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**\*\*\* DRAFT RULEBOOK \*\*\***

**Note: Formatting of the current document and  
graphic design are still a work in progress.**



# WELCOME TO CERES!

*It is the Year 2219. Mars has been colonized for more than 100 years. Numerous institutions use Mars as the center of their operations. The Asteroid Mining Assembly of Corporations oversees the works of all asteroid mining.*

*Ceres, a dwarf planet lying amid the chaos of the asteroid belt, is now the home of the asteroid mining industrial complex.*

*Welcome to the colony of Ceres! Here, on this distant cold piece of rock, space mining corporations are constantly competing for exploitation of resources. As the head of one of these corporations you will lead its expanse, mine the asteroid belt, complete research programs and trade resources with large cargo spacecrafts arriving from afar. But you cannot neglect the settlement itself. You have to gain influence in the Mars council and contribute to the evolving colony to earn your place among the respected leaders. Your goal is to establish the most prosperous corporation on the dwarf planet of Ceres within three years.*

## COMPONENTS

**1 Game board**

**4 Starting Outstations boards**

**4 Resource Track boards** in 4 colors

**4 Corporate Headquarters boards** in 4 colors

**4 Depository boards** in 4 colors

**32 Worker pawns** in 4 colors

**20 Leader pawns** in 4 colors

**48 Mining Probe tokens** in 4 colors

**48 Influence tokens** in 4 colors

**4 Player Order markers** in 4 colors

**4 Scoring markers** in 4 colors

**12 Research markers** in 4 colors

**1 Round marker**

**4 Energy markers**

**4 Ore markers**

**4 Advanced Ceramics markers**

**4 Ice markers**

**48 Facility cards**

**21 Settlement Project cards** and **1 cover card**

**4 Cargo Spacecraft tiles**

**4 Block tiles**

**20 Alloy tokens**

**4 Favor tokens**

**56 Credit tokens** (in denominations of 1, 2 and 5)

## SYMBOLS

## RESOURCES



Ore



Advanced  
Ceramics



Ice



Energy

## MANUFACTURED PRODUCTS



Alloy



Mining Probe

## FACILITY TYPES



Mine



Factory

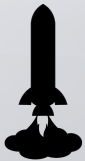


Lab



Office

## ACTIONS



Launch action



Research  
action



Favor action



Interplanetary  
Trade action



Corporation  
Expand action



Manufacture  
Product action



Settlement  
Project action



Reassign Worker  
action

## MISCELLANEOUS



Credit



Influence



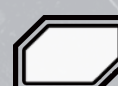
Asteroid



Victory Point



Asteroid  
Production



Facility  
Production



Action slot



Worker pawn

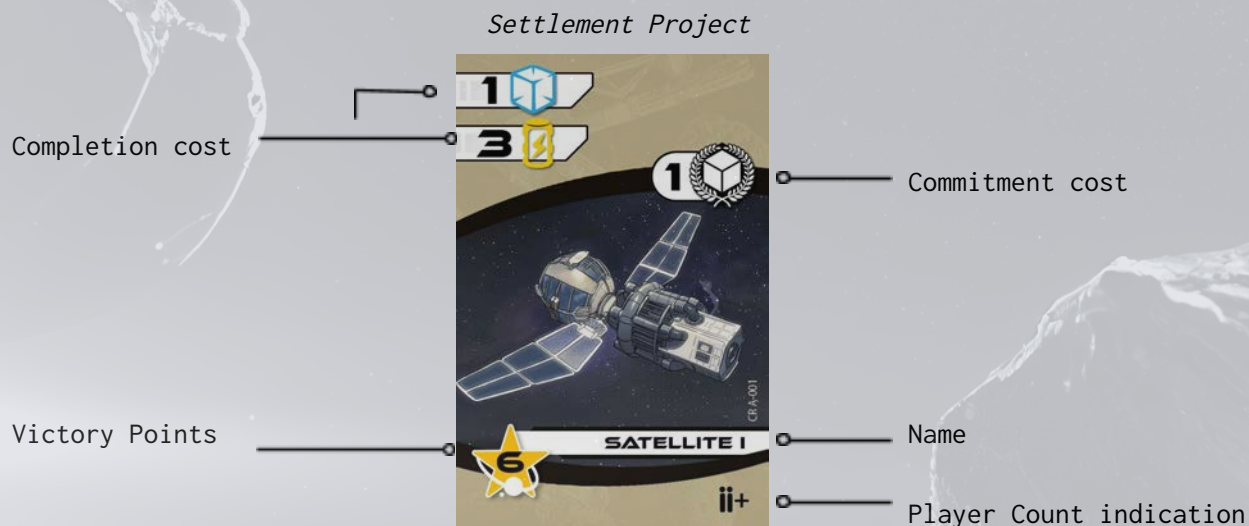


We will begin by explaining the core concepts of the game. There are several available actions that are going to be explained in detail afterwards step by step.

## COMPONENT ANATOMY

### SETTLEMENT PROJECT CARDS

*"Ceres cannot be considered as just another plain source to mine valuable resources. We should consider it as our new home. And we should contribute to transforming it as such."*



**Settlement Projects** can be undertaken by players, to help Ceres thrive. As soon as you fulfill a Settlement Project you get the Victory Points depicted on the card, you turn it over and set it aside.

### FACILITY CARDS

*"If you look at Ceres from afar you can spot numerous small patches of flickering lights, spread all over its surface. Clustered together, in remote areas, are to be found the facilities of each space mining corporation, the so-called Outstations."*





**Facility** cards are buildings that you can construct to expand your **Corporations** and they come with a **Function**. A Function may provide **Resources** (**Ore**, **Ice**, **Advanced Ceramics**, **Energy**), **Credits**, **Influence**, and specific **Actions**.

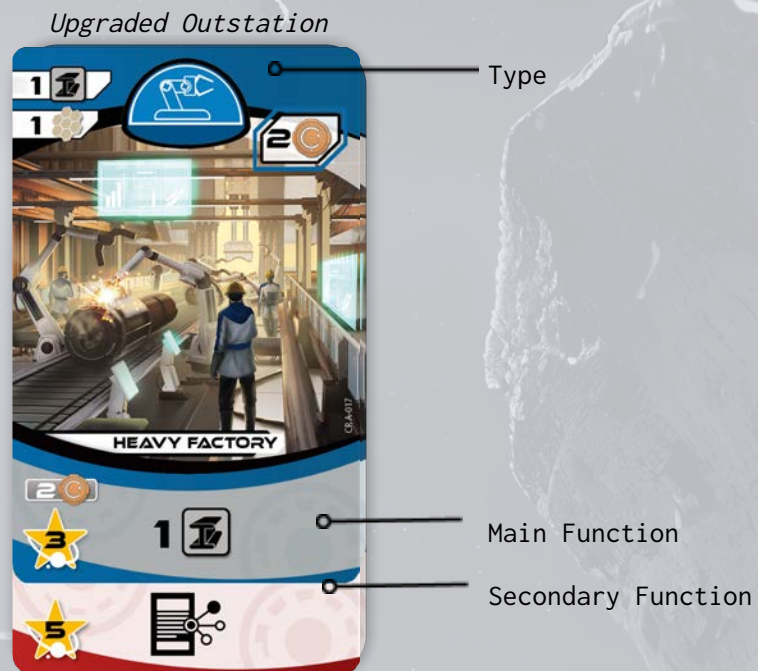
Some Functions have a darker frame and an **Activation cost** on its top left corner (i.e. 2 Credits). You must pay the Activation cost before performing this Function.

Facility cards are divided into various **Types** based on their color.

- **Mine** - gray Facility card
- **Factory** - blue Facility card
- **Lab** - red Facility card
- **Office** - green Facility card

When you construct a Facility card by placing it near your Corporation board you create a **Single Outstation**. If you place a Facility card under an existing Single Outstation it is now considered an **Upgraded Outstation**.

A Single Outstation features a **Main Function** while an Upgraded Outstation features also a **Secondary Function**.



## **WORKER PAWNS**

In the **Living Quarters** and in the **Cargo Spacecrafts** Workers of **4 Specializations** can be found available to get assigned to different building types.

- **Mine Overseers** (gray Worker) are required by **Mines**.
- **Chief Engineers** (blue) are required by **Factories**.
- **Scientific Coordinators** (red) are required by **Labs**.
- **Managing Directors** (green) are required by **Offices**.



## **LEADER PAWNS**

Leader pawns represent the actions taken by you, as the CEO of the corporation, on the various Action Locations of the Game board or your Corporation Headquarters.

## **MINING PROBES**

Mining Probes are roboting mining machines that are being sent to the Asteroid Belt. They drill the asteroids providing you resources, while they also determine which ones you have claimed.

## **CORPORATION BOARD**

*"Here in the dwarf planet's cold corner lies your Corporation, where most of the operations take place."*

Corporation board



Your **Corporation board** consists of the **Resources Track**, the **Corporate Headquarters**, the **Depository** and the **Starting Outstations** boards.

The Resource Track board is where you measure your Resources reserves (Ore, Ice, Advanced Ceramics and Energy) by moving your markers accordingly.

The Corporate Headquarters is where you can activate the **Corporate Headquarters** Action Location.

The Depository board is a placeholder for the Alloy and Credits that you accumulate during the game.

The Starting Outstations board features 4 **Upgraded Outstations**; The **Launch Site**, the **Main Factory**, the **Main Lab** and the **Main Office Outstations**. Each one provides a Main Function and a Secondary Function that can be fulfilled in their given order;





### Launch Site

Main Function: Gain 2 Ore. Spend 1 Ice to gain 2 additional Ore.

Secondary Function: Perform the **Launch** action.



### Main Factory

Main Function: Gain 1 Advanced Ceramics. Spend 1 Ice to gain 1 additional Advanced Ceramics.

Secondary Function: Perform the **Manufacture Product** action up to 2 times. Spend 1 Ice to perform the **Manufacture Product** action 1 more time.



### Main Lab

Main Function: Gain 1 Energy. Spend 1 Ice to gain 1 additional Energy.

Secondary Function: Perform the **Research** action.



### Main Office

Main Function: Gain 1 Influence beneath the A.M.A.C. Council. Spend 2 Credits to gain 1 additional Influence.

Secondary Function: Perform the **Favor** action.

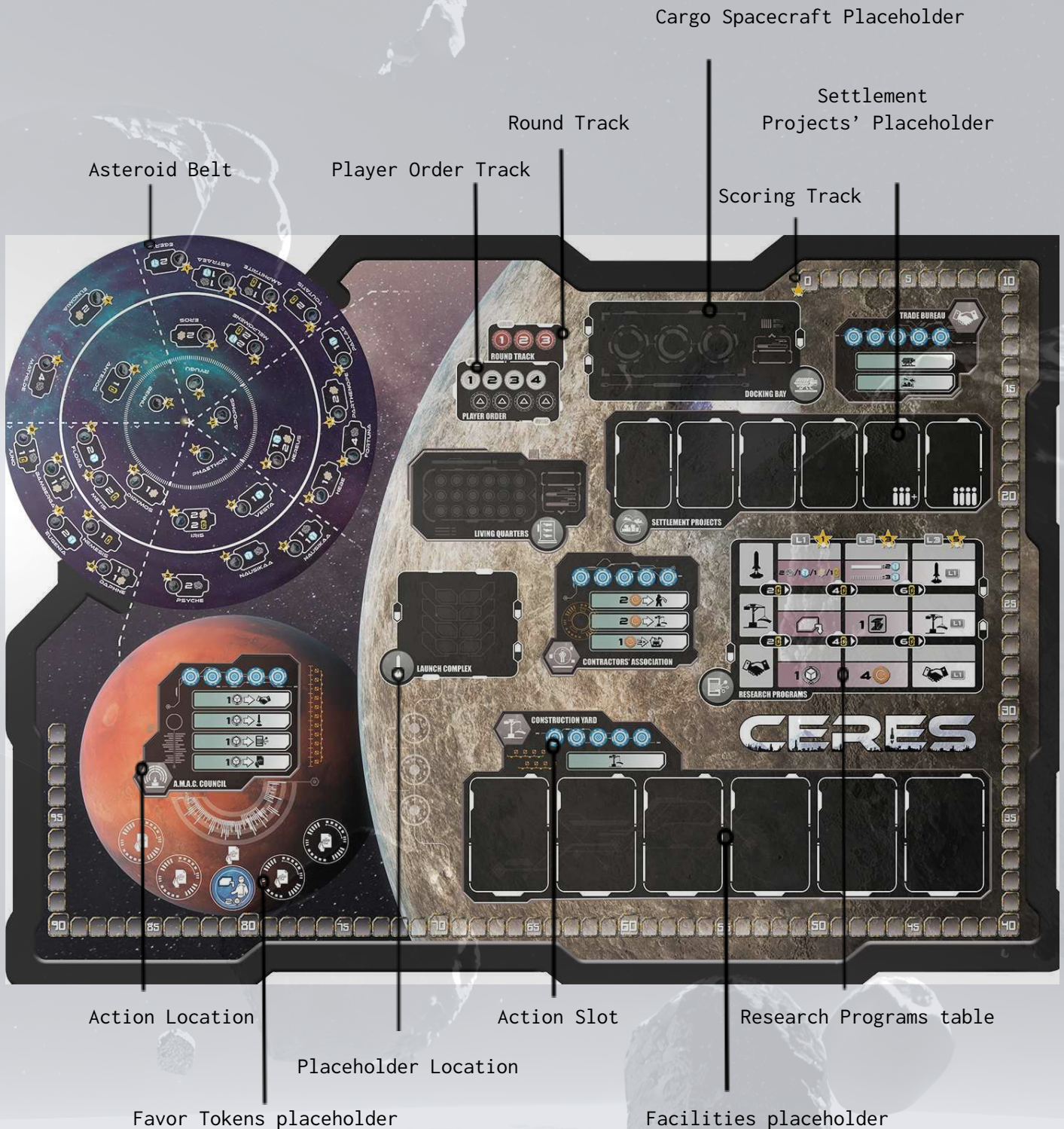




## GAME BOARD

*"As you observe the grounds of Ceres from afar, from the comfort of your office, you cannot even imagine the numerous possibilities this planet can provide."*

Game board



The Game board consists of

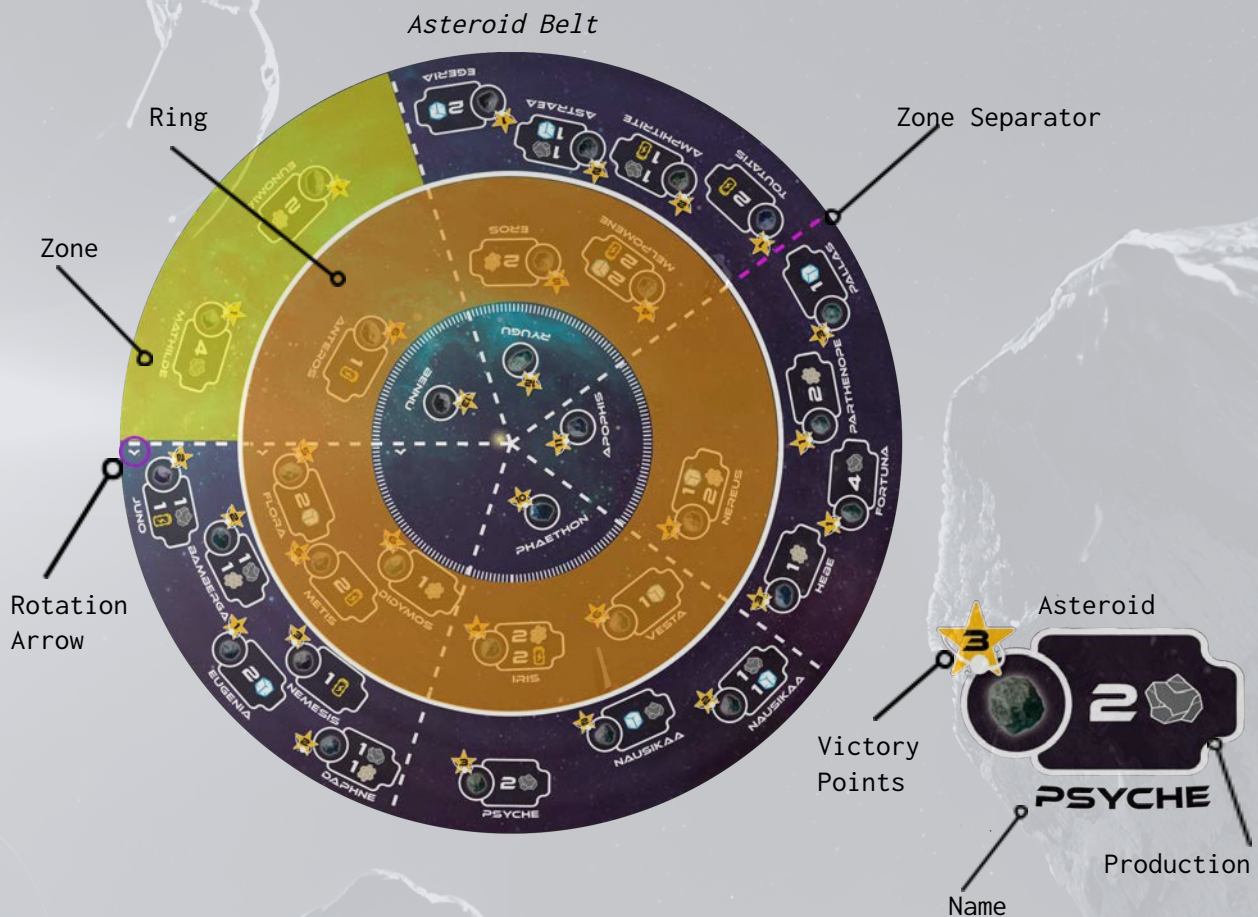
- The **Asteroid Belt**, where all the Asteroid Mining takes place.
- **Action Locations** [HEXAGON] which provide a variety of actions.



- **Placeholder Locations** indicating various available tokens or cards.
- The **Scoring track** where you keep track of the Victory Points you gained.
- The **Player Order** track where the order of each player's turn is determined.
- The **Round** track that indicates which round is being played.
- The **Research Program** table where you track your research progress.

## **ASTEROID BELT**

*"The vast number of asteroids in the Asteroid Belt, located roughly between the orbits of the planets Jupiter and Mars, are waiting for you to exploit them. Hurry up, as others may have the same goal as you."*



The **Asteroid Belt** comprises 3 **Rings**: **Outer**, **Middle** and **Inner Ring**. Each of them is divided into five **Zones** (quintiles).

The **Zone Separators** of each Ring must always be aligned throughout the Asteroid Belt and the Game board.

Launched Mining Probes **enter** the Asteroid Belt from one of the **two Zones** of the **Outer Ring** located in the **proximity of Ceres** (Highlighted zones of the image on the right).





# GAME OVERVIEW

Ceres is played over **3 rounds**. Each round starts by rotating the Asteroid Belt and the players gaining the **Production** from all of their Outstations and claimed Asteroids. During a round, you **take turns**, either by **taking a Worker pawn** to activate an Outstation controlled by your corporation or by **placing** one of your **Leader pawns** on an Action Location. A round ends after all players have **passed**.

You will further expand your corporations in various ways during the game. You will get to construct new **Outstations** or upgrade existing ones that will provide more actions to choose from, complete **Research Programs** to make your game-engine more effective and undertake new **Settlement Projects**. Also, your influence over the **A.M.A.C. (Asteroid Mining Assembly of Corporations) Council** is also important as you will be able to ask for valuable **Favors**.

Players' success is measured in **Victory Points** that show the corporation's value. Victory Points can be gained in several ways either by: **constructing Facilities**, **launching Mining Probes** to the Asteroid Belt, **developing Research Programs**, **fulfilling Settlement Projects**, **acquiring Credits** and **accumulating Influence** in the **A.M.A.C. Council**. The winner is the player whose corporation has the most Victory Points at the **End of the Game**.

# GAME SETUP





## **I. SETTING UP THE GAME BOARD**

1. Place the Game board in the middle of the table, in reach of all players.
2. Shuffle the **Cargo Spacecraft** tiles, draw 1 and place it on the **Docking Bay**; it is considered to be docked and active for the 1st round. Then, draw a 2nd Cargo Spacecraft, place it next to the Game board above the Docking Bay; it will be the active Cargo Spacecraft of the 2nd round. Finally draw a 3rd one and place it above the 2nd; this will be the active Cargo Spacecraft of the 3rd round. Return the remaining Cargo Spacecraft tiles to the game box.
3. In the **Living Quarters** Location, place 1 set of **Worker pawns** (i.e., one of each color) **for every player** in the game. *Example: In a 3-player game there should be 3 gray, 3 blue, 3 red, and 3 green Worker pawns in the Living Quarters.*
4. Afterwards, separate 1 set of **Worker pawns** (i.e., one of each color) **for every player** in the game and secretly shuffle them. Then, on each **Cargo Spacecraft** tile place at random 1 of these Worker pawns **for every player**. Return all remaining Worker pawns to the game box.

*Example: In a 3-player game there should be 3 Worker pawns embarked on each Cargo Spacecraft.*

5. Return to the game box all the **Settlement Project** cards not corresponding to the number of players in the game. Shuffle all the remaining **Settlement Project** cards and form a face-down pile outside the Game board, next to the Settlement Projects' placeholder, leaving some space for a discard pile. Then, draw as many **Settlement Project** cards as the number of players increased by 2 and place them face-up on the designated areas.

*Example: In a 3-player game return the [iiii] Settlement Project cards to the game box, shuffle the rest, form a pile and reveal 5 on the designated areas.*

6. Place the **Favor** tokens on the designated areas below the **A.M.A.C. Council** Action Location.
7. Shuffle all **Facility** cards, form a face-down pile outside the Game board, leaving some space for a discard pile. Then, draw 6 **Facility** cards and place them face-up on the designated areas below the **Construction Yard** Action Location.
8. In games with less than 4 players, adjust the Game board for different player counts by placing the 4 **Block** tiles on the following Action Locations:
  - 8.1. **A.M.A.C. Council**
  - 8.2. **Construction Yard**
  - 8.3. **Contractors Association**
  - 8.4. **and Trade Bureau**

In a 2-player game the **Block** tiles cover 2 action slots on each Action Location, while in a 3-player game they cover 1 action slot.

9. Place the **Alloy** and the **Credit** tokens in a common reserve next to the Game board.
10. Place the **Round marker** on the 1st slot on the Round Track.









## II. SETTING UP YOUR CORPORATION BOARD

- A. Choose a color and collect the corresponding following components:
  - a. 1 **Resource Track**, 1 **Corporate Headquarters**, 1 **Depository** and any 1 **Starting Outstations** board to form your **Corporation board** in front of you.
  - b. 1 **Scoring** marker and place it on the “0” slot of the Scoring track.
  - c. 3 **Research** markers and place one on each row of the Research Programs, on the area before the first level (L1).
  - d. 5 **Leader pawns**, 12 **Influence** tokens and 12 **Mining Probe** tokens, and place them in your play area.
  - e. 1 **Player order** marker.
- B. Get 1 **Ore**, 1 **Ice**, 1 **Advanced Ceramics**, and 1 **Energy** markers and place them on the “0” area of the Resources track.

## III. DETERMINE THE PLAYER ORDER

- I. The player who most recently went for stargazing will be the first player. Players place their **Player Order** marker on the leftmost available slot of the Player Order track, starting with the first player and proceeding clockwise.
- II. Each player gets 1 **Alloy**, places 1 **Mining Probe** in the Launch Complex Location, and, based on their Player Order, gets **Credits** and moves their **Ice** marker accordingly as in the following table:

1st Player	2nd Player	3rd Player	4th Player
4  4 	5  4 	4  5 	5  5 

You are now ready to play!



# ROUND OVERVIEW

Each round consists of 4 Phases:

- I. Asteroid Belt Phase
- II. Production Phase
- III. Activation Phase
- IV. End of Round Phase

## I. ASTEROID BELT PHASE

*"The Asteroids' position changes as they orbit the Sun. Their orbital speed is inversely proportional to their distance to the Sun."*

At the beginning of each round rotate **counter-clockwise**:

- the Outer Ring by one quintile (this will result in the rotation of both the Middle and the Inner ring too).
- then, the Middle Ring by one quintile (this will result in the rotation of the Inner ring too).
- and finally the Inner Ring by one quintile.

So, the Outer Ring will have been rotated one quintile, the Middle Ring, two quintiles and the Inner Ring three quintiles.

**Note:** Always make sure that the Zone Separators end up aligned throughout the Asteroid Belt and the Game board.

## II. PRODUCTION PHASE

During this phase, you gain the **Production** of all of your **Outstations** and your claimed **Asteroids**. Production is shown on the top right corner of each Outstation's top card and next to each Asteroid.

*Example: For the first round the production for each player will be 2 Ore from their Launch Site, 1 Advanced Ceramics from their Main Factory, 1 Energy from their Main Lab and 1 Influence from their Main Office.*

### IMPORTANT:

\* Resources are added to each player's reserve by moving the corresponding marker on the Resource track board.

\* There is a limit of 12 for each Resource on the track. Any excess Resources gained are lost.

### IMPORTANT:

\* Credits are taken from the common reserve and you keep them in your Depository board.



\* Influence is accumulated on the Game board, beneath the A.M.A.C. Council Action Location. Whenever you gain 1 Influence, take one of your Influence tokens from your play area and place it there.

\* Influence and Credits are not limited and if they run out you may use any other token as replacement.

### **III. ACTIVATION PHASE**

In the Activation phase, you take turns based on the Player Order track, from the first slot to the second and so on.

During your turn you can either:

- A. **Activate an Outstation** by assigning a Worker,
- B. **Activate an Action Location** by placing a Leader, or
- C. **Pass** for the rest of the round.

#### **A. ACTIVATE AN OUTSTATION**

An Outstation of yours, as long as it is **empty**, can be activated by assigning a Worker pawn on it; Pick a **Worker pawn** that matches the color of the Outstation's Type from the **Living Quarters** or, **if such is not available there**, from the active **Cargo Spacecraft**, and **place** it onto the Outstation.

**Note:** The type of an Outstation is determined by the top Facility card and is not affected by any upgrade.

*Example: Johan wants to activate his Lab Outstation but all available Scientific Coordinators (red Worker pawns) have been taken from the Living Quarters. So he chooses the Scientific Coordinator present in the active Cargo Spacecraft and assigns this worker.*

After activating an Outstation it is **mandatory** to use the benefit of its Functions, **at least partially**, in the following order;

Single Outstation: from left to right on its Main Function.

Upgraded Outstation: from left to right on its Main Function and **then** in the same order on its Secondary Function.

Some Outstations' Functions are associated with a Game board action. To utilize these actions, follow the Activate an Action Location instructions as if you used a leader pawn (**See B. Activate an Action Location**).

*Example: Hilda assigns a Chief Engineer (blue Worker) on her Main Factory Outstation. She gains 1 Advanced Ceramics, however she does not want to spend 1 Ice to gain an additional one. She then pays the Activation cost of 1 Ice to perform the Manufacture Product action up to 3 times and manufactures 2 Alloys and 1 Mining Probe by spending 5 Ore, 1 Advanced Ceramics and 1 Energy in total.*



## B. ACTIVATE AN ACTION LOCATION

An Action Location can be activated by placing one of your Leader pawns on one of its available action slots.

After activating an Action Location perform **one** of its corresponding actions.

The actions provided by the different Action Locations on the Game board and your Corporation board are described briefly below:



### TRADE BUREAU

*"The Trade Bureau is where the heart of Ceres beats, doubling as a trading post and the place to sign a contract for the various projects that will enhance Ceres. Each year a new Cargo Spacecraft arrives at Ceres with lots of Worker pawns embarked, looking for employment in one of the Corporations in Ceres."*

The Trade Bureau Action Location provides **two options to choose one from**:



#### A) Settlement Project action.

Choose one of the available face-up Settlement Project cards on the Game board and take it in front of you.

Then, you can either:

- **Complete** the Settlement Project card by paying its Completion cost, score its Victory Points and turn it face down, or
- **Commit** to complete the Settlement Project card by paying its Commitment cost.

As a free action, before the end of the game, for any committed Settlement Project card in front of you, you may pay the Completion cost, score its Victory Points and turn it face down.

**IMPORTANT:** After performing the Settlement Project action, **do not draw** a new Settlement Project card to replace the one taken from the Game board.



#### B) Interplanetary Trade action.

Choose one of the available trading options of the active Cargo Spacecraft, spend the depicted resources/credits on the left and get the ones on the right. You perform the trade once or if there is a multiplier you may perform it up to as many times indicated.



*Example: Johan places one of his Leader pawns on the Trade Bureau Action Location and performs the Settlement Project action. He chooses to take the Solar Panels in front of him, but as he has fewer than 11 credits in his Depository, he spends 2 influence tokens to Commit it. Later on in the game, while he performs another action, he also pays 2 Ore, 2 Ice, 1 Advanced Ceramics and 7 Credits to Complete the Solar Panels, get 10 Victory points and turn over the card.*





## CONSTRUCTION YARD

*"When the dust of the erections settles down, you can awe the progression that we have made here in Ceres constructing so many Outstations providing so much more possibilities."*

The **Construction yard** Action Location provides a **single option**:



### Corporation Expand action.

Choose one of the 6 Facility cards available on the Game board, pay its Construction cost and gain its Victory Points. In addition, **gain 1 Influence** beneath the A.M.A.C. Council **for every Alloy** you spent.

A Facility card can be added in your Corporation in two different ways:

- ❖ **Create a new Single Outstation:** Place it near your Corporation board separately from all other Outstations.
- ❖ **Upgrade an existing Outstation:** Place it below an existing Single Outstation of any color. Only the Function part of the card must be visible.

After performing the Corporation Expand action, draw a new Facility card to replace the one that was taken from the Game board. If the pile runs out of cards, shuffle its discard pile and form a new pile.



*Example: Ludwig performed the Corporation Expand action and Upgraded his Nuclear Lab Single Outstation by placing the Construction Site Facility card below it. He scores 6 Victory points and, as he spent 2 Alloys (construction cost), he also gains 2 Influence beneath the A.M.A.C. Council. On a later turn, he assigns a Scientific Coordinator (red worker) on the upgraded Nuclear Lab, he gains 2 Energy (Main Function) and performs the Corporation Expand action (Secondary Function) .*



## A.M.A.C. COUNCIL

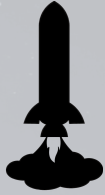
*"Asteroid Mining Assembly of Corporations' Council located on Mars oversees the works of all asteroid mining and you should make sure you are well connected if you want to be favored."*

The **A.M.A.C. Council** Action Location provides **four options to choose one from**, by spending influence tokens of yours from beneath the A.M.A.C. Council (return all spent influence tokens in your play area):

- Spend 1 influence to activate the **Trade Bureau** Action Location and perform one of its two actions (*see Trade Bureau, page ##*).



- Spend 1 Influence to perform the **Launch** action.



**Launch** action: Choose one of the available Asteroids in the Asteroid Belt and claim it by placing one **Mining Probe** of your color **from the Launch Complex Location**.

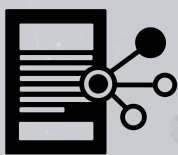
Mining Probes reach their destination by entering the Asteroid Belt from one of the two Zones of the Outer Ring located in the proximity of Ceres. For each Zone Separator they traverse, pay 1 Ice. If they enter the Middle Ring pay 3 additional Ice and if they also enter the Inner Ring pay 5 additional Ice.

Finally, gain the Victory Points and the Resources depicted next to the claimed Asteroid.



*Example: The Mining Probe of Hilda enters the Middle Ring (cost: 3 Ice) traverses a Zone separator (cost: 1 Ice) and finally enters the Inner Ring (cost: 5 Ice) to reach and claim the Phaethon asteroid. She spends 9 Ice in total and gains 10 Victory Points.*

- Spend 1 Influence to perform the **Research** action.



**Research** action: Choose one of your Research markers on the Research Programs table, pay the Energy cost of the adjacent column and advance it to the **next** level. Then, Gain the Victory Points corresponding to this Level. (*see Research Programs on page ## for more information*).

- Spend 1 Influence to perform the **Favor** action.



**Favor** Action: Choose one of the available Favor tokens from the Game board, pay its cost depicted on its bottom part, by spending Influence tokens from the A.M.A.C. Council, and take it in front of you (*see Favors on page ## for more information*).

**NOTE:** The middle Favor, printed on the Game board, does not have a corresponding Favor token to take. It may be chosen multiple times during a round, even by the same player.





## CONTRACTORS ASSOCIATION

*"If there is a place in Ceres where you can find the right way to get the job done, the Contractors Association is that place. Though, everything comes with a price."*

The **Contractors Association** Action Location provides **three options to choose one** from:

- Spend 2 Credits to perform the **Reassign Worker** action.



**Reassign Worker** action: Move one of your already assigned Worker pawns from one of your Outstations onto another one of the same Type, as long as it is **empty**, and activate it.

- Spend 2 Credits to perform the **Corporation Expand** action (see page 24).
- Spend 1 Credit to perform the **Manufacture Product** action. You may repeat the process up to 3 times.



**Manufacture Product** action: Spend the corresponding Resources to produce **one** of the following:

- ❖ **Alloy** - requires 2 Ore. Get 1 Alloy token from the common reserve and store it onto your **Depository** board.
- ❖ **Mining Probe** - requires 1 Ore, 1 Advanced Ceramics and 1 Energy. Take 1 of your Mining Probes from your play area and place it in the **Launch Complex** Location.

**IMPORTANT:** Alloys and Mining Probes are not limited and if they run out you may use any other token as replacement.



## CORPORATE HEADQUARTERS

*"Approaching the Corporate Headquarters you get the yearning feeling of coziness. At the comfort of your office you may pause for a minute or two and take some time to reorganize your strategy and, why not, ask the board for some additional funding..."*

The **Corporate Headquarters** Action Location provides a single option and there is no limitation on the number of times you can activate it during the round, thus the action slot is bigger than the others:

\* Gain one of the following: 2 Ore / 1 Advanced Ceramics / 1 Energy / 1 Ice / 2 Credits / 1 Influence beneath the A.M.A.C. Council.

## C. PASS

When you choose to pass, you set yourself **out of the round** and you cannot take any more turns. Move your Player Order marker on the leftmost available empty slot of the bottom row of the Player Order track.

When all the players have passed you move to the next phase.





*Example: Ludwig on his turn was not able to activate any Outstation or Action Location and he passed. He moves his Player Order marker to the leftmost available empty slot on the bottom row of the track, which is currently the first place. As a result, in the next round, Ludwig is going to play first.*

## **IV. END OF ROUND PHASE**

At the end of the first two rounds perform the following steps:

- Remove the Cargo Spacecraft tile currently docked on the Docking Bay and return it to the game box along with any remaining Worker pawn on it. Then, dock the next Cargo Spacecraft.
- Each player takes back their Leader pawns from the Game board.
- Return all Worker pawns from all Outstations to the Living Quarters on the Game board.
- Return all Favor tokens to their designated areas below the A.M.A.C. Council Action Location.
- Remove all remaining Settlement Project and Facility cards on the Game board and place them to their corresponding discard piles. Draw new cards from each pile and place them face-up on the designated areas.
- On the Player Order track move each player's Player Order marker from the bottom row to the top, without changing their order. This will be the Player Order for the next round.
- Move the Round marker to the next slot and proceed to the next round.

At the end of the third round, skip this phase entirely and proceed to the **End of the Game**.

## **END OF THE GAME**

After the end of the third round, the game ends. Each player adds to their score:

- **1 Victory Point for every 2** of their **Influence** tokens beneath the A.M.A.C. Council Action Location and
- **1 Victory Point for every 4 Credits** they have in their Depository board.

The player with the most Victory Points is the winner!

If there is a tie, the player with the most Resources in their Corporation board (Ore, Ice, Advanced Ceramics, and Energy, combined) is the winner. If there is still a tie, the player among them who passed first in the 3rd round wins.



## FAVORS

A Favor token in front of you, grants you its unique special effect:



**Manufacturing Efficiency** - During this round, whenever you perform the **Manufacture Product** action at least once, you may **repeat the process one more time**. Additionally, all products require 1 Ore less to be manufactured.

**Continuous Ice Supply**: During this round, whenever you have to pay Ice as part of the **Activation cost** of an Outstation's Function you may pay 1 Ice less. Additionally, you may pay 1 Ice less in total whenever you have to pay Ice while performing the **Launch** action.



**Mars Droid**: On your turn, instead of assigning a Worker pawn, placing a Leader pawn or passing, you may **place the Mars Droid token on any Outstation of yours to activate it**, even if a Worker pawn is present.

**Notes:**

- ❖ It can only be used once per round.
- ❖ It is not considered to be a Worker; actions or abilities that refer to Worker pawns (e.g., Reassign Worker) do not apply to the Mars Droid.
- ❖ If an Outstation has only the Mars Droid on it, it is considered to be empty.

**Leader Assistant**: On your turn, instead of doing anything else, you may **place the Leader Assistant on the Corporate Headquarters Action Location** to activate it **and then move it to any other Action Location** on the Game board, without occupying any action slot, regardless if there is any available, and activate it.

**Note:** Leader Assistant can only be used once per round.



**Special Grant**: Choose 4 different Outstations of yours and **gain their Production**.





## RESEARCH PROGRAMS

Research Programs table

Research Program's Level

Research Program's Victory Points

Aerospace Field

Construction Field

Logistics Field

RESEARCH PROGRAMS

Research Program's cost

Research Program's Ability

Field	Icon	Cost	Level	Ability	Victory Points
Aerospace Field	Rocket	2 (Ore) / 1 (Energy) / 1 (Ice) / 1 (Tech)	L1	2 (Energy) / 3 (Ice)	1
Construction Field	Crane	2 (Energy)	L1	1 (Tech)	3
Logistics Field	Handshake	1 (Energy)	L1	4 (Tech)	5

The developed Research Programs provide you with ongoing abilities for the remainder of the game. The **Aerospace Field** is associated with the Launch action, the **Construction Field** with the Corporation Expand action and the **Logistics Field** with the Trade Bureau Action Location. The Research markers' position on each Field row indicates your progress. All programs on the same Field up to your Research Marker's level are active for you.

The Research Programs must be developed one after the other and no level can be skipped. The position of each player's Research Marker is not affected by the position of the others.

The ongoing abilities provided by each Research Program are listed below:

### Aerospace Field

**Level 1:** After performing the **Launch** action, gain one of the following: 2 Ore / 1 Advanced Ceramics / 1 Energy / 1 Ice.

**Level 2:** Whenever you perform the **Launch** action, the cost for your Mining Probes to enter the **Middle Ring** is decreased from 3 to 2 Ice and the cost to enter the **Outer Ring** is reduced from 5 to 3 Ice.

**Level 3:** After performing the **Launch** action, you may perform it one more time getting the advantage of just the Aerospace Research Program Level 1.



### Construction Field

**Level 1:** After performing the **Corporation Expand** action, gain the **Production** of the Facility that you just added in your Corporation, regardless if you used it to create a Single Outstation or to upgrade an existing one.

**Level 2:** Whenever you perform the **Corporation Expand** action (even before), gain 1 Alloy.

**Level 3:** After performing the **Corporation Expand** action, you may perform it one more time getting the advantage of just the Construction Research Program Level 1.

### Logistics Field

**Level 1:** After activating the **Trade Bureau** Action Location, gain 1 Influence beneath the A.M.A.C. Council.

**Level 2:** Whenever you activate the **Trade Bureau** Action Location (even before), gain 4 Credits.

**Level 3:** After activating the **Trade Bureau** Action Location, you may activate it one more time getting the advantage of just the Logistics Research Program Level 1.

## **SOLO - AUTOMAS RULES**

Coming soon

## **CREDITS**

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