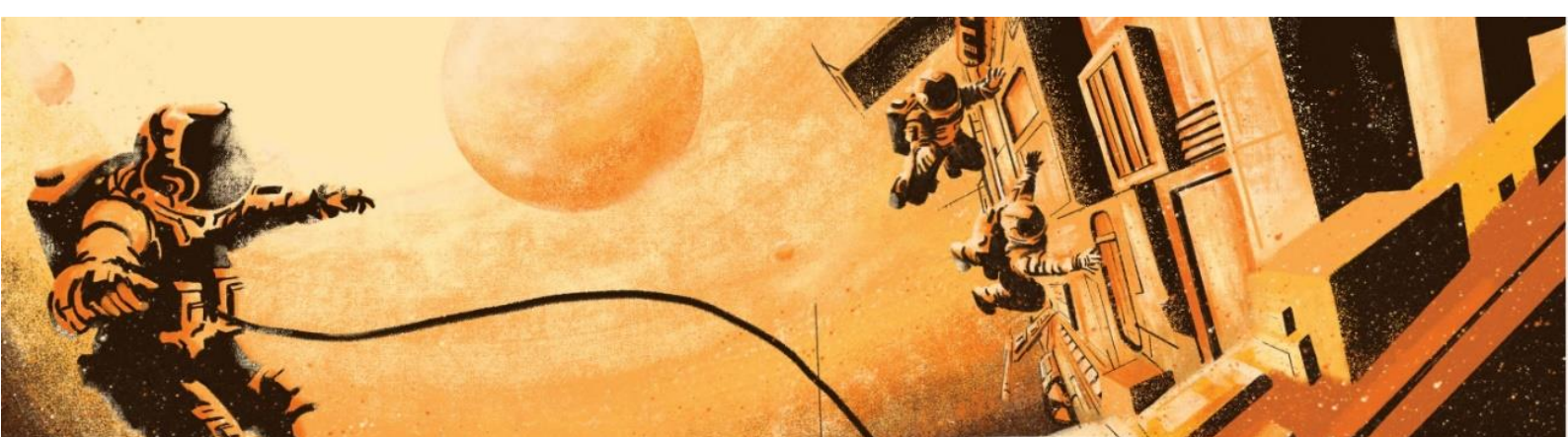


**SCENARIO BOOK (NO OFICIAL)
FOR "SOLO GAME MODE"**





GRAVITATIONAL FAILURE

During the take off of Deimos ship, ADELE have disconnected some artificial gravity generators (Circuits K-328 and K-9182) this failure is also affecting to the ship's course, that is in collision heading to Mars.

You need to activate those circuits again and fix the course ASAP, before Deimos crash to Mars.

SCENARIO PREPARATIONS

ANOMALIES	- Set anomalies on turns: 12 and 6 (easy), 15, 10 and 5 (medium), 15, 12, 9 and 6 (hard). - Discard anomalies "Selective attack" and "Terminals disconnected".
OBJECTS	- Set the board as usual, with objects in all rooms, be sure that at least two batteries are between those and another one on the laboratory. - You can use the "Drone" token to help you to find items on the ship.
OBJECTIVES	- Set a "Big X" token on "Room 1" (to indicate that it is a mission location and course needs to be fixed). - Get a random number between 2-20 and place an "Emergency Terminal" (deactivated) to identify Circuit K-328, add 10 or subtract 10 to this number and place another "Emergency Terminal" (deactivated) token to identify circuit "K-9182". Put also "Big X" token on these locations that can't be 10 nor 20.

SCENARIO RULES

- It's complicated to move on "Sectors" (colours) affected by gravitational failure. **You'll need 2 actions to advance 1 space until circuits are reactivated.**
- To reprogram the circuits. You must place a battery on the terminal and perform a special action using the computer in that room, if the computer was affected by a computer failure, you would have to solve this first and then use the computer.
- Once **BOTH** gravitational circuits are fixed, go to Room 1 and correct Ship's collision course performing an special action.

WIN & LOSE CONDITIONS

WIN	• Fix the gravitational circuits AND • Correct collision course
LOSE	• Player is dead • Deimos collides with mars (Deimos token hit the "No return token" (Mars in this case))



TRAPPED OUTSIDE

A.D.E.L.E. is getting more intelligent and powerful, she has closed all hatches trapping Marcus Bayer outside when he was repairing an impact on the hull. After several tries nothing works and the only alternative is to replace A.D.E.L.E. interface control card ("The blue card"), restart the main system and hope that this liberates the hatches, allowing Marcus to come back inside. Won't be easy, the access to A.D.E.L.E. bay is secured by an access card, and the spare main memory circuit need to be taken to replace the corrupt one.

Fortunately, Marcus is an experienced astronaut and he find the way to connect the space suit to an external Oxygen tank, but time is limited.

SCENARIO PREPARATIONS

ANOMALIES	• Set anomalies on turns: 12 and 6 (easy), 15, 10 and 5 (medium), 15, 12, 9 and 6 (hard). • Anomaly "Hatches closed" is active since the beginning and can't disabled by an "Special action" on the hatch. Discard anomalies "Selective attack" and "Terminals disconnected".
OBJECTS	• Take "ID card" and "Blue card" separate of the rest of the objects. • Set the board as usual, with objects in all rooms, be sure that at least two batteries are between those and another one on the laboratory. • Don't include the "Drone" token between the Player's initial inventory.
OBJECTIVES	• Put a Meeple in a random hatch (outside), this Meeple will be Marcus Bayer.

	• Put other player of your preference in the other side of this hatch (Inside). • Take note of the number where the player is placed, add 6, remove the object from this room and put the “ID Card” token upwards. Add 6 more, remove the object of that room and place the “Blue card” token upwards. If the number is 20 or superior, just continue counting from Room 1. In example, if Marcus is close to hatch on Room 15, put the “ID Card” on Room 1 ($15+6 = 21 \rightarrow 1$), and the Blue card on Room 7 ($1+6 = 7$). • Block both doors of Room 20 (A.D.E.L.E.’s bay) with standard blocking tokens, but those Tokens can only be avoided if the user is in possession of “ID Card” token. Don’t discard these tokens. • Put a Hypoxia token instead "No return" token, the limit, it will work as the "No return" token.
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SCENARIO RULES

• “ID card” and “Blue Card” tokens are visible, you need to get those tokens to replace the A.D.E.L.E. memory. • You can entry on A.D.E.L.E. bay only if you have the “ID Card”. If not, the action to “open the door” won’t work. Once open, don’t discard those tokens. • Hatches can’t be opened through “Special actions”, only replacing the “Memory card” on A.D.E.L.E.’s terminal (Room 20) will liberate the hatches. • Once hatches are liberated, you need another additional turn to let Marcus In.

WIN AND LOSE CONDITIONS

WIN	• Enter on A.D.E.L.E.’s bay with the “ID Card” in your inventory. Activate the “Blue Card” on A.D.E.L.E.’s room (Room 20), Activate the terminal with a battery and execute the code with an “Special action” to open the hatches. • AND once the hatches are opened, then you’ll need an extra turn to move Marcus inside the ship.
LOSE	• Player is dead • Marcus run out of oxygen (Turn token reaches Hypoxia token) on the tracker.



THE LOST CREW

After lose contact with the Deimos ship, a rescue team was sent aboard the USSS Independence space ship to understand what happens with the ship that is now floating adrift. The ships [looks so quiet](#), no radio activity, accordingly to scanners the ship is empty, no crew signs, only emergency power to maintain vital systems like oxygen, and the rescue team needs to understand what happened. For this, they need to reactivate the reactor to get the power source back, restart A.D.E.L.E. and transfer the logs to USSS Independence for further investigation.

A rescue specialist is getting ready to onboard the Deimos's ship and resolve the mystery. Will be fully equipped and prepared to fix whatever find into the ship.

SCENARY PREPARATIONS

ANOMALIES	• Set anomalies on turns: 12 and 6 (easy), 15, 10 and 5 (medium), 15, 12, 9 and 6 (hard). • Discard anomalies "Selective attack" and "Terminals disconnected".
OBJECTS	• Add the "ID Pass" tile to Player inventory • Add a "Flashlight" with "charge 3" to the Player inventory (if the player doesn't have one by default). • Add a "Battery" to the Player inventory (if the player doesn't have one by default). • Add a "Space suit" with "charge 3" to the Player inventory (if the player doesn't have one by default). • Be sure that "The Lens" (or disc) (the holographic device that contains the Deimos's logs) is between the objects in the ship, in a random and unknown place.

	• Set the board as usual, with objects in all rooms, be sure that at least two batteries are between those and another one on the laboratory. • You can use the drone to discover objects during the game.
OBJECTIVES	• Place a Player meeple in a random Hatch (outside). • Block access to Rooms 16 and 20, those blockages can only be opened if the "ID Card" is in your inventory. Once the door is opened, don't discard those tokens, they remain in the game and you'll need always the "ID Pass" to open it again. • Set an "Emergency terminal" (deactivated) in the Room 16): It will identify the "Reactor room" that needs to be reactivated to generate power source for the ship. Put also a "Big X" token to identify that reactor is deactivated. • Set an "Emergency terminal" (deactivated) in the Room 20): It will identify the "A.D.E.L.E." main unit that needs to be reactivated to transfer telemetry and Deimos's logs. Put also a "Big X" token to identify that A.D.E.L.E. is deactivated.

SCENARIO RULES

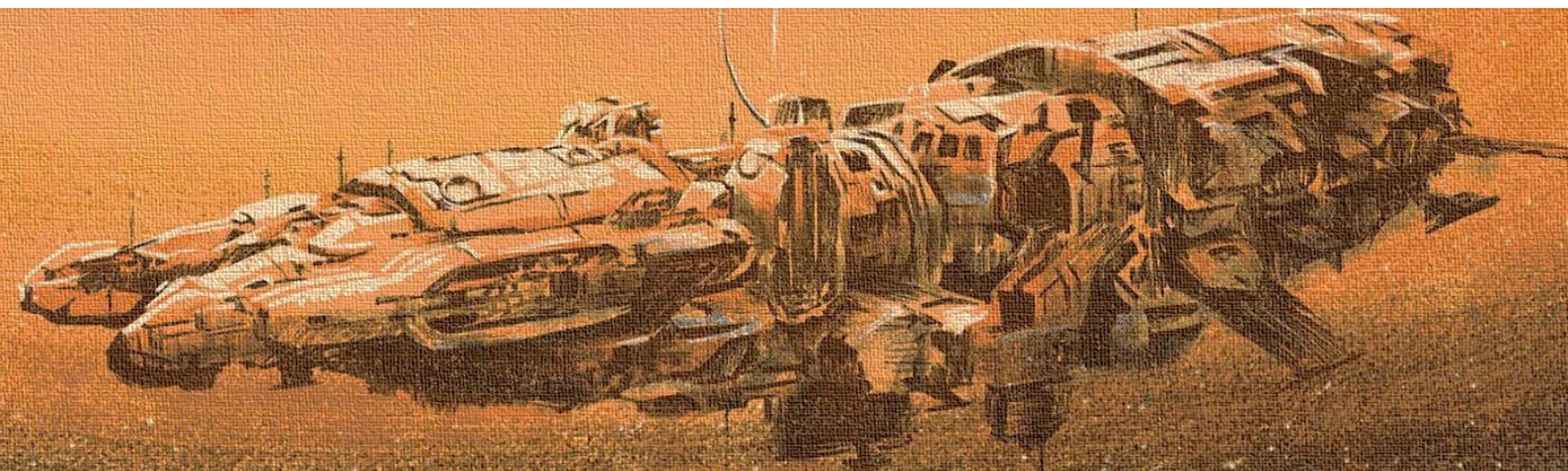
• At the beginning, A.D.E.L.E. is not operative, so won't apply any effect on the player, but turns will be passing, the tracker will be moving, the events still happens and, as always, batteries will be decreasing with each turn. Anomalies that are activated by the turn token wont have immediate effect, but will be active once A.D.E.L.E. is reactivated. • After entry the ship (the player starts outside the ship in a RANDOM hatch and won't move to another), the player need to move inside the ship, can't use the hatches. Also, will be in total darkness until reactor is reactivated, so the flashlight will be helpful to move through the ship. There's no artificial gravity, so you need two actions to move one space, until the reactor is activated. • First objective is to reactivate the power of the ship (Room 16) using a battery on the "Emergency terminal" and applying an "Special action" to activate the reactor. Remove then the "Big X" token. • You NEED to find then the Deimos's logs ("The Lens token") and find another battery. • Once you've found the logs, you can go to A.D.E.L.E.'s bay, use the spare battery and activate the "Emergency terminal" using an "Special action". Remove then the "Big X" token. • Once A.D.E.L.E. is activated, send the logs and telemetry to USSS Independence activating "The Lens Token". • Then, something weird happens in the ship, sirens are triggered and darkness invades sector "Blue" (put "Darkness" tokens along all "Sector blue"). A.D.E.L.E. have triggered the self-destruction emergency procedure, you need to evacuate in less than 10 minutes (this is only optional but if you've activated the audio, will give

you more immersion and additional challenge). Take the decision to accept the Challenge or not, NOW. The self-destruction sequence can't be override.

- Once A.D.E.L.E. is activated she will have THREE rounds per turn and anomaly "Hatches closed" will be executed immediately, except for hatch in Room 6, that remains unblocked due to a hardware failure. This anomaly can't even be broken with an "Special action"), so hatch in the Room 6 is the only way to exit the ship.
- Room 6 will be considered as Mission place (to be taken in count on A.D.E.L.E. attacks, same than Rooms 16 and 20).

WIN & LOSE CONDITIONS

WIN	• Player gets outside Deimos through Hatch in Room number 6. • OPTIONAL: You must exit the Deimos ship before self-destruction sequence (audio) finishes. Take the decision to accept or not the challenge before activate the sequence.
LOSE	• Player is dead • Turn indicator reach the "No return token" on tracker. • OPTIONAL: The self-destruction sequence finishes and the player is inside the Deimos ship.



THE ATTACK OF NANO-BOT

Phobos, the big sister of Deimos Spaceship took off just one week after Deimos arrives to Mars, she is equipped with A.D.E.L.E. v2 with last upgrades and fail safes that will prevent wrong behaviours, but even do the advanced software capabilities, an impact in the Room 20 have damage A.D.E.L.E. sensors and now she is perceiving the crew as aliens into the ship. She have activated the auto defensive mechanism and "Nano-bots" are spreading around the Phobos. Those nano-bots are so deadly that if you're in contact with them during more than one turn, they can hurt you badly.

They are spreading so fast along the ship and is getting difficult to avoid contact, plan your next move to be sure that don't stay in a place infected by Nano-bots more than one turn and execute the special command on both Emergency terminals to de-activate them.

SCENARIO PREPARATIONS

ANOMALIES	- Set anomalies on turns: 12 and 6 (easy), 15, 10 and 5 (medium), 15, 12, 9 and 6 (hard). - Discard anomalies "Selective attack" and "Terminals disconnected".
OBJECTS	- Set the board as usual, with objects in all rooms, be sure that at least two batteries are between those and another one on the laboratory. - You can use the drone with restrictions (can't be used in Rooms with Nano-bots). - Set an "Emergency terminal" token (deactivated) on a random room (except Rooms 10&20 that can't be used for this purpose), then add or subtract 10 to this number and place a second "Emergency terminal" token (deactivated). - Place a "Big X" token under the "Emergency terminals" just to identify that these terminals didn't activate the code yet. - Place an "Impact" token on Room 20

	• Since it's a Solo game, take 18 cubes (meeples) from other players that will act as the "Nano-bots". • "No return" marker won't be used.
OBJECTIVES	• OPTIONAL: if you want a challenging experience, DON'T play this scenario with Artem Korovin.

SCENARIO RULES

• The objective is to deactivate the nano-bots. Look for a pair of batteries, reactivate both Emergency Terminals and Execute an Special Action to deactivate the nano-bots. Once it's done, remove the "Big X" token from the activated terminal. Once the "Big X" is removed, part of the code to deactivate the nano-bots was executed and this sector will be free of nano-bots, you need to remove both tokens to consider the scenario complete. • Each turn, A.D.E.L.E. is trying to attack the player, using 2 Room's numbers, you'll select one of them accordingly to "classic rules", the number that is not affecting the player, will be the place to activate a nano-bot. In example: The player meeple is in Room 7, and A.D.E.L.E. get the card 7-17, then you need to put a cube (nano-bot) on Room 17, and perform the "classic" action in the Room 7. It happens one once per turn. If the Attack card doesn't match any of the priorities, get a new one. • At the resolution phase, if you stay in a room with nano-bots, you need to perform an additional Spirit check (subtract one point of Spirit value for each cube in the room), if the result is higher than your Spirit value, you'll receive 1 wound. Get a "1" in your roll is always a success. • The "Drone" can't be used on Rooms where nano-bots are active, they would disassemble it. You can use it in any other room. • Nano-bots aren't affected by hypoxia, darkness nor fire. • Since "No return" marker is not in use, "Drift" event will work as "Silent".
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WIN & LOSE CONDITIONS

VICTORIA	• Deactivate the nano-bots by removing both "Big X" tokens in both "Emergency terminals".
DERROTA	• The player is dead. • The track token reach the end.