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GALILEO

PROJECT

RULEBOOK



THEME AND AIM OF THE GAME



30 years after the first settler ships left the Ganymede outpost, Earth and Mars have decided upon a new plan: the Galileo Project. The aim is to arrange the four Galilean moons of Jupiter (Io, Europa, Ganymede and Callisto) into habitable homes for mankind, as with Moon and Mars decades ago. The project was named after the first man to ever observe the 4 Jovian satellites, in 1610 – Italian scholar Galileo.

As a corporation, use your influence to acquire robots from manufacturers operating on Earth or Mars. Hire experts, advisors and lobbyists to put their abilities to good use, strengthen your influence and score VP at the end of the game.

Because of significant ecological crises on Earth and the very different ways resources are used on Earth and Mars, there used to be no shared currency in the solar system, making interplanetary transactions difficult. However, a few years ago, Tarak Freeman built a casino inside an old satellite near Jupiter. A little later, extraplanetary markets started meeting in this neutral ground and payments are now made with casino chips called Megacredits, a neutral and stable currency. These modern chips are actually encrypted money keys generated by the Star-Z communication satellites.

Your influence will enable you to acquire robots and communication satellites to settle the 4 moons of Jupiter, helping you deploy your strategy as you unlock their effects.

Megacredits will help you obtain discounts on robots, develop some technologies (with the help of Energy) and pay the characters you will hire.

Score more Victory Points than the other corporations to take control of this new area of human expansion!

COMPONENTS

- 1 main board
- 4 player boards
- 48 Robot cards (12 *Miner*, 12 *Builder*, 12 *Star-Z*, 12 *Technician*)



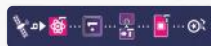
- 10 double-sided Robotic Project cards



- 48 Character cards (12 characters in 4 copies each)



- 1 double-sided Star-Z tile



- 12 double-sided Technology tiles



- 8 Goal tiles



- 4 Influence markers



- 16 Development markers



- 16 Goal markers



- 16 Assignment modifiers



- 16 Robot modifiers



- 50 double-sided Level tokens (10 level 1-2, 21 level 3-4, 16 level 5-6 and 3 level 7)



- 20 Energy tokens

- 24 Megacredits (16 "1" and 8 "3")



- 1 score pad

- 2 rulebooks (English, French)

GENERAL SETUP

- Place the main board at the center of the table.
- Shuffle the Robot cards and form a draw pile. Place the pile face down on the dedicated space of the main board. Reveal 5 Robot cards from the pile and place them in the corresponding row: these are the Robots you will be able to purchase at the beginning of the game.
- Shuffle the Character cards and form a draw pile. Place the pile face down on the dedicated space of the main board. Reveal 5 Characters from the pile and place them in the corresponding row: these are the Characters you will be able to hire at the beginning of the game.

IMPORTANT: in 3-player games, put all Characters marked with "4" back in the box. In 2-player games, put all Characters marked with "3+" and "4" back in the box. They will not be used for this game.

- Take the Technology tiles and sort them by number, shown in the bottom right corner of each tile (1 through 4). For each number, randomly determine a side (A or B), and then place the corresponding stacks of tiles on their dedicated spaces, in **ascending order**. Each Technology stack comprises 3 copies of the same Technology tile.

IMPORTANT: in 2- and 3-player games, only use 2 tiles for each Technology: put any unused tiles back in the box.

ADVICE: for your first game, we recommend playing with Technologies on their A-side. For the next games, you may alternate A and B, as long as all Technology tiles with the same number are identical. For example, Technologies 2A and 2B cannot be used during the same game.

- Take the **Star-Z** tile, choose its side (A or B), and then place it on its dedicated space.

ADVICE: for your first game, we recommend playing with the A-side.

- Randomly select 4 Goal tiles and randomly place them on each of the 4 dedicated spaces. Put the remaining Goal tiles back in the box: they will not be used for this game.

- Form a face down Robotic Project draw pile (showing the side with no starting resources) and then place it on its dedicated space next to the main board.

- Place the **Megacredits**, the **Energy** tokens and the Level tokens on their dedicated spaces.

IMPORTANT: players are reminded of the maximum number of resources they may own at the center of their player board: 10 Megacredits and 5 Energy.

PLAYER SETUP

- Randomly determine a first player – they take the player board with the **1** symbol in the top right. Deal the remaining player boards to the other players.

- Each player takes the following components matching their color: 1 Influence marker, 4 Development markers and 4 Goal markers, as well as 4 Assignment modifiers (one disk for each of Jupiter's moons) and 4 Robot modifiers (one tile for each Robot type).

- Each player places each of their 4 Development markers on the "0" space of the corresponding Jovian moon (Io, Europa, Ganymede and Callisto), and then places their 4 Goal markers next to the main board.

- Each player keeps their Influence marker, their 4 Assignment modifiers and their 4 Robot modifiers next to their player board.

- Draw a number of Robotic Projects cards equal to the number of players +1. Place these cards face up, showing their starting resources. Starting with the last player in turn order and proceeding counterclockwise, each player chooses a face up Robotic Project, which indicates how many **resources they start** with and the level of their first Robotic Project, and then immediately takes as many **Megacredits** and **Energy** tokens as shown on the card, if any. Players will place their Influence marker on the Influence track **at the beginning of their first turn**.

Put the remaining Robotic Project back on its draw pile.



1

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11

The main game board is a large rectangular board with a dark blue background. It features a central track with numbers 1-10. On the left, there are three columns of cards labeled 4, 8, and 4. In the center, there are five character cards with portraits of people. On the right, there are stacks of orange, green, and purple chips, and a collection of numbered cards (1-6). A purple card with a white face is labeled 3. A blue card with a white face is labeled 2. A blue card with a white face is labeled 1. A blue card with a white face is labeled 6. A blue card with a white face is labeled 4. A blue card with a white face is labeled 8. A blue card with a white face is labeled 4. A blue card with a white face is labeled 11. A blue card with a white face is labeled 7. A blue card with a white face is labeled 8. A blue card with a white face is labeled 1. A blue card with a white face is labeled 2. A blue card with a white face is labeled 3. A blue card with a white face is labeled 4. A blue card with a white face is labeled 5. A blue card with a white face is labeled 6. A blue card with a white face is labeled 7. A blue card with a white face is labeled 8. A blue card with a white face is labeled 9. A blue card with a white face is labeled 10. A blue card with a white face is labeled 11. A blue card with a white face is labeled 12. A blue card with a white face is labeled 13. A blue card with a white face is labeled 14. A blue card with a white face is labeled 15. A blue card with a white face is labeled 16. A blue card with a white face is labeled 17. A blue card with a white face is labeled 18. A blue card with a white face is labeled 19. A blue card with a white face is labeled 20. A blue card with a white face is labeled 21. A blue card with a white face is labeled 22. A blue card with a white face is labeled 23. A blue card with a white face is labeled 24. A blue card with a white face is labeled 25. A blue card with a white face is labeled 26. 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A blue card with a white face is labeled 71. A blue card with a white face is labeled 72. A blue card with a white face is labeled 73. A blue card with a white face is labeled 74. A blue card with a white face is labeled 75. A blue card with a white face is labeled 76. A blue card with a white face is labeled 77. A blue card with a white face is labeled 78. A blue card with a white face is labeled 79. A blue card with a white face is labeled 80. A blue card with a white face is labeled 81. A blue card with a white face is labeled 82. A blue card with a white face is labeled 83. A blue card with a white face is labeled 84. A blue card with a white face is labeled 85. A blue card with a white face is labeled 86. A blue card with a white face is labeled 87. A blue card with a white face is labeled 88. A blue card with a white face is labeled 89. A blue card with a white face is labeled 90. A blue card with a white face is labeled 91. A blue card with a white face is labeled 92. A blue card with a white face is labeled 93. A blue card with a white face is labeled 94. A blue card with a white face is labeled 95. A blue card with a white face is labeled 96. A blue card with a white face is labeled 97. A blue card with a white face is labeled 98. A blue card with a white face is labeled 99. A blue card with a white face is labeled 100.

13

Three cards are shown, each with a number in a circle. The first card has a number 2, the second has a number 2, and the third has a number 4. Each card also has some smaller icons and symbols.

10

A 2x2 grid of cards. The top-left card shows a space station with a green icon. The top-right card shows a robot with a purple 'X' icon. The bottom-left card shows a satellite with a blue icon. The bottom-right card shows a satellite with a blue icon. To the left of the grid are four blue circular icons and four blue ribbon-like icons.

9

11

A circular board with numbers 1-12 around the perimeter. It features four large circular icons representing celestial bodies: Io (343km Ø), Europa (2,328km Ø), Ganymede (5,262km Ø), and Callisto (4,821km Ø). The board is filled with various icons, symbols, and numbers.

12

A card with a robot illustration and a purple 'X' icon. Below the card are several tokens: an orange one, a yellow one, a silver one, and a blue one.

MAIN CONCEPTS

Character

- Hiring effect:** upon hiring a Character, you gain their Hiring Effect: a certain amount of Influence and sometimes one Megacredit.
- Character ability:** depending on which Influence track your marker is on, you will use the character either for their immediate ability or their endgame victory points (VP).



Robot

- Cost:** is paid in Influence. The background color indicates which Influence track your Influence marker must be on to allow you to acquire the Robot card.
- Assignment:** determines which moon the Robot must be assigned to. Sometimes, you will have the choice between two moons.
- Type and ability:** the more Robots of the same type you own, the stronger their ability.



Miner: these robots extract rare ore for your corporation, providing you with the **Megacredits** you need to complete your strategy successfully.



Builder: these robots build domes to shelter humans: they help you interact with the Characters.



Star-Z: these satellite-like robots orbit around Jupiter's moons to form an advanced communication network. They provide **Energy**, the rarest resource in the game, as well as other robot bonuses.

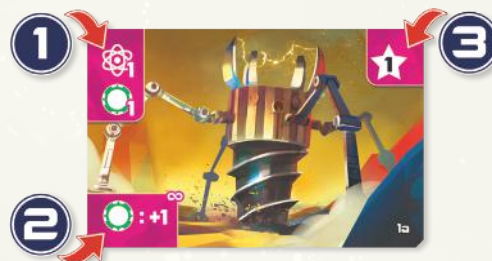


Technician: these robots boost the level of your robots.

- Level:** when assigning the Robot to a moon, move the moon's Development marker as many spaces forward as the Robot's level.

Technology

- Cost:** is paid in **Energy** and / or **Megacredits**.
- Ability:** the icon indicates an ongoing effect.
- VP**



Resources and tokens

- Influence:** Influence is the most used resource in Galileo Project. It is necessary to acquire the Robots you will assign to Jupiter's moons. It is represented on the main board by a double track, one for each of the most important Influences in the Solar System: **Earth** and **Mars**.



You will need Influence to:

- Acquire Robots.

- Robots Level:** a Robot's Level represents your corporation's development on Jupiter's moons. When you assign a Robot to a moon, your corresponding Development marker moves that many spaces forward.

You will need Levels to:

- make your Development marker progress and guide your strategy.



Megacredits: **Megacredits** are the currency used in Galileo Project and are represented by poker chips of value 1 and 3. A player may not own more than 10 **Megacredits**.

You will need Megacredits to:

- switch Influences at the beginning of your turn;
- develop Technologies;
- reduce the cost of a Robot via Io's ability;
- pay your Characters at the end of the game.



Energy: Energy is the rarest resource in Galileo Project, but if used wisely, it can be crucial to win the game. A player may never own more than 5 **Energy**.

You will need Energy to:

- develop Technologies;
- obtain “discounts” on Goal requirements.



Robot modifiers and **Assignment modifiers**: combined, they will enable you to complete your Robotic Project. They can also be used to modify an existing Robot’s assignment or type.

You will need them to:

- complete your Robotic Project;
- assign a Robot to another Jovian moon;
- change a Robot’s type;
- claim Goals.



HOW TO PLAY

Galileo Project is played in successive turns until the end of the game is triggered, either when the Character pile is empty or when a player controls at least 10 Robots.

On their turn, a player performs the following 3 steps in order, then their left-hand neighbour plays their turn, and so on:



- 1 Influence switch (optional):** move your Influence marker to the space bearing the same value on the other Influence track.
- 2 Action (mandatory):** hire a Character OR acquire a Robot OR develop a Technology.
- 3 Goal (optional):** claim a Goal if you meet the requirements.

After playing your turn, refill the Character and / or Robot rows, if necessary.

IMPORTANT: right before starting their first turn (and not at the end of setup), each player chooses which Influence track to place their Influence marker on (Earth or Mars). Their starting Influence value is equal to that shown on the Robotic Project they chose during setup.



Example: Adrien starts the game with 3 Influence. He chooses to place his marker on the **Earth** track, then plays his first turn as normal.



Example: it is now David's first turn: he starts the game with 5 Influence and chooses to place his marker on the **Mars** track.



1 Influence switch (optional)

At the beginning of your turn, you may spend 1 **Megacredit** to move your Influence marker to the same value on the other Influence track.

Example: Adrien's marker is resting on space “6” of the **Earth** track. He decides to spend 1 **Megacredit** to move his marker to space “6” of the **Mars** track.



2 Action (mandatory)

Choose **one** of the following three options:



A HIRE A CHARACTER

When hiring a Character, you gain Influence, which is needed to acquire Robots, as well as a one-shot ability or an endgame VP condition.

When you choose to hire a Character, perform these steps in order:

- 1 Choose a Character and gain their Hiring Effect (Influence and sometimes 1 **Megacredit**) shown in the middle-left area of the card. This Hiring Effect may be lowered by up to 3 Influence depending on the position of the card in the Character row.

When gaining Influence, move your marker that many spaces forward **on the track where currently is**. If your marker reaches space “10” of the track and you should gain more Influence, gain 1 **Megacredit**, no matter how much excess Influence you gained. A player may not own more than 10 **Megacredits**.

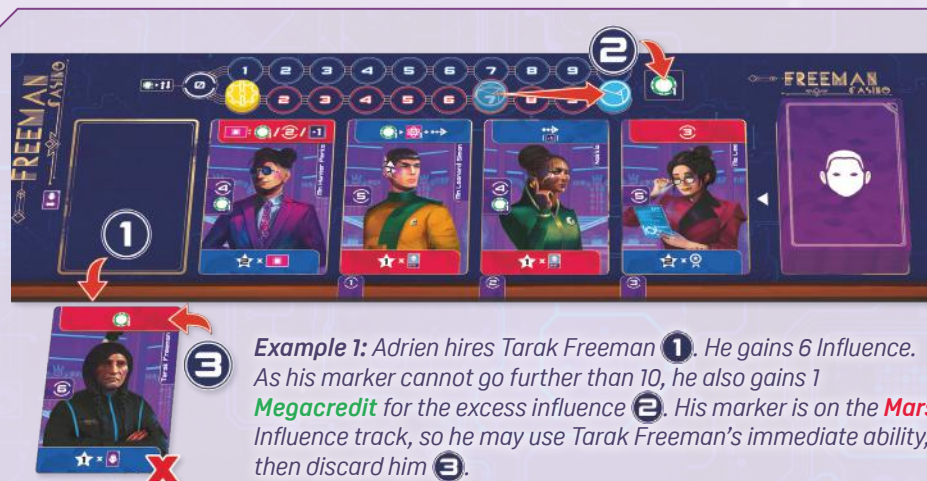
- 2 Resolve the Character’s ability, depending on which Influence track your marker is on.

Each Character has 2 abilities:

- **Immediate (top of the card):** immediately resolve the Character’s ability, then discard the card.
- **Endgame scoring (bottom of the card):** tuck the card underneath the bottom of your player board. You will score the corresponding VP if you spend 1 **Megacredit** at the end of the game.

IMPORTANT: if your Influence marker is on the “0” space when you hire a Character, move your marker up the track of your choice, then resolve the Character’s corresponding ability.

At the beginning of the game, players may not tuck more than 2 Character cards underneath their player board. Should a player tuck a card and exceed that limit, they must discard the Character of their choice. Players will have the opportunity to increase that limit by moving their Development marker on Ganymede.



Example 1: Adrien hires Tarak Freeman ①. He gains 6 Influence. As his marker cannot go further than 10, he also gains 1 **Megacredit** for the excess influence ②. His marker is on the **Mars** Influence track, so he may use Tarak Freeman’s immediate ability, then discard him ③.



Example 2: Adrien hires Ms. Lee ①. He gains 3 Influence instead of 5 because Ms. Lee is on the ② space ②. As Adrien’s marker is on the 0 space, he may move up either Influence track: he chooses the **Earth** track ③, which allows him to tuck Ms. Lee at the bottom of his player board to score her VP at the end of the game ④.



B ACQUIRE A ROBOT

Acquiring a Robot makes your Development markers progress on Jupiter's moons: this is how you will obtain ongoing abilities and various benefits that will guide your strategy.

When acquiring a Robot, resolve these steps in order:

- 1 Choose a Robot in the Robot row, whose cost you are able to pay: **a)** your Influence marker must be located on the track matching the (background) color of the Robot's cost icon; **b)** you must have enough of that Influence to pay for it (cost shown in the cost icon + up to 3 extra Influence for its position in the Robot row).
- 2 Spend Influence equal to the total cost of the Robot, by moving your Influence marker backwards that many spaces.

IMPORTANT: *Io* allows players to spend **Megacredits** to lower the cost of a Robot. Should you bring the cost down to 0, your Influence marker must still be located on the track matching the color of the Robot's cost icon.

If your Influence marker is located on the "0" space, you may choose any Robot, provided you can bring its cost down to 0

- 3 Place the Robot next to the moon corresponding to its assignment. If the Robot features 2 assignments, assign it to either moon.
- 4 Resolve the Robot's ability: this ability depends on how many Robots of that type you control. This may cause one or several of your Development markers to move. If any effects must be resolved after resolving the Robot's ability entirely (gaining **Energy** via Europa, gaining a modifier via Callisto), resolve them now.
- 5 Then, move your Development marker forward a number of spaces equal to the **level** of the Robot you just assigned to the moon. If any effects must be resolved after resolving the Robot's ability entirely (gaining **Energy** via Europa, gaining a modifier via Callisto), resolve them now. At all times, the value a Development marker is resting on must be the sum of all levels of your Robots assigned to that moon.



Example: Adrien wishes to acquire this Technician Robot with a **Mars** Influence. As his marker is on the right Influence track, he can do so. He must now spend 6 Influence instead of 5, because this Robot is on the ① space ①. Then, since the Robot can be assigned to 2 moons, Adrien chooses to assign it to Ganymede ② and to apply its ability: increasing the level of one Robot he controls by X. As this is his 2nd Technician, he increases the level of the chosen Robot by 2 ③. Finally, his Ganymede Development marker moves forward by as many spaces as the Level of the newly assigned Robot ④.



C DEVELOPING A TECHNOLOGY

Choose a Technology: pay its cost, place it at the top of your player board and resolve its immediate effect, if any. You will score VP from Technologies at the end of the game.

IMPORTANT: you may not develop the same Technology more than once.



Example: Adrien chooses to develop the Memory scanner and spend the required resources ①. He places the Technology tile above his player board. As the Memory scanner's effect is immediate, Adrien resolves it immediately ②.

3 Claim a Goal

If you meet the requirements of a Goal you have not claimed yet, place one of your Goal markers on the leftmost available space for that Goal. You may lower a Goal's requirements by spending **Energy**: for each **Energy** spent, lower the requirements by 1. At the end of the game, you will score VP from Goals you have claimed.

IMPORTANT: should you meet the requirements for several Goals in the same turn, you may only claim one Goal each round. You will claim another Goal at the end of your next round.

Example: Adrien fulfills the requirements for 2 Goals: since he may claim only one at the end of his turn, he chooses to claim the Goal that requires having 4 Characters tucked at the bottom of his player board. Since he tucked only 3 Characters, he must spend 1 **Energy** to lower this requirement by 1. He places one of his Goal markers on the first available space.



END OF A TURN

If a card has been taken from the Robot and/or the Character row, slide any cards to the left, then refill to five cards, drawing from the corresponding draw pile.

Example: Adrien's turn is over: he moves the cards so that there is an empty space next to the draw pile(s) ①, then reveals a new one and places it on the empty space ②.



ASSIGNMENT MODIFIERS, ROBOT MODIFIERS AND ROBOT PROJECT CARDS

When you gain a modifier, you may place it on a Robot you control or on your Robotic Project to complete it.

- Any Robot you want to place an Assignment modifier on must have an available space . Place the Assignment modifier there, and then immediately move the Robot to the corresponding moon. Adjust your Development markers accordingly so they always correspond to the sum of your Robots' Levels in that area.
- When placing a Robot modifier on a Robot you control, nothing happens. The abilities of the next Robots you will acquire of that type will be more powerful.

IMPORTANT: you may not place (or move) a Robot modifier on a Robot (or Robotic Project) that already has one.

- Once you have placed a Robot modifier **AND** an Assignment modifier on your Robotic Project, it is complete: it enters play as a Robot, as if you had just acquired it by spending Influence. Apply its ability if you wish to.
- If you gain a Robot modifier or an Assignment modifier after completing your Robotic Project earlier in the game, you may start another one by taking a Robotic Project card on its back side , then place the tile or the marker on the card. It takes placing a Robot modifier **AND** an Assignment modifier on the card to complete the Robotic Project.



Example: Adrien hires Noor: he chooses to use her immediate ability to place one of his Assignment modifiers on a Robot he controls or on his Robotic Project **1**. He decides to place his Ganymede marker on a Robot he controls with an available space **2**. He must immediately move this Robot to Ganymede **3** and adjust his Development markers accordingly **4**.



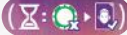
Example: Adrien assigns a Robot to Callisto, causing his corresponding Development marker to reach space 2, granting her a modifier **1**. This time, he decides to place a Robot modifier on his Robotic Project **2**. As he previously placed an Assignment modifier on his Project, it is now complete and enters play immediately **3**. Adrien resolves its ability and gains 2 **Megacredits** since it is his second Miner.

END OF THE GAME





The game ends when:

- the last Character card is **placed** in the Character row;
- OR
- a player controls at least 10 Robots.

End the current round so each player has played the same number of turns.

 At the end of the game, each player must spend 1 **Megacredit** for each Character they tucked at the bottom of their player board. Should a player not have enough **Megacredit**, they choose which Character(s) they cannot pay and discard them.

Then, players score VP:

-  → VP from Development markers
-  → VP from Characters
-  → VP from Technologies
-  → VP from Goals

The player with the most VP wins the game. In the case of a tie, the player with the most remaining Influence wins the game. If there is still a tie, tied players share the victory.



Example: Adrien ended the game by controlling 10 Robots. He was the 1st player so his opponents play their last turn. Once their turn is over, players score VP. Adrien was 1 **Megacredit** short of paying his Characters: he decides to discard Noor **1**.

- 37 VP from Development markers: 10 VP for Io, 5 VP for Europa, 10 VP for Ganymede and 12 VP for Callisto (he controls 4 Technicians and his marker reached the ×3 area) **2**.
- 11 VP from Characters: 4 VP for Ms Lee (twice) and 3 VP for MN Ila Zoe **3**.
- 3 VP from Technologies: 2 VP for the A.I. clone and 1 VP for the Memory scanner **4**.
- 9 VP from Goals **5**.

Adrien's total score is 60 VP **6**.



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	Adrien			
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	10			
	12			
	11			
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	9			
=	60			

4

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1 **1** **1** **1**

APPENDIX

Jupiter's moons' effects



Io lets you lower the cost of Robots by spending **Megacredits**.

- **Spaces 1-3:** before acquiring a Robot, you may spend 2 **Megacredits** to lower its cost by 1. You may repeat this ability any number of times.
- **Spaces 4-6:** before acquiring a Robot, you may spend 2 **Megacredits** to lower its cost by 2. You may repeat this ability any number of times.
- **Spaces 7-9:** before acquiring a Robot, you may spend 2 **Megacredits** to lower its cost by 3. You may repeat this ability any number of times.
- **Spaces 10-12:** before acquiring a Robot, you may spend 2 **Megacredits** to lower its cost by 4. You may repeat this ability any number of times.
- **Space 13:** before acquiring a Robot, you may spend 2 **Megacredits** to bring its cost down to 0.

REMINDER: if you bring the cost of a Robot down to 0 using Io's effect, you must choose a Robot whose cost matches the Influence track where your marker is. If your Influence marker is on the 0 space, you may choose any Robot.



on **Europa**, you can gain the **Energy** you need to develop Technologies and to claim Goals quicker

- **Spaces 1-3:** upon moving your Development marker onto or past space "3", gain 1 **Energy**.
- **Spaces 4-7:** upon moving your Development marker onto or past space "6", gain 1 **Energy**.
- **Spaces 8-11:** upon moving your Development marker onto or past space "9", gain 1 **Energy**.
- **Space 12:** as long as your Development marker remains on this space: whenever you must spend **Energy**, spend one less. This also means the requirements for each Goal are lowered by one..

IMPORTANT: Development markers may sometimes move backwards. Upon moving your Development marker back onto or past space "3", "6" or "9", you gain 1 **Energy** again.



Ganymede improves the "Hiring a Character" action.


- **Spaces 1-3:** you may now have up to 3 Characters at the bottom of your player board instead of 2.
- **Spaces 4-7:** when hiring a Character, you may resolve either of their abilities, no matter which Influence track your Influence marker is on. The maximum number of Characters you may have at the bottom of your player board is still 3.
- **Spaces 8-10:** you may now have up to 5 Characters at the bottom of your player board. When hiring a Character, you may resolve either of their abilities, no matter which Influence track your Influence marker is on.
- **Spaces 11-14:** when hiring a Character, resolve their immediate ability **and** place them at the bottom of your player board. The maximum number of Characters you may have at the bottom of your player board is still 5.
- **Space 15:** you may now have up to 6 Characters at the bottom of your player board. When hiring a Character, resolve their immediate ability **and** place them at the bottom of your player board.

IMPORTANT: if you move your Development marker backwards on Ganymede and this reduces your Character limit, at the end of your turn discard Characters down to this limit.

Example: Adrien hires Nakkia and gains her Hiring effect **1**. Since Adrien's Influence marker is on the **Earth** track, he should use Nakkia's immediate ability. But since his Ganymede's Development marker is on space "8", Ganymede's effect allows him to use either of Nakkia's abilities **2**. Adrien decides to use Nakkia's endgame scoring and tucks the card at the bottom of his player board **3**.





Callisto increases the value of your most frequent type of Robots, lets you modify your Robots and start new Robotic Projects. 

- **Spaces 1-4:** upon moving your Development marker onto or past space “2”, place a modifier (Assignment or Robot) onto a Robot you control or your Robotic Project. At the end of the game, score 1 VP for each Robot of the type you have the most of.
- **Spaces 5-8:** upon moving your Development marker onto or past space “7”, place a modifier (Assignment or Robot) onto a Robot you control or your Robotic Project. At the end of the game, score 2 VP for each Robot of the type you have the most of.
- **Spaces 9-13:** upon moving your Development marker onto or past space “12”, place a modifier (Assignment or Robot) onto a Robot you control or your Robotic Project. At the end of the game, score 3 VP for each Robot of the type you have the most of.

- **Space 14:** at the end of the game, gain 4VP for each Robot of the type you have the most of.

IMPORTANT: upon moving your Development marker back onto or past space “2”, “7” or “12”, you may place a modifier .

🔧 Robots' abilities

REMINDER: when a Robot enters play under your control, its ability depends on how many Robots of its type you control, including itself.



Miner: gain X **Megacredits** (X = number of **Miner** Robots you control).

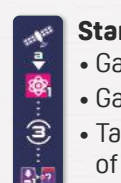
REMINDER: you may not own more than 10 Megacredits.



Builder: take 1 Character among the first X in the Character row (X = number of **Builder** Robots you control). Choose either of their abilities, no matter where your Influence marker is. Do **not** gain their Hiring Effect.

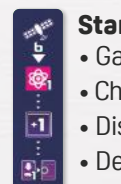


Star-Z: apply one of the first X Star-Z bonuses shown on the tile (X = number of **Star-Z** Robots you control). If this is your first Star-Z Robot, you must apply the first bonus (gain 1 **Energy**). If this is your second Star-Z Robot, you may choose one of the first two bonuses, and so on. You **cannot** gain several bonuses with one Star-Z Robot.



Star-Z tile, A-side

- Gain 1 **Energy**.
- Gain 3 Influence.
- Take the first Character of the row: apply either of their abilities. Do **not** gain their Hiring Effect.
- Gain 2 **Megacredits**.
- Choose a Robot you control (or your Robotic Project): increase its level by 3.



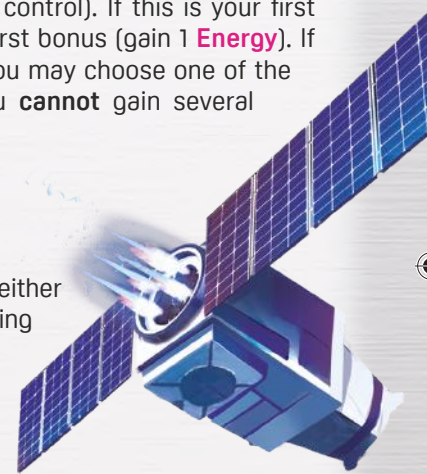
Star-Z tile, B-side




- Gain 1 **Energy**.
- Choose a Robot you control or your Robotic Project: increase its level by 1.
- Discard the first Character of the row: gain their Hiring Effect **only**.
- Develop a Technology with a discount of 1 **Energy** or 1 **Megacredit**.
- Place one of your Goal markers on the first available space of the Goal of your choice, even if you do not meet its requirements. You may never place more than one of your markers on a Goal.



Technician: increase the level of **one** of your Robots (including this one) or your Robotic Project by X (X = number of **Technician** Robots you control).

IMPORTANT: you may not divide this gain on several Robots.



Example: Adrien chooses Marty Simon and uses his immediate ability , thereby completing his Robotic Project. It enters play as a Builder Robot, Adrien's third of that kind . Adrien may therefore choose one of the first three Characters of the row and use either of their abilities. Since Marty Simon was in one of the first three spaces of the row, Adrien has only 2 options left: he chooses Ms. Chau and uses her immediate ability .

Characters' abilities

The title "MN" means "Mars Native", i.e. the character was born on Mars.

Ms Chau



Hiring: gain 3 Influence.

Immediate: increase the Levels of two different Robots you control (including your Robotic Project) by 1.

End of the game: score 1 VP for each Robot you control of level 5 or more.

Mn Diat Expi



Hiring: gain 5 Influence.

Immediate: Increase the Level of one Robot you control (or your Robotic Project) by 1.

End of the game: score 1 VP for each Robot you control of level 5 or more.

Mn Milutin Madic



Hiring: gain 4 Influence.

Immediate: gain 1 Energy.

End of the game: score 2 VP for each Technology you have developed.

Mn Hunter Perks



Hiring: gain 4 Influence and 1 Megacredit.

Immediate: apply X **different** bonuses (X = number of Technologies you have developed, max. 3) among: gain 1 Megacredit, gain 2 Influence, increase the Level of one Robot you control (or your Robotic Project) by 1.

End of the game: score 2 VP for each Technology you have developed.

Mn Elliot Ban



Hiring: gain 4 Influence.

Immediate: gain 2 Megacredits.

End of the game: score 1 VP for each Character at the bottom of your player board.

Tarak Freeman



Hiring: gain 6 Influence.

Immediate: gain 1 Megacredit.

End of the game: score 1 VP for each Character at the bottom of your player board.

Noor



Hiring: gain 4 Influence.

Immediate: take one of your Assignment modifiers and place it onto a Robot you control (or your Robotic Project) with an available space. this will cause your Robot to move or may cause your Robotic Project to enter play.

End of the game: score 3 VP for each set of 4 Robots your control on different moons.

Mn Ila Zoe



Hiring: gain 5 Influence and 1 Megacredit.

Immediate: lower the Level of one Robot you control (or your Robotic Project) by any amount, then increase the Level of one other Robot you control (or your Robotic Project) by the same amount.

End of the game: score 3 VP for each set of 4 Robots your control on different moons.

IMPORTANT: a Robot's level may never go below 1 or above 6 this way.

Marty Simon



Hiring: gain 4 Influence.

Immediate: take one of your Robot modifiers and place it on a Robot you control or on your Robotic Project. This may cause your Robotic Project to enter play.

End of the game: score 2 VP for each Goal you have claimed.

IMPORTANT: you may not place a Robot modifier onto a Robot that already has one.

Ms Lee



Hiring: gain 5 Influence.

Immediate: gain 3 Influence.

End of the game: score 2 VP for each Goal you have claimed.



Nakkia



Hiring: gain 4 Influence and 1 **Megacredit**.

Immediate: you may move one of your Robots with a double assignment. **If you do**, increase its level by 1 afterwards.

End of the game: score 1 VP for each Robot you control with a double assignment.

Mn Leonard Simon



Hiring: gain 5 Influence.

Immediate: spend 1 **Megacredit** to gain 1 **Energy** and you may move one of your Robots with a double assignment.

End of the game: score 1 VP for each Robot you control with a double assignment.

Technologies



1a - Automated drilling

Ongoing: when you gain at least 1 **Megacredit**, gain 1 more (no more than once per turn).



1b - Earth-Mars highway

Ongoing: when you shift your Influence marker to the other Influence track, gain 2 Influence (no more than once per turn).



2a - Crypto-exchange

Immediate: gain 4 **Megacredits** and 4 Influence.



2b - A.I. clone

Ongoing: when a Robot enters play under your control, resolve its ability as if you control an additional robot of this type (no more than once per turn).



3a - Superconductivity

Immediate: place a level 7 token on the Robot (or your Robotic Project) of your choice. **From now on, the level of this Robot can never be modified.**



3b - Automated assembly

Immediate: take a Robotic Project card on its back side (even if you already have a Robotic Project in progress), then place an Assignment modifier and a Robot modifier on it. It enters play as a Robot as if you had just acquired it by spending influence.



4a - Robotic sequencing

Immediate: draw 4 Robot cards and play one of them for free: it enters play as if you had just acquired it by spending influence. Put the remaining 3 Robot cards back at the bottom of the Robot pile.



4b - Memory scanner

Immediate: choose a Character in the discard pile: apply their immediate ability **and** tuck it at the bottom of your player board. Do **not** gain their Hiring effect. **Ongoing:** your Character limit is increased by 1.

Goals



Control at least 5 Robots with a double assignment.



Develop at least 4 Technologies.



Control at least 4 Robots of level 6 or more.



Have reached space "6" or more on each moon.



Have at least 4 Characters at the bottom of your player board.



Have at least 4 modifiers on Robots in play. Any modifiers on a Robotic Project that is not in play do not count.



Have at least 8 **Megacredits**. They are not spent, you just need to have them.



Control at least 7 Robots of the same color of Influence.



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