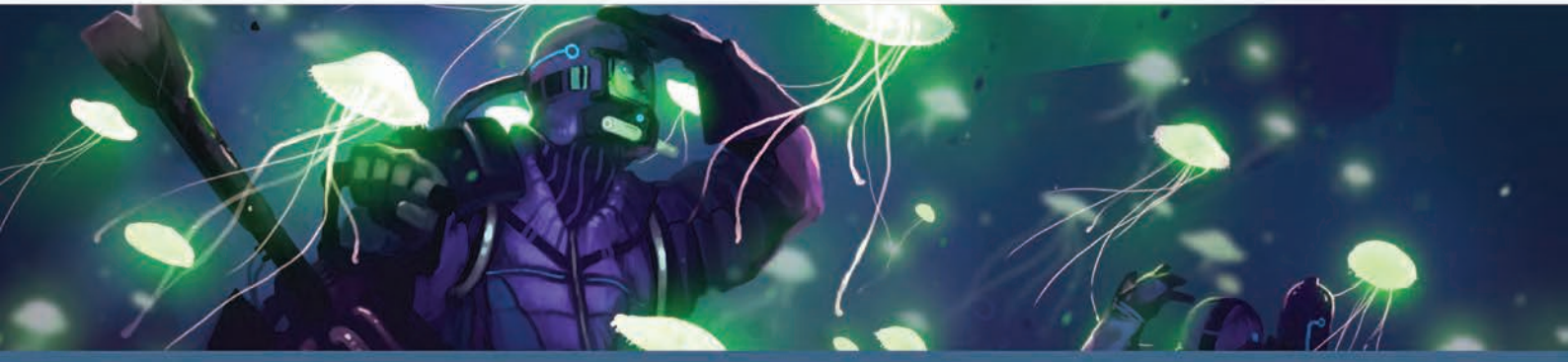


THE STORY

1-5 PLAYERS • 60-75 Min. • 12+

Europa: the frozen moon of Jupiter. It took decades to bio-form this ball of ice into a place that can just barely support human life... but the effort was worth it to get to the great living oceans below. With the "Threshold" energy shield holding in the warming atmosphere, and the "Doorstep" spaceport fully active, teams of Stabilizers descend to compete for leadership of this hostile moon.

The submerged cavern we call The Pocket conceals all the raw materials you'll need to succeed: the hidden oceans are warmed by thermal vents and teem with alien sea life beyond our wildest dreams. Build your colony under the ice, explore the surface and the seas beneath, and prove that you have what it takes to build this new home for humankind.... the Artemis Project begins!



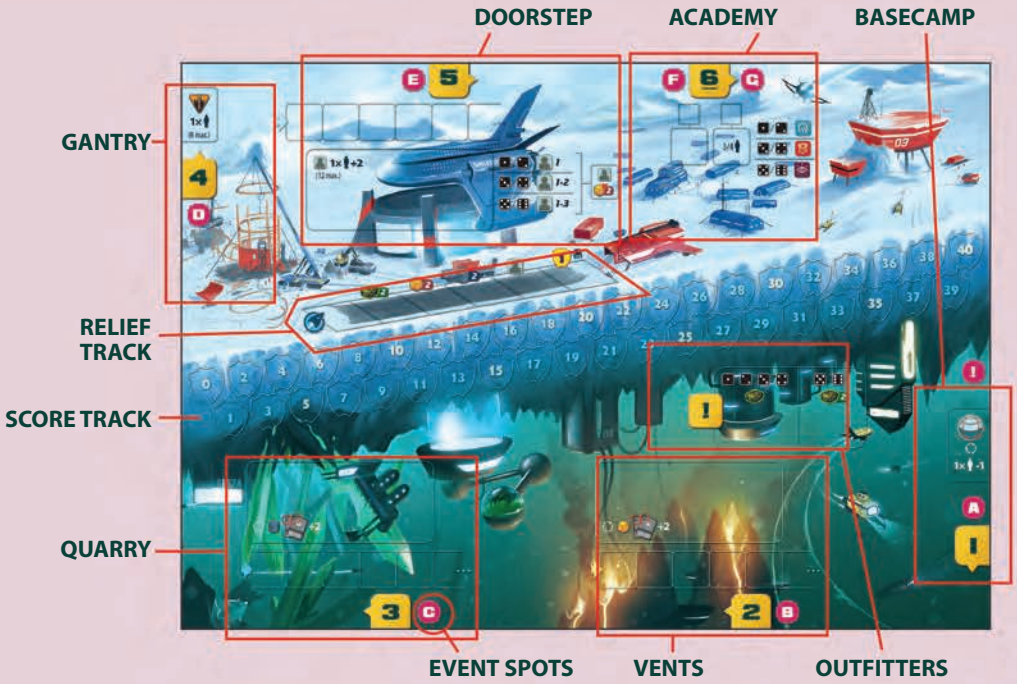
OBJECTIVE

You are the head of a team of Stabilizers attempting to build the most successful colony before the game ends. Harvest resources (*Energy and Minerals*), construct buildings (*in the ocean to improve your abilities and above the ice for scoring*), gain and train colonists to staff your colony and help with expeditions. You will score Victory Points (*VP*) for various accomplishments during the game, and then for a variety of criteria when the game ends (*saved Energy and Minerals, VP-earning buildings, number of buildings, sets of all 4 colonist types plus leftovers, and collections of Expedition badges and Toolkits; see Final Scoring for details.*) The player with the most VP wins!

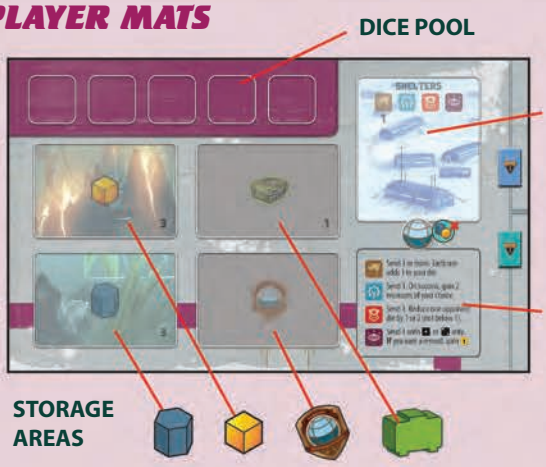


COMPONENTS

1 GAME BOARD



5 PLAYER MATS



52 BUILDING TILES

26 OCEAN, 26 SURFACE

See the Building Appendix on page 14 for details on all of the buildings.

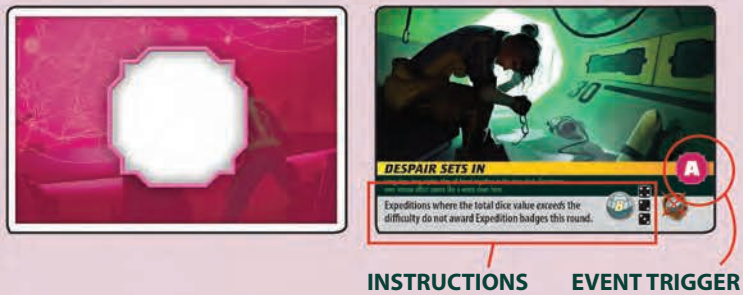


Ocean buildings are constructed in the first three rounds of the game. If fully staffed at the end of each round, their unique ability activates for you.



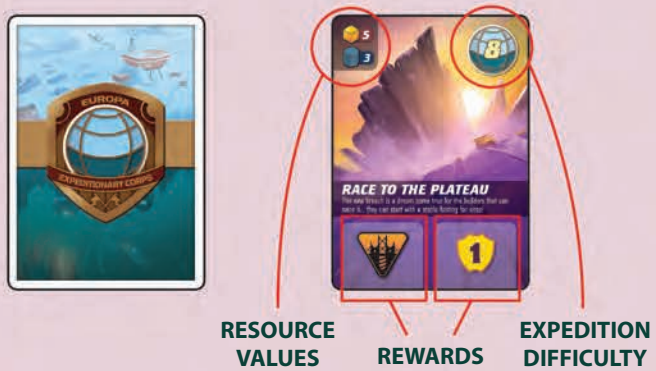
Surface buildings are constructed in the final three rounds of the game. If fully staffed at the end of the game, they'll provide you with unique scoring criteria.

14 EVENT CARDS



Each Event describes how it is resolved, and displays a letter value that shows when it triggers during the Resolution phase.

22 EXPEDITION CARDS



Each Expedition card displays its difficulty and two different rewards. Each card also displays resource values which are not relevant to the Expedition; they help determine how many resources are added to the board for the round.

84 COLONIST MARKERS

28 PIONEERS | 24 ENGINEERS | 16 MARINES | 16 STEWARDS



Colonists are essential for staffing buildings that require their specific talents, and each of them can bring a different benefit when sent on expeditions. The colonist types are represented throughout the game by their distinct symbols, seen above.

1 DRAW BAG

The draw bag helps you randomize your colonists. We have created an awesome alternative to the draw bag called the **Shakeship**. See page 13 for details.





25 DICE

5 per player.



10 PLAYER MARKERS



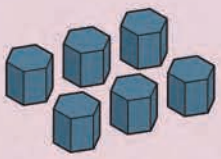
1 EVENT MARKER



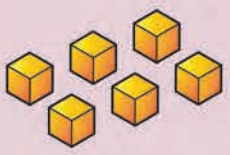
1 PHASE MARKER



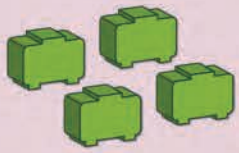
60 MINERALS MARKERS



60 ENERGY MARKERS



35 TOOLKIT MARKERS



35 EXPEDITION BADGES



20 "5x" TOKENS





GENERAL SETUP

1. Place the **game board** centrally. Make supply piles of **Minerals**, **Energy**, **Toolkits**, **Expedition badges, and 5x tokens** by the board as shown.
2. Place 4 each of **Engineers**, **Marines**, and **Stewards** on the board near the Academy.
3. Set aside **1 Pioneer per player**, then put the rest of the **colonists** into the **draw bag** and mix well; keep it near the Doorstep.
4. Shuffle the **Building tiles** into separate face-down stacks of Surface and Ocean tiles, and place the stacks near the Gantry.

For a 2-player game, you must remove all duplicate buildings from both stacks. They are marked with a 2+ *symbol.*



5. Shuffle the **Event cards**, and draw six to form a face-down **Event deck** near the board. Return the rest to the box. Put the **Event marker** near the deck.

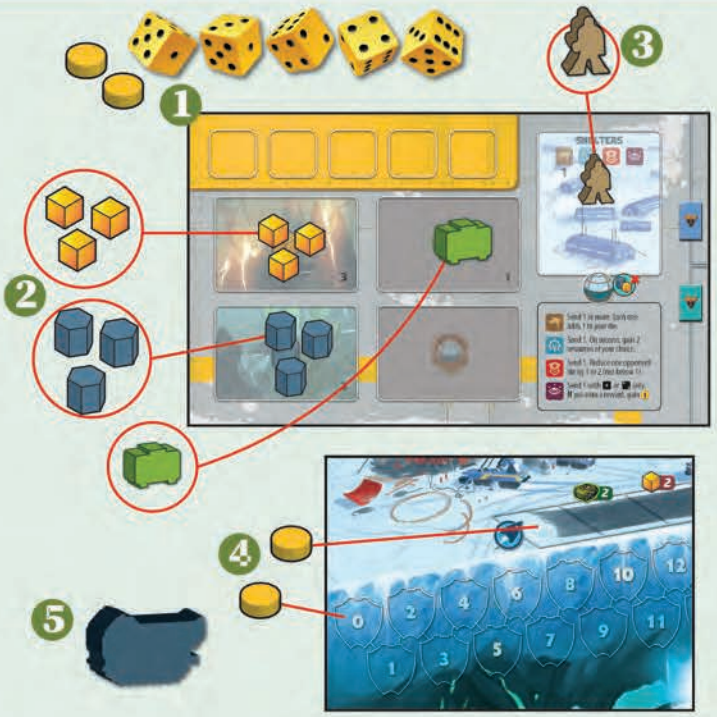
Since there are six rounds in the game, this Event deck will act as a game timer to remind you of how many rounds remain.

6. Shuffle the **Expedition deck** and place it face-down near Basecamp.



PLAYER SETUP

1. Each player takes a **player mat**, both **player markers**, and all **5 dice** in their color.
2. Each player takes **3 Minerals, 3 Energy, and 1 Toolkit** from the supply and puts them in the storage areas of their player mat.
3. Each player takes **1 Pioneer colonist** (*the ones left out of the bag during General Setup*) and puts it in their *Shelters*.
4. Each player places their two **player markers** on the starting spaces of the **Score track** and the **Relief track** on the game board.
5. Select a starting player randomly, and give them the Phase marker.



BOARD SETUP

This process happens at game start and then to prepare for each new round. Obviously, at game start there will have been no "previous round".

I Basecamp: Clear all Expedition cards from the previous round into a discard pile, then lay out Expedition cards from the deck face up; 1 fewer than the number of players. *If the deck runs out, shuffle the discard pile to form a new deck.*

*If there are any **colonists** as rewards on these cards, draw them from the bag and place them on those Expeditions now.*

*If there are any **buildings** as rewards on these cards, draw them from the stack matching the round you are entering and place them by those Expeditions now.*

2 ★ Vents: Discard any Energy remaining from the previous round. Add Energy from the supply to the Vents. The amount you should add is displayed on the **top left corner of all of this round's Expedition cards combined, plus 2 Energy.**

3 ★ Quarry: Discard any Minerals remaining from the previous round. Add Minerals from the supply to the Quarry. The amount you should add is displayed on the **top left corner of all of this round's Expedition cards combined, plus 2 Minerals.**

4 Gantry: Reveal Building tiles from the indicated stack (*Ocean if you are about to play round 1, 2, or 3; Surface if you are about to play round 4, 5, or 6*); equal to the number of players. Display them by the side of the board, **adding to** any that remain from the previous round.

Maximum 8 buildings in the Gantry. If you reach 8, stop revealing new ones.

5 ★ Doorstep: Place random colonists (*two more than the number of players*) drawn from the bag into the Doorstep, **adding to** any that remain from the previous round.

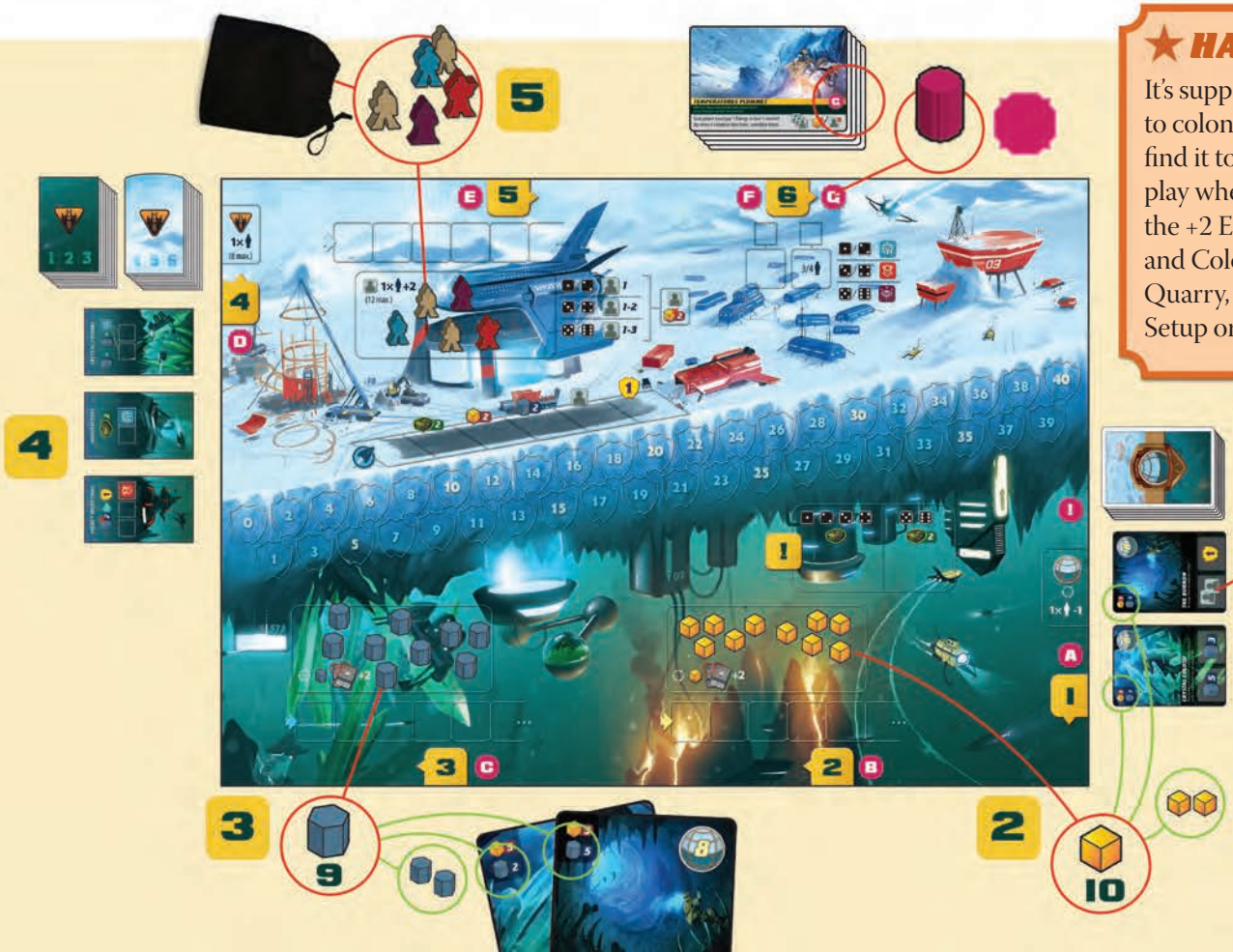
Maximum 12 colonists in the Doorstep. If you reach 12, stop drawing new ones.

6 Academy: No extra setup necessary.

! Outfitters: No extra setup necessary.

Event: Reveal the top card of the Event deck. There is a letter on the Event card; place the **Event marker** on that letter along the edge of the game board. This indicates when that Event will trigger during the round. (*If the letter is ! , it triggers immediately when revealed.*) Read the Event card aloud so that all players are aware of what it will do and when it occurs during the round.

When all of this is complete, you are ready to begin the round!



★ HARSH MODE

It's supposed to be difficult to colonize Europa... if you find it too forgiving, try a play where you **don't** add the +2 Energy, Minerals, and Colonists to the Vents, Quarry, and Doorstep in Setup or each round.

GAMEPLAY

Each round has a **Placement phase** where players assign their dice to any of the 7 different regions on the board, then a **Resolution phase** where the regions (*and this round's Event*) are resolved in a specific order. Finally, there is an **Upkeep phase** to finish the round and prepare for the next one. The game plays for **6 rounds**, and then final scoring is calculated and added to VP that players earned during the game.

SOME GENERAL RULES

- Whenever you gain/lose VP for any reason, move your marker on the Score track to reflect the gained/lost points.
- Whenever you "pay" or "spend" anything in the game, it is discarded back into its supply pile.
- "Resources" refers to Minerals and Energy in any combination.
- If the supply runs out of Energy, Minerals, Toolkits, or Expedition badges, players should use the 5x tokens to make change and return resources to the supply. A 5x token kept in one of the storage areas on your player mat counts as 5 of that area's item.



- Colonists may only ever go into your buildings if there is **room**. A building has room for a colonist if there's an empty spot indicating that **type** of colonist, or an empty **blank** spot, (*which can hold **any** type of colonist*).
- Whenever you gain a **colonist** for any reason, it may **immediately** be placed in any building that has room, otherwise it **must** go into your **Shelters**.
- Whenever you gain a **building** for any reason, you may immediately move colonists from your **Shelters** (*but **not** from other buildings*) into the new building. Colonists may **not** otherwise be moved around until the move/swap step of the Upkeep phase.
- If the draw bag ever runs out of colonists, collect the ones that have been discarded from the game and replenish the bag with those. If ever the bag is empty and there are **no** discarded colonists, no new colonists may enter the game by any means.
- If you are ever instructed to **lose** something you don't have, comply as much as you can and ignore the remainder. For example, if an event would cause you to lose 2 Minerals and you only have 1, lose the 1.

THE PLACEMENT PHASE

All players roll their dice to form their own dice pool, then placement begins. Begin with the start player and proceed clockwise. On your turn, select **one die** from your pool and play it to one of the **seven regions**.



*If you have any **Toolkits**, you may spend them to alter your dice (**before** you place them, **never after**).*
- *Each Toolkit you spend allows you to add or subtract 1 from one die.*
- *You **may** spend multiple Toolkits to alter a die multiple times.*
- *You may **not** reduce a die below 1 or raise it above 6.*

1 **BASECAMP**
2 **VENTS**
3 **QUARRY**
4 **GANTRY**
5 **DOORSTEP**
6 **ACADEMY**
! **OUTFITTER**

There are specific rules to placing in the different regions, described on the following pages.

1 BASECAMP

Compete to earn Expedition badges and the rewards shown on the Expedition cards.

Place your die next to the Expedition card you wish, starting at the card **bottom**. Subsequent dice will be placed **above** existing dice, regardless of their value.

You are trying to have the combined dice total on an Expedition meet or exceed its difficulty, in order to earn a badge and a reward.



For example, if you wanted to join this Expedition, you would place your die above the die that an earlier player placed at the bottom of the card.

SENDING COLONISTS ON EXPEDITIONS

You **may** send along a colonist (or multiple Pioneers) **from the Shelters** on your player mat (*by spending 1 resource*) which will help affect the outcome of the Expedition in the manner described below. When sending colonists on Expeditions, place them **alongside** your die so that it remains clear who owns them.

Pioneers: You may send **multiple** Pioneers with your die. (*It only costs 1 resource to send any number of Pioneers from your Shelters.*) **Each** Pioneer raises the value of your die by 1 (***even beyond 6 is allowed***). Do **not** change the die itself, just consider each Pioneer to be an added "pip" on your die.

Engineers: You may send 1 Engineer with your die. **If** the Expedition is successful, gain any 2 resources in addition to any other rewards the Expedition might earn you (*even if you don't qualify for a reward*).

Marines: You may send 1 Marine with your die. Immediately reduce 1 opponent's die on the same Expedition by 1 or 2 (*actually change the die*). You may not reduce a die below 1.

Stewards: You may send 1 Steward with your die, and your die **must** be value 1 or 2 only. **If** the Expedition is a success **and** you are the first to choose a reward, gain 1VP in addition to the reward. *Note: This is hard to pull off; you would almost always need to send another die on the Expedition in order to achieve first place and qualify for the Steward's reward.*



For example, you could send 2 Pioneers from your Shelters along with your die, by spending 1 Energy or 1 Mineral. You place the Pioneers beside your die, and now that die is considered to be a "7".

2 VENTS

Harvest Energy, which is useful for gaining, sheltering, and deploying colonists.

This region uses the **Exposure** mechanism, which is a key element of the game; place your die **to the right** of all existing dice that are **equal to or lower than your die.** *Your die's value indicates how much Energy you will be able to harvest during Resolution.*



For example if you wanted to place this "3" die and the existing dice looked like this...



...you would slip it in to the right of the existing "3", bumping all higher dice to the right.

3 QUARRY
Harvest Minerals, which are used to construct buildings.

The Quarry uses the **Exposure** mechanism, which works the same as in the Vents.

4 GANTRY
Bid upon the buildings you wish to construct.

Place your die **on** the building tile you wish to construct. *The value of the die you place here is the amount of Minerals you are bidding to construct the building.*

- You **may** place a die onto a building that already has other dice on it, but your die's value must be **higher** than each other die already there.
- You may outbid yourself, or outbid another player who has outbid you.
- You do not need to possess the bid amount of Minerals when you **place** your die; but if you don't own them by the time the Gantry is resolved in the Resolution phase, you won't be able to buy the building. Plan ahead!



For example, if you wanted to place this "4" on a building, you could place it on the Volcanic Extractor, which has no dice on it, or the Manufactory, which has a "3" on it. You could not place it on the Shuttle Bay, since your die wouldn't be the highest one there.

5 DOORSTEP
Recruit incoming colonists to staff your colony's buildings and assist with expeditions.

The Doorstep uses the **Exposure** mechanism, which works the same as in the Vents and the Quarry. Your die's value indicates how many colonists (*at most*) you will be permitted to recruit from the Doorstep during Resolution, at a cost of **2 Energy apiece.**

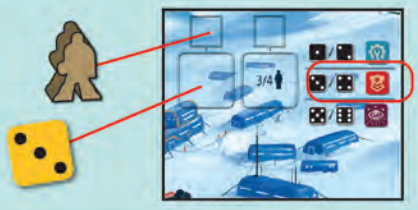
- You do not need to possess the needed Energy when you **place** your die; but if you don't own it by the time the Doorstep is resolved in the Resolution phase, you won't be able to recruit your desired colonists.

6 ACADEMY
Train colonists for other roles

There are only two spaces here (*only 1 space in 2p*). Place your die along with **any type** of colonist from your Shelters or from one of your buildings. Your die value determines what your colonist will **become**, as displayed on the board.

- If the Academy has run out of the colonist type you'd train into, placing that die here will result in a wasted action during Resolution.

If you place this "3" in an Academy spot with a colonist, it will become a Marine during Resolution.



! OUTFITTER
Gain Toolkits, which are used to change your dice.

*The Outfitter is unique among the regions because it triggers **immediately** instead of waiting for the Resolution phase!*

Place your die in the section here according to the value shown. **Immediately** gain the amount of Toolkits displayed from the supply and store them in the Toolkit storage area of your player mat.

- There is no limit to the number of dice that may be sent to the Outfitter.



If you place this "5" in the Outfitter, you immediately gain 2 Toolkits from the supply.



When all players have run out of dice, the Placement phase ends.

THE RESOLUTION PHASE

Beginning with the Phase marker at Event Spot A and proceeding clockwise around the board, the 6 numbered regions (*and the round's single Event, wherever it may fall*) are resolved. The start player moves the Phase marker around the board to indicate the currently resolving region. All players gain their dice back from regions as they are resolved.





THE EVENT

When the Event marker is reached by the Phase marker, resolve the Event text of the current Event card; read the card aloud and follow its instructions.



1 BASECAMP

Resolve each Expedition card separately, beginning with the one closest to the deck and proceeding away from it.

If the combined total of all the player dice by the card is **lower** than the Expedition difficulty, the Expedition has **failed**; every player with dice there receives nothing and gains 1 on the Relief Track (*see Relief Track below*).

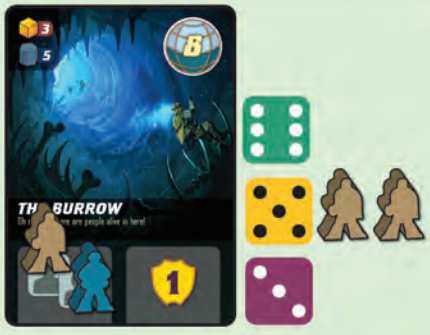
If the combined total of all the dice by the card **equals or exceeds** the Expedition difficulty, the Expedition is **successful!**

The player with the **highest combined value of their own dice** *(plus any Pioneers)* gains 1 Expedition badge **and** picks a reward from the two shown on the card. The player with the **second-highest** value of dice there gains 1 Expedition badge **and** receives the remaining reward. Any other player with dice there receives nothing and gains 1 on the Relief Track (*see **Relief Track** on page 11 for details*).



See the Expedition Reward Index on page 13 for details on the different Expedition Rewards.

- Ties are broken by the player who played to the Expedition earlier, which is the die placed **lower** beside the card.
- If only **one** player has dice present on a successful Expedition, that player gains **both** rewards (*but only **one** Expedition badge*).
- Remember to account for colonist abilities as you resolve! After each Expedition is resolved and rewards claimed, your colonists return to your **Shelters** (*or to your Expedition Hub building, if you have one*), **not** to any other building.



For this Expedition, Green has 6, Yellow has 7 (5 plus 2 Pioneers), and Purple has 3. The total is 16, which easily beats the difficulty of 8; the Expedition is a success!

Yellow gets a badge and picks a reward first, choosing to take the Pioneer and Engineer. Green gets a badge and the remaining reward: a single VP. Purple earns neither a badge nor any reward, and gains 1 on the Relief Track.



2 VENTS

Beginning with the **leftmost** die and proceeding right, the owning player takes Energy from the Vents equal to the die's value. (*It is possible that a die will result in a player receiving only **some** of the Energy their die should have earned them; in that case the player should take as much as possible, and the leftover value of the die is wasted.*)

- For any die that earns **zero** Energy because the Energy ran out, that die is **exposed** and earns nothing; the player gains 1 on the Relief Track.

For example, there are 8 Energy and these 5 dice in the Vents.

The Yellow 1 takes 1 Energy.
The Green 3 takes 3 Energy.
The Yellow 3 takes 3 Energy.
The Green 4 takes 1 Energy because that's all that remains.
*The Purple 4 is **exposed**, so Purple gains 1 on the Relief Track.*



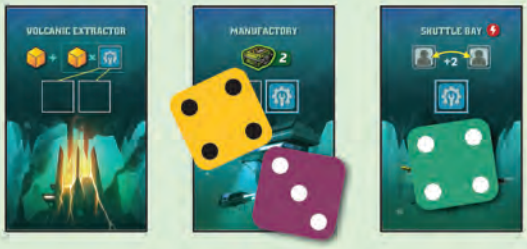
3 QUARRY

Resolve identically to the Vents except with Minerals.

4 GANTRY

Resolve each building tile (*that has any dice on it*) separately. The player with the highest-value single die has the option to pay **that much in Minerals** in order to claim that building tile. That player may opt to **not** spend the Minerals to buy the building (*or may not have enough Minerals to spend*); that player does **not** gain anything on the Relief Track. In this case the option goes to the player with the next-highest value die, and so on.

- If you were **outbid** by another player (*not yourself*) and that player does pay for and claim the building, you gain 1 on the Relief Track.
- When you claim a building, line it up beside your player mat according to whether it is an Ocean or Surface building. **Remember:** when you gain a building, you may immediately move any colonists you wish from your Shelters to that building if there is room.

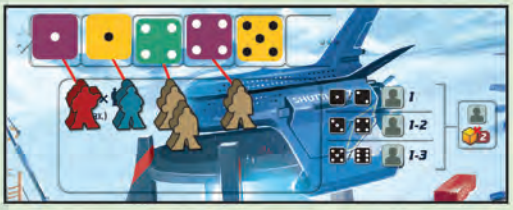


Nobody bid on the Volcanic Extractor.
Yellow won the bid for the Manufactory, so pays 4 Minerals and claims the building.
Purple was outbid, so goes to the Relief track.
Green wins the bid for the Shuttle Bay without a fight, so pays 4 Minerals and takes it.

5 DOORSTEP

Beginning with the leftmost die and proceeding right, the owner may pay **2 Energy per colonist** to claim colonists of their choice from the Doorstep, as limited by the die value (*shown on the board*). If the colonists run out before all dice have been resolved, any unresolved die gains its owner 1 on the Relief Track. (*You **may** opt out of taking any colonists even if some remain, but you do not gain on the Relief Track unless there are **no colonists** in the Doorstep when it is your die's turn to resolve.*)

- When you gain a colonist, you may **immediately** place it into any of your own buildings where you have room, otherwise it goes into your Shelters.

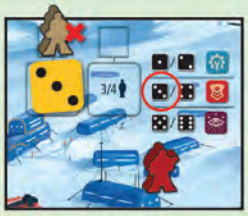


These are the dice and colonists in the Doorstep.
Players pay 2 Energy per colonist in this order:
1. Purple claims 1 colonist: the Marine.
2. Yellow claims 1 colonist: the Engineer.
3. Green claims 2 of the Pioneers.
4. Purple claims the last Pioneer.
5. The Doorstep is empty, so Yellow's 5 earns Yellow a trip to the Relief Track.

6 ACADEMY

Each player with a die in the Academy discards their placed colonist from the game, and gains the appropriate (*according to their die value*) colonist from the Academy supply. (*If there are none remaining of the type you should gain, your action here is wasted and you retrieve your placed colonist but you do **not** gain 1 on the Relief Track.*)

- The Academy space on the left is resolved first when both are filled.
- As always, you may immediately place your new colonist into any of your own buildings where you have room, otherwise it goes into your Shelters.



Since Yellow played a "3" into the Academy, Yellow's Pioneer trains up into a Marine! Yellow discards the Pioneer from the game and takes the Marine from the Academy supply.

! OUTFITTER

These dice were already resolved during the Placement phase. Players simply take them back now.

THE RELIEF TRACK

Whenever you gain on the Relief Track (*usually because you had an exposed die, went on a failed Expedition, or were outbid on a building*), move your Relief Track marker 1 space to the right. Then gain the reward shown above the space your marker is in, or any one reward your marker has already passed.

Once your marker reaches the **end** of the Relief Track, **you no longer move it or gain Relief Track benefits** for the remainder of the game, even if you would normally be entitled to do so.

Example: You are on the second space of the Relief Track, and you gain 1; you move to the third space and could choose to gain either 2 Minerals, 2 Energy, or 2 Toolkits.



Once the Resolution phase is over, proceed to the Upkeep phase.

THE UPKEEP PHASE

During the Upkeep phase, players perform the following tasks in order.

ONE MOVE/SWAP

Each player **may** perform 1 colonist move/swap. This means that you may either **move** a colonist from its current location to an empty space in a building with room (*or to your Shelters*), or **swap** the current position of any two colonists in your buildings or Shelters, as long as there is room for both in their destinations.

ACTIVATE FULLY-STAFFED BUILDINGS

Each player may activate their **fully staffed** Ocean buildings. Most **Ocean** buildings provide some sort of benefit that can be gained at this time, as long as the building is fully staffed (*meaning, there are no empty spots*). Players may activate their buildings now (*up to once per building*) in any order they choose, and gain the benefits described. (*See the Building Appendix for details on each building.*)

PAY ENERGY FOR COLONISTS IN YOUR SHELTERS

For each colonist (*of any type*) in your **Shelters**, you **must** pay 1 Energy to keep them warm. If you don't have enough Energy to pay to warm **all** of the colonists in your Shelters, pay for as many as you can (*your choice which ones get paid for*) and discard (*from the game*) any colonists that are **not** paid for.



You have 3 colonists in your Shelters but only 2 Energy left; you pay the 2 Energy to warm 2 of your colonists and choose one Pioneer to discard.



REFRESH THE GAME BOARD

Each region gets refreshed for the next round (*not necessary if the round you just finished was the final round; you can tell that the final round just finished if there are no Event cards left to reveal*). The process for refreshing the board is **the same as the original Board Setup on page 4**, and is summarized on the back of the rulebook.

CHOOSE A NEW START PLAYER

The player with the fewest resources **chooses** the starting player for the next round. (*If this is a tie, the tied player furthest in clockwise order from the previous starting player chooses.*) Then a new round begins with a new Placement phase.

GAME END AND FINAL SCORING

After the sixth round is complete (*including the Upkeep phase*), tally final scores to see who has won. Players may have earned VP during the game, and now they will add to those scores according to the criteria displayed below and on the back of the rulebook. Score them in the specific order below:

1



SAVED ENERGY AND SAVED MINERALS

Earn 1VP for every 5 Energy you have left (*up to a maximum of 3VP*), and 1VP for every 5 Minerals you have left (*up to a maximum of 3VP*).

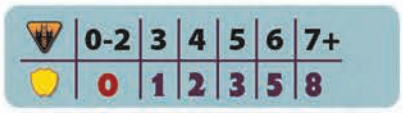
2



FULLY STAFFED SURFACE BUILDINGS

Each **fully-staffed** Surface building in your colony scores VP as described on that building tile. Surface buildings that are not fully staffed do not score.

3



NUMBER OF BUILDINGS

Earn VP based on the number of buildings you've constructed, as displayed on the chart. All of your buildings count towards this score whether they are fully staffed or not.

4



COLONIST SETS

Earn 3VP for each full set of all 4 colonist types in your colony. *You can move all colonists to your Shelters to form sets, they aren't needed in your buildings any more.*

5



LEFTOVER COLONISTS

For every group of 3 colonists in your colony (*regardless of type*) that were **not** part of a set above, score 1VP. Ignore remainders.

6



EXPEDITION BADGES

Earn (*or lose*) VP based on the number of Expedition badges you've collected, as displayed on the chart.

7



MOST TOOLKITS

Earn 2VP if you have (*or are tied for*) the most Toolkits.

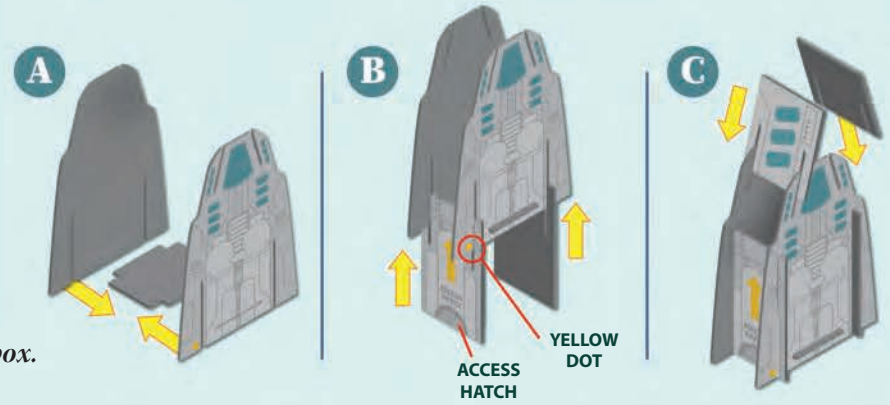
The player with the most VP wins! In the event of a tie, the tied player who went earlier in the turn order in the final round wins!



THE SHAKESHIP

The **Shakeship** is a unique alternative to the draw bag for dispensing random colonists, especially if you are worried that players drawing from the bag might be able to feel the shape of the colonists as they are drawn.

Before playing, assemble the Shakeship:
Make sure the art is on the outside and the blank gray on the inside.



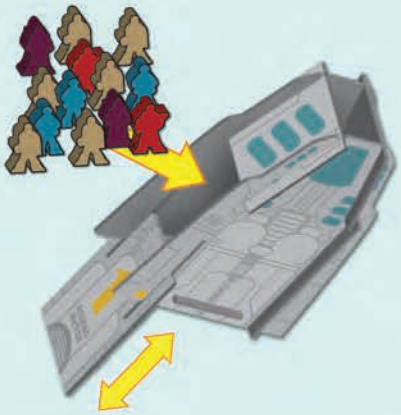
- **A** Connect the two ship faces to the thruster piece.
- **B** Slide the two side panels up. Make sure the access hatch is on the side with yellow dots.
- **C** Slide the two angled panels down. You're done!

The Shakeship can be stored fully assembled in the box.

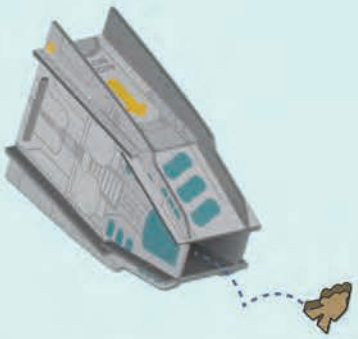
During Setup, load the colonists by sliding open the access hatch.

Remember to leave out one Pioneer per player and the 12 colonists for the Academy.

Give it a good shake (*with your hand over the opening*) to mix the occupants. Stand it upright by the Doorstep.



During play, treat it like you would the draw bag, except instead of reaching into the draw bag you gently tilt and shake out the number of colonists that you need. If any extra colonists ever tumble out accidentally, just pick them up and pop them back in.



EXPEDITION REWARD INDEX



Gain 3 Minerals .



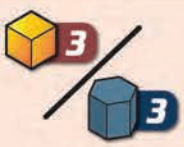
Gain 5 Energy.



Gain 4 Toolkits.



Gain 2 VP.



Gain 3 Energy or 3 Minerals.



Gain the building from the card, which was drawn from the appropriate stack and placed on the card when the Expedition was revealed.

Colonists from your Shelters may immediately move into the new building if there is room.



Gain the colonist from the card, which was randomly drawn and placed on the card when the Expedition was revealed.



Train 1 colonist: discard any colonist from anywhere in your colony and gain 1 of the colonists remaining in the Academy. The new colonist may go into your Shelters or a building where there is room.



Gain 1 VP for each Marine in your entire colony.



Gain 1 VP for each Steward in your entire colony.



Gain 1 on the Relief Track.



Gain 1 Expedition badge. This is in addition to the usual badge gained for success.

BUILDING APPENDIX

OCEAN BUILDINGS (ROUNDS 1-3)

ASSAULT POD

Special timing. Your fully staffed Assault Pod activates **before** all other buildings activate in the "activate fully staffed buildings" step of Upkeep. (*If more than one player own an Assault Pod, they activate in turn order from the current start player clockwise.*) Choose one opponent. That opponent must lose 3 Minerals (*to the supply*), and you gain 2 Energy from the supply.

CRYSTAL FOUNDRY

Gain 1 Mineral from the supply, plus 1 Mineral for each Engineer staffing your Crystal Foundry.

DRONE DOCKS

Gain 1 Energy and 1 Mineral from the supply.

EXPEDITION HUB

Special timing. Colonists here may be sent on Expeditions as if they were in the Shelters, with no resource fee to do so. The Expedition Hub **does not need to be fully staffed** to be used. After an Expedition's resolution, you may return your Colonists from there to the Expedition Hub if there is room, even if they did not come from it; otherwise they must go to your Shelters.

GEOTHERM DECK

Gain 2 Energy or 2 Minerals from the supply.

MANUFACTORY

Gain 2 Toolkits from the supply.

POCKET OPERATIONS

Spend 2 Minerals to gain 1 VP.

SCOUTPOST

Special timing. If your Scoutpost is fully staffed when you are placing a die in the Vents or Quarry, immediately gain 1 Energy or 1 Mineral from that location, respectively.

SENSOR STATION

Spend 2 Energy to gain 1 VP.

SHUTTLE BAY

Special timing. If your Shuttle Bay is fully staffed **at the start of Upkeep**, you are entitled to add up to 2 move/swaps to your move/swap step this round, even if you move the Engineer out of the Shuttle Bay in the process.

SURFACE CONDUIT

Gain 1 random colonist from the shakeship. It may be placed directly into a building that has room, otherwise it must go into your Shelters. If placement in a building results in the building becoming fully staffed, that building **is** eligible to activate this round.

SYNTHETICS COMPLEX

Discard 1-3 Energy and gain the same amount of Minerals from the supply, or vice versa.

VOLCANIC EXTRACTOR

Gain 1 Energy from the supply, plus 1 Energy for each Engineer staffing your Volcanic Extractor.

SURFACE BUILDINGS (ROUNDS 4-6)

ARMORIST

Gain 1 VP, plus 1 more VP (up to a maximum of 3 more VP) for every 2 Toolkits you hold.

BATTERY BANKS

Gain 1 VP, plus 1 more VP for every 5 Energy you hold, up to a maximum of 3 more VP. This is **in addition to** the normal VP gained for saved Energy at game end.

BIO-DROME

Gain 4 VP.

COLONIAL EMBASSY

Gain 4 VP.

COMMAND CITADEL

Gain 1 VP, plus 1 more VP for each Marine/Steward pair in your entire colony, regardless of whether they are in buildings or Shelters.

EXPLORER'S LEAGUE

Gain 1 VP, plus 1 VP for every 2 Pioneers in your entire colony, regardless of whether they are in buildings or Shelters.

MINERAL JUMPDOCK

Gain 1 VP, plus 1 more VP for every 5 Minerals you hold, up to a maximum of 3 more VP. This is **in addition to** the normal VP gained for saved Minerals at game end.

SCION TOWER

Gain 1 VP, plus 1 VP if your Scion Tower is staffed by a Steward.

SENTRY PYLON

Gain 1 VP, plus 1 VP if your Sentry Pylon is staffed by a Marine.

SNOWCAT GARAGE

Gain 2 VP. Also: **Special timing.** If your Snowcat Garage is fully staffed at the beginning of Final Scoring, **before you score anything else** you may spend Toolkits to make extra move/swaps at a rate of one per Toolkit spent. Moving any staff out of the Snowcat Garage means that you can no longer do this. (*If more than one player own a Snowcat Garage, they activate in turn order from the current start player clockwise.*)

STRONGPOINT

Gain 4 VP.

THRESHOLD FOOTPRINT

Gain 1 VP, plus 1 VP for every 2 Engineers in your entire colony, regardless of whether they are in buildings or Shelters.

WARMITORY

If all three colonists in your Warmitory are **identical**, gain 3VP.

DRONE'S AGENDA: RULES FOR SOLO PLAY

Your consortium has sent you on your mission to colonize Europa with two automated administration drones. You must outperform their rigid and unforgiving agenda to establish a productive colony in the harsh environs of Europa, or suffer a career-ending demotion and reassignment!

SETUP

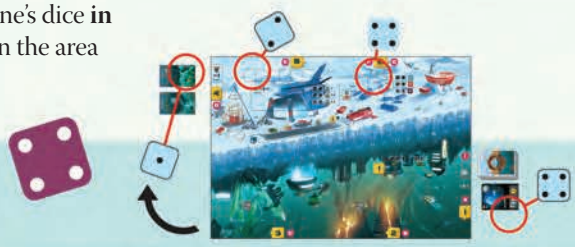
Set up as if for a 2-player game, taking five dice for yourself as usual (*for example 5 yellow dice*). To represent the **Drones**, take **two sets of four dice** in two different colors (*for example 4 blue dice for the first Drone and 4 green dice for the second Drone*). Take **one die** of an unused color to act as the **Agenda die** (*for example 1 purple die*).



GAMEPLAY

To start each round, roll the Agenda die and the **first** Drone's four dice. The Agenda die will show a number from 1 to 6; this indicates one of the six regions of the board. Place the first Drone's dice **in ascending value from lowest to highest** , one per region as if it were a player, starting in the area indicated by the Agenda die and going **clockwise**.

- If either Drone goes in the **Academy**, it **doesn't** place a colonist with it.

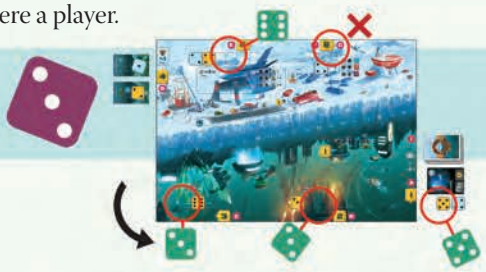


For example, the Agenda die shows a 4. Start in the Gantry (4) and place the lowest blue die on a building. The next-lowest goes in the Doorstep (5), the next in the one space in the Academy (6), and the last one on the expedition in Basecamp (1).

Then, roll and place all **your** dice, using the placement rules as normal as if the Drone dice were other players.

After you've placed your five dice, roll the Agenda die with the **second** Drone's four dice. The Agenda die will give you a region to start in again, but this time place the dice **in ascending value from lowest to highest** going **counterclockwise** (*ignoring the Outfitter*).

- The second Drone skips over the Academy if it is already filled. (*Remember, only 1 Academy space is available.*)
- Place the second Drone's dice among the existing dice, following normal placement rules as if it were a player.



For example the Agenda die shows a 3. You begin by placing the lowest die in the Quarry (3), then the next-lowest in the Vents (2), then the next on the Expedition in Basecamp (1). Since the single location in the Academy (6) is full, it is skipped and the last one goes into the Doorstep (5).

Special Drone placement rules for the Gantry; when Drones go here they follow these rules:

A. If the **first** Drone places in the Gantry, it goes on the building closest to the stack.

B. If the **second** Drone places in the Gantry, it will place on the empty building closest to the stack.

i. If there **is no** empty building, it outbids an existing lower-valued die, preferring to outbid **your** dice over a Drone die if it is able to.

ii. If the Drone could outbid more than one of your bids, **you choose** which one gets outbid.

iii. If the Drone can't outbid the highest bid on **any** building, set that die aside; it does nothing this round.

Resolve the dice using the normal rules (*including applying Relief Track effects for yourself; never for Drones*), with the following changes:

1 **Basecamp**- Determine Expedition success as normal, treating the Drones as two distinct players. Drones do not claim Badges or rewards. If you are entitled to a single reward, you may claim **either** one (*regardless of whether you technically achieved first or second place*).

2 **Vents**- Energy taken by Drones returns to the supply.

3 **Quarry**- Minerals taken by Drones return to the supply.

4 **Gantry**- When a Drone claims a building, pretend that it can afford the Mineral cost; the building is discarded from the game.

5 **Doorstep**-When a Drone hires colonists, it takes the maximum number that its die value permits; pretend that it can afford the Energy cost. Drones always hire colonists in this order: Steward > Marine > Engineer > Pioneer. Colonists hired by Drones are removed from the game.

6 **Academy**- A Drone in this spot does nothing.

Play the full 6 rounds as usual, following this same process of **Drone 1** / **You** / **Drone 2** for placement each round.
Remember when you are refreshing the game board each round to treat it as a 2-player game.



Drones are unaffected by Events that would cause them to gain or lose something if they were a player. Drone dice are taken into account when calculating whether an Event's effect might affect you or not. For example an Event causing a penalty to the player with the most dice in a region would count your dice and the Drone dice to see who qualifies; if a Drone qualifies it ignores the penalty but if you qualify you'd suffer the penalty.

SCORING

At the end of the game, score points as normal. (*The only difference to scoring is for Toolkits; instead of awards for most or penalties for fewest, you simply earn 2 points if you have at least 7 Toolkits, and lose 1 point if you have fewer than 2.*) Your total score earns you the rank as follows:

?	20 OR LESS	21 - 24	25 - 28	29 - 32	33 OR MORE
RANK	Tentacle Cleanup Crew	Mediocronaut	Macro Manager	Colonial Commandant	Artemis Prime!

THE ARTEMIS PROJECT AT A GLANCE

PLACEMENT PHASE (Place 1 die at a time clockwise from Start player.)

1. Basecamp: Place beside an Expedition above existing dice; pay to send colonist(s) along.
2. Vents: Place to the right of lower or equal dice.
3. Quarry: Place to the right of lower or equal dice.
4. Gantry: Place on empty building or overbid lower dice.
5. Doorstep: Place to the right of lower or equal dice.
6. Academy: Place along with colonist you wish to train.
!. Outfitter: Place and gain Toolkit(s) immediately.

RESOLUTION PHASE (Resolve regions in order + Event at ●)

1. Basecamp: For each successful Expedition, 1st & 2nd get badges and rewards.
2. Vents: From left to right, claim Energy based on dice values.
3. Quarry: From left to right, claim Minerals based on dice values.
4. Gantry: Highest bid per building pays bid in Minerals and claims building.
5. Doorstep: From left to right, pay 2 Energy to claim colonists.
6. Academy: Train placed colonist into new one from supply based on die value.
!. Outfitter: Do nothing.

UPKEEP PHASE

1. You may perform one Colonist move/swap.
2. Activate your **fully staffed** Ocean buildings.
3. Pay 1 Energy per colonist in your Shelters.
4. Refresh the game board.
   - 1 Basecamp: Clear Expeditions, add 1 Expedition per player -1.
   - 2 Vents: Clear Energy, add Energy shown on Expeditions +2.
   - 3 Quarry: Clear Minerals, add Minerals shown on Expeditions +2.
   - 4 Gantry: Add 1 building per player from correct stack. (max 8.)
   - 5 Doorstep: Add random colonists; 1 per player +2. (max 12.)
   - ● Reveal a new Event and place the Event marker.
5. Player with fewest resources chooses starting player.

FINAL SCORING

1. 1 × 5 MAX. 3 | 1 × 5 MAX. 3
2. FULLY STAFFED ?
3.

	0-2	3	4	5	6	7+
	0	1	2	3	5	8

4. EACH SET 3
5. LEFT OVER 1
6.

	0-1	2-4	5-7	8+
	-3	0	3	5

7. MOST 2

CREDITS & THANKS

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Daniel: Welcome, Artemis Project! I'd like to thank Daryl for conceiving this game with me, Josh for his tender midwifery, and Marc for delivering it to the world. Many thanks to the diligent play testers of the Grand Gamers Guild and the Game Artisans of Canada, who are the proud godparents. But most of all, thanks to my wife Neesa, and my kids Siena and Caelum, who support all my creative endeavours. Enjoy!

Daryl: I'd like to thank my wife for keeping me going, Daniel, Josh and Marc for their relentless hard work, and the Game Artisans of Canada and Game Architects of Singapore.

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