

ALIENS

The Alien Commander wins immediately (don't even finish the turn) if all 20 Alien Troopers are deployed to the main board.

GAMEPLAY

Each round is still divided into two phases: Colonization and Shuttle. However, the Colonization phase flows differently. After each Human player's turn, the Alien Commander gets a turn. So, in a 5-player game (4-Human game), the turns of the Colonization phase would be as follows:

1. Human Player 1
2. Alien Commander
3. Human Player 2
4. Alien Commander
5. Human Player 3
6. Alien Commander
7. Human Player 4
8. Alien Commander

HUMAN PLAYER'S TURN

You use only Human components. Actions and effects that allow you to use other players' components (such as using another player's Tech tile) do not allow you to use Alien components.

IMPORTANT RULE:

In addition, each time you use a Tech tile from a teammate (other player), the Alien Commander may advance an Alien Tech tile.

ORBITAL STATION ACTION CHANGES AND SCORING

OBTAIN BLUEPRINT

4-player game (3-Human game): The first Human player to Obtain a Blueprint must take the Defensive Blueprint card added to the left of the Blueprint card display, rather than one of the others. Do not replace this card from the deck; this brings the display down to the usual 6 Blueprint cards. Gain the item depicted in the lower-right corner of the card, and place an Advanced Building marker on the card.

If you obtain a normal Blueprint card, immediately lose its OP value. **You can go negative, so always keep track of how far below 0 OP you are.** If you obtain a Defensive Blueprint card, do not lose any OP.

LEARN NEW TECHNOLOGY

Immediately score 1 OP when you learn a new technology.

RESEARCH AND DEVELOPMENT (R&D)

Immediately score 1 OP each time you move a Tech tile to the right. When you move a Tech tile to the final column, score an additional 3 OP (i.e., 1 + 3 = 4 OP total).

NEW HUMAN TECHNOLOGIES



SENTRY MOVEMENT

Increases number of activations the *Sentry Bot* Advanced Building provides.



EXOSUIT MOVEMENT

Increases number of activations the *Defense Exosuit* Advanced Building provides.



SHIELD

Increases the number of shields deployed when using the *Shields* Advanced Building.



Example: *Blue* has a +1 bonus from her *Shield Tech* level, and thus takes 2 *Shield* tokens to deploy. The *Alien Commander* wisely blocked further development of this tech by placing an *R&D Corruption* token on it, so *Blue* first removes this, returning it to the *Alien Commander*, and returning the *Shield* token to her own supply. *Blue* places the 2nd *Shield* token on her *Shield Tech* tile to afford it some protection.



Example: *Purple* uses his *Sabotage* Advanced Building. The humans all agree that the *Alien Commander* is planning to construct a Building, and they want to prevent this. *Purple* covers *Construct a Building* on the *Alien board* with a *Sabotage* token. That should buy the colony a little time!

COLONY MAIN ACTION CHANGES AND SCORING

CONSTRUCT A BUILDING

You cannot construct a Building in a hex with an active (upright) *Alien Trooper* in it.

Sentry Bots and the *Defense Exosuit* get displaced by new Buildings just like *Rovers* and *Bots* do. Any stunned (prone) *Alien Troopers* in the hex also get displaced by the new Building.

If you build a *Shelter*, immediately gain 3 OP, instead of scoring *Colonists* at the end of the game.

UPGRADE A BUILDING

You cannot upgrade a Building in a hex with an active (upright) *Alien Trooper* in it. If there is a stunned *Alien Trooper*, you may upgrade the Building hex and the *Alien player* chooses where the *Trooper* is displaced.

If the Building hex had a *Shield* token on it, return the *Shield* token to the player with the *Shield* *Defensive Blueprint* card.

If the *Blueprint* card used to upgrade the Building is a *Defensive Blueprint* card with a *Tech* tile on it, place the *Tech* tile in an empty space in the leftmost column of your *Laboratory*. If both of these spaces already have a tile on them, you cannot use this *Blueprint* card to upgrade a Building at this time.

Sentry Bots and the *Defense Exosuit* get displaced by the upgraded Building just like *Rovers* and *Bots* do. Stunned (prone) *Alien Troopers* are displaced by an upgraded Building as well.

If you upgrade a Building using a normal *Blueprint* card, immediately gain double its OP value.

If you upgrade a Building using a *Defensive Blueprint* card, immediately gain 3 OP.

If anyone has the *Scientist* matching the *Advanced Building*, immediately gain 3 OP.

WELCOMING A SHIP AND SHUTTLE TRAVEL

If you welcome a *Ship* you immediately gain 3 OP. If you remove a *Ship* from a hangar, immediately lose 3 OP.

HIRE A SCIENTIST OR TAKE AN EARTH CONTRACT

If you hire a *Scientist*, immediately gain 3 OP for each matching *Advanced Building* already on the *Martian surface*.

If you take an *Earth Contract* card, immediately lose its negative OP value. When you complete a *Contract* card, immediately gain back the negative OP value and add the positive OP value.

EXECUTIVE ACTIONS

If you choose to perform an *Executive action*, the *Alien Commander* takes an *Expendable Action* token and places it on the *Expendable Action* space of the *Alien board*.



USE ADVANCED BUILDING

The new *Blueprint* cards' actions are as follows:



SHIELD

Deploy 1 *Shield* token (+ *Tech* level); you cannot deploy more *Shields* than you have tokens. Each deployment does one of the following:

- Neutralize an *R&D Corruption* token that is on any *Human player's Tech* tile. Return the *R&D Corruption* token to the *Alien Commander*. Return the *Shield* token to your supply.
- Place the *Shield* token on any *Human player's Tech* tile to protect it from *R&D Corruption*.
- Place the *Shield* token on any *Human player's Building* hex to keep *Alien Troopers* from moving into it ever again.



SABOTAGE

Use an available Sabotage token to cover an available Action space on the Alien board, blocking it from being used. The token stays there until the Alien Commander resets their board.



SENTRY BOTS

Activate Sentry Bots up to 2 times (+ Tech level). Each activation does one of the following:

- Place a Sentry Bot (that is not already on the Martian surface) on a Shelter hex. If all Shelters already have wooden pieces on them, place the bot adjacent to one of them instead.
- Move a Sentry Bot 1 hex. Any Alien Troopers in the new hex get displaced.
- Stun all Alien Troopers (lay them down) adjacent to 1 Sentry Bot.



DEFENSE EXOSUIT

Activate the Defense Exosuit up to 2 times (+ Tech level). Each activation does one of the following:

- Place the Defense Exosuit on a Shelter hex. If all Shelters already have wooden pieces on them, place it adjacent to one of them.
- Move the Defense Exosuit 1 hex. If there is a stunned Alien Trooper in the new hex, it is immediately returned to the Alien board. If there is an active (standing) Alien Trooper in the new hex, the Defense Exosuit can only enter the hex if it still has at least 1 activation remaining to return that Alien Trooper to the Alien board (see next option).
- Return 1 active Alien Trooper in the same hex as the Exosuit to the Alien board.

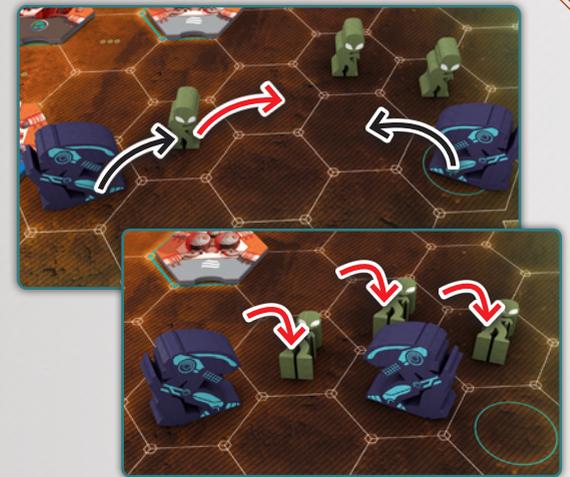
Remember to increase the Alien Troop Tracker whenever an Alien Trooper is removed from the main board, and decrease it any time Alien Troopers are added to the main board.

Both the Exosuit and Sentry Bots behave similarly to the standard Bots and Rovers. All four can pass through occupied hexes but generally cannot end their movement in one, except for the special cases mentioned above.

All Alien Troopers moved to the Alien board by a human player can be redeployed on the next Alien Commander turn. Whenever an Alien Trooper is displaced, the Alien player decides where to displace it per the base game rules.

END OF THE GAME

There is no endgame scoring. All scoring occurs during the game.



Example: **Yellow's** Sentry Bot Tech level grants a +1 bonus. **Yellow** uses her Sentry Bot Advanced Building for 3 activations (2 + 1) of Sentry Bots. **Yellow** moves the one adjacent to an Alien Trooper into its hex to "bulldoze" it closer to the other Alien Troopers. **Yellow** uses another activation to send another Sentry Bot 1 hex into the fray, so it is adjacent to the "bulldozed" Alien Trooper and 2 others. For the last activation, all 3 Alien Troopers adjacent to the Sentry Bot are stunned.



Example: **Yellow** used her Sentry Bots to stun a few Alien Troopers. Now **Blue** wants to get rid of as many of them as possible, using 3 activations of his Defense Exosuit Advanced Building (2 + 1 for his Tech level). **Blue** uses the 1st activation to move the Defense Exosuit 1 hex onto a stunned Alien Trooper, who returns home immediately (**Blue** doesn't have to spend any activation points to send it home because it is already stunned). **Blue** then uses his 2nd activation to move the Defense Exosuit to the active Alien Trooper's hex. Finally, he uses his 3rd activation to return that Trooper back to the Alien board (if he did not have a 3rd activation, he could not have moved into this hex).

ALIEN COMMANDER'S TURN

You use only your own components; because you're the only Alien player, you cannot use other players' components.

On your turn, you must choose **one and only one** of the following three options:

- Unlock an Action space
- Perform actions
- Reset your board

By far, the most common option you will choose is to perform actions.

UNLOCK AN ACTION SPACE

Spend 2 Crystals to permanently unlock an Extra Action space on your board: Remove the Extra Action Space Cover token, flip it over to permanently become a Reusable Action token, and stack it on the Reusable Action Supply space on your board.



An Extra Action Space Cover token



PERFORM ACTIONS

In any order you like, do the following:

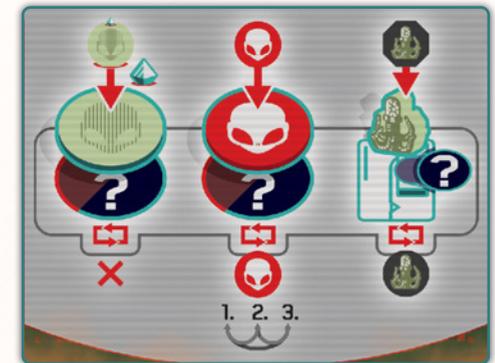
- You must use at least one Action token.
- You may use your Alien Scientist.

USE ACTION TOKENS

Use 1 Expendable Action token and/or 1 Reusable Action token.

To use an Expendable Action token, it must be on the Expendable Action Supply space of your board.

1. Spend 1 Crystal, as indicated on the board.
2. Place the Expendable Action token on any open Action space on your board. This can be one of the Action spaces initially available, or an Extra Action space that you've unlocked (they are red only to remind you to cover them in setup; they are not limited to being used by Reusable Action tokens).
3. Perform the action indicated by the covered Action space.



An Expendable Action token



A Reusable Action token

IMPORTANT:

If you have only Expendable Action tokens remaining, but do not have the Crystal to pay to play one, you must instead place the Expendable Action token on an Action space and pass your turn.

To use a Reusable Action token, it must be on the Reusable Action Supply space of your board.

1. Place the Reusable Action token on any exposed Action space on your board. This can be one of the Action spaces initially available, or an Extra Action space that you've unlocked.
2. Perform the action indicated by the Action space.

Remember, you can use an Expendable and/or a Reusable Action token, but you must do at least one. If you do both and also choose to use your Alien Scientist (see *Use Your Alien Scientist*, page 10), you can perform these 3 actions in any order you like, as long as you complete each action before starting the next one.

ALIEN BOARD ACTIONS

Actions available from the beginning of the game (Action spaces):



1. CONSTRUCT A BUILDING:

This works the same way as the normal action, except that you can build in any empty hex, with no restriction of building 2 hexes away from an existing Building. Alien Buildings work similarly to their Human counterparts:



ALIEN SHELTER:

Add a number of Alien Troopers to the Alien board equal to the new size of your Shelter Complex (modified by the current level of the Reinforcement technology).



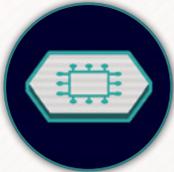
ALIEN MINE:

Gain a number of Crystals equal to the new size of your Mine Complex.



2. OBTAIN BLUEPRINT:

This works the same way as the normal action, except that you must choose an Alien Blueprint card. Move it from the private display on the left side of the Alien board to the right side of the Alien board. As usual, gain the item depicted in the lower-right corner of the card, and keep the Alien Advanced Building marker on it.



3. LEARN NEW TECHNOLOGY:

This works the in a similar way as the normal action. You may take any of the five Alien Tech tiles that are available and place it on an empty space of the leftmost column of your Laboratory. If both spaces are occupied, you may not take this action. There is no resource cost.



SHELTER:

This increases the maximum size of your Shelter Complex.



REINFORCEMENT:

This increases the number of Alien Troopers you add to your board when you build Shelter hexes.



DEPLOYMENT:

This increases the number of Alien Troopers you can deploy to the main board when you take a Deploy action.



4. RESEARCH AND DEVELOPMENT (R&D):

This works the same way as the normal action, except that you only advance a Tech tile once, rather than twice.

In addition, each time a Human player uses a Tech tile from a teammate, the Alien Commander may advance one of theirs.



Example: You place a Reusable Action token on your Construct a Building action. You build an Alien Shelter on the far side of the human colony from your other Alien Shelter, and receive 1 Alien Trooper to add to your board. Now the Aliens have 2 separate Shelter Complexes of size 1. If the Complexes were size 2 or 3, then you would receive 2 or 3 Troopers.



ALIEN BOARD REWARD SYMBOLS



Add 1 Alien Trooper to your Alien board.



Gain 1 Crystal.



Example: You pay 1 Crystal to place an Expendable Action token on your R&D action. You advance your Reinforcement technology 1 space to the right, and add 1 more Alien Trooper to your board.



Example: You place a Reusable Action token on your Activate Advanced Building action. You see that **Blue** plans to maximize her ability to defend against you corrupting the humans' R&D. So you place an R&D Corruption token on her Shield Tech tile. She cannot advance that technology until she undoes your meddling!



Example: You pay 1 Crystal to place an Expendable Action token on your Deploy Troopers in Empty Hexes Beside Your Buildings action. Your Deployment Tech level grants you +1. You get to deploy 2 Alien Troopers (1 + 1). You decide to spread them out, placing 1 beside each of 2 of your Buildings.



5. UPGRADE BUILDING:

This works in a similar way to the normal action, but the Blueprints can be applied to an Alien Mine or Alien Shelter. There is no resource cost. Alien Blueprint cards upgrade Buildings to work as follows:



ALIEN INFECTION:

For each Human player, move 1 of their Colonists from their Living Quarters to their Working Area.



VIGILANT:

Move the shuttle 1 space in either direction; however, you cannot switch which path it is following. In other words, you can speed it up or delay it, but you cannot switch its destination.



ABDUCTION:

Return a Human Scientist to its Scientist card.



R&D CORRUPTION:

Place an R&D Corruption token on a Tech tile on a Human player's board. This Tech tile cannot be developed until a Human player (any of them) uses a Shield token to remove the R&D Corruption token; however, the Tech tile can still be used to improve the applicable action as usual. If you target a tech that is shielded, return the Shield token to the Human player with the Shield Defensive Blueprint card, and return the R&D Corruption token to your supply; in this case, the Tech tile is not corrupted.



6. ACTIVATE ADVANCED BUILDING:

You must choose an Alien Blueprint card that has not been flipped and doesn't have a Scientist on it, and you must flip the card after you use it. You cannot activate that Building again until you Reset Your Board.



USE YOUR ALIEN SCIENTIST

You can only do this if your Alien Scientist is on your board.

Move the Alien Scientist from your board to the Action space of an Alien Blueprint card that is not flipped to activate that Advanced Building.

Note: You cannot use your Alien Scientist again until you Reset Your Board.

Actions you must unlock before you can use them for the first time (Extra Action spaces):



7. STEAL CRYSTALS:

Steal up to 2 Crystals from the main board (from the Martian surface and/or the Warehouse). Remember, Crystals cannot be used in the same turn they were gained.



8. DEPLOY TROOPERS IN EMPTY HEXES BESIDE YOUR BUILDINGS:

Place a number of Alien Troopers equal to 1 + your Deployment Tech level. They must all come from your board and go into **empty hexes** adjacent to your Buildings (the hexes cannot have other wooden pieces in them). You can distribute the “deployment points” however you like around your Buildings.



9. DEPLOY TROOPERS IN YOUR BUILDINGS:

Place a number of Alien Troopers equal to 1 + your Deployment Tech level. They must all come from your board and go onto your Buildings. You can distribute the “deployment points” however you like among your Buildings. You cannot deploy troopers onto hexes with an Advanced Building marker (the hexes also cannot have any other wooden pieces in them).



10. MOVE TROOPERS:

Move a number of Alien Troopers equal to 1 + your Mobilization Tech level. You can distribute the “movement points” however you like among your Alien Troopers on the main board. Alien Troopers cannot move into any Building hex with a Shield token on it, and cannot move into any Advanced Building. They can move through hexes with other wooden pieces, but cannot end their movement in hexes with other wooden pieces. You can also use movement points to revive stunned Alien Troopers: 1 movement point stands 1 Alien Trooper back up.

RESET YOUR BOARD

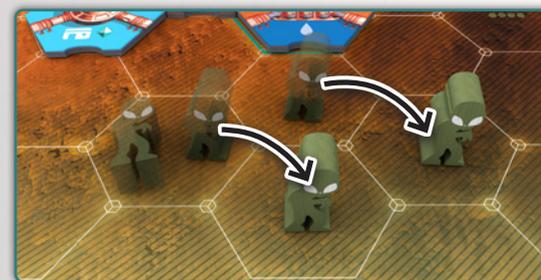


You can only choose this option if you have 2 or fewer Action spaces uncovered on your board, or have 0 Action tokens remaining. Or to put it another way, you cannot choose this option if you have 3 or more Action spaces uncovered and either of the following is true:

- You have Expendable Action tokens remaining on your Expendable Action Supply space.
- You have Reusable Action tokens remaining on your Reusable Action Supply space.

To reset your board, do all of the following (in any order):

- Collect all of the Expendable Action tokens from your board, and return them to your reserve (beside your board). They are spent, and you cannot use them again until you regain them.
- Collect all of the Reusable Action tokens from your board, and stack them on your Reusable Action Supply space. They are available to use again on your next turn.
- Collect all of the Sabotage tokens from your board, and return them to the Human player with the *Sabotage* Defensive Blueprint card.
- Return the Alien Scientist to your board.
- If any of your Alien Blueprint cards are flipped, flip them face up again.



Example: You place a Reusable Action token on your Move Troopers action. Your Mobilization Tech grants you a total of 3 movement points. You use 1 movement point to stand a stunned trooper up, and then 1 movement point to move that same trooper 1 hex. You use the final 1 movement point to move another trooper 1 hex.



Example: You only have 1 Action space uncovered on the board, so you decide to reset your Alien board. You have to remove all Expendable Action tokens, even the one you hadn't used yet. You return the Reusable Action tokens to their supply space, and remove the Sabotage token that was on the Activate Advanced Building space. You also get your Alien Scientist back.

CHAPTER 2: OUTBREAK

2-4 PLAYERS (COOPERATIVE) ; DIFFICULTY LEVEL: HARD

After the thrill of fending off the invaders had worn off, we became aware of what could only be construed as a faint distress signal. Curiosity, fueled by confidence that we had eliminated any dangers foreign to Mars (besides classic human incompetence), led us to the burial site of a small satellite. It had fallen deep into the red sands and may have lain there for an eternity. It was buried deeply – deep enough that its entry wound hadn't caught the attention of myriad astronomers, exoplanet aficionados, or even our best pattern recognition algorithms. You had to be close enough to "hear" its faint whimpering.

Once we had dug it up, and could see the satellite with our own eyes, our first thought was to check the Missing Satellites poster at the colony post office; or at least to do the computer equivalent. The mystery started to mount when we couldn't find any record of satellite paths over this quadrangle – at least not any that had gone AWOL. The database experts even did some lateral thinking, and tried searching for wayward satellite launches from either planet, thinking maybe this thing had never established a proper orbit. Maybe it was my high-school biology talking, but I suggested that sometimes you just have to dissect to learn. Or perhaps I'd read too many mysteries that hinged on autopsies...

First, note any distinguishing marks on the patient. No identifying marks, other than a faded and discolored logo: SCOOP XI. It wasn't even clear at all how old this thing was or what origin it had. Was it recent enough to have been from one of the private space travel companies? Or was it ancient enough to be from one of the old national space agencies?

Time to make the first incision. It was... surprisingly empty. No black box (it's never easy). All of the internal systems had been corroded to near dust over time. The only thing inside that appeared intact was a small capsule. We were determined to get to the bottom of this mystery, so we detached the capsule from the emaciated supports that were barely holding onto it. With so many eyes on this object, I'm not sure how it took so long for our collective consciousness to put these facts together: a standard ISO 7010 biohazard logo, and a breach in the capsule. Glances darted about, but we quickly agreed that negligible atmosphere, our suits, and the incredible amount of time that clearly had passed were sufficient for us to dismiss any concerns about this. So, we instructed the rover we'd brought with us to collect and store the salvage for further analysis.

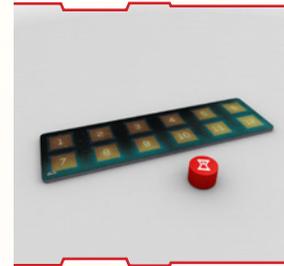
Back at the lab, forensics of the residue showed that all of the ablated contents inside the satellite had been made of organic plastics and polymers. In fact, the erosive pattern suggested that this ablation had occurred quickly, emanating from the capsule breach. Too late, we realized that our attitude about quarantine of potential hazardous biological materials had been far too cavalier, and that there could still be risk. We broke through the shell of shame that enveloped us in an instant, and hastily ordered emergency decontamination of the facility. We were left to hope that whatever this was couldn't have survived on Mars, and that its interment still left it susceptible to the brutally brisk Martian winters, so it would pose no further hazard to us.

It really requires human hubris to start an epidemic on a new planet.

A number of Colonists are now suffering a devastating form of hyper-coagulation, and the doctors say this is a previously unknown disease. Anticoagulation meds have been administered, but the symptoms persist in every last patient. Preliminary analysis of blood samples hasn't identified a pathogen, but the tight coagulation of the erythrocytes (red blood cells; sorry, I get carried away) suggests a culprit that is virus sized... or even smaller. Some subviral agent, maybe? A prion?

No matter, we are currently scouring the patients' medical histories, background information, and even personal logs to find the source of this syndrome. As the patient count rises at an alarming rate, we need to figure out what this is. Could it actually be whatever was in that biohazard capsule? If we don't find a pathogen, and more importantly a cure soon, DOME's return on investment in this colony is going to be a big goose egg.

COMPONENTS



1 Time Track overlay
1 Time Tracker token



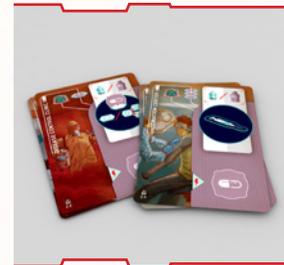
16 Infection cards



1 Microbiologist
Scientist card



1 Microbiologist Scientist



2 Level-1 Blueprint cards
2 Level-3 Blueprint cards



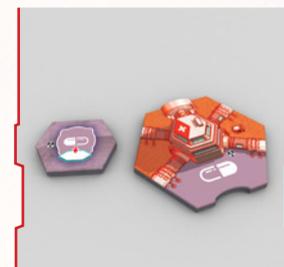
10 Discovery tiles
4 LSS Reward tiles



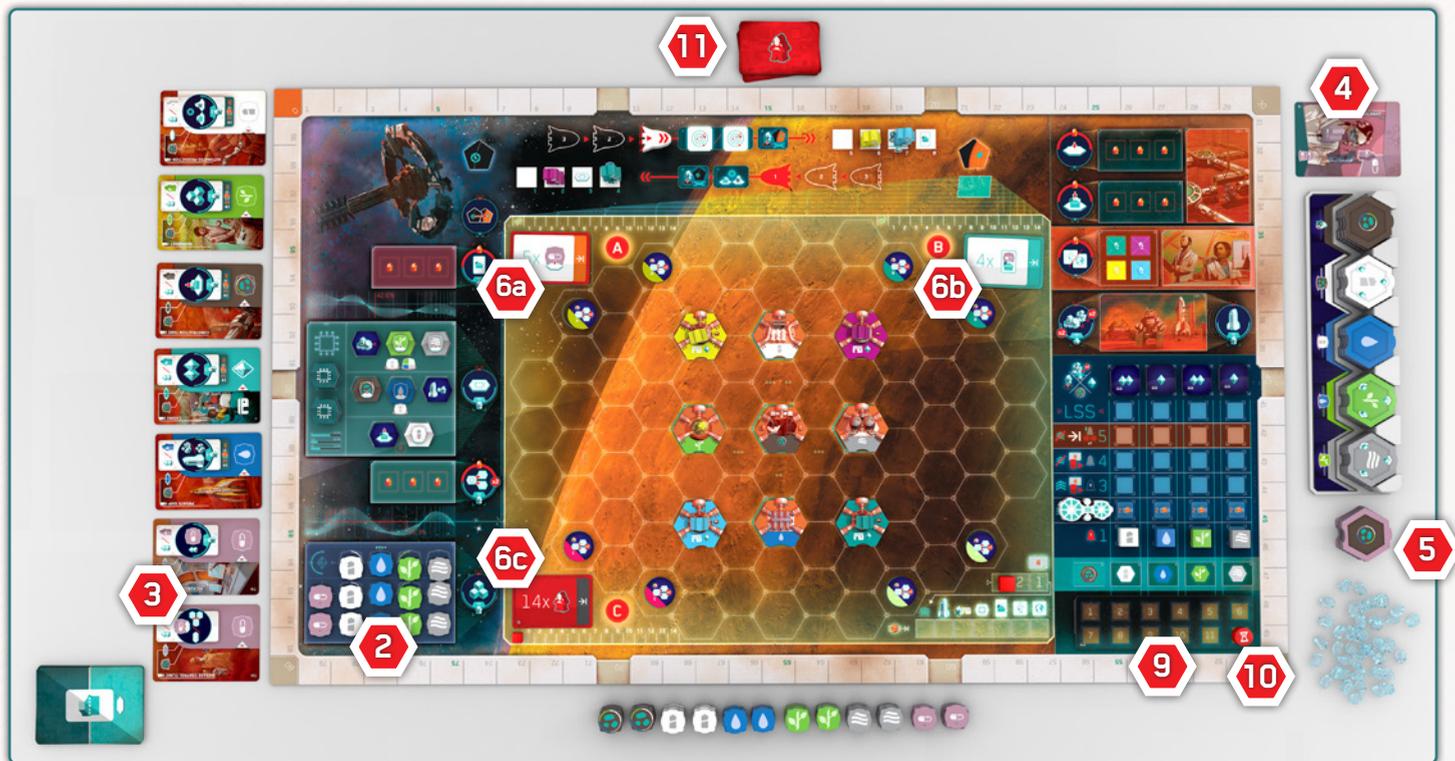
15 Medicine Resource tokens
4 Vaccine tokens



6 Chapter-2 Mission cards
1 Double-sided 12/14 card



1 Medicine Tech tile
7 Hospital Building tiles



CHAPTER SETUP

Unlike Chapter 1, everyone is on the same team this time. Set up per the On Mars rules with the following changes:

1. Leave the following base-game components in the box (use the equivalents from the Chapter 2 component list during setup, except as noted in the subsequent steps below):
 - Discovery tiles
 - Players' Progress cubes and OP markers
 - Scientist and Earth Contracts board
 - Scientist cards
 - Scientists
 - Contract cards
 - LSS Reward tiles
 - Mission cards
 - Private Goal cards 13 and 15
2. When you set up the Warehouse in Step 2 of the base game's Setup, do not place any Crystals in the Warehouse. Instead, place 2 Medicine Resource tokens in the Crystal spaces, leaving the 3rd Crystal space empty.
3. When you set up the Blueprint display in Step 4 of the base game's Setup:

- a. After you shuffle the Level-1 deck, add the 2 new Level-1 Blueprint cards to the top of the deck (in either order).
 - b. After you shuffle the Level-3 deck, add the 2 new Level-3 Blueprint cards to the top of the Level-3 portion of the deck (in either order).
 - c. Each row of the display will be 7 cards throughout Chapter 2, rather than 6 cards.
 - d. After you reveal the 7 cards of the display, place the Medicine Tech tile on the *Disease Control Clinic* Blueprint card.
4. When you are supposed to set up the Scientist display in Step 5 of the base game's Setup, instead set the Microbiologist Scientist card and Scientist beside the Building display. Note that the cost for this Scientist (2 Medicine) is on the card itself.
 5. When you set up the Building display in Step 9 of the base game's Setup, also stack the Hospital hexes face down beside the Building display.
 6. When you set up the Mission cards in Step 11 of the base game's Setup, use the Mission cards specific to this Chapter:

- a. Place a random red Mission card face up on the Mission A space on the main board.
 - b. Place a random blue Mission card face up on the Mission B space on the main board.
 - c. Place the double-sided 12 /14 card on the Mission C space on the main board, 14 side up. For a harder game, use the 12 side, instead. This will track the number of infected Colonists.
7. Skip Step 3 of the base game's Player Setup altogether: You will not track OP at all.
 8. Skip Step 13 of the base game's Player Setup: You will not use Progress cubes.
 9. Place the Time Track overlay covering the spaces of the Progress area in the lower-right corner of the main board, with the 12-space side face up.
 10. Place the Time Tracker token, hourglass side up, on the space of the Time Track overlay based on your player count (2-player game: 12, 3-player game: 10, 4-player game: 8).
 11. Shuffle the deck of Infection cards, and place this deck face down near the top of the main board.



Example: Green draws this card from the Infection deck. A Colonist in a Mine or a Living Quarter area falls ill. She discusses it with the others, and ultimately decides to lay down one of **Blue's** Colonists in a Mine.



Example: Yellow drew a No Infection card on her turn. Now, on **Purple's** turn, he draws the other No Infection card. Again, luckily no further Colonists are infected; however, this time all of the Infection cards get shuffled to create a new deck. You have no idea what the next draw will throw at you!



Example: It is **Purple's** turn, and he wants to upgrade a Mine that is currently occupied by **Yellow's** infected Colonist. This sends **Yellow's** infected Colonist back to **Yellow's** Living Quarters. At the end of **Purple's** turn, all infected Colonists infect those sharing spaces with them, so unfortunately this Colonist spread the infection to their roommate before **Yellow** had a chance to rearrange them. The Colonists on the other Living Quarters are unaffected.

GOALS AND VICTORY/LOSS CONDITIONS

In a limited number of rounds, collectively achieve the goals on both Mission cards, and keep the outbreak from infecting 12/14 Colonists.

The **group loses** if **any** of the following are true:

- 12/14 Colonists, or all currently active Colonists, are infected at the end of any player's turn.
- The Time Tracker token decreases from 1 (needs to move to 0) on the Time Track overlay.

The **group wins immediately** if **all** of the following are true:

- You have collectively achieved both goals on the Mission cards.
- Fewer than 12/14 Colonists are infected.

CHAPTER 2 MISSION CARDS



Develop the Medicine Tech tile to the end of your Lab.



Have 5 Medicine.



Build 5 Hospital Building tiles.



Have 2 Vaccines.



Upgrade 3 Hospital Advanced Buildings.



Have all 4 Hospital Blueprints, built or not.

GAMEPLAY

Ignore all OP scoring in this chapter: Do not track OP at all.

COLONIZATION PHASE

Except in Round 1, at the beginning of each player's turn, reveal a card from the Infection deck.

- If the card depicts two location options, choose any one Colonist (belonging to any player, but standing and not vaccinated) in one of those locations, and lay that Colonist down (Colonists that are lying down are infected, and do nothing but spread disease). If there are none in those areas to lay down, select a Colonist in any player's Living Quarters. If none are available in any Living Quarters either, nothing happens.
- If the card shows the No Infection icon , no Colonists become infected; keep this card visible. If both No Infection cards are now visible, reshuffle all of the Infection cards (revealed and remaining in the deck) to form the deck anew.

Now you can perform a quick quarantine if you like, rearranging the Colonists in your Living Quarters (including the 4 initial slots) to try to separate the healthy from the infected. This is the only time you can do this; you cannot rearrange your Colonists on another player's turn!

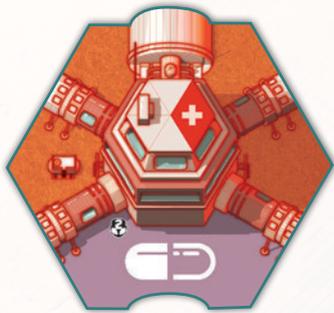
MEDICINE



At any time during your turn, and as often as you like, you can spend Medicine. Each Medicine Resource token stands any 1 Colonist back up (it doesn't have to be yours); return spent tokens to the supply. Keep Medicine tokens next to your player board. The usual Resource storage limit applies to Medicine: 1 + the number of Shelters you have built.

ORBITAL STATION AND COLONY MAIN ACTIONS

Infected Colonists still count toward the cost of a  action, and are still infected even if they get sent back to their Working Areas due to the Action space being full.



CONSTRUCT A BUILDING: HOSPITALS

If you are building the first Hospital hex of the game, you must place it adjacent to one of your Shelter hexes. If you are building any subsequent Hospital hex, follow the normal rules. The Hospital hexes cost 1 Mineral to build.

Hospitals produce Medicine.

COLONY STATUS UPDATE

When adding Blueprint cards to the display in Step 2, remember that throughout Chapter 2 each row of the Blueprint display has 7 cards, rather than 6.

Refill the leftmost column of the Warehouse until there are 2 Medicine (rather than 3 Crystals).

END OF YOUR TURN

At the end of your turn, all Colonists sharing a Working Area, Action space, Living Quarters, or the 4 initial slots for Colonists, with an infected Colonist also become infected, and lie down. Infected Colonists do not infect Colonists in different areas.

SHUTTLE PHASE

At the beginning of the Shuttle phase, decrease the Time Tracker token by 1.

EXECUTIVE ACTION: USE ADVANCED BUILDING

Note that all the new Advanced Buildings provide 1 Medicine when obtained. The new Blueprint card actions are as follows:



MICROBIOLOGY LAB:

Pay 2 Crystals to produce 1 Medicine, taken from the general supply. This cost is in addition to the usual cost to perform an Executive Action.



PHARMACY:

Produce 1 Medicine taken from the general supply.



DISEASE CONTROL CLINIC:

Advance the Medicine Tech tile 1 space. The only way to develop this Tech tile is through this Building or another player using the Tech. When you upgrade this Building, place the Medicine Tech tile in an empty space in

the leftmost column in your Laboratory. If both of these spaces already have a tile on them, you cannot take this action.



VACCINATION CENTER:

Produce 1 Vaccine. Administer it to any Colonist (it doesn't have to be yours). Whether infected or not, stand the Colonist atop the Vaccine token for the rest of the game. This Colonist is now safe from all future

infections. You are limited to the 4 Vaccine tokens provided, you cannot create more once they are all used.



Example: Green upgrades a Hospital to a Disease Control Clinic Advanced Building. She places the Medicine Tech tile that came with the Blueprint in the empty space of her leftmost Laboratory column. If both spaces had been full, she wouldn't have been able to take this action! The next time she uses this Building, the Tech tile will advance one step.



Example: Yellow uses her Vaccination Center to produce 1 Vaccine token. She uses it to help **Blue's** ill miner recover. She stands the Colonist up on top of the token to show that this Colonist is immune to further infections.

COMPONENTS



10 Discovery tiles



6 Vandalism cards



10 Blackout tokens

COMPONENTS NEEDED FROM CHAPTER 2

- 1 Time Tracker overlay
- 1 Time Tracker token
- 4 LSS Reward tiles



CHAPTER 3: BLACKOUT

2-4 PLAYERS (COOPERATIVE) ; DIFFICULTY LEVEL: MODERATE

I'm writing this on battery power, so I'm going to keep it brief. (There is no need to roll your eyes.) Power is not getting to us from our generators, and it appears to be due to some strong electromagnetic fields. This is very suspicious on a planet well known for its weak, induced magnetosphere. Right now, our prime suspects are solar activity – which would be very easy to check if our equipment had power – or something more nefarious. I hate to think that we still have invaders lurking about, performing acts of vandalism and guerrilla warfare on our colony, but from what our engineers can tell so far with their battery-powered resources, this seems like the most plausible scenario. This is especially so because it has cut off all of our power, yet my compass isn't going nuts. So, I guess it's a bug hunt!

CHAPTER SETUP

Although Aliens are on the scene again, all players are on the same team. Set up per the On Mars rules with the following changes:

1. Return the following base-game components to the box (use the equivalents from the component list above during setup, except as noted in the subsequent steps below):
 - Discovery tiles
 - Players' Progress cubes
 - LSS Reward tiles
 - Private Goal cards 13 and 15
 - Mission card 4
2. Skip Step 3 of the base game's Player Setup altogether: You will not track OP at all.
3. Skip Step 13 of the base game's Player Setup: You will not use Progress cubes.
4. Place the Time Track overlay covering the spaces of the Progress area in the lower-right corner of the main board, with the 12-space side face up.
5. Place the Time Tracker token, Alien side up, on the space of the Time Track overlay according to you player count: 2-player game: 6; 3-player game: 7; 4-player game: 8.

GOALS AND VICTORY/LOSS CONDITIONS

Work together to find the Alien saboteur.

The **group loses** if **any** of the following are true:

- Concurrently, 5 Building hexes have Blackout tokens with Colonists lying atop them.
- Nobody has any Colonists available to assign to a Blackout token when this is required.
- The game ends by the usual end game conditions before you win.

The **group wins** if **all** of the following are true:

- You have caught the alien: You have moved the Time Tracker token from 1 (needs to move to 0) on the Time Track overlay. This requires you to achieve a certain number of goals according to the player count:
 - **2-player game:** 6 Mission and/or Private Goal cards.
 - **3-player game:** 7 Mission and/or Private Goal cards.
 - **4-player game:** 8 Mission and/or Private Goal cards.

Unlike in the base game, each player is allowed to complete all 3 of their Private Goals.

GAMEPLAY

COLONIZATION PHASE

At the end of each player's turn, reveal a card from the Vandalism deck. It will either depict a type of Building, or it will depict an alien.

ALIEN

If the revealed Vandalism card depicts an alien (see right), you startled the vandal before any damage could be done: Reshuffle all 6 of the Vandalism cards to form a new deck. There is no other effect.



BUILDING

If the revealed Vandalism card depicts a Building, then the aliens vandalize that type of Building. (Advanced Building hexes are immune to vandalism and blackout.) In the base game, there are two states for each Building:

- **Normal** (just the Building tile, perhaps with a meeple on it)
- **Advanced** (with an Advanced Building token on it)

In this chapter, there are **four** possible states for each Building:

- **Normal** (just the Building tile, perhaps with a meeple on it)
- **Vandalized** (with a Blackout token)
- **Blackout** (with a Colonist lying on the Blackout token)
- **Advanced** (with an Advanced Building token on it)

The revealed Vandalism card indicates the type of Building the aliens will try to put in blackout; however, as depicted on the card, this is a 2-step process for any Building: First they have to vandalize the Building, then they can cause a blackout. Because the goal is blackout, use the following procedure to apply the aliens' destruction:

1. If there is a Building hex of this type that is merely **vandalized**, the aliens finish the job to cause a **blackout**: Place a Colonist from any player's Living Quarters (it doesn't have to be yours) so it is lying down on the Blackout token (**Note**: If it is a Mine hex, you must use the Colonist already on it, instead). This renders this Building hex inoperative: It no longer counts as part of a complex, it cannot produce, and it cannot be upgraded. **If 5 Building hexes are now in blackout, you lose the game.**
2. Otherwise, if there are any Building hexes of this type that are **normal** (neither vandalized, blackout, nor advanced), the aliens **vandalize** a Building: place a Blackout token on a Building hex of the type shown on the Vandalism card (your choice). This causes no immediate effect, and anyone can remove this Blackout token by upgrading this Building hex.
3. Otherwise, **all** of the Building hexes of that type are in **blackout or advanced**. The aliens will work to cause a blackout in a **Shelter** hex, instead:
 - a. If there is a Shelter hex that is merely **vandalized**, the aliens finish the job to cause a **blackout**, just as in Step 1 above.
 - b. Otherwise, the aliens find the player with the **fewest Shelter hexes in blackout** (if tied, they choose the player earliest in turn order) who still has any normal Shelter hexes, and the aliens **vandalize** a Shelter hex belonging to this player, just as in Step 2 above.
 - c. Otherwise, **all** of the Shelter hexes are in **blackout or advanced**. The Vandalism card simply has no effect. *We got lucky this time; next time the aliens will plan better!*

REPAIRING BLACKOUT AND VANDALISM

Each time you complete a Mission card or Private Goal card, the Time Tracker token decreases by 1 on the Time Track overlay, and you can also do one of the following to any Building hex:

- Remove a Colonist lying atop a Blackout token and return the Colonist to the matching Working Area. (**Note**: If it is a Mine hex, the Colonist stands up on it, instead.)
- Remove a Blackout token that has no Colonist lying atop it; return it to the supply.

Completing a goal is the only way to move the Time Tracker in this Chapter, it does NOT move at the end of every round. Players are not allowed to complete more than one private goal per turn.



Example: You draw the Generator Vandalism card. It's the first time this has come up, so you place a Blackout token on any normal Generator hex to mark it as **vandalized**.



Example: It's several turns later and you've since drawn the alien card and had to shuffle the Vandalism deck. Then, you draw a Generator Vandalism card again. Because there is already a vandalized Generator hex, you must select any Colonist in play to lay atop the Blackout token on the Generator hex. This Generator is now in **blackout**.

Remember: When a Building is vandalized, it can be repaired by either upgrading it to an Advanced Building, or completing a Mission or Private Goal card.

When a Building is in blackout, the only way to remove the Colonist and return it to a vandalized state is to complete a Mission or Private Goal card.

CHAPTER 4: MONOLITH

1 PLAYER ; DIFFICULTY LEVEL: CONFIGURABLE

Of course it was the aliens! Yeah, sorry, I know we're all technically aliens here, but under traditional Earth playground rules, we stuck a flag here first, and I grew up consuming too much sci-fi; so, I can't help it, I'm going to continue calling them aliens. I mean, we're less than a generation away from having natural born Martian citizens. So, this is our home now, and we're going to defend it. With that established, let's move on.

Yes, it was the aliens, and yes it was deliberate sabotage. And my guerrilla comparison was pretty close before, because they're still at it, disrupting our operations at every opportunity. That first little stunt of theirs was but one of many, it seems. We lost communication with a pilotless rover, so a small team of us took another rover to follow its tracks to its last known location.

When we got there, we didn't need to check the odometer to know that this is where we lost comms. The rover's happy tracks took a 100° sudden and sharp "turn", and instantly transitioned to something that looked like a beast had dug its claws into the Martian soil while trying to hold on in a windstorm.

The engineers are still scratching their heads, trying to come up with plausible hypotheses of ways the aliens could have done this, but all the mechanics care about is uncrumpling the frame, replacing a snapped axle, reattaching a few tires, and replacing the smashed portions of the body. I tried to convince them to add some good old-fashioned World-War-II detailing while they were at it – something to visually menace the alien guerrillas. Maybe alien-looking gorillas? Nah, they probably wouldn't get it anyway.

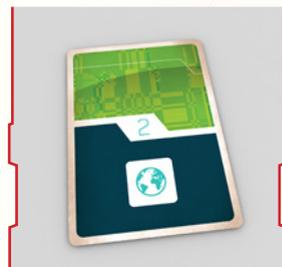
Now another group is reporting that a Colonist missed check-in after an extremely mundane and routine simple task. It wasn't that long ago when the only foul play anyone might suspect was human carelessness or Martian weather. I can't believe that aliens – freaking aliens! – are the go-to answer now. Turn-of-the-century tabloids would be having a field day.

Despite their opposition, Earth is still barking orders at us: Upgrade this! Research that! We can only hope they're going to do something about what is becoming a military situation, but the simple fact of physics is that it's a lot faster to send us commands at the speed of light than to send us troops. Even at that, orders take 3 to 22 minutes to reach us, depending on where Earth and Mars are relative to each other on the solar merry-go-round. Troops could take hundreds of sols (that's Martian days, which are only two-thirds of an hour longer than Earth days) to get here, and that's not even counting the time it would take the powers-that-be to come to a decision and commit to it first. So, I guess we're going to need to knuckle down and see what we can accomplish with this red marble, even though the other kids who showed up uninvited are shooting with steelies.

COMPONENTS



12 Upgrade Goal cards



12 Earth Contract Goal cards



8 Tech Goal cards



6 Scientist Goal cards



4 Discovery Goal cards



16 Sabotage cards

COMPONENTS NEEDED FROM CHAPTER 2

- 1 Time Track overlay (Alien side up)
- 1 Time Tracker marker



CHAPTER SETUP

Why is it that when there are things to be done, no one else seems to be around? It's just you, bucko, spinning plates to keep the homeworld happy.

This chapter is solitaire: Achieve the goals you set for yourself. Do not use the Solo Game Rules from On Mars. Set up per the standard On Mars rules with the following exceptions:

1. When you set up the Warehouse in Step 2 of the base game's Setup, set it up for a 2-player game.
2. During Step 12 of the base game Setup, when setting up the Mission tracker cubes, place them on the number equal to half of the 2-Player goal numbers, rounded up.
3. Place the Time Track overlay below the main board, with the 15-space side face up.
4. Place the Time Tracker token, hourglass side up, on space 0 of the Time Track overlay.
5. Use the Progress cubes from an unused player color as a supply of Sabotage cubes.
6. Shuffle the Sabotage deck, then lay out the first 2 cards of it face up to form a continuous Sabotage row. If both cards have the same letter at the bottom, place a Sabotage cube on the leftmost space at the bottom of the leftmost card.
7. Separate the Chapter-4 Goal cards into their 5 decks.
8. Take a random card from each of 2 of the Chapter-4 Goal decks; then choose a card from each of the other 3 Chapter-4 Goal decks (you can make this chapter harder by making more of the selections random; easier, by making fewer random). Lay out these cards face up in front of you.



GOALS AND VICTORY/LOSS CONDITIONS

In 15 rounds, achieve at least 4 of the 5 goals. The end of the game is **not** triggered by the Remaining Missions marker reaching the end of its track.

- You lose if the Time Tracker token increases from 14 to 15 on the Time Track overlay, and you have not completed 4 goals.
- You win if you have completed at least 4 of the 5 goals.

Each of the 5 Goal decks contains a different type of goal:

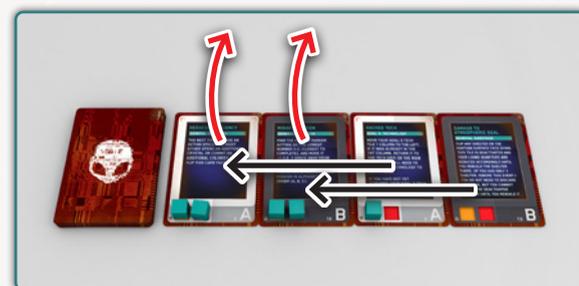
Deck 1: Use a specific Blueprint card to upgrade a Building to Level 3.

Deck 2: Fulfill a specific Earth Contract card.

Deck 3: Develop a specific technology to the maximum.

Deck 4: Score at least 9 OP with a specific Scientist.

Deck 5: Acquire at least the indicated quantity of Discovery and/or Research tiles.



GAMEPLAY

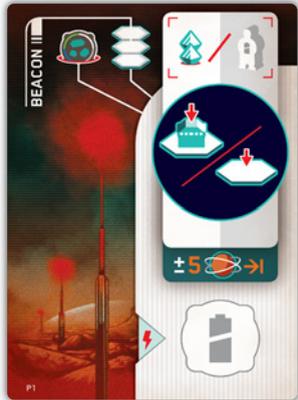
SABOTAGE PHASE

In this chapter, after the Colonization phase and before the Shuttle phase, there is a Sabotage phase. This phase proceeds as follows:

1. Increase the Time Tracker token by 1.
2. If the Time Tracker token advanced to a space with an alien icon, resolve each Sabotage card with 2 cubes on it (resolve the cards left to right) as follows:
 - a. Apply the effects described on the card.
 - b. Discard the card, and return the cubes to the supply.
3. Add another card from the Sabotage deck to the right end of Sabotage row. If there are any other cards in the Sabotage row with the same letter at the bottom as this new card, add 1 Sabotage cube to the leftmost empty space on a card of the matching letter in Sabotage row.



PROMO CARD FOR BASE GAME: BEACON



This Blueprint upgrades a Building within a Complex of at least size 3. It earns/loses you 5 OP at the end of the game depending on whether it is built or not.

- When obtained: Gain 1 Battery
- Upgrades a Generator
- Matching Scientist – R&D Engineer

Advanced Building Action: Perform one of the following actions:

- Upgrade 1 Building following the usual rules. May use Tech.
- Construct any Building following the usual rules. Tech required if creating or increasing the size of a Complex.

Note: This action cannot be boosted by sending Colonists to your Working Area.

ENDGAME

Regardless of whether you won, add the following to your endgame score, marked on the OP scoring track:

Score OP for how many of your 5 Goal cards you achieved:

- Achieved 0: -50 OP
- Achieved 1: -25 OP
- Achieved 2: -15 OP
- Achieved 3: 0 OP
- Achieved 4: 25 OP
- Achieved 5: 50 OP

Each Mission card you achieve is worth 10 OP.

Check your score against the following list to see how you did:

- ≥ 150 OP: Star Child
- ≥ 125 OP: Planet Tamer
- ≥ 100 OP: Pioneer
- ≥ 75 OP: Explorer
- ≥ 50 OP: Passenger
- ≤ 49 OP: Lost in Space

CREDITS

GAME DESIGN:

VITAL LACERDA

GAME ART:

IAN O'TOOLE

GRAPHIC DESIGN & 3D ILLUSTRATIONS:

IAN O'TOOLE

RULEBOOK & STORIES:

NATHAN MORSE

LAYOUT & 3D ILLUSTRATIONS:

JOÃO TERESO, ALEX COLBY

PROOFREADING:

NATHAN MORSE, ORI AVTALION

PROJECT MANAGERS:

RANDAL LLOYD, RICK SOUED

The Author wishes to warmly thank for playtesting, comments, and suggestions:

Asier Villanueva (A7VM), Bruna Cristina Borges, Chris Seibert, Dan Vargas, Davis Everson-Rose, Flávio M. Oota, Janusz Franas, Joe 'Rambleshanks' Harrison, Jorge Garcia, Julián "The Alien" Pombo, Luís Henrique Godeguez, Luiz Barreto, Mathias Bjerregaard, Mathias Lang, Micha Flores, Miranda Robinson, Robert Addorisio, Rodrigo Mendonça Lima, Scott Campbell, Scott Hill, Shelley Danielle, Sylvia Rubio, Thomas Berggren, and William Aukes.

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