STRESS BOTICS

RULEBOOK

Far away from its system, the mining corporation **Cubotics Corp.** has discovered an Exoplanet rich in valuable minerals. The exoplanet, named **STR-355**, has delivered readings of unstable behavior in its magnetic fields, strata and, above all, in its pressure.

To ensure a successful extraction, the corporation has sent several groups of small robots called **"BetaBots"**, developed to withstand the *stress* of working inside the planet, coordinated by a single automaton unit called **"AlphaBot"**.

Aware of Cubotics Corp. plans, **Cylindroids Inc.** has sent a large wave of lower-tech –yet high-firepower– droids, in order to destroy the BetaBots and AlphaBot itself.

Far from giving up, Cubotics Corp. demands from its exhausted robots a last effort to extract all the minerals they can. Those precious resources will be collected by three ships sent by the corporation.

The robots will have to manage their *stress*, keep the evil Cylindroids at bay, defend their leader AlphaBot and, most importantly, contact the ships as they orbit the planet's surface to deliver the resources they require.

GAME OVERVIEW

In **Stress Botics**, you are the **BetaBots**, and your mission is to obtain the minerals that the corporation requires.

To do so, you will have to face the adversities of the planet, its unstable core and its pressure variations. As if that weren't enough, you will have to fight against the **Cylindroids** that have been sent to the planet with a single purpose: to eliminate the BetaBots and steal the minerals for their own corporation

In order to help you, your corporation has activated the automated unit "**AlphaBot**", an action server that will set the pace of your work.

You must explore the planet thoroughly to obtain its minerals, which you will keep in your personal board along with any improvements you craft to make your bot more efficient. Savvy management of the resources you extract is recommended , in order to avoid them being melted by the core's lava.

All those challenges, and others that you'll encounter in your adventure, will increase the stress of your BetaBot. Delivering minerals to the ships and achieving the corporation's objectives will lower it. But remember, you can only load the ships at the delivery points and only if your BetaBots do not exceed the indicated stress limit.

Stress Botics is a competitive action programming, resource management and pickup&deliver game for 2-4 players.

The game is played over 13 rounds, and each round consists of 6 phases: **Ships Phase**, **Programming Phase**, **Actions Phase**, **Maintenance Phase**, **AlphaBot and Cylindroids Activation Phase** and **Status Check Phase**.

In the **Ships Phase**, all Ships advance 1 space in their trajectory.

In the **Programming Phase**, players draw Action Cards and program some of them. Those Actions will be performed in the following phase.

In the **Actions Phase**, players perform in turn order the actions programmed in the previous phase. The actions are: **Move**, **Mine** and **Connect**, and they are divided into different **sub-actions**.

In the **Maintenance Phase**, players replicate batteries, manage and liquefy resources, solidify lava, and prepare the production of the following rounds.

In the **AlphaBot and Cylindroids Activation Phase**, these are activated, resulting in a series of different events.

Finally, in the **Status Check Phase**, the stress level of each player, their hand limit and the turn order are adjusted.

Throughout the game, players will attempt to complete **Main Objectives**, which are public and available to all players, and their own **Secondary Objectives**, which are secret and different for each player.

Gather resources and **batteries**, **improve** your BetaBot, **fight** against the **Cylindroids** and make **deliveries** to the **ships**, all the while trying to reduce your *stress* level, in order to score the most **Victory Points**. The player with the most Victory Points at the end of the game is the winner!
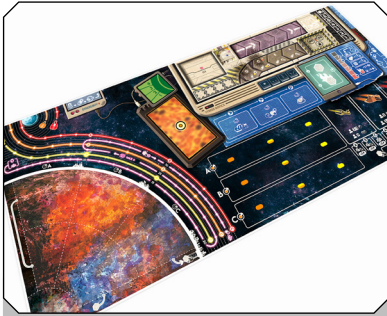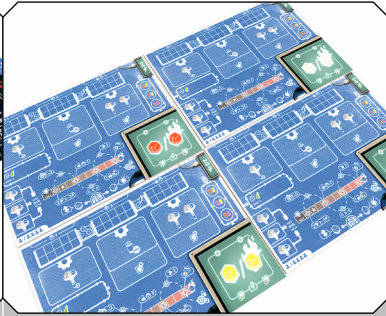
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1 Main Board

1 Core Section Tile
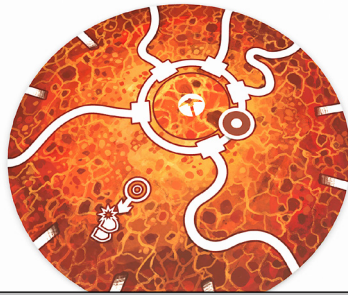
1 Core Section Tile
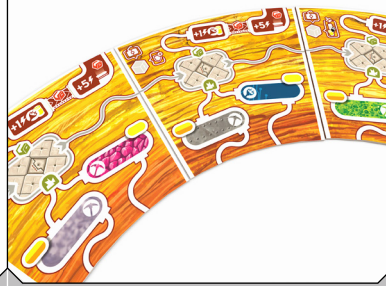
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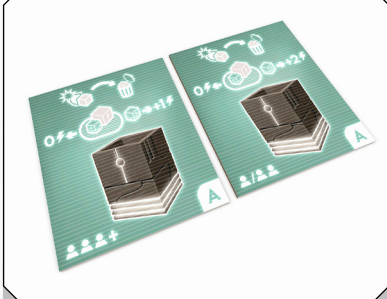
1 AlphaBot Status Tile

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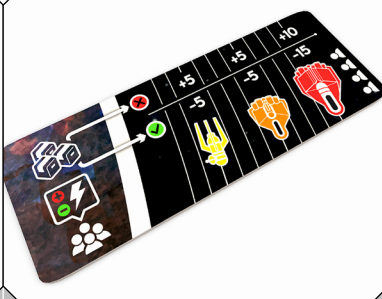
1 Final orbit

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X x Carbon
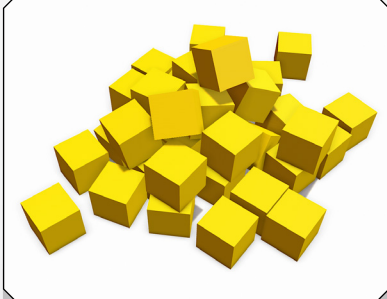
X x Silicon

X x Titanium

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X x Gas

X x Acid
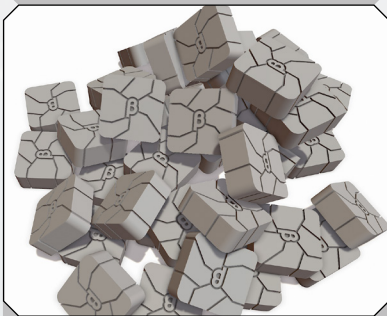
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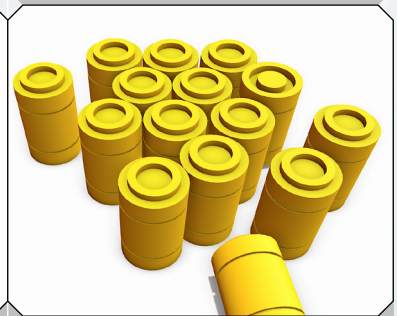
X x Silicon Battery
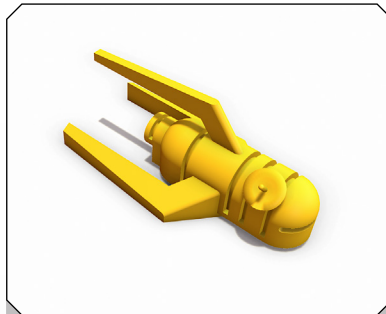
1 Probe

1 Scout

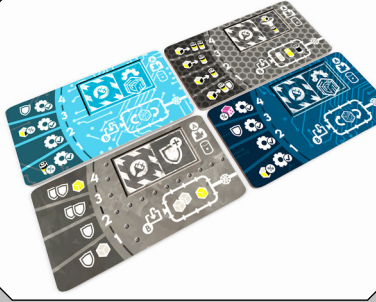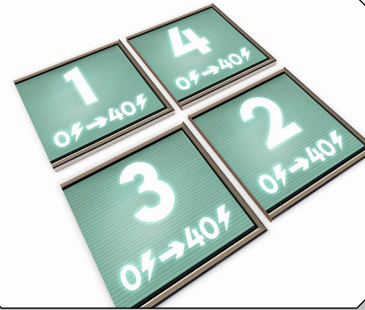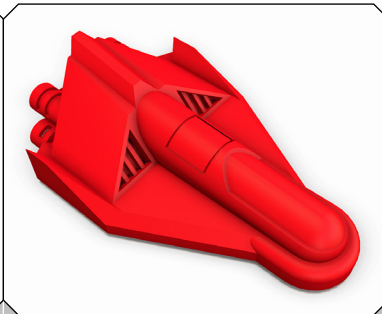1 Freighter

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X MOVE Action Cards

X MINE Action Cards

X CONNECT Action Cards

X Main Objective Cards

X Secondary Objectives Cards

X Demand Cards

X Advanced Item Cards

X AlphaBot Item Cards
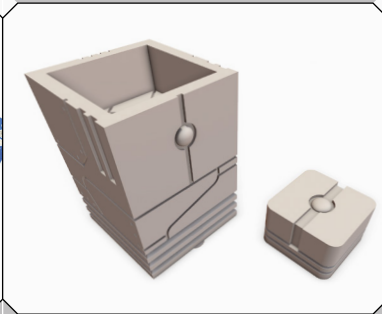
1 AlphaBot &
1 MiniAlphaBot
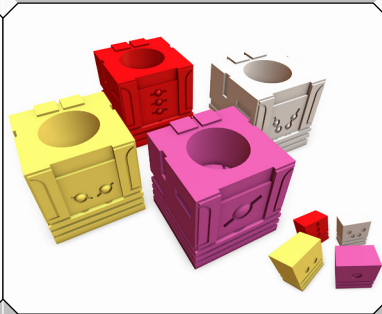
1 BetaBot
1 MiniBetaBot

8 Miner Cylindroids

8 Explosive Cylindroids

8 Laser Cylindroids

1 Stress Marker

1 Shield Marker
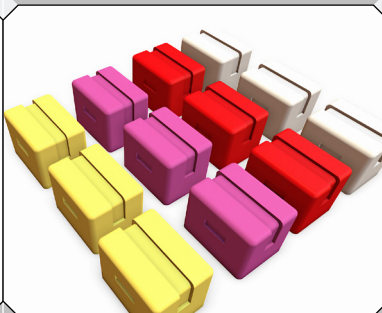
1 BetaBot AI Marker

3 Delivery Markers

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3 Cargo Cards
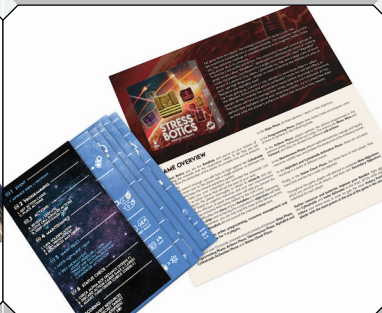
X Reference Guides

GAME SETUP

1. Place the Main Board in the center of the table, with the Stress side up.

2. Place the Common Tank Tile (Stress Boy) with the corresponding side up, according to the number of players 👤. Place an Exomatter on it.

3. According to the number of players 👤, take the corresponding Advanced Items, shuffle them face down forming a deck and place it to the right of the Common Tank Tile. Then reveal the top 4 cards in a 2 player game, and the top 7 in a 3-4 player game. *[See Components Table]*

4. According to the number of players 👤, take the corresponding AlphaBot Items, shuffle them face down forming a deck and place it to the right of the board. Then reveal the first 4 cards. *[See Components Table]*

5. Place the Aid Tile (Phase 5) on its corresponding space.

6. Place the AlphaBot Shuttle Card below the Aid Tile, face down.

7. Shuffle all the Event Tokens without the ⚠ symbol. Take two tokens at random and place them on the two central spaces of the AlphaBot Belt, with the Belt side face up. Form a pile with the rest of the tokens, including the ones with the ⚠ symbol, shuffle them and place them next to the board, with the Belt side face up.

8. Place AlphaBot on top of the leftmost Event Token.

9. According to the number of players, place the corresponding AlphaBot's Status Tile on its slot, with the **A Side** face up.

10. Place a Titanium ⬡ on each space of AlphaBot's Shields Track.

> **NOTE:** For a more challenging game, you may place the alternative AlphaBot's Shields Track Tile on top of the AlphaBot's Status Tile. This is only recommended for experienced players.

11. Form the 3 Action Card decks, according to the number of players 👤.

	2 Players	3 Players	4 Players
Basic cards	7 cards	8 cards	10 cards
Boosted cards ⊛	1 card	2 cards	2 cards

Shuffle each deck separately and place them face up on their corresponding slots of the Action Server.

12. Place the Console Tile with the **A Side** face up.

13. According to the number of players, take at random from the Cylindroids bag 🛍 and then place the following:
    - **2 Players:** 1 Cylindroid on the Elevator and 1 on the Belt A segment.
    - **3-4 Players:** 2 Cylindroids on the Elevator and 2 on the Belt A segment.

> **NOTE:** When placing Explosive Cylindroids, **always** place them disarmed side face up [i].

14. Place the Main Vault Marker on space 1 of the Active Main Vault Track.

15. Place the Pressure Marker pointing to the level 2 of the planet's Pressure Track.

16. Place the Core Tile with the A Side face up. According to the number of players 👤, place the corresponding amount of Lava 🔥 on it.

17. Shuffle separately each of the 3 Main Objective decks (Probe, Scout and Freighter). Reveal the first card of each deck and place it on its corresponding space of the Delivery Zone. Put the rest of the cards back in the box.

> **NOTE:** For your first game, use the Main Objectives shown in the picture.

18. According to the number of players 👤, place the Demand Cards of each ship forming a pile. Place the cards with the highest number in the upper part of the pile.

19. Place the Core Section Tile with the **A Side** face up.

20. Randomly place the Mantle Section Tiles connected to the Core Section Tile. Randomly place the Crust Section Tiles connected to the Mantle Section Tiles. Rotate the Core Section Tile to the starting position: all 3 tunnels must be connected to the 3 tunnels of the Mantle Sections.

> **NOTE:** For your first game, use the setup shown in the picture.

21. Place the Padlock Markers 🔒 to indicate which tunnels are blocked in each Sector at the beginning of the game:

22. 1 Padlock Marker in the tunnel connecting each Crust Main Vault and 🟡 Extraction/Production Vault.

23. 1 Padlock Marker in the tunnel connecting each Crust Extraction/Production Vault 🟠 and Mantle 🟠 Extraction/Production Vault.

> **NOTE:** In case there is no connecting tunnel between the Crust Extraction/Production Vault 🟠 and Mantle 🟠 Extraction/Production Vault, do not place a Padlock Marker there.

24. Place MiniAlphaBot in the starting Main Vault.

25. Place each Ship in the starting space of its trajectory.

26. Place the Orbit End Tile with the corresponding side face up, according to the number of players 👤. Make sure it matches the Ships' trajectory.

> **NOTE:** In a 2 player game you may use the B side for a more challenging game. This is only recommended for experienced players.

27. For each Sector, take the depicted Extraction and Production Vault tiles and place them in the corresponding 🟠 🟠 🟡 slot.

28. Place the Cylindroids bag, the resources and the batteries within reach of all players, forming the common supply.

PLAYER BOARD SETUP

The player board represents the internal mechanism of the player's BetaBot.

A. Each player takes a Player Board and all the components of their color: 1 BetaBot, 1 MiniBetaBot, 1 BetaBot Status Tile, 1 Stress Marker, 1 Shield Marker, 1 BetaBot AI Marker, 3 Delivery Markers, and 3 Cargo Cards. The player board is placed with the corresponding face up, according to the number of players 👤.

B. Determine the starting player using one of the options below:

Option A: Depending on the number of scopes on your BetaBot (1 scope: first player; 2 scopes: second player, etc.). Then, deal each player their Turn Order Tile.

Option B: Shuffle the Turn Order Tiles and randomly deal one to each player.

C. Each player places their Stress Marker on level 0 of the Stress Track, with the stress icon ⚡ face up (so the Victory Point icon 🏵 is face down).

D. Each player places their MiniBetaBot on the designated location, regardless of the number of players:

- **Player 1:** Core Section Tile.
- **Player 2:** Core Section Tile.
- **Player 3:** Mantle Extraction/Production Vault (Sector C).
- **Player 4:** Mantle Extraction/Production Vault (Sector C).

> **NOTE:** If the Lower Advanced Items Vault is located in the Mantle Section Tile (Sector C), Player 4 must place their MiniBetaBot on the Crust Extraction/Production Vault 🟠 (Sector C).

E. Each player places their BetaBot on the corresponding Extraction/Production Vault Tile or on the Core Tile, depending on their starting location.

F. Each player takes their starting resources from the common supply and places them in their Tanks, as per the following table:

	Players 2	Players 2	Players 3	Players 4
Tank 1	Places 2 Lava 🔥			
Tank 2	All players place 1 Carbon ⬛, 1 Titanium ⬜ and 1 Silicon 🟨			
Tank 3	Places 2 Lava 🔥	Places 4 Lava 🔥	Places 1 Betamatter 🎲	Places 2 Betamatters 🎲

G. Each player places 1 Gas 🌀 and 1 Acid 💧 in their Dangerous Substances Tank.

H. Each player places 1 Betamatter 🎲 + 1 Silicon 🟨 on one of the spaces of their Battery Producer.

> **NOTE:** In your first game we recommend that each player starts with the AlphaBot Item "Melting Furnace" on the central extension.

I. Each player places their Status Tile with the **A Side** face up, and the Delivery Markers on the corresponding spaces.

J. Each player places their Shield Marker on the space marked with [*] of their Shield Track.

K. Each player places their st arting batteries on their Battery Track, starting from the right:

1. **1st Space (Active Battery 🔋):** Carbon Battery ⬛.
2. **2nd Space:** Titanium Battery ⬜.
3. **3rd Space:** Silicon Battery 🟨.
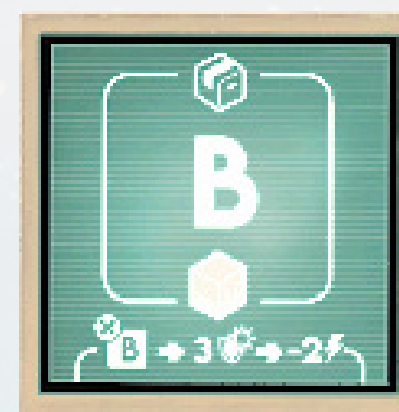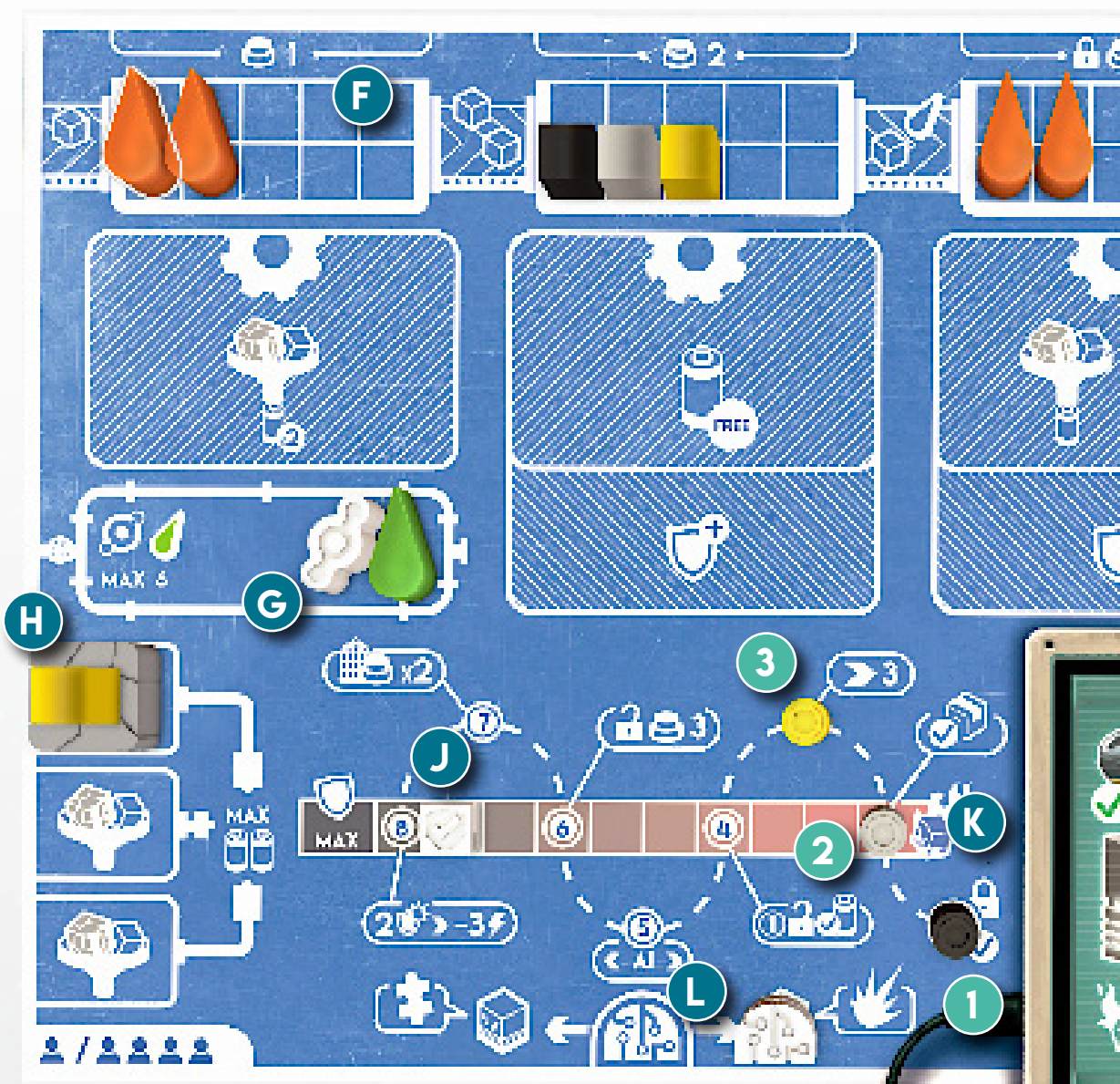
L. Each player places a Carbon Battery inside their BetaBot.

> **NOTE:** When you have played several games you may, in turn order, distribute as you wish your starting batteries (2 Carbon, 1 Titanium and 1 Silicon). This can be helpful depending on your starting location.

M. Each player places their BetaBot AI Marker on the Competitive AI space ✋.
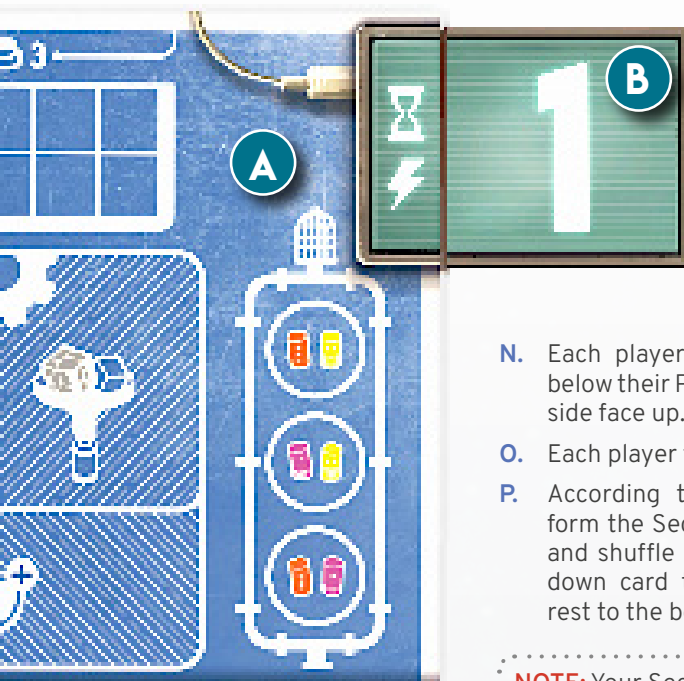
N. Each player places their Cargo Cards below their Player Board, with the screen side face up.

O. Each player takes a Reference Guide.

P. According to the number of players, form the Secondary Objectives deck [i], and shuffle it face down. Deal one face down card to each player. Return the rest to the box.

> **NOTE:** Your Secondary Objectives Card remains hidden from other players throughout the game.
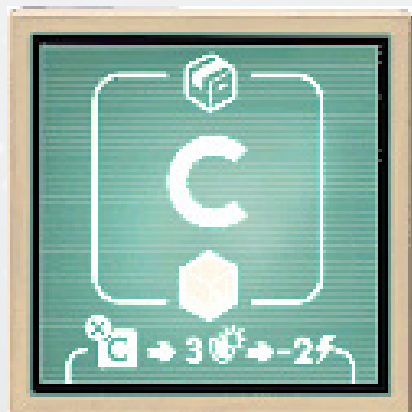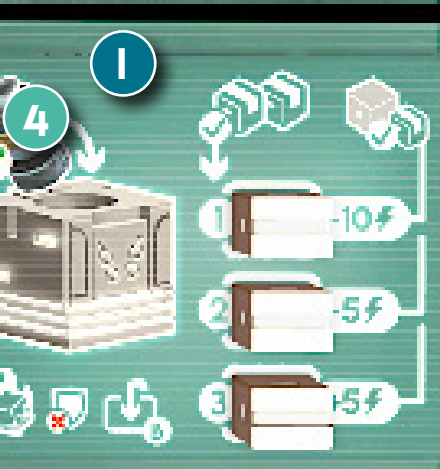
BASIC RULES

> **GOLDEN RULE:** In a case where an effect of an item card contradicts these rules, the **effect of the card prevails.**

The **colors of BetaBots**, resources, ships and Cylindroids are not related.

ACTIONS AND SUB-ACTIONS

The Action Cards offer **3 possible actions**: **MOVE**, **MINE** and **CONNECT**, which are divided into different **sub-actions**. When performing a sub-action, anything involving multiple players is applied **in turn order**.

MAIN AND SECONDARY OBJECTIVES

There are **2 types** of Objectives:

- **Main Objectives:** Available to all players. They are shown on the Main Objective Cards of each ship.
- **Secondary Objectives:** Different for each player. They are shown on the Secondary Objective Cards that are secretly dealt to each player at the beginning of the game.

RESOURCES

The different resources in the game are: **Carbon** 🔲, **Titanium** ⬡, **Silicon** 🔶, **Betamatter** 🔳, **Exomatter** 🔳, **Acid** 💧, **Gas** 🌀 and **Lava** 🔥, and they are limitless. In the rare event that you run out of resources/batteries, it is recommended to replace them in the deliveries with Multiplier Tokens.

If you are going to gain new resources and **do not have enough room** in your tanks, you can choose **which ones to keep**, but you **can never exchange them** with the resources that you already have in your tanks. If you have enough room in your tanks, but you are not interested in all the resources, you can choose which ones to keep. **At no time can you get rid of your resources in your tanks to make room for others**.

TANKS

Tanks **share the numbers** with the corresponding slots where Action Cards are programmed. They have a **storage limit** for resources, indicated by small squares. Each **Carbon** 🔲, **Titanium** ⬡ and **Silicon** 🔶 occupies **1 square**; each Lava 🔥 **2 squares**, and each Betamatter 🔳 or Exomatter 🔳 **4 squares**.

The **Dangerous Substances Tank** is not numbered, and it can hold up to **6 or 7 resources** (according to the number of players) in any combination of **Gas** 🌀 and **Acid** 💧.

Every time you obtain resources you can place them in your tanks, distributing them as you wish. Similarly, if you have **an item that allows you to store resources** you can place them there, respecting its storage limit.

EXTRACTION AND PRODUCTION VAULTS

There are 2 types of **Vault**:

- **Extraction:** Polivalent, Carbon, Gas and Titanium, Acid and Silicon, and Exomatter A.
- **Production:** Lower Advanced Items, Upper Advanced Items, Shields, Batteries, and Exomatter B.

When a rule mentions Extraction/Production Vault, it refers to **either one**.
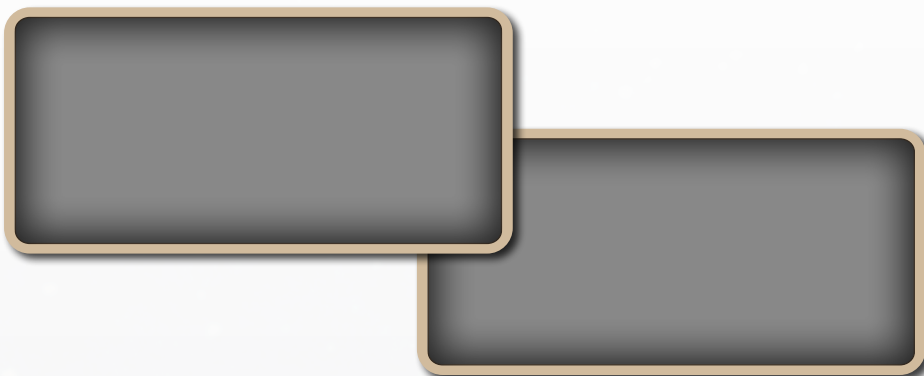
COMMON TANK (STRESS BOY)

This is where the resources from the auto-production are placed, and they are used as a discount when acquiring Advanced Items.

MAIN VAULT

When a rule mentions the Main Vault, it always refers to the **Active Main Vault**, that is, **where AlphaBot is currently located** (unless stated otherwise).

NEUTRAL ZONE

Here is where you place your BetaBot when your MiniBetaBot is at a **Delivery Base** or at an **Inactive Main Vault.**

SECTORS

The planet is divided into 3 Sectors: **A**, **B** and **C**. Whenever a rule mentions a Sector, it refers to both Section Tiles of this Sector (Mantle Section Tile and Crust Section Tile).

SPACES FOR BETABOTS AND CYLINDROIDS

Each location has a certain number of **available spaces** that can be occupied by BetaBots. For each BetaBot space, there is space for 1 Cylindroid.

- Main Vault: 4 available spaces.
- Neutral Zone: 4 available spaces.
- Core: 3 available spaces.
- Core (**B Side**): 1 available producing space and 3 available extracting spaces.
- Extraction Vaults: 2 available spaces.
- Production Vaults: 1 or 2 available spaces.

PHASE 1: SHIPS

*In the Ships Phase, **all ships advance +1 space** in their trajectory.*

NOTE: Skip this phase in the first round of the game.

When a ship **leaves the planet's orbit** (it no longer has any spaces left to move forward on their trajectory), **adjust the *stress* level of all BetaBots**:

- If that ship **still has any Demand Cards**, the *stress* level of all the BetaBots is **increased**.
- If that ship **has no Demand Cards left**, the *stress* level of all the BetaBots is **reduced**.

Then, place the ship on its slot on the Orbit End Tile.

	2 Players	2 Players Aggressive Mode	3 Players	4 Players
Probe	0 o **+5** stress	0 o **+10** stress	0 o **+5** stress	**-5** o **+5** stress
Scout	**-5** o **+10** stress	0 o **+10** stress	**-5** o **+5** stress	**-5** o **+5** stress
Freighter	**-10** o **+10** stress	**-10** o **+15** stress	**-10** o **+10** stress	**-15** o **+10** stress

Example 1: 4 players.

Probe leaves orbit. Everything delivered. Stress markers drop 5 stress.
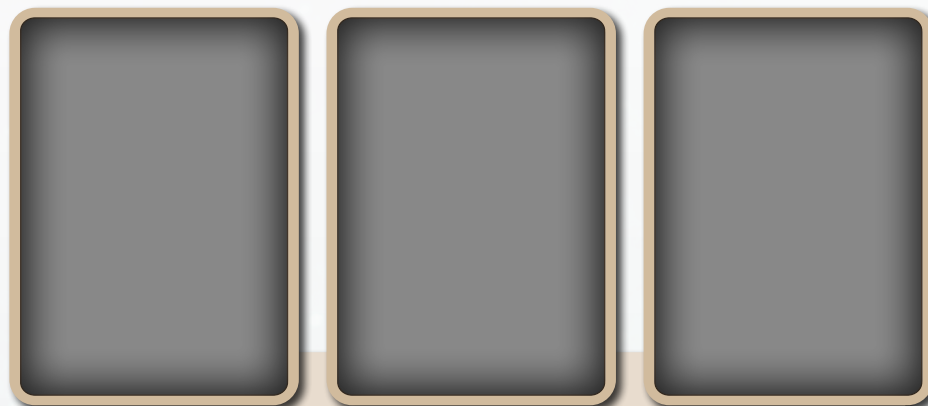
Example 2: 4 players.

*Freighter leaves orbit. There's still cards. Stress markers go up 10 stress. **As the Freighter has left orbit (all ships are on top of the Final Orbit Tile), the game ends and, once the stress variation is applied, the players move on to the final score.***

*This phase is divided into 2 steps: **drawing** Action Cards and **programming** Action Cards.*

> **NOTE:** If at the beginning of this phase any of the action decks are empty, shuffle the corresponding discard pile and form a new deck. In the rare event that there are no cards left in either the action deck nor its corresponding discard pile, you won't be able to draw that type of Action Card.

2.1 DRAWING ACTION CARDS

- **In turn order**, each player draws Action Cards depending on their position on the planet with regard to AlphaBot:
- If your BetaBot is in the **same Main Vault** as AlphaBot, you may draw **2 of the same type or 3 of different types**.
- If your BetaBot is in the **same Sector** as AlphaBot or in the **Core**, you may draw 2 Action Cards of **different types**.
- If your BetaBot is in a **different Sector** than AlphaBot, you can only **draw 1** Action Card.
- In the **round 13**, when AlphaBot reaches it's shuttle, each player may **draw only 1** Action Card.

> **NOTE:** Players may choose **not to draw cards** or **draw fewer cards** than they are allowed to. Additionally, they can check how many cards there are left in each Action Card deck (without looking at them), and which cards are in the discard pile. A drawn Action Card can **never** be returned to the deck.

Deck End Event: If one of the Action Card decks runs out of cards, the deck end event is revealed and carried out *(see "Deck End Event" in Relevant Terms, p. X)*. Next, shuffle the discard pile of that Action Card deck. Place the new deck face up on its corresponding space of the Action Server.

2.2 PROGRAMMING ACTION CARDS

Once all the players have drawn their Action Cards, they may **program cards in their hand**. We recommend that players program their cards simultaneously, to keep the flow of the game.

Each player chooses their cards to program and places them **face down in the slots** at the top of their Player Board. At the beginning of the game, each player has **2 available slots** (slot 1 and slot 2). Later in the game, depending on their Battery Track, they can gain **1 more slot** (in a 4 player game) or **2 more slots** (in a 2-3 player game). Only one card can be programmed in each slot, and they must be placed **in order**: first slot 1, then slot 2, etc.

> **NOTE:** Players may choose **not to program any cards** or **to program fewer cards** than they are allowed to.

Example 1: AlphaBot is in the initial main chamber (1). 4 players.

*The **purple player** is in the same Chamber as AlphaBot and draws 3 different cards. The **yellow player** is in the same Chamber as AlphaBot and draws 2 cards of the same type. The **red player** is also in the same Chamber as AlphaBot, but chooses to draw only 2 different cards. The **white player** is in the same Sector as AlphaBot and draws 2 different cards.*

Example 2: AlphaBot is in the a Crust main vault (4). 4 players.

*The **purple player** is in the same Sector as AlphaBot and draws 2 different cards. The **red player** is in the Core and draws 2 different cards. The **yellow player** and the **white player** are in a different Sector than AlphaBot, so they each draw 1 card.*
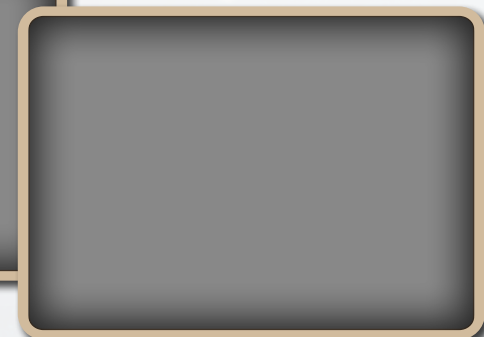
Example: 4 players.

*The **purple player** can program up to 3 actions and programs all 3. The **yellow player** can program up to 3 actions, but not all of them are useful to him this round, so he programs only 2. The **red player** can only program 2 actions and programs 2. The **white player** can program 2 actions, but he only has 1 card, so he programs 1.*

3.1 **ACTIONS AND SUB-ACTIONS SUMMARY**

There are 3 different actions:

MOVE　　　**MINE**　　　**CONNECT**

And these are divided into **sub-actions**. Any sub-action involving multiple players is applied in **turn order**.

MOVE ACTION

Spend movement points to **move your BetaBot** through the tunnels into different locations around the planet.

MINE ACTION

Extract sub-action: Extract resources in the Extraction Vaults or in the Core.

Attack sub-action: Attack the Cylindroids (capture, scrap or disintegrate) or attack other BetaBots.

CONNECT ACTION

Produce in Production Vaults sub-action: Activate the Production Vault you're in (Gain resources/batteries, repair your BetaBot, or equip yourself with Advanced Items).

Extract in Extraction Vaults sub-action: Extract resources (if you're in an Extraction Vault), or change the planet's pressure level and rotate the Core (if you're in the Core B Side).

Activate an Item sub-action: Activate one of your items.

Disarm/Arm sub-action: Disarm an Explosive Cylindroid to prevent it from exploding and dealing damage, or arm it.

Switch-on the Console sub-action: Access the Console to influence AlphaBot's behavior and manipulate the Cylindroids Belt.

Make a Manual Delivery sub-action: Make a delivery when you are at a Manual Delivery Base. With this sub-action you can achieve the main objective of the game: **making deliveries to the ships**.

> **NOTE:** Sub-actions must always be **fully performed**, carrying out all their steps. If it is impossible to complete some of the steps of a sub-action, it **cannot** be performed (unless stated otherwise).

Example: 4 players.

The **purple player** *has programmed 3 actions: MOVE, then MINE to extract resources and lastly MOVE again. The* **yellow player** *programs 2 actions: MOVE and then MINE to extract resources. The* **red player** *has programmed 2 actions: CONNECT to equip an item and then MOVE. The* **white player** *has programmed 1 action: CONNECT to gain shields.*

3.2 **PLAYER TURN TO PERFORM ACTIONS**

In turn order, players take turns to **perform** *the actions they have programmed during Phase 2.*

> On your turn you choose one of these 2 options:
> - **Reveal your leftmost programmed card and perform it.**
> *OR*
> - **Return your leftmost programmed card to your hand without performing it.**

REVEAL YOUR LEFTMOST PROGRAMMED CARD AND PERFORM IT.

Follow these steps **in order**:

1. If your BetaBot is at an Extraction/Production Vault that contains resources from its auto-production, **take these resources** from the Vault tile you are in and place them in any of your tanks or items that can store them *(see "Tanks" in Basic Rules, p. X)*, distributing them as you wish. The resources that you don't want, or that don't fit in your tanks, stay on the tile.

2. **Reveal** your leftmost programmed Action Card and **choose** which of its **sub-actions** you want to perform (note that the Move Action has no sub-actions).

3. You may **boost** any sub-action, but some of them **require** boosting. To boost a sub-action, either use an Action Card with free boost, or spend an Active Battery 🔋 *(see "Active Battery" in Relevant Terms, p. X)* and return it to the common supply.

4. If you have a captured Cylindroid, you can use it to perform an **additional** action *(see Capturing a Cylindroid, p. X)*.

5. After performing the sub-action, you may **return** the Action Card to your hand. To do so, pay the cost shown on the card *(see "Paying a Cost" in Relevant Terms, p. X)* with resources **from the tank that shares the same number as the slot where the Action Card was programmed** (if there's two types of cost, you choose which one to pay). If you don't want to keep it, place the card on the discard pile of the corresponding Action Card deck.

RETURN YOUR LEFTMOST PROGRAMMED CARD TO YOUR HAND WITHOUT PERFORMING IT.

Return the Action Card to your hand **without revealing it** and at no cost.

END OF PLAYER'S TURN

Once you have finished your turn, the next player in turn order performs their turn. This phase ends when all players have resolved all their programmed Action Cards.

3.3 MOVE ACTION ⮞

*This action allows you to Move through the tunnels into different locations on the planet (this action doesn't have sub-actions). Your Battery Track indicates how many Movement Points you have available: **For each available Movement Point, you can move your BetaBot to a Vault that is connected to your current Vault by a tunnel.** When you finish your Move, remember to check for any movement end effects and to place your MiniBetaBot and your BetaBot in their corresponding spaces of the Main Board.*

Keep in mind that at the beginning of the game some of the tunnels are **blocked**. These tunnels get unblocked when AlphaBot moves to each of the Main Vaults of the corresponding Crust Sections *(see AlphaBot's Movement, p. X).*

> How to boost the Move Action
> - **Use a MOVE Action Card ⮞ with free boost ⟳.**
> *OR*
> - **Spend an active Carbon Battery 🔋.**

Boosting a Move Action allows you to perform it twice.

CHECKING MOVEMENT POINTS

Check your Battery Track to determine your available **movement points ⮞**.

	2-3 Players	4 Players
Less than 3 batteries	1 movement point ⮞	1 movement point ⮞
3+ batteries	2 movement points ⮞	3 movement points ⮞
7+ batteries	3 movement points ⮞	-

NOTE: When you lose your **last** shield 🛡, flip your Shield Marker and Status Tile to the B Side. Thereafter, you have 6 movement points ⮞ when you perform the Move Action *(see "AlphaBot's Shield Track and Battery Track" in Relevant Terms, pag. X).*

For each available Movement Point, you can move your BetaBot to a Vault that is connected to your current Vault by a tunnel. You don't need to spend all your points.

Example 1: 3 Players.

*The **purple player** has 8 batteries, so he has 3 movement points. The **yellow player** has 5 batteries and 2 movement points. The **red player** has 2 batteries and only 1 movement point.*
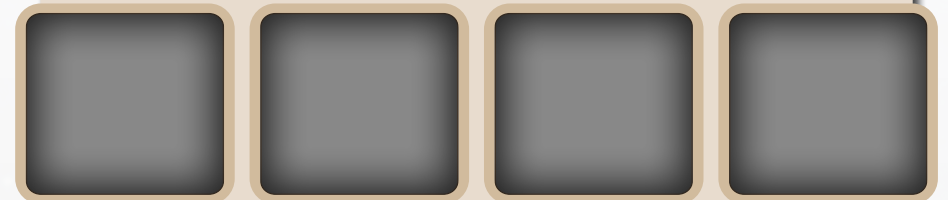
Example 2: 4 Players.

*The **purple player** has 6 batteries, so he has 3 movement points. The **yellow player** has 3 batteries and also has 3 movement points. The **red player** has 2 batteries and thus 1 movement point. The **white player** has 2 batteries and no shields, so his Status Tile is on the B side and he has 6 movement points.*

PLACING MINIBETABOT AND BETABOT

Once you've finished your movement place your MiniBetaBot in that **location** on the planet, and then place your BetaBot on its **corresponding** space:

- MiniBetaBot is in Active Main Vault → Place BetaBot in Main Vault Zone on the Main Board
- MiniBetaBot is in the Core → Place BetaBot in the Core Tile
- MiniBetaBot is in an Extraction/Production Vault → Place BetaBot in the corresponding Extraction/Production Tile
- MiniBetaBot is in a Delivery Base, or in an Inactive Main Vault → Place BetaBot in the Neutral Zone

Example 1: 4 Players.

*The **purple player** is in the Active Main Vault → Main Vault Zone on the Main Board.*
*The **yellow player** is in the Core → Core Tile (if it has at least one free space)*
*The **red player** is in an Extraction Vault → Corresponding Extraction Vault Tile*
*The **white player** is in an Inactive Main Vault → Neutral Zone*

Example 2: 4 Players.

*The **purple player** is in a Manual Delivery Base → Neutral Zone*
*The **yellow player** is in an Automatic Delivery Base → Neutral Zone*
*The **red player** is in a Production Vault → Corresponding Production Vault Tile*
*The **white player** is in an Inactive Main Vault → Neutral Zone*

ENDING MOVEMENT

Regardless of the type of location, you can only end you movement in a location if it has an available space for your Betabot.

If you end your movement at an Extraction/Production Vault that contains resources from its auto-production, **take these resources** from the Vault tile you are in and place them in any of your tanks or items that can store them *(see "Tanks" in Basic Rules, p. X)*, distributing them as you wish. The resources that you don't want, or that don't fit in your tanks, stay on the tile.

If you end your movement at a Manual Delivery Base, immediately **increase your** *stress* level by 1.

If you end your movement at an Automatic Delivery Base, immediately **increase your** *stress* level by 5. Then, you can make a **delivery** without having to perform any sub-action *(see Making a Delivery: Overview, p. X)*.

If you end your movement in the Core or in an Extraction/Production Vault together with another BetaBot, **activate the AI** of each of those BetaBots *(see BetaBot AI below)*.

BETABOT AI 🔲 🌿 🧩🔲

Your BetaBot can have a **Competitive** 🌿 or **Cooperative** AI 🧩, based on the number of batteries you have on your Battery Track.

- When you have 4 or less, your AI is Competitive 🌿.
- When you have 6 or more, your AI is Cooperative 🧩.

When you have **exactly** 5 batteries, you may choose whether you want to have a Competitive or Cooperative AI *(see Bonuses on the Battery Track, p. X)*. Once you have made your choice, you cannot change it again until Phase 4 *(see Betabot AI Process, p. X)*.

> **NOTE:** If multiple players place their 5th battery at the same time (for example: in Phase 4), the choice of the AI is made in turn order.

At the beginning of the game your AI is Competitive 🌿, since you start with 3 batteries on your Battery Track.

Remember that your AI can change if you gain or spend a battery, and use your BetaBot AI Marker to indicate which is the current AI of your BetaBot.
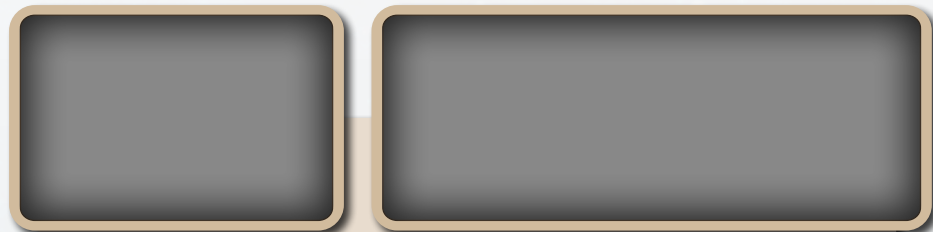
Example: 2 Players.

The *purple player* *has 6 batteries and his AI is Cooperative. They then equip an Advanced Item (Launch Amplifier), paying its cost of 3 batteries. Since now they only have 3 batteries, their AI becomes Competitive.*

The *yellow player* *has 4 batteries and their AI is Competitive. They produce a battery in the Battery Chamber. Since now they have 5 batteries, they can choose to keep their AI Competitive AI or switch it to Cooperative. They decide to keep it Competitive.*

If you end your movement in the Core or in an Extraction/Production Vault **together with another BetaBot**, the AI of each of those BetaBots is activated. The ensuing effect depends on the combination of AIs:

- **Cooperative** 🧩🔲 **& Cooperative** 🧩🔲: In turn order, each of the two BetaBots perform an Extract/Produce sub-action in the Core or Vault they are in, **regardless** of the planet's current pressure level (each player chooses a pressure level).
- **Competitive** 🔲🌿 **& Competitive** 🔲🌿: Each of the two BetaBots lose 1 shield 🛡 and then, in turn order, perform an Extract/Produce sub-action in the Core or Vault they are in (at the planet's current pressure level).
- **Competitive** 🔲🌿 **& Cooperative** 🧩🔲: The BetaBot that has the Competitive AI 🌿 performs an Extract/Produce sub-action in the Core or Vault they are in (at the planet's current pressure level), and deals 1 damage to the other BetaBot. The BetaBot with the Competitive AI doesn't increase its stress level due to this attack.

Example: 2 Players.

The *purple player* *has 7 batteries and their AI is Cooperative. They are currently in the Carbon Vault. The* *yellow player* *has 6 batteries, their AI is Cooperative, and they move to the Carbon Vault. S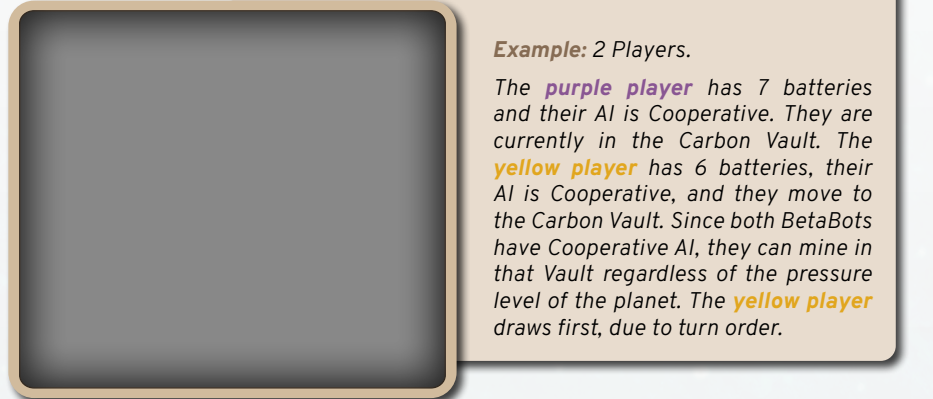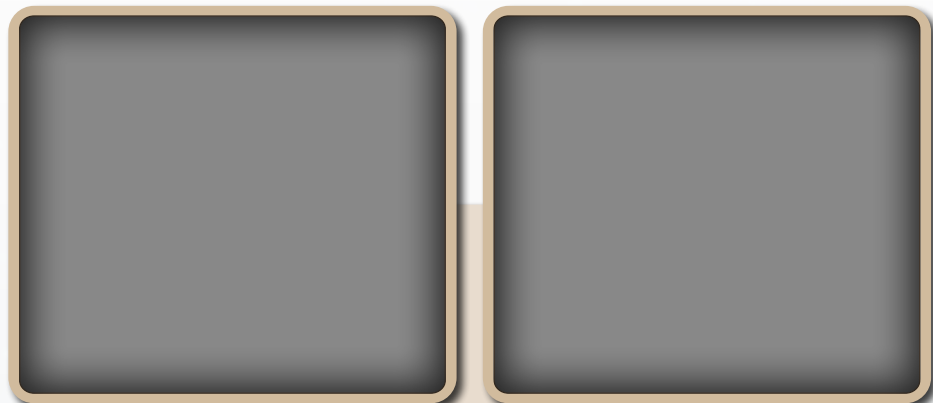ince both BetaBots have Cooperative AI, they can mine in that Vault regardless of the pressure level of the planet. The* *yellow player* *draws first, due to turn order.*

> **NOTE:** If you end your movement in the Core with more than one othr BetaBot, **you choose** which one you compare your AI with.

> **NOTE:** If there are Cylindroids in the Vault, the AI of the BetaBots does not activate.

MOVING TO AND FROM THE CORE

To move from the Mantle Section to the Core, you must move through a tunnel that connects them directly.

You can move from the Core to the Mantle Section, even if no tunnel connects them, but you must loose shields:

- If you move from the A Side of the Core: loose 2 shields 🛡.
- If you move from the B Side of the Core: loose 3 shields 🛡.

3.4 MINE ACTION ⛏

*This action allows you to perform **one** of these 2 sub-actions:*
- *• **Extract** resources from the Extraction Vaults or the Core.*
- *• **Attack** Cylindroids or other BetaBots.*

3.4.1 Extract Sub-action

> To **boost** this sub-action:
> - **Use a MINE Action Card ⛏ with free boost ⟳.**
> - *OR*
> - **Spend an active Titanium Battery 🔋.**

Boosting an Extract sub-action allows you to perform it twice.

EXTRACTING IN AN EXTRACTION VAULT

Take from the common supply the resources shown in the Extraction Vault Tile, depending on the planet's current pressure level. Place them in any of your tanks, distributing them as you wish.

> **NOTE:** You cannot perform the Extract sub-action if there is a Cylindroid in your Vault.

> **NOTE:** Remember that dangerous substances (Acid 🟢 and Gas ⊘) must be placed on the Dangerous Substances Tank. Keep in mind the tank's capacity limit *(see "Tanks" in Basic Rules, p. X)*.

EXTRACTING IN THE CORE

If there is still Lava 🟠 to extract, take the indicated amount of Lava 🟠 from the Core Tile **itself**, depending on the planet's current pressure level, and place it in any of your tanks, distributing it as you wish. When **all** the Lava 🟠 on the Core Tile has been removed, flip the tile over. From now on, you will be able to perform the Extract sub-action in the Core Tile (B Side).

> **NOTE:** Keep in mind that if you place the Lava 🟠 together with other resources, they are immediately **liquefied** *(see Maintenance Phase, p. X)*.

3.4.2 Attack Sub-action

> This sub-action **must** be boosted, otherwise it can't be performed. To boost it:
> - **Use a MINE Action Card ⛏ with free boost ⟳.**
> - *OR*
> - **Spend an active Titanium Battery 🔋.**

Boosting an Attack sub-action enables you to perform it once.

You can choose between 2 Objectives: attacking a **Cylindroid** or attacking another **BetaBot**.

ATTACKING A CYLINDROID

Choose **any one** Cylindroid in your BetaBot's location (if your BetaBot is in an Extraction/Production Vault), or one Cylindroid in the **Segment D** of the Cylindroid's Belt (if your BetaBot is in the Main Vault). Then choose to **capture** it, **scrap** it or **disintegrate** it.

> **NOTE:** If you attack an Explosive Cylindroid while it is **armed**, you lose 2 Shields 🛡 and it cannot be captured. If you attack it while it is **disarmed**, you don't lose any Shields 🛡 and you can capture, scrap or disintegrate it.

Capturing a Cylindroid:
- **Reduce** your stress level by 1.
- Place the captured Cylindroid on one of the spaces of your Cylindroid Basic Container. That Container has 3 spaces, each of which admits 1 Cylindroid of one of the 2 colors shown in the circle. You can rearrange the Cylindroids you already have in the Container when you capture a new one.

During the Actions Phase, **after** using an Action Card (but before deciding if you keep the card) you may return to the bag a captured Cylindroid to perform its **associated additional** action. See the Reference Guide to check what action corresponds to each type of Cylindroid.

Example: 1 Player.

*The **purple player** executes the MOVE action (slot 1) and ends his move in the Carbon Vault. Before deciding whether or not to keep the Action card, they discard the Mining Cylindroid in their Basic Cylindroid Container to perform the Extract sub-action and gain 3 Carbon (pressure level 4). They then place 2 of those Carbon in the tank below slot 1 and the third one under slot 2. Finally, they decide to spend 1 of the Carbon in the tank below slot 1 (slot where they used the MOVE action) to keep that Action card.*

Scraping a Cylindroid:
- **Reduce** your stress level by 1.
- Gain the corresponding resources/batteries, as indicated on the Reference Guide for each type of Cylindroid. Take them from the common supply and place them in any of your tanks, distributing them as you wish, or on your Battery Track. Then, return the Cylindroid to the bag.

Disintegrating a Cylindroid:
- **Reduce** your stress level by **2**.
- Return the Cylindroid to the bag.

ATTACKING ANOTHER BETABOT

Choose another BetaBot in your location:

Increase your stress level by **2**.

The BetaBot you attack loses 1 shield 🛡.

3.5 CONNECT ACTION

This action allows you to perform one of these 6 sub-actions:

- *Produce in the Production Vaults.*
- *Produce in the Core (B Side).*
- *Activate an Item.*
- *Disarm/Arm an Explosive Cylindroid.*
- *Switch-on the Console.*
- *Make a Manual Delivery.*

3.5.1 Produce in the Production Vaults Sub-action

> To **boost** this sub-action:
> - **Use a CONNECT Action Card 🔌 with free boost ⚙.**
> *OR*
> - **Spend an active Silicon Battery 🔋.**

Boosting this sub-action allows you to perform it twice, **except** if you boost it in an Advanced Items Vault. In that case, boosting the sub-action enables you to pay for the Advanced Item with resources from the Common Tank (instead of performing this sub-action twice).

> **NOTE:** You can't perform this sub-action if there are any Cylindroids in your Vault.

Depending on the Production Vault where you take this sub-action, you will gain resources, advance on your Shield and Battery Tracks, or equip yourself with Advanced Items.

SHIELDS VAULT

Move your Shield Marker as many spaces to the left as shield icons are shown in the Vault Tile, depending on the planet's current pressure level. If the Shield Marker is on the leftmost space, you cannot gain any more shields 🛡. If you also gain resources, place them in any of your tanks, distributing them as you wish.

BATTERIES VAULT

Pay the corresponding resources (Carbon ⬛, Titanium ⬜ or Silicon 🟨) to gain batteries of the same type. Place the batteries on the **rightmost** empty spaces of your Battery Track. If you don't have empty spaces, you **cannot** gain any more batteries.

ADVANCED ITEMS VAULT

There are 4 available items in a 2 player game and 7 available items in a 3-4 player game on the Advanced Item Server.

Before choosing an item, you may lose 1 shield 💥 to discard the two items that are the furthest away from the deck, slide the rest of the items to the right and reveal 2 new ones, placing them next to the deck.

Choose an item in the Advanced Item Server. Pay the cost shown on its card *(see "Paying Cost" in Relevant Terms, p. X)* and apply any discount indicated on the Advanced Items Vault, depending on the planet's current pressure level. Then, place the chosen item card on one of your board's extensions *(see "Extensions" in Relevant Terms, p. X)*. From now on, you can activate your Advanced Item with the Activate an Item sub-action.

Slide the items to the right and **reveal** a new Advanced Item Card, placing it next to the deck.

> **NOTE:** Remember, if you boost the sub-action you can pay for the item with the resources from the Common Tank (**instead** of performing the sub-action twice).

3.5.2 Produce in the Core (B Side) Sub-action

> To **boost** this sub-action:
> - **Use a CONNECT Action Card 🔌 with free boost ⚙.**
> *OR*
> - **Spend an active Silicon Battery 🔋.**

Boosting this sub-action enables you to perform the 2 available options, but you cannot perform the same option twice.

Your Betabot must be at the Core (B Side). Choose 1 option:

- Option 1 - **Extract** resources from any Extraction Vault, at the planet's current pressure level.
- Option 2 - **Change** the planet's pressure level to +1 or -1 and rotate the Core one position, clockwise or counterclockwise.

3.5.3 Activate an Item Sub-action

> To **boost** this sub-action:
> - **Use a CONNECT Action Card 🔌 with free boost ⚙.**
> *OR*
> - **Spend an active Silicon Battery 🔋.**

Boosting this sub-action allows you to activate the same item twice, unless the item requires a boosted action to be activated. Boosting this sub-action doesn't allow you to activate 2 different items.

Activate one of your items *(see the Items Reference for more information)*.

> **NOTE:** If you activate the same item twice due to boosting this sub-action, each activation is performed **separately**. This means that you first apply the first activation and then the second activation.

Example: 1 Player.

*The **purple player** executes the Activate an Item sub-action, choosing the Carbon Processor Advanced Item. On the Stress Track, their marker is at level 11 and the **yellow player's** is at level 12. In the 1st activation, they transform 1 Beta Matter into 2 Carbon, and move their Stress Marker to level 12, pushing the **yellow player's** marker to level 13. In the 2nd activation, they transform another Beta Matter into 2 Carbon, and move their Stress Marker to level 13, and pushing the **yellow player's** marker to level 14.*

3.5.4 Disarm/Arm Sub-action

To **boost** this sub-action:
- **Use a CONNECT Action Card 🅧 with free boost ♺.**

OR
- **Spend an active Silicon Battery 🔋**

Boosting this sub-action allows you to disarm 1 Cylindroid and arm another, disarm 2 Cylindroids or arm 2 Cylindroids.

DISARM AN EXPLOSIVE CYLINDROID

Choose one Explosive Cylindroid in your BetaBot's location (if your BetaBot is in an Extraction/Production Vault), or in the Segment D of the Cylindroid's Belt (if your BetaBot is in the Main Vault). Flip it over so its **disarmed** side is face up. A disarmed Explosive Cylindroid can't explode due to an Event nor when attacked.

ARM AN EXPLOSIVE CYLINDROID

Arming an Explosive Cylindroid can be useful to deal damage to Cylindroids or other Betabots, since it will explode when attacked or when activated by an Event. Flip it over so its **armed** side is face up.

3.5.5 Switch-on the Console Sub-action

To **boost** this sub-action:
- **Use a CONNECT Action Card 🅧 with free boost ♺.**

OR
- **Spend an active Silicon Battery 🔋**

Boosting this sub-action allows you to perform 2 of the available options in any order, but you cannot perform the same option twice.

To perform this sub-action, your BetaBot must be in the Main Vault. The options available depend on which side of the Console tile is up.

At the beginning of the game, the Console Tile is placed with the A Side face up, which has 4 options. If AlphaBot loses a certain number of shields 🛡 *(see AlphaBot Activation, p. X)*, **flip it** over to the B Side, which offers slightly different 4 options.

A Side Options

REPAIR ALPHABOT:

Place a Titanium ⬡ from your tanks on the lowest empty space of AlphaBot's Shield Track. If there are no empty spaces left, you **cannot** choose this option.

Then, **reduce** your *stress* level by 2.

EQUIP YOURSELF WITH AN ALPHABOT ITEM AND DRAW AN ACTION CARD:

> **NOTE:** You are **not** required to carry out both steps if you do not wish to (for example: you can draw 1 card and get no items).

Equip yourself with an alphabot item:
- You can equip yourself with one of the available items on the **AlphaBot Item Server**, in order to improve your BetaBot's performance.
- There are always 4 available items on the AlphaBot Item Server.
- **Before** choosing an item, you may lose 1 shield 💥 to discard the two items that are the furthest away from the deck, slide the rest of the items downwards and reveal 2 new ones, placing them next to the deck.

- **Choose** an item in the AlphaBot Item Server. Pay the cost shown on its card *(see "Paying Cost" in Relevant Terms, p. X)*. Then, place the chosen item card on one of your board's extensions *(see "Extensions" in Relevant Terms, p. X)*. From now on, you can activate your AlphaBot Item with the Activate an Item sub-action.
- **Slide** the items downwards and **reveal** a new AlphaBot Item Card, placing it next to the deck.

Draw an action card:
- Draw 1 Action Card of your choice. If the deck runs out of cards, trigger the Deck End Event, as usual.

ADVANCE CYLINDROIDS BELT OR ADVANCE THE ELEVATOR:

Perform **one** of these options:
- **Advance Cylindroids Belt:** All Cylindroids in the Cylindroids Belt advance one segment *(see 5.2.1 Cylindroids Advance in the Belt, p.X)*.
- **Advance the Elevator:** Cylindroids on the Elevator advance to segment A of the Cylindroids Belt. If there are already Cylindroids on that segment, they are pushed to segment B, which may cause further pushes on the following segments *(see 5.2.1 Cylindroids Advance in the Belt, p.X)*.

Then, place new Cylindroids on the Elevator *(see Placing Cylindroids on the Elevator, p.X)*.

Finally, **increase** your *stress* level by 2.
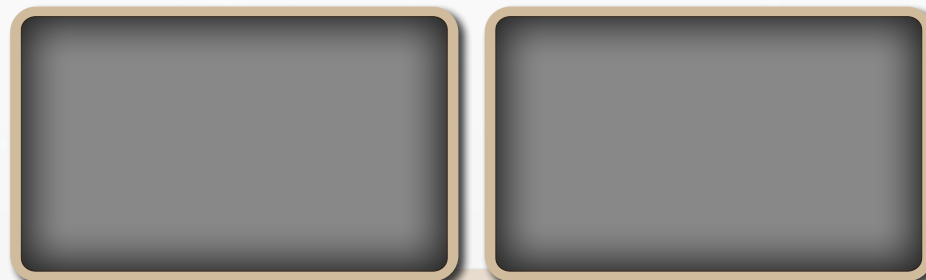
Example 1: Segment A: 1 Miner Cylindroid and 1 Unarmed Explosive Cylindroid. Segment B: 1 Unarmed Explosive Cylindroid and 1 Laser Cylindroid. Segment C: Empty. Segment D: 1 Miner Cylindroid and 1 Armed Explosive Cylindroid. The **purple player** *performs the Switch-on the Console sub-action and chooses the Advance Cylindroid Belt option. The Cylindroids from segment A move to segment B, pushing those from segment B to segment C (Upon reaching reaching segment C, the Explosive Cylindroid automatically arms itself). Cylindroids from segment D move to the appropriate Vault.*
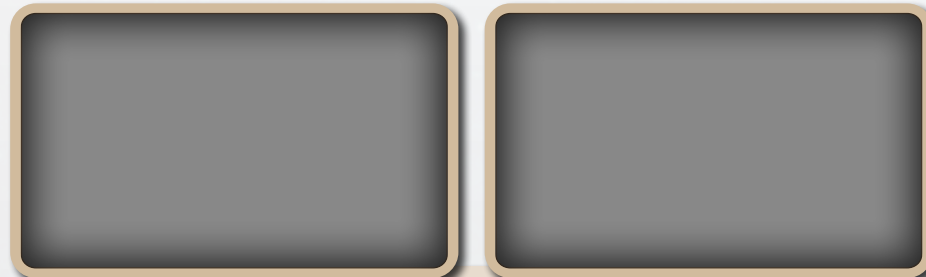
Example 2: Elevator: 1 Miner Cylindroid and 1 Explosive unarmed Cylindroid. Segment A: 1 Miner Cylindroid. Segment B: Empty. Segment C: 1 Armed Explosive Cylindroid. Segment D: 1 Laser Cylindroid. The **purple player** *performs the performs the Switch-on the Console sub-action and chooses the Advance the Elevator option. The Elevator Cylindroids move to segment A, pushing those from segment A to segment B. The segment C and D Cylindroids do not move. The* **purple player** *then places new Cylindroids on the Elevator and increases their stress level by 2.*

ALPHABOT ATTACK:

AlphaBot attacks the Cylindroids in the Cylindroid Belt segment directly in front of Alphabot (segment **A** or **B**). Perform **one** of these options:

- **Scraping attack:** Choose up to 2 Cylindroids in the segment. Place the corresponding resources, as indicated on the Reference Guide for each type of Cylindroid, in **Alphabot's Tank**. Alphabot's Tank can only hold 1 of each resource/battery. Then, take up to 2 resources/batteries of your choice from AlphaBot's Tank and place them in any of your tanks, distributing them as you wish, or on your Battery Track. Return the chosen Cylindroids to the bag.

- **Capturing attack:** Choose 1 Cylindroid in the segment and capture it *(see Capturing a Cylindroid, p. X)*.
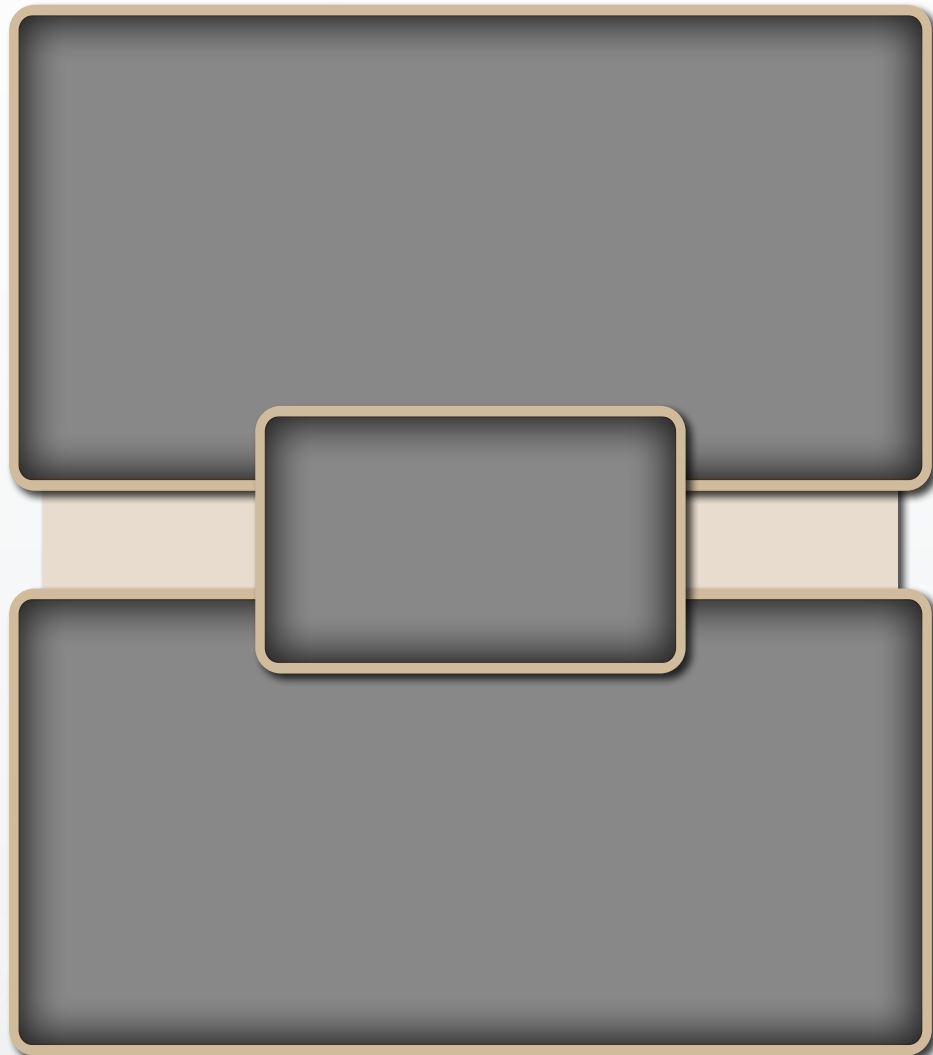
Example: AlphaBot is on top of the lefmost space. Segment A: 2 Laser Cylindroids and 1 Unarmed Explosive Cylindroid. Segment B: 1 Miner Cylinder Cylindroid, 1 Unarmed Explosive Cylindroid and 1 Laser Cylindroid. Segment C: 1 Armed Explosive Cylindroid. Segment D: Empty. The purple player performs the Switch-on the Console sub-action and chooses the Alphabot Attack option to do a scraping attack. Since AlphaBot is on the lefmost space, it can attack up to 2 Cylindroids on segment B (to which the AlphaBot is adjacent). They choose to attack the Explosive Cylindroid and the Laser Cylindroid. The resources these Cylindroids are made of (Explosive Cylindroid: 2 Lava, 1 Acid and 1 Gas; Laser Cylindroid: 1 Exomatter and 1 Carbon) are placed in the AlphaBot Tank, respecting the limits per resource. Then, the purple player can take up to 2 resources/batteries of their choice from the AlphaBot Tank (They could take, for example, the Exomatter they just placed and the Titanium battery that was previously added).

ALPHABOT'S TANK

AlphaBot's Tank receives resources and batteries when:

- Alphabot's performs a **scraping attack**.
- AlphaBot moves to **certain Main Vaults** *(see 5.3.3 Alphabot Enters the 4th/5th/6th Main Vault, p. X)*.
- Alphabot's Tank has a **limit of 1** resource/battery of each type. Resources **exceeding** this limit are returned to the common supply.

There are 2 ways to obtain the resources/batteries placed in AlphaBot's Tank:

- When Alphabot's performs a **scraping attack**.
- When **delivering AlphaBot** *(see AlphaBot Delivery, p. X)*.

B Side Options

Repair AlphaBot:

- **Lose a shield** and place a Titanium ⬡ from the **common supply** on the lowest empty space of AlphaBot's Shield Track.
- Then, **reduce** your *stress* level by 3 or gain 2 shields 🛡.

Equip yourself with an AlphaBot Item (1 Resource Discount):

- **Lose a shield** and place a Titanium ⬡ from the **common supply** on the lowest empty space of AlphaBot's Shield Track.
- Then perform the corresponding option from the A Side *(see Equip yourself with an AlphaBot Item, p.X)*, except that you need to pay **1 less resource**.

Draw Action Cards:

- **Lose a shield** and place a Titanium ⬡ from the **common supply** on the lowest empty space of AlphaBot's Shield Track.
- Then, draw 2 Action Cards of your choice.

AlphaBot Attack:

- Perform a scraping attack *(see scraping attack, p.X.)*, except that you only take up to 1 resource/battery instead of 2.

3.5.6 Make a Manual Delivery Sub-action

> This sub-action can **only** be performed from a Manual Delivery Base and **must** be boosted. To **boost** this sub-action:
> - **Use a CONNECT Action Card 🌀 with free boost ♻.**
>   *OR*
> - **Spend an active Silicon Battery 🔋.**

Boosting this sub-action enables you to perform it once.

When performing this sub-action, follow the steps described below to deliver to a **ship**.

DELIVERING TO A SHIP

You can carry out 2 types of deliveries. Here's an overview of each one:

Manual Deliveries can only be carried out from a Manual Delivery Base.

> NOTE: When you end your movement at a Manual Delivery Base, **increase** your *stress* level by 1.

Then, if you meet **all the conditions** to make a delivery, perform a **boosted Make a Manual Delivery** sub-action.

Automatic Delivery can only be carried out from an Automatic Delivery Base.

Then, if you meet **all the conditions** to make a delivery, the delivery is **automatically** made (you do not need to perform any sub-actions).

To be able to carry out either type of delivery, **first** you must meet **all** the following conditions:

- Your MiniBetaBot must be at a Manual Delivery Base or at an Automatic Delivery Base (remember to place your BetaBot on the Neutral Zone).
- The **receiving ship** (the one you are going to deliver to) must be **exactly** at the reception point of your MiniBetaBot's sector.
- Your *stress* level cannot exceed the reception point of the receiving ship.

Probe: Your *stress* level cannot exceed: A10 / B15 / C20

Scout: Your *stress* level cannot exceed: C21 / B25 / A26

Freighter: Your *stress* level cannot exceed: A27 / B30 / C40

The receiving ship must have at least 1 Demand Card available.

You must respect the **permitted load limit** that the receiving ship has established for each Demand Card. This is indicated on the Main Objective Card of each ship.

You must have a Delivery Marker on your Player Board (each player starts with 3).

You must have a Cargo Card whose letter matches your MiniBetaBot's sector. Each Cargo Card can only be used **once**.

You must have at least 2 shields 🛡 on your Shield Track. Otherwise, you can complete only your **Secondary Objectives**.

You must have at least 2 batteries on your Battery Track.

If you meet **all** the conditions, carry out the following steps in order:

- If you're making a **Manual Delivery**, perform a **boosted Make a Manual Delivery** sub-action. If you're making an Automatic Delivery, ignore this step.
- Take the Demand Card from the receiving ship. Flip it over and place it below your Cargo Card whose letter matches your MiniBetaBot's sector. Then flip that Cargo Card over, so that together with the Demand Card they form a **container**.
- Take all the resources, batteries and Cylindroids that you want to deliver from your tanks/items/Battery Track/Cylindroids Basic Container, up to the permitted load limit indicated on the receiving ship's Main Objective Card. Place them on the container you just made, where they will remain until the end of the game. At the end of the game you will receive **Victory Points** according to the contents of each of your containers.

Depending on the receiving ship and your MiniBetaBot's sector, place your Delivery Marker on the corresponding ship and letter of the Delivery Zone.

Apply the **indicated** *stress* variation to the affected BetaBots, in turn order:

VARIATION STRESS TABLE
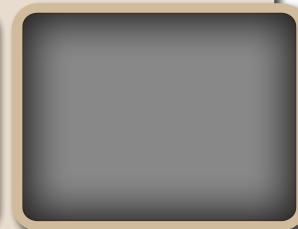
Example: 4 Players.

*The **purple player** is in the 5th Main Vault and the **yellow player** is in the Manual Delivery Base in sector B. The **purple player** executes the Move BetaBot action to move to the Automatic Delivery Base in Sector B. When they get there, they immediately increase their stress level by 5. They then check if they meet all the requirements to be able to deliver (starting with their stress level, which after the increase is 9), and confirms that they are. As they're in the Automatic Delivery Base, they do not need to execute the Make a Delivery sub-action. Give the Probe (which still has 2 Demand Letters) the following resources: 2 Betamaterials, 3 Gas and 7 Acids. This will give you 14 Victory Points at the end of the game. Finally, place their Delivery Marker on the corresponding space in the Delivery Zone and each BetaBot applies the corresponding stress variation (+5 stress to all those who have not made this delivery).*

*Example: The **yellow player** also planned to make a delivery (to the Probe, from the Manual Delivery Base in Sector B), and before the **purple player's** turn they met all the requirements to carry it out. However, due to the stress variance caused by the recent delivery, they have now exceeded the threshold stress level (their stress was 12 and now is 17, but the limit is 15) and they will not be able to deliver at this time.*

DELIVERING ALPHABOT

When AlphaBot leaves the **6th Main Vault**, it must be placed on its **Shuttle**. From now on any BetaBot can deliver it to a ship, either through a Manual delivery or an Automatic delivery. Delivering AlphaBot counts as a **complete and single** delivery: You **cannot** deliver AlphaBot and resources/batteries in the same delivery.

To be able to carry out **either** type of delivery, first you must meet **all** the following conditions:

- Your MiniBetaBot must be in the **sector's C** Manual Delivery Base or Automatic Delivery Base (remember to place your BetaBot on the Neutral Zone).
- The **Freighter** is the only ship that can receive AlphaBot, and it must be at the reception point of sector C.
- Your *stress* level cannot **exceed** 29.
- You must have a Delivery Marker on your Player Board (each player starts with 3), but you **don't need** a Cargo Card.
- You must have at least 2 shields 🛡 on your Shield Track. Otherwise, you can complete only your **Secondary Objectives.**
- You must have at least 2 batteries on your Battery Track.
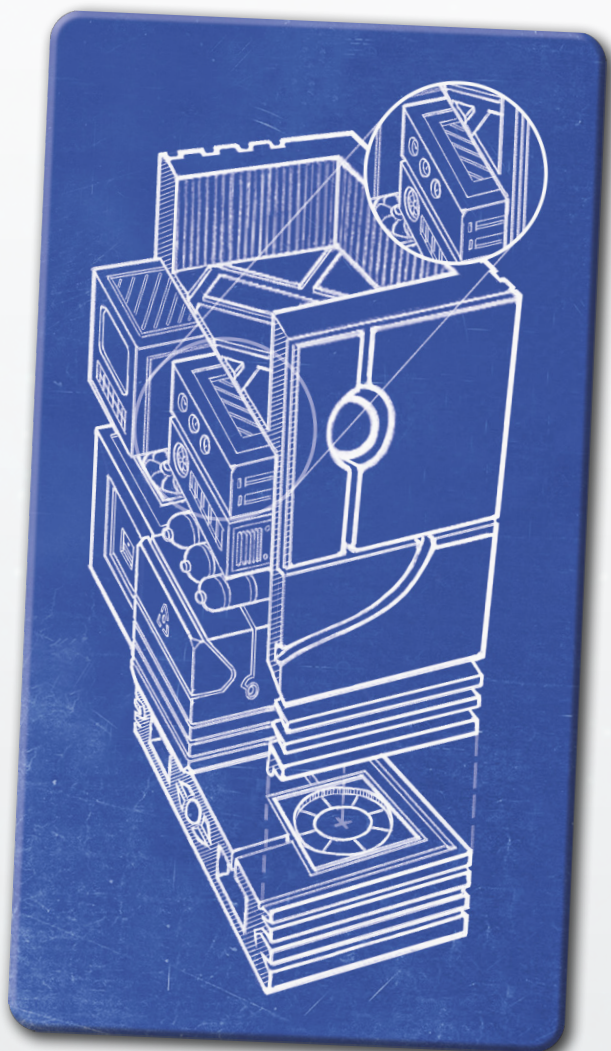
If you meet **all** the conditions, carry out the following steps in order:

1. If you're making a **Manual Delivery**, perform a **boosted Make a Manual Delivery** sub-action. If you're making an Automatic Delivery, ignore this step.
2. Place MiniAlphaBot in the Delivery Zone.
3. Place AlphaBot and its Shuttle Card below your board. Flip the card to show the **container**.
4. Place your Delivery Marker on the corresponding space of the AlphaBot Delivery Zone.

Based on the AlphaBot status when delivered:

Choose **1 of these 3 rewards**, and place your Delivery Marker on the **corresponding** space of the AlphaBot Delivery Zone:

- 8 **Victory Points** at the end of the game. You can **only** choose this option if the AlphaBot Status Tile has its A side facing up.
- Up to 2 available **AlphaBot Items**. Place them on your board's extensions.
- Any amount of **resources/batteries from AlphaBot's Tank**. Place them in your tanks, distributing them as you wish.

Adjust your *stress* level:

- If AlphaBot is your 1st delivery: **reduce** your *stress* level by 10.
- If AlphaBot is your 2nd delivery: **reduce** your *stress* level by 5.
- If AlphaBot is your 3rd delivery: **increase** your *stress* level by 5.
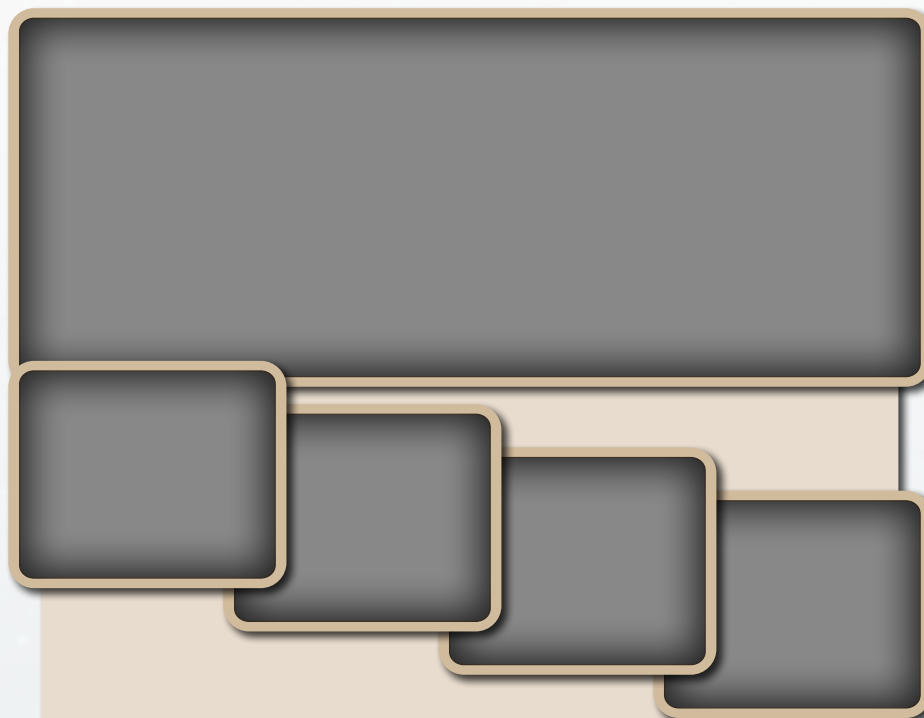
Example: 2 Players.

AlphaBot is on top of his Shuttle card. The **purple player** *and the* **yellow player** *are in the Manual Delivery Base in sector C. The* **purple player's** *stress level is 32 and the* **yellow player's** *is 29. Following the turn order, the* **purple player** *starts, but exceeds the 30 stress limit in order to deliver to AlphaBot. Therefore, they decide to make a delivery to the Freighter. Since delivering to the Freighter from sector C does not cause a stress variation on the rest of the BetaBots, the* **yellow player** *can deliver the AlphaBot on his turn. Upon delivery, AlphaBot's Status Tile is on the A side, so they choose the 8 Victory Point reward at the end of the game. As this is their 2nd delivery, it reduces their stress level by 5. As delivering AlphaBot does not require the use of a Cargo Card, if they wish, the* **yellow player** *could make his 3rd delivery to the Freighter in a later turn.*

*In this phase, you can **rearrange resources and batteries**, as well as **combine** them to obtain different results. You will be able to **replicate batteries** and prepare their production for the next round. One of the most important factors to keep in mind in this phase is the **Lava** 🔸 in your tanks: you must **solidify** it or **liquefy other resources** with it. Finally, you can also **change your AI** to Competitive or Cooperative.*

4.1 MAINTENANCE PROCESSES

Carry out the following processes in order:

4.1.1 Replicating and Rearranging Batteries Process

REPLICATING BATTERIES

If your Battery Track is full, you **cannot** perform this process.

You may produce up to 2 batteries of your choice, from the ones you have prepared in previous rounds in your Batteries Producer *(see Combining Betamatter Process, p.X)*. For each battery you want to replicate:

- Return the Betamatter 🔳 and the resource on top of it (Carbon ⬛, Titanium 🔘, Silicon 🟡 or Exomatter) to the common supply.
- Take a battery from the common supply **matching** the returned resource. If you returned Exomatter, take 2 **different** batteries.
- Place the battery/ies in the rightmost empty spaces of your Battery Track.

REARRANGING BATTERIES

During this process you can rearrange the batteries on your Battery Track as you wish, even exchange the one in your BetaBot.

> **NOTE:** At the end of this process it is **mandatory** that your BetaBot has a battery in it (unless you have run out of batteries on your Battery Track, and you have not replicated any, in which case omit this requirement).

4.1.2 Rearranging and Liquefying Resources Process

FIRST, REARRANGE RESOURCES:

- You may rearrange your resources by moving them from one tank to another, but you must **always** move them to a higher number tank.
- You **cannot** move resources from your items to your tanks or from one item to another, but you **can** move them from your tanks to your items.

Depending on the type of resource that you want to move, keep in mind the following:

- **Lava and Resources:** If you move Lava 🔸 into a tank that contains Carbon ⬛, Titanium 🔘, Silicon 🟡 or Betamatter 🔳, these resources become liquefied (see below). The same thing happens the other way around.
- **Exomatter** 🟪**:** It doesn't liquefy.
- **Gas** ⚪ **or Acid** 🔹**:** They cannot be moved from the Dangerous Substances Tank, unless you place them on a specific item that can store them (such as Nanobots).

THEN, LIQUEFY RESOURCES:

Whenever one or more resources other than Exomatter 🟪 are in the same tank as one or more Lava 🔸, each one of them is **liquefied**:

- Return the liquified resources to the common supply.
- Take 1 Lava 🔸 from the common supply for each liquefied resource, and place them in that same tank.
- Add 1 additional Lava 🔸 to that tank.

4.1.3 Solidification Process

For each tank that contains **2 or more** Lava 🔸:

- Return to the common supply **all** the Lava of that tank.
- For each 2 Lava returned, take from the common supply 1 Betamatter 🔳 and place it in that tank.

> **NOTE:** From this moment on, you can't move the resources to other tanks.

4.1.4 Combining Betamatter Process

You may combine Betamatter 🔳 with different resources to replicate batteries or more resources.

To **replicate batteries** in future rounds, you must prepare them within the 3 spaces of the Batteries Producer. To prepare a battery, place on one of those spaces:

- 1 Betamatter 🔳 + 1 Carbon ⬛ / 1 Titanium 🔘 / 1 Silicon 🟡 on top → 1 **matching** battery.
- 1 Betamatter 🔳 + 1 Exomatter 🟪 on top → 2 **different** batteries.

> **NOTE:** Each round, you can **prepare** up to **3 batteries**, but you can only **replicate** up to **2 batteries**.

You can also combine Betamatter 🔳 with Gas ⚪ or Acid 🔹 to gain immediately:

- 1 Betamatter 🔳 + 1 Gas ⚪ → 2 Titanium 🔘.
- 1 Betamatter 🔳 + 1 Acid 🔹 → 2 Silicon 🟡.

Place the obtained resources in the **same** tank you took the Betamatter from, or in a **higher** number tank.

> **NOTE:** You can make these combinations with Betamatter in any order you prefer.
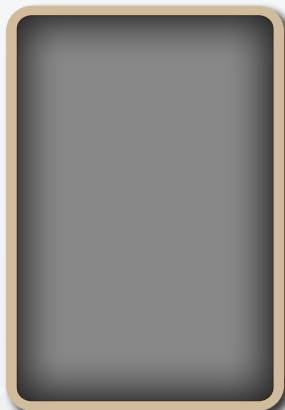
4.1.5 BetaBot AI Process

If you've got **exactly** 5 batteries in your Battery Track you can change your AI from Competitive to Cooperative, or vice versa. If more than one player wants to change their AI at the same time, the changes are made in turn order.

Replicate and Rearrange Batteries → They have 2 options: Replicate 1 Carbon battery and 1 Silicon battery with the two Betamatter that have the corresponding resources, or use the Betamatter with the Exomatter to replicate 2 different batteries of their choice. Since they need 1 Titanium battery, they choose the Exomatter option to replicate 1 Titanium battery and 1 Carbon battery. Since there was only 1 free slot left on their Battery Track, they places 1 Silicon battery from the Track in his BetaBot, and the 2 new batteries on the Battery Track. Lastly, they rearrange their batteries as they see fit.
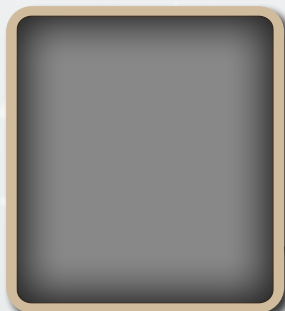
Liquefy and Rearrange resources → First they place the Exomatter and 1 Lava in tank 4. Then they place the Betamatter and Carbon in tank 3. Lastly they place 1 Lava in tank 2. Therefore, they liquefy the Silicon and the Titanium in tank 2 and obtain 1 Lava for each, resulting in 4 Lava in total. The Exomatter in tank 4 does not liquefy.
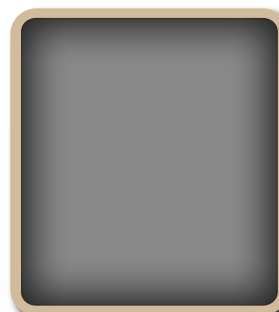
Solidification → The Lava in tank 1 and 2 solidifies, becoming 1 Betamatter in tank 1, and 2 Betamatter in tank 2. The Lava in tank 4 doesn't solidfy.
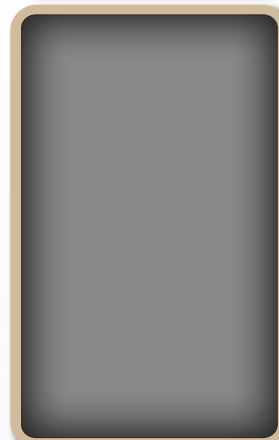
Combine Betamatter → They combine 1 Gas with the Betamatter from tank 1 to get 2 Titanium, which stays in tank 1. They combine 1 Acid with 1 of the Betamatters in tank 2 to get 2 Silicon, which stays in tank 2. Lastly, they take the remaining Betamatter from tank 2 and 1 Titanium from tank 1 to place them in one of the Battery Producer slots, in order to replicate 1 Titanium battery in the next Upkeep Phase.
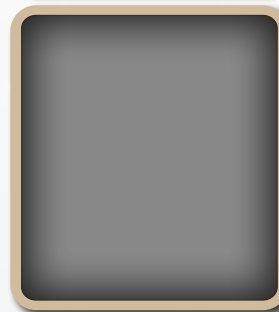
BetaBot AI → Since they have more than 5 batteries their track during this step, they cannot change their AI.

4.2 Battery Track BONUSES

Every time you place a battery on your Battery Track, a new bonus is activated and it gives you certain advantages when playing. Similarly, each time you remove a battery, the corresponding bonus is deactivated and you can no longer benefit from it. You start the game with 3 batteries.

Battery	2-3 Players	4 Players
1	Active Battery 🔋 to boost sub-actions	
2	You can make deliveries to the ships	
3	You have 2 movement points ➤	You have 3 movement points ➤
4	You can program Action Cards in Slot 3	You may spend the Active Battery 🔋 from your Battery Track
5	You can choose between Competitive or Cooperative AI	
6	You may spend the Active Battery 🔋 from your Battery Track	You can program Action Cards in Slot 3
7	You have 3 movement points ➤	Additional actions due to discarding a captured Cylindroid are boosted
8	You can program Action Cards in Slot 4	You may lose 2 shields 🛡 to **reduce** your *stress* level by 3 (any time during your turn)
9	You may lose 2 shields 🛡 to **reduce** your *stress* level by 3 (any time during your turn)	-

*First, AlphaBot is activated, revealing an **Event token** that triggers a series of events, including the activation of the Cylindroids. Carry all those events out in order. Finally, keep in mind AlphaBot's **Shield Track** and its Movement.*

5.1 ALPHABOT ACTIVATION: EVENTS

When AlphaBot is activated, flip the Event Token from the segment AlphaBot is on to reveal the Events side. Carry out the shown events in the following order:

5.1.1 Ships' Movement

Move the pictured ship +1 or -1 space on its trajectory, as indicated.

> **NOTE:** Remember that when a ship leaves the planet's orbit, the *stress* level of **all** BetaBots changes immediately *(see Phase 1: Ships, p. X)*.

5.1.2 Core Rotation

Rotate the Core Section Tile 1 position clockwise or counterclockwise, as indicated. If the Core Section tile has been flipped to its **B side**, rotate it 2 positions instead of 1.

5.1.3 Planet's Pressure Level

Adjust the current pressure level by 0, +1 or -1, as indicated.

5.1.4 Auto-production

If the Event token displays a **resource/battery** icon:

- If that resource/battery is depicted in the **Common Tank**, take 1 matching resource/battery from the common supply and place it in the Common Tank. Ignore this step if th Common Tank already contains the maximum number of that resource/battery, as indicated on its tile.

- For each **Vault** that has that resource/battery depicted on its tile, take 1 matching resource/battery from the common supply and place it on that Vault. Ignore this step if that Vault already contains the maximum number of that resource/battery, as indicated on its tile.

- Then, if an Extraction/Production Vault contains all the resources/batteries indicated on its tile, flip it to its B Side. This Vault is now **enhanced**, and can no longer auto-produce.

- If the Event token displays the **item** icon [light blue icon] [dark blue icon], flip over the **corresponding** Item Vault to the B Side.

> **NOTE:** If an Extraction/Production Vault contains Cylindroid(s), it **doesn't** auto-produce.

> **NOTE:** The Core does not auto-produce Lava.

Then move AlphaBot to the right, onto the next segment of the AlphaBot Belt, or to the right of the last segment of the Alphabot Belt. This movement may cause different situations, which are managed at the end of the phase *(see 5.3 AlphaBot's Shields and Movement).*
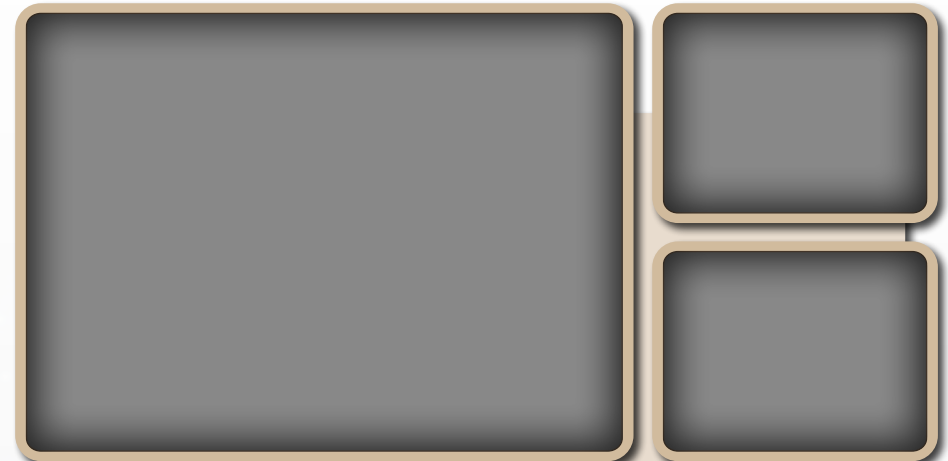
Example 1: Event Token X: AlphaBot is on top of the leftmost Event Token. When activated, you must reveal the token to carry out the events. Place AlphaBot next to the space where the tile was, and the flip the Event Token. The events take place in the following order: the Core rotates 1 position clockwise, the planet's pressure level varies by +1, and the Lower Chamber of Advanced Objects is upgraded during Auto-production. Now the Cylindroids are activated: first, the Cylindroids advance on the Cylindroid Belt (causing pushes, if any) and second, the Elevator Cylindroids advance to Section A of the Cylindroid Belt (causing pushes, if any) to finish placing Cylindroids again in the Elevator, acording to the number of players and AlphaBot's Shield Meter. Lastly, discard the Event Token and place AlphaBot on top of the Event Token to the right.
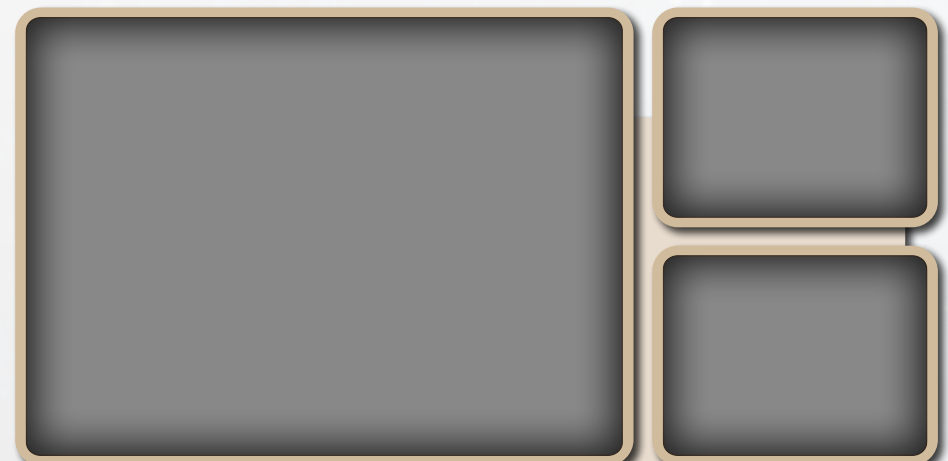
Example 2: Event Token: AlphaBot sits on top of the Event Token on the right. Place AlphaBot next to the space where the tile was, and the flip the Event Token. The events are carried out in the following order: the Explorer ship moves -1 in its trajectory (unless it has left orbit) and in Auto-production 1 Silicon and 1 Titanium are placed in the corresponding Vaults and in the Common Tank, respecting its maximum limit. Now the Cylindroids are activated: first the Cylindroids in the belt and in the Extraction/Production Vaults attack, and the Cylindroids disembark from the Elevator to Section A of the Cylindroid Belt (causing pushes if any) to end up placing new Cylindroids in the Elevator, acording on the number of players and the AlphaBot Shield Meter. Lastly, discard the Event Token.

5.2 CYLINDROIDS ACTIVATION

The Event Token also shows how the Cylindroids are **activated**, and there are 3 possible cases:

5.2.1 Cylindroids Advance in the Belt

Each Cylindroid on the Cylindroids Belt advances to the next segment. Cylindroids on **segment D** move to the Crust Extraction/Production Vault 🟡 **closest** to the Main Vault. When an Explosive Cylindroid move to segment C, it automatically becomes **armed**. Cylindroids on the elevator **do not** move.

When a Cylindroid moves to an Extraction/Production Vault, place it in the Vault's auto-production area, and remove all resources from there. Remember that as long as the Cylindroid remains in the Vault, there will be **no** auto-production on that Vault.

CYLINDROIDS LIMIT
Extraction/Production Vaults may contain a certain number of Cylindroids *(see Anatomy of the Main Board, p. X)*. If not all Cylindroids fit in the Vault, move them in the following order: 1st - Miners 🟡, 2nd - Explosive 🔴 and 3rd - Laser 🟣. Return the remainder to the Cylindroid bag.

5.2.2 Cylindroids disembark from the Elevator

Cylindroids on the Elevator advance to **segment A** of the Cylindroids Belt. If there are already Cylindroids on that segment, they are pushed to segment B, which may cause further pushes onto the following segments.

Then, place **new** Cylindroids on the Elevator *(see Placing Cylindroids on the Elevator, p.X)*.

5.2.3 Cylindroids Attack

All Cylindroids on the Cylindroids Belt attack, and then **all** Cyclindroids on the Extraction/Production Vaults attack.

CYLINDROIDS IN THE BELT
Cylindroids choose the **target** of their attack (AlphaBot and/or Betabots in the Main Vault) depending on the **belt segment** they are on. Cylindroids attack **in order**, first by **segment** (A and B → C → D) and then by **type** (Laser → Miner → Explosive).

Segments A and B:
- **Laser Cylindroid:** Attacks AlphaBot → AlphaBot loses 1 shield 🛡.
- **Miner Cylindroid:** Attacks AlphaBot → AlphaBot loses 1 shield 🛡.
- **Explosive Cylindroid:** It can't attack since it's **disarmed**.

Segment C:
- **Laser Cylindroid:** Attacks AlphaBot **and** BetaBots → each one loses 1 shield 🛡.
- **Miner Cylindroid:** It doesn't attack.
- **Explosive Cylindroid:** Attacks AlphaBot **and** BetaBots → each one loses 1 shield 🛡. Explosions never affect other Cylindroids. Then, return the Cylindroid to the bag.

Segment D:
- **Laser Cylindroid:** Attacks BetaBots → each one loses 1 shield 🛡.
- **Miner Cylindroid:** Attacks BetaBots → each one loses 1 shield 🛡.
- **Explosive Cylindroid:** If it is **armed** (it might have been disarmed by a BetaBot), it attacks BetaBots → each one loses 2 shields 🛡. Explosions never affect other Cylindroids. Then, return the Cylindroid to the bag. If it is **unarmed**, it doesn't attack.

Example 1: 2 players:

Upon revealing the Event Token, after modifying the Freighter's trajectory and performing Auto-production, the Cylindroids are activated. First, the Cylindroids on the Cylindroid Belt advance: Those from section B advance to section C (thus the Explosive Cylindroid is armed) and those from section A advance to section B. Then, they attack: First those on section B, starting with the Laser Cylindroid (deals 1 damage to AlphaBot) and then the Miner Cylindroid (deals 1 damage to AlphaBot). Next, those on section C attack, starting with the Miner Cylindroid (it can't attack, since AlphaBot nor any BetaBot are in range) and then the Explosive Cylindroid (deals 1 damage to AlphaBot, 1 damage to both the yellow player and purple player). Its explosion does not affect other Cylindroids, and the Explosive Cylindroid is returned to the Cylindroid bag.

Example 2: 3 players:

Upon revealing the Event Token, after rotating the Core, varying the planet's pressure, and performing Auto-Production, the Cylindroids are activated. First, the Cylindroids on the Cylindroid Belt advance: The one on section D moves to the Crust Extraction/Production Vault [yellow/orange icon], the one on section C advances to section D, the one on section B advances to section C and those on section A advance to section B (The Explosive Cylindroid is not yet armed). Then they attack: First the ones on section B attack, starting with the Laser Cylindroid (deals 1 damage to AlphaBot) and then the Explosive Cylindroids (it can't attack, since it is not armed). Then the Laser Cylindroid on section C attacks (deals 1 damage to AlphaBot, 1 damage to both the yellow player and the purple player). Lastly, the armed Explosive Cylindroid on section D attacks (deals 2 damage to both the yellow player and the purple player. Its explosion does not affect other Cylindroids, and the Explosive Cylindroid is returned to the Cylindroid bag. Lastly, the Miner Cylindroid that was moved to the the other Vault deals 1 damage to the white player.

CYLINDROIDS IN THE EXTRACTION/PRODUCTION VAULTS
Cylindroids attack the BetaBots that are in the **same** Extraction/Production Vault. The Vault order is irrelevant, but in each Vault the Cylindroids attack in order, according to their **type** (Laser → Miner → Explosive):

- **Laser Cylindroid:** Deals 1 damage→ BetaBots lose 1 shield 🛡.
- **Miner Cylindroid:** Deals 1 damage→ BetaBots lose 1 shield 🛡.
- **Explosive Cylindroid:** If it is **armed** (it might have been disarmed by a BetaBot), it attacks BetaBots → each one loses 2 shields 🛡. Explosions never affect other Cylindroids. Then, return the Cylindroid to the bag. If it is **unarmed**, it doesn't attack.

PLACING CYLINDROIDS ON THE ELEVATOR

There's 4 triggers that place new Cylindroids on the elevator: Event Tokens, the Switching-on the Console sub-action, specific Items and the MOVE action Deck End Event. Regardless of the trigger, **always** place them randomly from the bag. The number of Cyclindroids to place depends:

- If you're using the default AlphaBot's Shield Track Tile:
- If AlphaBot has 6 shields 🛡 or more, place 2 Cylindroids.
- If AlphaBot has 5 shields 🛡 or less, place 3 Cylindroids.
- If you're using the alternative AlphaBot's Shield Track Tile:
- If AlphaBot has 6 shields 🛡, place 1 Cylindroid.
- If AlphaBot has 5 shields 🛡 or less, place 2 Cylindroids.

ALPHABOT STATUS TILE

Every time AlphaBot loses shields 💥, the *stress* level of the BetaBots **varies**. Check the AlphaBot Status Tile:

A Side

Increase the *stress* level of all BetaBots that are **outside** the Main Vault by:

- 2 Players: 2 *stress* for each shield 🛡 lost by AlphaBot.
- 3-4 Players: 1 *stress* for each shield 🛡 lost by AlphaBot.
- BetaBots inside the Main Vault do **not** increase their *stress.*

B Side

Increase the *stress* level of all BetaBots that are **outside** the Main Vault by:

- 2 Players: 2 *stress* for each shield 🛡 lost by AlphaBot.
- 3-4 Players: 1 *stress* for each shield 🛡 lost by AlphaBot.
- BetaBots inside the Main Vault immediately **increase** their *stress* by 1 for each shield 🛡 lost by AlphaBot.

Example 1: 4 players, Side A.

The purple player is in the Main Vault, the yellow player *is in the Core, the* red player *is in the Exomatter Vault, and the white player is in Sector B Manual Delivery Base. In the Cylindroid Activation Phase, the Laser Cylindroid from section C and the Miner Cylindroid from section A attack AlphaBot, and it loses 2 shields due to the 2 damage dealt. Since the* yellow player*, the* red player *and the* white player *are outside the Main Vault, and the AlphaBot Status Tile is on its Side A, for each shield lost by AlphaBot those players each increase their stress level by 1. The* purple player *don't increase their stress level since they are in the Main Vault.*

Example 2: 2 players, Side B.

The purple player *is in the Main Vault and the* yellow player *is in the Core. In the Cylindroid Activation Phase, the Miner Cylindroid on section A attacks AlphaBot (the Explosive Cylindroid is not armed yet), causing him to lose 1 shield. Since the* yellow player *is outside the Main Chamber, and the AlphaBot Status Tile is on its Side B, they increase their stress level by 2. Since the* purple player *is outside the Main Chamber, and the AlphaBot Status Tile is on its Side B, they increase their stress level by 1.*

5.3 ALPHABOT'S SHIELDS AND MOVEMENT

5.3.1 AlphaBot's Shield Track

AlphaBot, similarly to the BetaBots, has a Shield Track, divided in 4 **zones**. Whenever AlphaBot loses a shield 💥, return to the common supply the topmost shield from its Shield Track. Whenever AlphaBot loses the **last** shield 💥 from a zone, a new **penalty** is activated.

1st Zone penalty (5 shield or less): When placing Cylindroids on the Elevator, place an additional Cylindroid.

2nd Zone penalty (4 shield or less): At the end of Phase 5, flip AlphaBot's Status Tile to the B Side.

3rd Zone penalty (2 shield or less): At the end of Phase 5, flip the Console Tile to the B Side.

4th Zone penalty: Whenever AlphaBot loses its **last** shield 💥 at any time during the game, the *stress* level of all BetaBots is immediately **increased** by 5. Then, AlphaBot recovers 4 shields 🛡. Take them from the common supply and place them on Shield Track, starting from the bottom.

Whenever AlphaBot recovers **all** the shields 🛡 of a zone, the corresponding penalty is **deactivated**:

- If at the end of Phase 5 AlphaBot has 3 or more shields 🛡, flip the Console Tile back to the A Side.
- If at the end of Phase 5 AlphaBot has 5 or more shields 🛡, flip its Status Tile back to the A Side.

As long as it has 6 or more shields 🛡, **do not** place an additional Cylindroid.

> **NOTE:** If you want to use the alternative AlphaBot's Shield Track Tile (recommended for experienced players), keep in mind there are 3 zones instead of 4, and the number of shields 🛡 on each zone changes.

5.3.2 AlphaBot Leaves a Main Vault

Whenever AlphaBot is placed on the space to the right of the last segment of the AlphaBot Belt, it is considered that AlphaBot **leaves** that Main Vault. Then, follow these steps in order:

- Advance the Main Vault Marker on the Active Main Vault track.
- Place 2 new Events Tokens at random on the AlphaBot Belt, with their **Belt** side face up.

Cylindroids **may** move to the Extraction/Production Vaults, depending on the segment of the Cylindroids Belt they are on:

- **Segments A or B:** They do not move.
- **Segment C:** They move to the Extraction/Production Vault of the Mantle 🟠 or Crust 🟡 **closest** to the Main Vault.
- **Segment D:** They move to the Crust Extraction/Production Vault 🟡 **closest** to the Main Vault.

If your MiniBetaBot is on the Main Vault that AlphaBot has just left, place your BetaBot on the Neutral Zone.

Place AlphaBot on the leftmost Belt Token, and place MiniAlphaBot on the next Vault, following the arrows on the board.

If your MiniBetaBot is on the Main Vault that AlphaBot has just moved to, place your BetaBot on the Main Vault Zone.

> **NOTE:** If AlphaBot is leaving the **6th** Main Vault, consult section 5.3.4
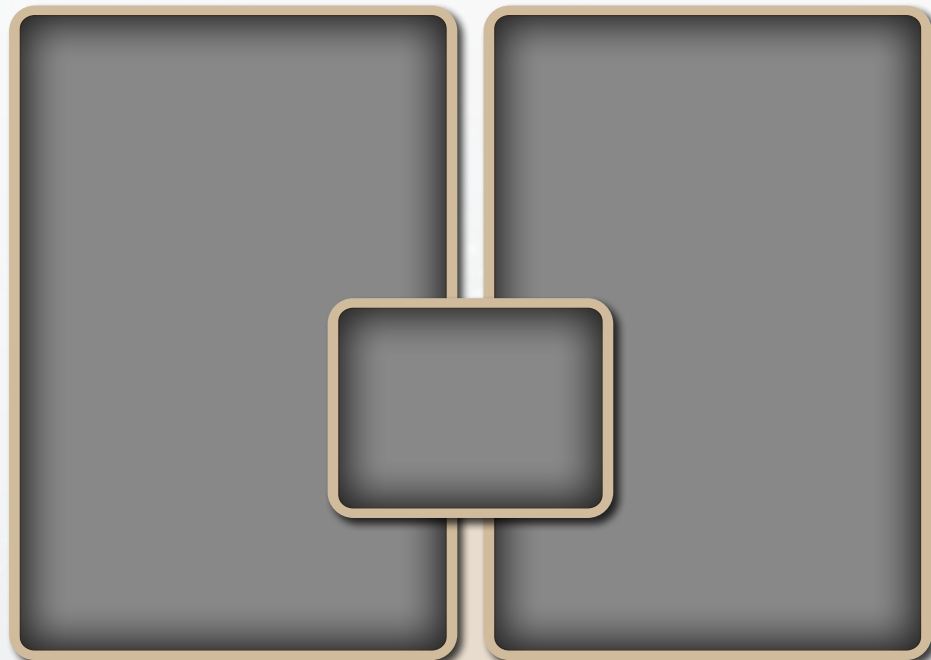
Example 1: 2 players.

AlphaBot leaves the 2nd Main Vault. First place MiniAlphaBot in the next Main Vault on the Planet. Place AlphaBot on the space to the right of the last section of the AlphaBot Belt. Advance the Main Vault Marker to the number 3. Place 2 new Event Tokens. The Explosive Cylindroid of section A and the Laser Cylindroid on section B do not move. The Miner Cylindroid on section C is moved to the Advanced Objects Vault. The Explosive Cylindroid on section D is moved to the Acid and Silicon Vault, so the Acid [i] and Silicon [i] resources are returned to the general supply. The purple player must move their BetaBot from the Main Vault to the Neutral Zone, and the yellow player moves their BetaBot from the Neutral Zone to the Main Vault. Lastly, place AlphaBot on top of the leftmost Event Token.

5.3.3 AlphaBot Enters the 4th/5th/6th Main Vault

When AlphaBot moves to the 4th, 5th or 6th Main Vault (Crust) apply the following **Unblocks** and **Bonuses**:

- Remove the padlock markers from that Crust Section (there may be 1 or 2).
- Apply the **bonus** depicted on that Crust Section Tile:
- AlphaBot gains 1 shield 🛡. Place 1 Titanium ⬡ from the common supply on the topmost empty space of AlphaBot's Shield Track.
- Place 1 Exomatter 🟪 in Alphabot's Tank, within the tank's limit of 1 resource of each type.
- Place 1 battery of each type 🔋 in Alphabot's Tank, within the tank's limit of 1 resource of each type.

Example: AlphaBot leaves the 3rd Main Vault. The 2 padlock markers are removed from Sector A and 1 Exomatter is placed in the AlphaBot Tank.

5.3.4 AlphaBot leaves the 6th Main Vault

Place MiniAlphaBot on the Shuttle and AlphaBot on top of the Shuttle Card.

Remove the Console Tile. You won't be able to perform the Switching-on the Console sub-action because the 6th Main Vault is no longer active.

BetaBots that are in the 6th Main Vault are placed in the Neutral Zone.

Cylindroids that are in segments C and D move to the Extraction/Production Vaults as usual. Those from segments A and B are eliminated by AlphaBot and the resources they are composed of are placed in AlphaBot's Tank, within the tank's limit of 1 resource of each type. Then, return these Cylindroids and those on the Elevator to the bag.

The remaining resources / batteries in AlphaBot's Tank will be available for the corresponding reward of the AlphaBot Delivery.

First, each player adjusts their stress **level**, if necessary, and checks their **hand size**. Then, if necessary, the **turn order** for the next round is established.

STRESS LEVEL

If your MiniBetaBot is on a Section Tile that hasn't been explored by AlphaBot yet, you must **increase** your *stress* level by 1 **for each** Section Tile that separates you from AlphaBot.

> **NOTE:** If your MiniBetaBot is in a Crust Extraction/Production Vault (🟡), it counts as being in the corresponding **Mantle** tile of that Sector.

> **NOTE:** If your MiniBetaBot is on the Core, your *stress* level does not increase.

HAND SIZE

You can have up to 6 Action Cards in your hand. While your *stress* level is higher than 25, you can have up to 4 Action Cards in your hand. In this step, discard down to your allowed number of cards.

TURN ORDER

The turn order for the next round is determined by the player's *stress* level.

The first player will be the one with the **most** *stress*, and they take the 1st Player Tile. The next player will be the second with most *stress*, and so on. In case of a tie at *stress* level 0 or 40, the previous round' turn order is maintained.

Example: 4 players.

AlphaBot is in the 3rd Main Vault. The purple player does not increase their stress level, since they are on a Section Tile already explored by AlphaBot. The yellow player does not increase their stress level neither, because htey are in a Crust Extraction/Production Vault [yellow/orange icon]. The white player increases their stress level by 1, since they are in the Manual Delivery Base in Sector A, thus 1 Section Tile ahead of AlphaBot. Lastly, the red player increases their stress level by 3, since they are in a Vault 3 Section Tiles away ahead of AlphaBot.

Example: 4 players.

At the beginning of the round, the turn order is as follows: 1st purple player, 2nd yellow player, 3rd red player and 4th white player. In Phase 6, the turn order is modified again, taking into account the player's stress level: The purple player keeps the turn order tile (1st). The yellow player gives the turn order tile (2nd) to the red player. The yellow player and the white player are both in level 0, so the white player must keep their turn order tile (4th). Thus, the yellow player receives the remaining turn order tile (3rd).

END OF THE GAME

When the **Freighter** leaves the planet's orbit on **phase 1 of the 14th round**, the game ends immediately and players proceed to the final scoring to determine the winner.

FINAL SCORING

Once the game is over, players add up their **Victory Points** (VP) earned by:

- **Main Objectives.**
- **Secondary Objectives.**
- **Delivering AlphaBot.**
- **Equipped Items.**
- **Remaining Shields.**

Use your Stress Marker to calculate your VP. First of all, remember that your *stress* level on the Stress Track are **negative VPs**. Therefore, to determine your VP total, for each VP earned, move back (towards the 0) your Stress Marker 1 space in the Stress Track.

If your Stress Marker reaches level 0, **flip it** over to the side showing the Victory Points icon � and continue advancing on the Stress Track, this time to count your **positive VPs**.

VP FOR MAIN OBJECTIVES

Multiply the number of resources/batteries/Cylindroids you have placed on your containers (made with Cargo Cards) by the number of VPs each resource/battery/Cylindroid grants, as is shown on the Main Objective Cards of the matching ship.

VP FOR SECONDARY OBJECTIVES

If you have Delivery Markers left, you can place them on Secondary Objectives that you can **complete**.

If you have completed **either** of your Secondary Objectives, **and** placed a Delivery Marker on it, you get the VPs indicated on the card.

If you have completed **both** secondary objectives, **and** placed a Delivery Marker on **each** of them, you **also** get the **additional** VPs indicated on the card.

VP FOR DELIVERING ALPHABOT

If you have delivered AlphaBot and you have chosen this reward, gain 8 VPs.

VP FOR EQUIPPED ITEMS

Add up the VPs of all your equipped items, including the ones stacked under the visible ones.

VP FOR REMAINING SHIELDS

Add up your remaining shields. For every 2 shields you gain 1VP.

Example: 3 players.

Each player scores VPs as follows:

Purple Player:

Main Objectives → They delivered the following resources to the Scout at Sector B: 4 Carbon and 3 Betamatter = 11 VP. They delivered the following resources to the Freighter at Sector C: 3 Exomatter, 2 Lava, 1 Acid and 1 Gas = 10 VP. Total for Deliveries = 21 VP.

Secondary Objectives → They have a Delivery Marker left over, but can't fulfill any Secondary Objectives, so they receive 0 VP.

Deliver AlphaBot → They haven't delivered it, so they receive 0 VP.

Items → 2 Advanced Items = 7 VP. 1 AlphaBot Item = 2 VP. Total for Items = 9 VP.

Shields → They have 3 shields left = 1 VP.

TOTAL = 31 VP.

Yellow Player:

Main Objectives → They delivered the following resources to the Scout at Sector C: 4 Carbon and 6 Betamatter = 14 VP.

Secondary Objectives → They fulfilled 1 Secondary Objective, so they receive 6 VP.

Deliver AlphaBot → They delivered it, and chose to score 8 VP.

Items → 2 AlphaBot Item = 6 VP.

Shields → They have 5 shields left = 2 VP.

TOTAL = 36 VP.

Red Player:

Main Objectives → They delivered the following resources to the Probe at Sector A: 4 Acid, 3 Gas and 3 Betamatter = 17 VP.

Secondary Objectives → They fulfilled 2 Secondary Objectives, so they receive 6 VP for each one and 2 for fulfilling both. Total for Secondary Objectives = 14 VP.

Deliver AlphaBot → They haven't delivered it, so they receive 0 VP.

Items → 1 AlphaBot Item = 2 VP.

Shields → They have 11 shields left = 5 VP.

TOTAL = 36 VP.

At the end of the game, the stress level of each player is as follows: **purple player** → 25, **yellow player** → 29 and **red player** → 37.

Therefore, the Final Score of each player after adding the VPs to their stress level is as follows:

Purple Player = 6 VP.

Yellow Player = 7 VP.

Red Player = -1 VP.

The **yellow player** wins, since they have more VPs.

STRESS BOTICS WINNER

The player with the most VPs wins the game. If no player has positive VPs, the player with less *stress* wins the game. In case of a tie, use the following tie-breakers in order to establish the winner:

1st: The player who has delivered AlphaBot.

2nd: The player with more shields.

3rd: The player who has less Delivery Markers left.

If the tie persists, the tied players share the victory.

ACTIVE BATTERY

When you want to **boost** a sub-action, you must spend an **Active Battery**. The battery in your BetaBot and the one on the right-most space of the Battery Track are the Active Batteries, though the latter is only available if the corresponding bonus of your Battery Track is active *(see 4.2 Battery Track Bonuses, p. X)*. To spend it, return it to the common supply. If you spend the battery from the Battery Track, immediately move all your batteries one space to the right, **without** changing their order.

BETABOT SHIELD TRACK AND BATTERY TRACK

Whenever you take damage, you lose 1 shield 🔋 for each 1 damage taken. To indicate this, move the Shield Marker 1 space to the right on your Shield Track.

Every time you place a battery on your Battery Track, a new bonus is activated and it gives you advantages when playing *(see 4.2 Battery Track Bonuses, p. X)*.

As you can see in the picture, the Shield Track is interlaced with the Battery Track and they **share 4 spaces** (2, 4, 6, 8). When your Shield Marker is placed on or passes through one of those shared spaces, you **lose** the batteries you have to the left of that point.

When a **Titanium** Battery is on one of the shared spaces, it works as a shield 🛡: If the Shield Marker is in that same shared space and it has to be moved downwards on the Shield Track, **do not move it** and return the battery to the common supply instead.

When you lose your **last** shield 🛡, flip your Shield Marker and Status Tile to the **B Side**. Thereafter, you have 6 movement points ➤ when you perform the Move Action (12 if you boost it), but you **cannot** make deliveries. You still can complete your Secondary Objectives. When you lose 1 shield 🔋, increase your *stress* level by 1 instead. When you gain 1 shield 🛡, flip the Status Tile to the **A Side** back again, unless your *stress* level is higher than 40 *(see Stress Track p.X)*.
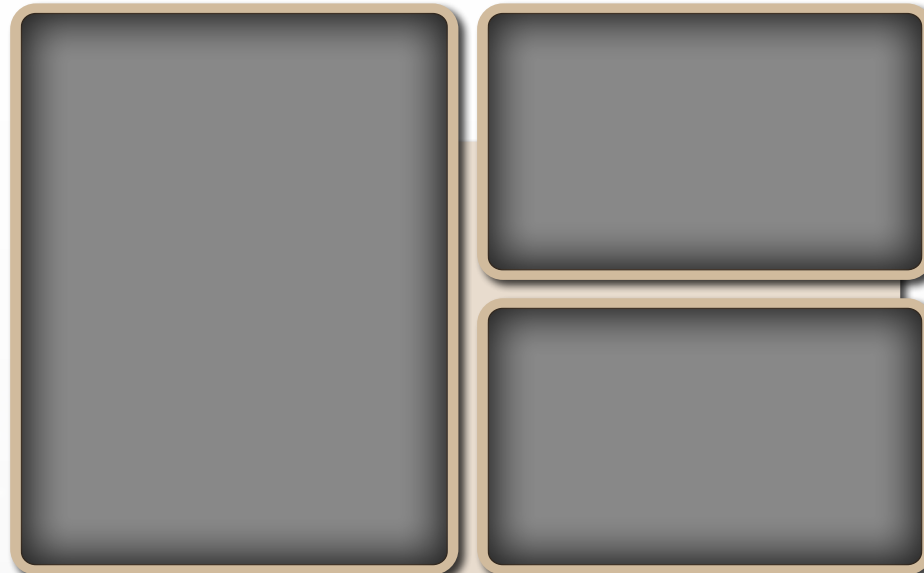
*Example 2: The **purple player** loses 2 shields when attacked by an Explosive Cylindroid. The Shield Marker is moved 1 space to the right, occupying the 6th Battery (Titanium) space. Therefore, he loses his 7th battery (Silicon), since it is to the left of that point. It should then be moved another space to the right, but since the Titanium Battery plays the role of a shield, instead of moving the Shield Marker they return the Titanium Battery to the general supply. Lastly, since they now have exactly 5 batteries, they can choose to change their AI from Cooperative to Competitive.*

*Example 1: The **yellow player** loses 1 shield when attacked by a Miner Cylindroid. The Shield Marker is moved 1 space to the right, occupying the 6th Battery (Carbon) space. Therefore, they lose his 7th battery (Silicon), since it is to the left of that point. The 6th battery (Carbon) is placed on top of the Shield Marker.*

*Example 3: The **red player** loses 4 shields when attacked by two Explosive Cylindroids. They first move their Shield Marker 3 spaces to the right, thus losing the 3rd and 4th batteries (both Carbon). Now, since they can't lose any more shields, they flips their Shield Marker and Status Tile to Side B. Since they should lose 1 more shield and they can't, instead they increase their stress level by 1. They now have 6 movement points, until they flips their Status Tile again.*

DECK END EVENT

Whenever one of the Action Card decks runs out of cards, that deck's End Event is revealed and carried out:

- **MOVE Deck:** Cylindroids disembark from the Elevator. *Follow the instructions on 5.2.2 Cyclindoids Disembark from the Elevator, p.X.*
- **MINE Deck:** All Cylindroids in the Main Vault and Extraction/Production Vaults attack. *Follow the instructions on 5.2.3 Cylindroids Attack, p.X.*
- **CONNECT Deck:** AlphaBot gains 1 shield 🛡️. Place 1 Titanium 📦 from the common supply on the topmost empty space of AlphaBot's Shield Track.

Finally, shuffle the discard pile of that Action Card deck. Place the new deck face up on its corresponding space of the Action Server.

DISCOUNT

When an item has a discount, you can pay 1 resource/battery less.

PAYING A COST

Whenever you have to pay a cost, you must spend from your tanks or items that allow you to store resources. What you have paid is returned to the common supply.

When you pay batteries, you can use any from your Battery Track. Then, move all the batteries one space to the right to fill the empty spaces, **without** changing their order.

> **NOTE:** You **cannot** pay a cost or make a delivery to a ship with the battery that's in your BetaBot.

PLAYER BOARD EXTENSIONS

When you equip an item, place it on one of your Player Board's Extensions. If the extension is **empty**, you immediately gain the indicated bonus. This bonus is only gained the first time you place an item here. If the extension is **not empty**, you must place it on top of the item that is already there. **Only** the visible item of each extension can be activated.

When placing an item on top of another, keep in mind the following limitations:

- You can place small card items on top of other small card items, but you cannot place them on top of large card items.
- Large card items can be placed on top of any item card.

> **NOTE:** During the final scoring, all your equipped items grant you VPs, even if they are not visible.

> **NOTE:** Some extensions only admit small card items.

REPAIRING YOUR BETABOT

Repairing your BetaBot means moving your Shield Marker to the left in your Shield Track.

STRESS TRACK

The Stress Track indicates the *stress* level of each BetaBot. During the game, a BetaBot can **increase** or **reduce** their *stress* level.

If you reach *stress* level 40, flip your Turn Order Tile and, instead of continuing to increase it, you lose 1 shield 🛡️ for each 1 *stress* increased. When you lose your last shield, flip your Status Tile to the B Side. Now place your Stress Marker on the level 0 and from this moment on, each time you increase your *stress* level you will advance on the Stress Track, counting from the level 40 (41, 42, etc.). When you repair your shields 🛡️ in that state, first reduce your *stress* level until it is 40 or less (flip your Turn Order Tile again), flip your Status Tile back to the A Side, and from that moment you can repair your shields, advancing on the Shield Track.

Your Stress Marker can never share the same position (except on level 0 and 40) on the Stress Track as another player's marker. If you get to an occupied position, push the other marker to the next position (works equally in both directions). This can cause more pushing between other players' markers.

If your Stress Marker is on the level 0, you cannot further reduce your *stress* level.

> **NOTE:** If your Stress Marker exceeds level 40 and it is placed on the same position as another player's marker who has not exceeded it (at the beginning of the Stress Track), there will be no pushes: place your marker on **top** of th other player's marker.
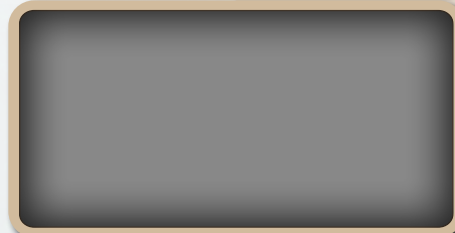
Example 1: 2 players.

*The **purple player** has their Stress Marker at level 38, and has 2 shields left. Due to the delivery of the **yellow player** to the Scout at Sector C, the **purple player** increases their stress level by 5. The first 2 stresses cause them to place their Stress Marker at level 40 and flip his Turn Order Tile. Now, instead of increasing stress they must lose shields, and they loses their penultimate shield, so they flip their Status Tile to the B side. Now, for the remaining 2 stress, they increases their stress level to 42, placing their Stress Marker is placed on top of the **yellow player**'s marker (stress level 2).*

Example 2: 4 players.

*The **purple player** reduces their stress level by 2 when repairing AlphaBot, thus placing their Stress Marker at level 2. Because of this, it pushes the **red player**'s marker to level 1 on the meter, which in turn pushes the **white player**'s marker to level 0. The **yellow player** reduces their stress level by 1 when capturing a Cylindroid, so they push the **purple player**'s marker, and the **purple player** pushes the **red player**'s marker. The **white player** reduces their stress level by 2 when repairing AlphaBot, but since they're already at level 0 on the Stress Meter, they cannot reduce it any further. The **red player** increases their stress level by 2 when activating one of their items, thus placing their Stress Marker at level 2, which pushes the **yellow player**'s marker to level 3.*