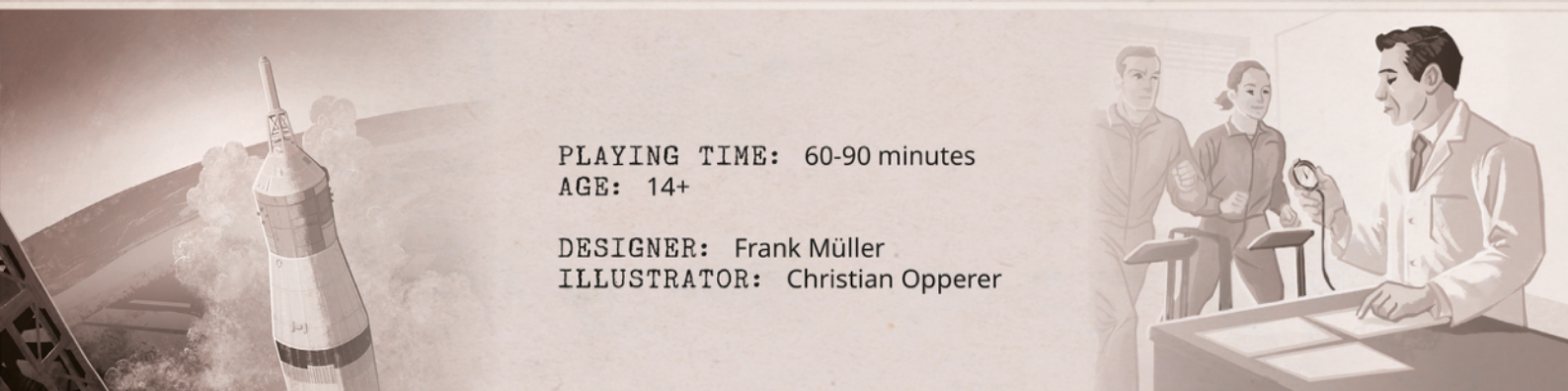


SPACE MISSIONS

Rules



PLAYING TIME: 60-90 minutes
AGE: 14+

DESIGNER: Frank Müller
ILLUSTRATOR: Christian Oppner

Solo Module

You play against a simulated 2nd player (Automa). The rules of the solo module from the base game are used. Only the changes and additions resulting from the "Operation Paperclip" expansion are described here.

Changes on GAME SETUP

- The game is set up as a 2-player game, as described in the rules for the basic game.
- The Specialist Cards from the base game are completely replaced by the Specialist Cards from the expansion.
- Shuffle the Expert Cards and place them face down next to the game board as a draw pile. Reveal the top 3 cards and place them face up next to the draw pile.
- Place 3 Recruitment Cards next to the Expert Cards. Note the indications regarding the number of players. Put the remaining cards back into the box.

Changes in "PHASE 1: PERFORM ACTIONS"

- The normal player order applies when playing Specialist Cards.
- When it is the Automa's turn, draw the top Specialist Card from the Automa's deck and reveal it. The actions listed on the card are not performed.

Starting with the second round:

- If the Specialist Card just revealed belongs to the same profession as at least one of the experts in the display, then the Automa takes that expert. If several experts belong to this profession, you decide which expert the Automa takes.

Remove the specialist you just revealed from the game and replace it with the Expert Card from the display, meaning this expert is the last card played by the Automa.

The Automa does not take an expert it already has (same profession and same actions). The Automa takes a maximum of one expert per round. It does not use a recruitment card.

- At the end of this phase, remove one Expert Card of your choice from the display and place it on the discard pile. The normal rules for replacing the Expert Cards in the display apply.