



SCOTT ALMES

SO, YOU'VE BEEN EATEN.

SOLO SURVIVAL GUIDE
& EXAMPLES OF OPERATIONS

So, You've Been Eaten. By a Hibernating Beast.

A game for one (1) Miner player against an AI Beast.
In this variant, the Miner faces off against an automated Hibernating Beast.

Setup

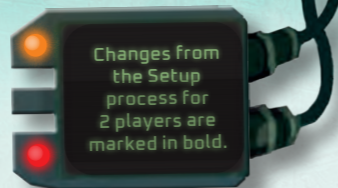
- 1 Connect the boards so that the **Hibernating Beast** icon and the Human Miner icon are facing up and place the Miner side (with the console) in front of you.
- 2 Place the 3 Upgrade tiles on their matching action spaces on the Miner's console.
- 3 Place the 4 Bacteria tiles on the starting spaces of their respective tracks on the Beast's board. Place the 8 Crystal tiles next to the board.
- 4 Give the Miner player the 3 action dice.
- 5 Shuffle the Stomach cards and draw 7 to place on the spaces outlined between the Miner and the Beast. These spaces are collectively called the Digestive Tract.
- 6 **Do not deal a hand of Stomach cards to the Beast.**
- 7 Place the remaining Stomach cards in a face-down deck next to the board, leaving space for a discard pile next to it. The discard pile is NEVER reshuffled into the deck.
- 8 **Leave the 9 Mutation cards in the box. They will not be used.**
- 9 **Prepare the Immune Response cards by selecting all the cards with the Hibernating Beast icon on them. Return the cards that ONLY have the Awake Beast icon to the box.**

Some cards have both icons, and are therefore used in all games.

- 10 Shuffle the Immune Response cards and place them in a face-down deck, next to the board.

Draw 1 card and place it face up on top of the deck.

YOU ARE NOW READY TO BEGIN!



Gameplay

THE MINER'S TURN

The Miner's turn is the same as in the game for 2 players, but with the following exception:

! Whenever a Bacteria tile reaches the 2nd level, you **must** lose one upgraded action of your choice (or lose a collected Crystal if you have no upgraded actions).

THE HIBERNATING BEAST'S TURN

To simulate the hibernating Beast's digestive processes, you will need to use one of the dice, referred to as the **Digestion die**.

Take one of the dice normally used during the Miner's turn and perform the following steps in order:

- 1 Roll the Digestion die and, depending on the number you rolled, resolve the corresponding action:

Discard the Stomach card closest to the Miner.

Discard the two Stomach cards closest to the Miner.

Discard the Stomach card showing a Crystal closest to the Miner (if any).

Discard the Stomach card showing a Crystal farthest away from the Miner (if any).

Shuffle and randomly place all the remaining cards in the Tract, starting from the space closest to the Miner.

Place the revealed card of the Immune Response deck from the top to the bottom of the deck. Then reveal a new card and place it on top of the deck.

! If the action indicated by the Digestion Die is not possible (for example, if a "3" was rolled and there are no Stomach cards showing Crystals in the Tract) proceed to the next step without doing anything further.

- 2 Slide all remaining Stomach cards towards the Miner so there are no gaps. Then refill the Digestive Tract to 7 cards, by adding Stomach cards from the top of the deck to fill any empty spaces. Start in the space closest to the Miner.
- 3 Place the top card of the Immune Response deck on the other side of the Beast's board, in the area for acquired Immune Response cards. This card is now active. Reveal the top card of the deck, placing it face up on top of the deck as before.

So, it's the End of the Game.

You win if you acquire all 8 Crystals.

The Beast wins if, at the end of your turn, any one Bacteria tile has reached the 4th level, or if 5 Immune Response cards are in play, as in the game for 2 players (see page 12 of the Survival Guide).

If, during the Beast's turn, the Stomach deck runs out and the Tract cannot be filled, the game ends **immediately**. Scoring is carried out in the same way as in **Ending Number Two** of the game for 2 players (see page 12 of the Survival Guide).

ADJUSTING THE DIFFICULTY

So, did you quickly get digested?
Or, did you blast through the Beast?

For a more forgiving space fauna mining simulation experience, try it like this:
You do not lose an upgraded action whenever a Bacteria tile reaches the 2nd level.





For challenging yourself with a more challenging challenge, adjust your simulator like this: you lose an upgraded action whenever a Bacteria tile reaches the 2nd and 3rd level.



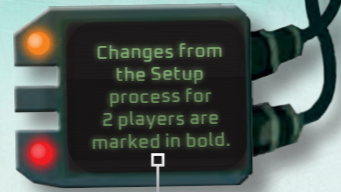
So, You've Eaten. A Robot Miner.

A game for one (1) Beast player against an AI Miner. In this variant, the Beast tries to digest an automated Miner, called the Robot. The game is set up and played as normal, with the following changes.

Setup

- 1 Connect the boards so that the Awake Beast  icon and the Robot Miner icon  are facing up and place the Beast side (with the Bacteria tracks) in front of you.
- 2 Leave the 3 Upgrade tiles in the box. They will not be used.
- 3 Place the 4 Bacteria tiles on the starting spaces of their respective tracks on the Beast's board. Place the 8 Crystal tiles next to the board.
- 4 Place the 3 action dice next to the Robot Miner's board.
- 5 Shuffle the Stomach cards and draw 7 to place on the spaces outlined between the Miner and the Beast. These spaces are collectively called the Digestive Tract.
- 6 Give the Beast player 7 Stomach cards to form their starting hand.
- 7 Place the remaining Stomach cards in a face-down deck next to the board, leaving space for a discard pile next to it. The discard pile is NEVER reshuffled into the deck.
- 8 Leave the 9 Mutation cards in the box. They will not be used.
- 9 Prepare the Immune Response cards by selecting all the cards with the Awake Beast  icon on them. Return the cards that only have the Hibernating Beast  icon to the box. Some cards have both icons, and are therefore used in all games.
- 10 Shuffle the Immune Response cards and place them in a face-down deck, next to the board. Draw 3 cards and place them face up next to the deck.
- 11 Place the Replication tile on the starting space of the Replication Track on the Robot Miner's board.

YOU ARE NOW READY TO BEGIN!




Gameplay

THE BEAST'S TURN

The Beast's turn is the same as in the game for 2 players with the following exceptions:

1 Acquiring Immune Response cards


When acquiring Immune Response cards, each Stomach card you play from your hand provides Energy **equal to the level of the depicted Bacteria** (i.e. 1 Energy for each space that the Bacteria token matching the Bacteria on the card has advanced on its track) **with a minimum of 1.**

 **Example:** The red Bacteria token has advanced to the 3rd step on the track. Playing a Stomach card with a red Bacteria on it provides 3 Energy.


2 Delaying Replication

After deciding whether to acquire an Immune Response card or not, and before drawing back to 7 cards, you may spend Stomach cards to regress the Robot's Replication process.

Each position on the Replication track contains a set of Bacteria symbols.

Once per turn, you may play Stomach cards (**not containing Crystals**) from your hand to match all Bacteria symbols on the Replication tile's current position. If you do, move the tile **one** space away from the **Robot Wins**  space.

Then, put the cards you played at the bottom of the Stomach deck.

 You may **not** Delay Replication if the Replication tile is already in the space closest to the Beast. You may **not** play cards that show a Crystal on them.

Whenever the token reaches the space of the Replication Track farthest away from the Beast, choose and remove one of the Robot's collected Crystals from the board (if any).


THE ROBOT MINER'S TURN

For the Robot Miner's turn perform the following steps:

- 1 Roll the 3 dice, one at a time, placing them to fill the dice slots on the Robot's board, from left to right.
- 2 The Robot takes 3 actions by resolving the dice going from the highest value to the lowest (if tied, from left to right). The Robot's board will indicate which action will be taken with each die, from the five different options (see on the right).
- 3 The first Bacteria in the Digestive Tract attacks the Robot as normal.



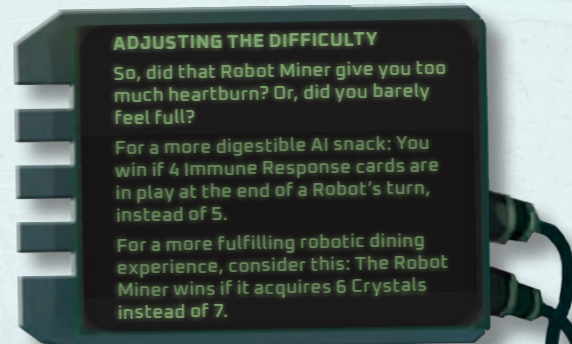
So, it's the End of the Game.

The Robot wins if it acquires 7 Crystals, or if it reaches the **Robot Wins**  space of the Replication Track on the Robot Miner's board.

You win if, at the end of a Robot's turn, any one Bacteria tile has reached the 4th level, or if 5 Immune Response cards are in play, as in the game for 2 players (see page 12 of the Survival Guide).

If at the end of your turn, there are not enough cards in the Stomach deck for you to refill your hand, the Robot will take one final turn after yours. Then you, as the Beast, score points as in **Ending Number Two** of the game for 2 players (see page 12 of the Survival Guide). The Robot scores one point for each collected Crystal, plus the amount of points depicted next to the position of the Replication tile on the Replication Track.

In case of a tie, the Robot wins.



ROBOT'S ACTIONS EXPLAINED




For each of the dice, look at the 5 options starting from the top going down to the bottom, and perform the first action that it is possible to take.

The die used to take an action is then removed from the board.



  **CAPTURE A CRYSTAL** | This is the topmost option in each dice slot.



If the Stomach card in the Digestive Tract that corresponds to the die value (i.e., the 4th card in the Tract if the die shows a "4") contains a Crystal that the Robot has not collected yet, the Robot collects it.



If the Robot now has 7 Crystals in its collection (as opposed to 8 in the game for 2 players), it automatically wins!

  **CAPTURE A TOOL** | If the Stomach card in the Digestive Tract corresponding to the dice value contains a Tool, it is captured. Immediately advance the Replication tile one step closer to the **Robot Wins**  space.

If the Replication tile reaches that space, then the Robot automatically wins!

  **ELIMINATE A BACTERIA** | If the Stomach card in the Digestive Tract corresponding to the dice value has adjacent Stomach cards with the same Bacteria type, the target card and any adjacent cards with matching Bacteria are discarded.

  **ELIMINATE AN IMMUNE RESPONSE CARD** If the dice value is depicted on an Immune Response card in play, the card is removed from the game. If there are multiple cards that qualify, the most expensive card is removed. If there is a tie, the Beast chooses.

  **REMOVE STOMACH CARD** | This is the last option in each dice slot.

Simply discard the Stomach card corresponding to the dice value, no matter what is on the card.

If the Robot cannot perform any of the 5 options with a particular die (because the corresponding slot in the Digestive Tract is empty and no Immune Response card can be targeted), the die is removed from the board and not used.

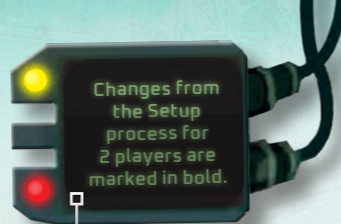
The Robot proceeds to take an action using whichever die has now the highest value.

So, a Robot Miner was Eaten. By a Hibernating Beast.

A game for an AI Beast against an AI Miner.
In this game, an automated Robot Miner is pitted against an automated Hibernating Beast. Yes, this is a 0-player game with no decision making whatsoever!

Setup

- 1 Connect the boards so that **the Hibernating Beast icon** and **the Robot Miner icon** are facing up and place them on the table.
- 2 Leave the 3 Upgrade tiles in the box. They will not be used.
- 3 Place the 4 Bacteria tiles on the starting spaces of their respective tracks on the Beast's board. Place the 8 Crystal tiles next to the board.
- 4 Place the 3 action dice next to the Robot Miner's board.
- 5 Shuffle the Stomach cards and draw 7 to place on the spaces outlined between the Miner and the Beast. These spaces are collectively called the Digestive Tract.
- 6 Do not deal a hand of Stomach cards to the Beast.
- 7 Place the remaining Stomach cards in a face-down deck next to the board, leaving space for a discard pile next to it. The discard pile is NEVER reshuffled into the deck.
- 8 Leave the 9 Mutation cards in the box. They will not be used.
- 9 Prepare the Immune Response cards by selecting all the cards with the Hibernating Beast icon on them. Return the cards that only have the Awake Beast icon to the box.
Some cards have both icons, and are therefore used in all games.
- 10 Shuffle the Immune Response cards and place them in a face-down deck, next to the board.
Draw 1 card and place it face up on top of the deck.
- 11 Place the Replication tile on the starting space of the Replication Track on the Robot Miner's board.
YOU ARE NOW READY TO BEGIN!



Gameplay

The Beast turn is the same as in the **Hibernating Beast variant** (see page 2 of this guide) with the following exception:

! Whenever a Bacteria tile reaches the 2nd level, move the Replication tile one step away from the **Robot Wins** space.

So, it's the End of the Game

The Robot wins if it acquires 8 Crystals, or if it reaches the **Robot Wins** space in the Tool Track.
The Beast wins if, **at the end of a Robot's turn**, any one Bacteria tile has reached the 4th level, or if 5 Immune Response cards are in play, as usual.
If during the Beast's turn the deck runs out and the Tract cannot be filled, the game ends **immediately** and the Beast scores as in **Ending Number Two** of the game for 2 players (see page 12 of the Survival Guide), while the Robot scores one point for each collected Crystal plus the amount of points depicted next to the position of the Replication tile on the Tool Track.
In case of a tie, the Robot wins.



Example Miner Turn

- 1 **The Miner Rolls the Dice**
The results are **2, 3, and 4.**
- 2 **The Miner uses the Dice to Take Actions**
 - 2.1 For their first action, the Miner uses the **2** to Stun the second card back two spaces.
The miner's Stun action is upgraded, which means they get to roll that die again and then take a non-Stun action immediately with that die. They roll a **5**.
For the extra action, the Miner uses the **5** to eliminate the fifth card with the red Bacteria and both adjacent cards since they have matching red Bacteria. Three cards are discarded in total.
 - 2.2 For their second action, the Miner uses the **4** to Capture the fourth card and gain the crystal!
 - 2.3 For their third action, the Miner would like to capture the third card, which contains a Tool.
Unfortunately, the Capture action is not upgraded! Instead, the Miner uses the **3** to upgrade the Eliminate action, and removes the corresponding Upgrade tile from the board.
This will allow the Miner to eliminate Immune Response cards in future turns.
- 3 **The Miner is attacked by the Bacteria!**



The first Stomach card in the Tract contains a yellow Bacteria, which attacks the Miner.
The card is discarded, and the yellow Bacteria advances by one. The Beast's Mutation card is revealed.
Oh no! It's a yellow Bacteria!
The Miner must now choose one of their upgraded actions to downgrade - either the Stun or Eliminate.
The Miner chooses to downgrade the Stun action, and places the corresponding Upgrade tile back on the board. If they did not have any upgraded actions to downgrade, they would have lost a Crystal instead!
The yellow Mutation card is then removed from the game.

Example Beast Turn

1 | The Beast Fills the Digestive Tract

Before adding Stomach cards to the Tract, the Beast player looks at the available Immune Response cards and chooses one they would like to acquire. It is helpful to keep the prerequisites in mind when adding cards to the Digestive Tract.

The Immune Response card that the Beast wants to acquire looks like this. It requires a Bacteria of **each** type to be in the Tract. Luckily, the Beast has cards in hand with all the missing types.

The Beast then must add 5 Stomach cards from their hand to the Tract, in order to fill the 5 empty spaces.

They notice that the first card in Tract contains a Crystal that the Miner wants, so they decide to play one more (sixth) card in the Tract, so that the first card is discarded.

There is only one card left in the Beast's hand.



2 | Beast Acquires Immune Response Cards

The Beast is able to fulfill the requirements on the Immune Response card they had in mind. The card costs 2 Energy.

There is one Crystal in the Tract, which provides 1 Energy. The Beast also plays the one card remaining in their hand (and which does **not** contain a Crystal) which provides 1 Energy. The card is placed at the bottom of the Stomach deck.

The Beast then acquires the Immune Response card and moves it to the other side of the board.



3 | The Beast Draws Stomach Cards

The Beast player draws 7 Stomach cards to refill their hand.

4 | The Beast Plays a Mutation Card

The Beast then selects a Mutation card to place face down. If that matches the Bacteria that attacks the Miner on the next turn, the card will remove an upgraded Miner action. The Beast selects the blue, in the hopes that the Miner will not alter the first card in the Tract.

