GENERAL RULES QUESTIONS and ERRATA

If [hardware] has a red status in the Garage Hall you roll Wound die for Froggy in Production phase. You do not roll when action is taken.

1. Q: If a malfunction track hits 5 during, say, the event phase, do we resolve it then or wait until the malfunction phase?

A: Yes, you resolve the effect immediately and reset the track to 0.

Rulebook, page 18: *"Whenever Malfunction reaches or should pass 5, draw 1 Malfunction card from the corresponding Malfunction deck, resolve its effect, put the card on a face-up discard pile next to its deck, and reset the track to 0."*

2. Q: If the malfunction track is at 4 and we have to add to it 3, it just goes to 5 (maximum), we draw malfunction card and then reset it to 0, correct?

A: Correct.

Rulebook, page 18: *"Whenever Malfunction reaches or should pass 5, draw 1 Malfunction card from the corresponding Malfunction deck, resolve its effect, put the card on a face-up discard pile next to its deck, and reset the track to 0."*

3. Q: If an event or malfunction card tells us to put a token on a shutdown facility, do we ignore or put it under the shutdown card?

A: Ignore. Shut down token let you ignore all effects dedicated to this Facility.

Rulebook, page 10: *"Note: Facilities that are shut down are immune to other effects targeting them — directly or indirectly (for example, if a Malfunction card has the Probe Bay keyword but the Probe Bay Facility is shut down, discard this card without resolving it.)"*

4. Q: Do we move the token to or off the „!" space during the cleanup phase if the facility is shut down?

A: No.

Rulebook, page 10: *"Note: Facilities that are shut down are immune to other effects targeting them — directly or indirectly (for example, if a Malfunction card has the Probe Bay keyword but the Probe Bay Facility is shut down, discard this card without resolving it.)"*

5. Q: If Froggy has the „froggy" token on its spot in the garage and then rolls a wound, the rules make it sound like we put the „X" token on top of the froggy token. If we then repair Froggy, we remove the „X" token, but does the „froggy" token stay?
    A: Yes, that correct.

Rulebook, page 17: *"Repairing rovers*
You can use the Build action to discard any one token from the Depot.
RESOLVING. When you successfully resolve this action, discard 1 chosen token from the x space of that rover."

6. Q: The engineer's skill ‚Oh yes, I can' allows the engineer to ‚automatically' repair a part of the Hub. I take this to mean that no pawn is used, and no die rolls are involved in fixing the part. However, do I still need to use a spare part (or take a corresponding cube from another location) to use the skill?
    A: You don't need to use spare part.

7. Q: What if I decrease Production (because of event) but had enough to not put shut down token (for example I produced 12 Energy and have only 10 Facilities, so I don't need to put Shut down token). How I can increase the production?
    A: You cannot.

Rulebook, page 9: *"Not Enough Oxygen/Energy: If you produce more oxygen than you spend, add half of that surplus (rounded up) to the general supply (move the oxygen tracker accordingly)."*
Rulebook, page 10: *"Not Enough Oxygen/Energy: If you produce less oxygen/energy than you need, you will have to make some Facilities unavailable."*

8. Q: GATHER: If I don't have enough action pawns to complete a gather action, can I accomplish part of it and complete delivery to the cargo bay on the next turn? Example: I want to gather in Ring 1. Movement to and back from this ROI is -2 pawns total. Gather is a minimum of -1 pawn. I have only 2 available, so can I travel to the region (cost: 1) and gather (cost: 1, plus roll dice), and then travel back to the HUB on the next turn?
Or does the rover need to end every turn back at the HUB, so ALL costs must be paid, including the return trip, in order to take that Gather action?
    A: You cannot start the action in one round and complete in the next round.
BTW: Cost of Gather in Ring 1 is -1 Worker not twice -1 Worker. There is no base trip and return trip. There is only one trip that cost -1 Worker.

Rulebook, page 16: *"7. Probe Bay (GATHER)*
The Probe Bay allows you to take the Gather action, collecting samples by moving them from an ROI to the Cargo Bay."

9. Q: AOM PAWN - EVENT ACTIONS: The rules specifically state (pg. 12) that you can use an AOM pawn for any non-specific [-2 pawn] action requirement. Can I use an AOM action pawn by itself to satisfy an Event action that requires only [-1 pawn]
    A: Yes.

Rulebook, page 12: *"AOMs[...] IMPORTANT: If an action has no type (for example, has the [pawn] icon only), you can use AOMs for that action, too."*

10. Q: Can you (as a solo player with 2 AOMs per turn of any type) also choose to use BOTH AOM pawns together to satisfy any non-specific [-2 pawn] event action requirement.
   A: Yes.

Rulebook, page 12: *"AOMs[...] IMPORTANT: If an action has no type (for example, has the [pawn] icon only), you can use AOMs for that action, too."*

11. Q: Can you use the Engineer's „Oh yes I can" to repair the malfunction box? Example: Change the red cube on System Block in the Malfunction Box to a green cube?
     A: Nope. Malfunction box is not a part of HUB. See picture below for more information. *"Oh, YES, I CAN"* say: *"Spend 3 [morale tokens]. Choose 1 broken part of the HUB. Repair it auto matically."*

Rulebook, page 5 shows you System Block, Living Block and Working Block are treated as an HUB:
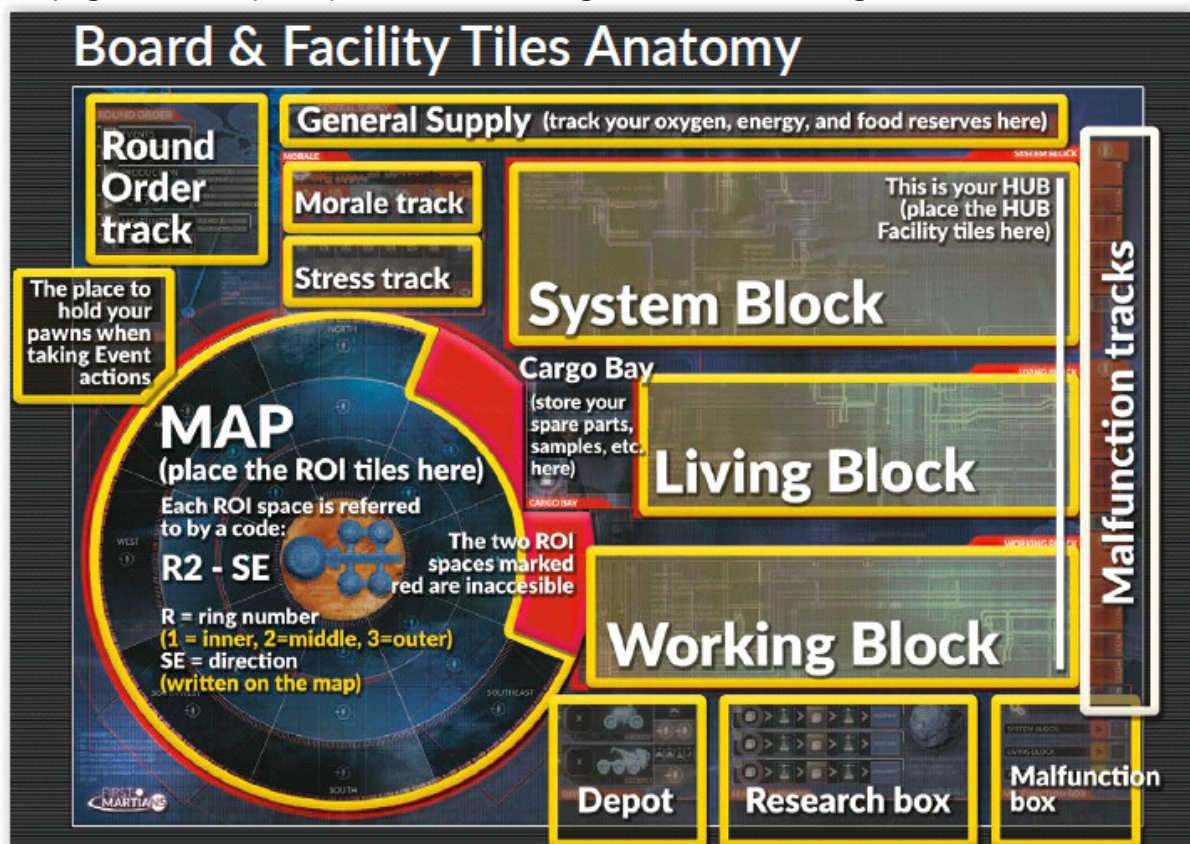
12. Q: If you hit 5 on a malfunction track then the next block in that sequence gets a red status marker in its malfunction box and you will therefore be rolling that die next turn. AND being told to roll a die by the app in the malfunction phase does NOT affect the status of any green markers in the malfunction box.
     A: Correct and correct!

Rulebook, page 18: *"[...] First, assemble your pool of Malfunction dice for this round. [...] Roll all dice from this pool. [...]Additionally, if the next Block in sequence has a green marker in the Malfunction box, change it to red: Working Block -> Living Block -> System Block -> Working Block. For example, if Malfunction lands at 5 on the Living Block Malfunction track and the System Block has a green status marker in the Malfunction box, change that status marker to red."*

13. Q: A shorter route skill. We can spend 3 morale tokens to negate the effect a ,terrain effect' on a ROI but what constitutes a ,terrain effect'?
     A: The blue icon on the outer edge of ROI tile.

14. Q: Can I use Rover and AOM pawn (of particular action)?
     A: Yes.

Rulebook, page 12: *"AOMs (Automated Operating Machines)*
You can combine an AOM and a rover to assist you in one action."

15. Q: What resource is represented by the white cubes in
- Geologist's Eureka!
- Scientist's Precautionary Measures
- Scientist's Joining Forces
     A: It is a Sample. Mostly used in many Research missions. You can find it on ROIs.

16. Q: What happens if the bottom part of a facility is broken in the living quarters?
     A: This action is no longer auto-success. Now you will have to roll a success die to see if you rolled success. If not, you only get 2 MT. You roll 1 die: Grey: Unwind, Blue: Heal, Brown: Manage.

Rulebook, page 24: *"[succes] : Even if you used enough pawns for the action to be automatically success-ful, you must roll the corresponding [succes die] . If you don't roll a [succes] , that action is unsuccessful."*

17. Q: However, what about building backup facilities is this an action that Scorpio can assist with?
     A: Unless specify said on mission, these actions are considered in HUB and you cannot use Scorpio.

Rulebook, page 12: *"SCORPIO. Scorpio gives you 1 additional pawn for an Explore/Gather/ Research/Build action of your choice, as long as this action is taken outside the HUB (you can't drive your rover inside the Facilities!)."*

18. Q:If the Garage is Shutdown, can I still use the Scorpio rover to Gather/Research/Build outside the HUB?
     A: YES

19. Q: What exactly happens to plants/seeds when the farm has a shutdown token on it? Does wilting happen and can you prevent wilting by paying energy/oxygen? Does it cost both energy and oxygen to prevent wilting at this point because of shutdown?
     A: Wilting occurs. Facility is closed, so you cannot pump Oxygene/Energy to save plants

Rulebook, page 10: *"Such Facilities cannot be used for anything else other than removing Shutdown tiles."*

20. Q: Are the effects from tokens on the „>>" space active (they will last 2 rounds) or only when they reach the „!" (you know what's coming the next round but can still act this round)?

A: Only the token on space !

Rulebook, page 11: *"Action types, costs & penalties[...]*
FOR TOKENS LYING ON FACILITY TILES: If you use a Facility or its action type, add the costs/ penalties only for the tokens on the ! space of that Facility."

21. Q: Do both oxigenator 1 and 2 get broken

A: There are two Oxygenators, if effects tell you to broke one of the part in Oxygenator choose one of two Oxygenator and broke that part.

Rulebook, page 9: *"Oxygenators There are two Oxygenators in the HUB."*

22. Q: I'm a little confused about events on the app - it says 3 rounds left but it didn't come up the following round even though it wasn't resolved? Is that normal?

A: After 3 rounds the action from event will disappear UNLESS "future consequences" will trigger. This is actually fixed in the app. Now you have information Up to 3 rounds left.

MAKE YOURSELVES AT HOME

1. Q: How to build back up card?

A: As mission sheet says - you just make a Build action.

Mission sheet, Mission Objectives section:

2. Q: Do they work immediately?

A: As mission sheet says - you fill them with red cubes. As the Objectives section says - when built they are fully operational. For instance: put White cube on the highest space of Back up Solar Panel and you produce 4 Energy!
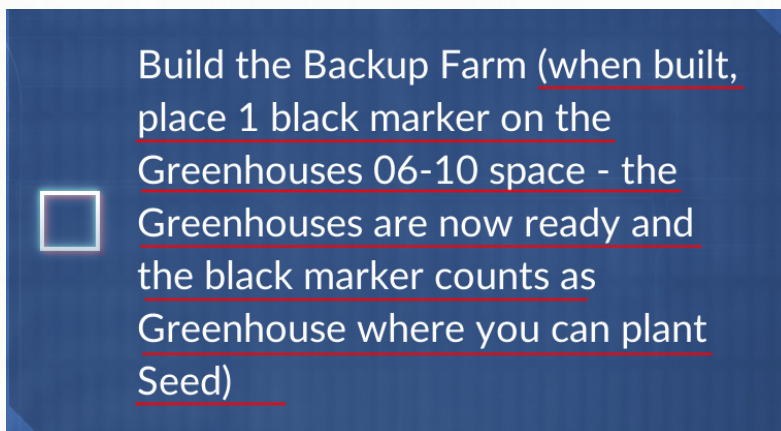
3. Q: Where I put them on the table/board?

A: You put these cards next to the board in the corresponding row. For instance, Back up Solar Panels are put in the System Block row.

4. Q: How I built Greenhouse (after building Back up Farm)?
	A: Build the Backup Farm. When built, place 1 black marker on the Greenhouses 06-10 space - the Greenhouse is ready!

App Objectives Section:

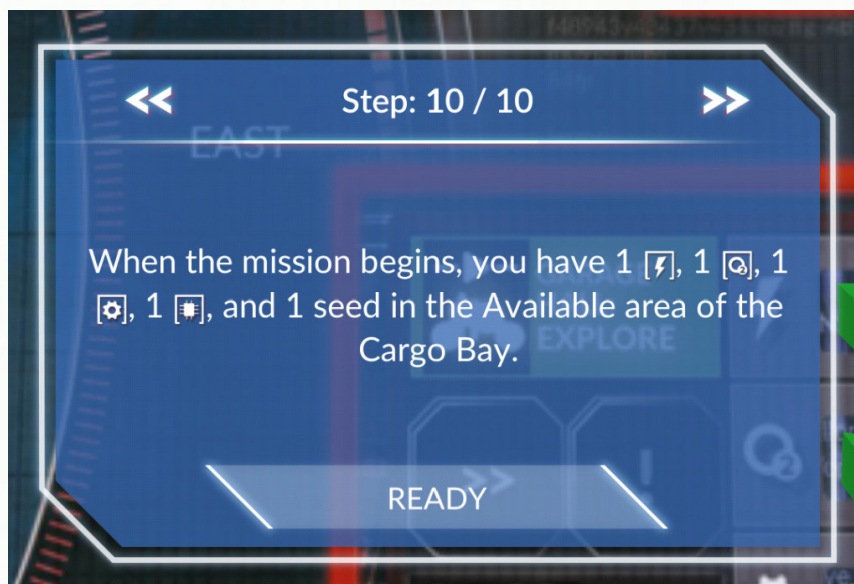**5. Q: Can I plant seed and Build Back up Farm in the same round?**
	A: No. You have to have Back up Farm to be able to plant seed.

Rulebook, Page 12: *"If your action requires anything else, you must have that extra item available when you declare that action"*

6. Q: How I get seed?
	A: You received it in the set up. It is in your cargo bay ready to plant!

Setup, Step 10:

7. Q: What's designer variant?
	A: In the app you will find the way to play this mission as I prefer, either though it makes it much harder. I prefer it that way though. It says you must first plan seed and then you may tweak growth conditions, not earlier.

8. Q: We already have Back up Solar Panel and event says Energy Production -2. What happens?

A:Your base Energy Production is 5 + 5. With Back up Solar Panel you go up to 5+5+4=14. If your Production (from event or any other game effects) drops by 2, you are still fine, because you have only 10 Facilities that use Energy.

Rulebook, page 9: "*[...] If you cannot power all Facilities, some Facilities will become unavailable. See the Not Enough Oxygen/Energy box on how this is handled (see p. 10).*"

9. Q: Can I build more Greenhouses on Back up Farm?

A: Yes, you can make additional greenhouses with Build action. However, you don't need them in this scenario, so I encourage you to not waste precious time on Mars for that

10. Q: Can you build a new module and repair/install the systems on the same turn? If not, does the damaged systems on that module impact the malfunction phase in the same round.

A: No, you can not Build and Repair Facility in the same round. Built Facility influences Malfunction track - for example Back up Solar Panels increase System Malfunction Track by 2 in Malfunction Phase.

Rulebook, Page 12: *"If your action requires anything else, you must have that extra item available when you declare that action"*

11. Q: When I Gather from ROI I gather all items from the token (Objective token and Samples) or just one item.

A: Just one. You must decide if you Gather Objective token or 1 sample. Get Objective. Sample in this mission has not too much use

Rulebook, page 16: *"7. Probe Bay (GATHER)*
The Probe Bay allows you to take the Gather action, collecting samples by moving them from an ROI to the Cargo Bay.
RESOLVING. When you successfully resolve this action, take whatever you gathered and place it in the Pending area of the Cargo Bay. It becomes available to you at the end of the round."

12. Q: If I got energy drop from card effect, how can I fix it?

A: When energy goes down, you put Shut down token (if there is not enough energy). When you remove it from board, you will fix the Production.

13. Q: I play 2 player and event tells me to discard Upgrade. What if I discard Autoscaner?
You don't discard Autoscaner. It is mandatory in 1-3 pl variant and is not treated as ,upgrade you got in setup' it is treated as integral part of Med lab in 1-3 pl variant.

A: If Event tells you to discard Upgrade Cards you need to discard Upgrade Cards not tile. You don't discard Autoscaner. It is mandatory in 1-3 pl variant and is not treated as ,upgrade you got in setup' it is treated as integral part of Med lab in 1-3 pl variant.

Rulebook, page 18: *"Upgrades: When you successfully resolve this action, remove the Upgrade card from the game. Place the corresponding Upgrade tile in the Pending area of the Cargo Bay."*
Rulebook, page 19: *"1-3 players: Begin the game with the Auto-scanner Upgrade tile already in play. Discard the Auto-scanner Upgrade card (so that you don't draw it during setup)."*

14. Q: Do I eat plants from greenhouses?
 A: No! Each round you get as much food as many plants you have in the greenhouse. Plants stays and will produce food each round.

Rulebook, page 10: *"Farm: Then, you produce as many food portions as you have plants in your Greenhouses. Finally, each astronaut must eat 1 food portion."*

15. Q: Which actions are not any type - I can use AOM to?
 A: Some missions have such actions. They will say: „Spend 1 worker" or „Spend 2 workers" but they will not have the icon of Build or Gather etc.
In the first mission, you may use AOM on event action (in the app). These have no type. They only say Spend 1 worker. That means any worker - including AOM.
You cannot use it for actions in Living block.

Rulebook, page 12: *"AOMs (Automated Operating Machines)*
If an action has no type (for example, has the [pawn] icon only), you can use AOMs for that action, too."

16. Q: What if I run out of Shut down tokens?
 A: Use replacement. And start to pray.

17. Q: What with Modifier tokens that are on the facility with Shut Down?
 A: They are 'froze'. When you remove Shut down a token, they will come back to effect.

Rulebook, page: *"Note: Facilities that are shut down are immune to other effects targeting them — directly or indirectly (for example, if a Malfunction card has the Probe Bay keyword but the Probe Bay Facility is shut down, discard this card without resolving it.)"*

18. Q: What's the difference between greenhouse, plant, and seed?
 A:The greenhouse is place where you can plant a seed to have plants. We mark it with the black cube on Farm (or Back up Farm). One greenhouse can have one plant.
The seed represents your possibility to plant a plant. Plant in the greenhouse is food. For each plant you have in the greenhouse, you will feed one astronaut. You cannot have more plants than greenhouses.

Rulebook, page 10 (ilustration of Farm): *"Greenhouse (each can house a plant or a growing seed) […]*
Plant […] (each provides 1 food portion in every Production phase), […]"
Rulebook, page 17: *"Planting New Seeds:*
When you successfully resolve this Action, insert 1 white marker into slot #1 of the Growth track. There can only be one seed in any one slot of the Growth track, but more than one seed may grow on this track at the same time, as long as you have enough Greenhouses built to accommodate them. In 6 rounds, the seed you planted will be fully grown and will provide an additional food portion."

19. Q: When card tells that part in Solar Panel is broken, it is dedicated to all Solar Panels or only one?
 A: There are two Solar Panels , if effect tell you to broke one of the part in Solar Panel choose one of two Solar Panel and broke that part.

Rulebook, page 9: *"Solar Panels There are two sets of Solar Panels in the HUB."*

20. Q: On the sol counter, under the 3, it says „roll yellow [] die. What does it mean?
A: Change green cube into a red cube in Malfunction box under the Working block. Since now in each sol you must roll the Yellow die in Malfunction phase and resolve it's effect. (remember when you hit 5 on the track, you draw Yellow card and change green cube from system block malfunction into red and start to roll Orange as well).

Rulebook, page 18: *"To resolve the Malfunction phase:*
First, assemble your pool of Malfunction dice for this round. Consult the mission sheet to see which Malfunction dice (if any) must be rolled[...]"

21. Q: Should the malfunctions on the NEW farm cause the plants to wilt on the OLD farm? Or does this wilting only affect the new farm?
A: No. Wilting affects only in the particular Farm.

22. Q: In the ‚Gameplay Changes' section on the mission card, under the ‚Gather' action it says [When you gather...] Roll the yellow/orange malfunction die.. Does that mean roll both the yellow AND orange dice?
A: That mean if you gather from R1-S you roll yellow [malfunction] die, if you gather From R2-S then you roll orange [malfunction] die.

Mission sheet: Gameplay changes: *"When you gather an orange [objective] from R1-S/R2-S ROI: Roll the yellow/organge [malfunction] die. You gain that many random spare parts."*

23. Q: Can you use the Engineer's „Oh yes I can" skill in the same round that you build one of the Facilities to effect one repair?
A: Yes. Skill is not an action, you can do it at any moment.

Rulebook, page 5: *"Each astronaut has a base skill and a set of three Skill cards. Each skill can be used only once per round, but at any time during that round."*

24. Q: Does an „Oh yes I can" repair allow you to draw a Research Card for optimization?
A: When you repair a broken part in the Back up Farm, you draw 1 Research card. So yes. „OH, YES, I CAN" : Spend 3 [morale tokens]. Choose 1 broken part of the HUB. Repair it automatically.

Mission sheet, Gameplay Changes section:

BUILD

When you repair a broken part in the Backup
Farm: In addition to repairing a part (taking
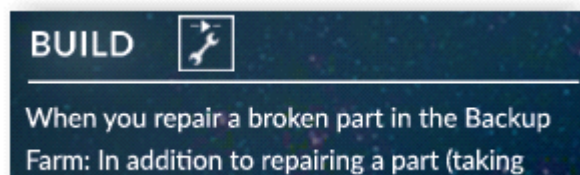
25. Q: Can I use Scorpio to build Back Up Solar Panels?
A: No. You can use Scorpio only for actions on ROI outside the HUB.

Rulebook, page 12: *"SCORPIO. Scorpio gives you 1 additional pawn for an Explore/Gather/ Research/Build action of your choice, as long as this action is taken outside the HUB (you can't drive your rover inside the Facilities!)."*

26. Q: Why does the backup farm have a four-space production track?

A:To plan 4 plants. You can see it has a one space for few greenhouses (06-10). You can for example build 4 greenhouses and plant 4 plants on this one card (if you are asked to do that in one of missions). This first mission asks you to plant only 1 plant.

27. Q: The first Event told us to lower our energy production (-2). So in production phase we had to shut down 2 Facilities. So far so good. But in the first sol wie built the Backup Solar Panal and produce 4 more energy. Can we discard the shut down tiles because we now produce 12 energy? We did not and decide to usw one pawn to get rid of the token at the End of the Action Phase.

A: You already shut down the Facility. You must spend an Action pawn and remove Shut down token. More Energy is good, but the room is Shut down and it won't start working by itself.

Rulebook, page 10: *"Not Enough Oxygen/Energy:*
If you want to make that Facility functional again, you must place 1 pawn on that tile in the Action phase and then flip the tile over at the end of that Action phase."

A GUESSING GAME

1. Q: Where to plant the seed?

A: An Early version of the app tells you in the set up to have X-1 greenhouses (where X is the number of players). It should be X-1 seeds and X greenhouses (where X is the number of players). We are sorry for the mistake.

Rulebook, page 17: *"Planting New Seeds: If the Farm is not full already (there are less white markers than black markers), you can plant a new seed. Eventually, it will grow into a plant and provide an additional food portion."*

In this scenario you have always one empty Greenhouse where you can plant new seed.
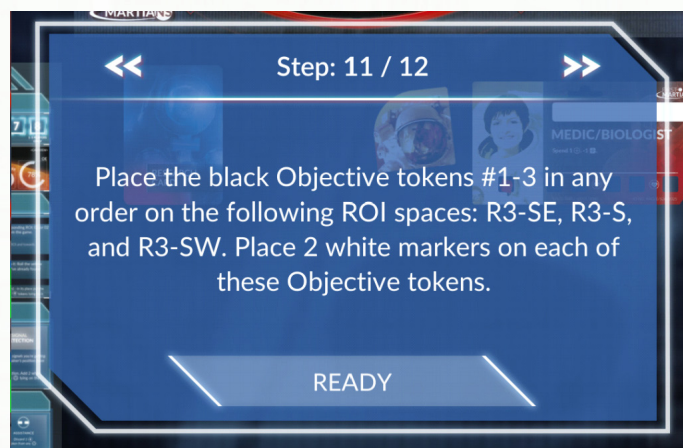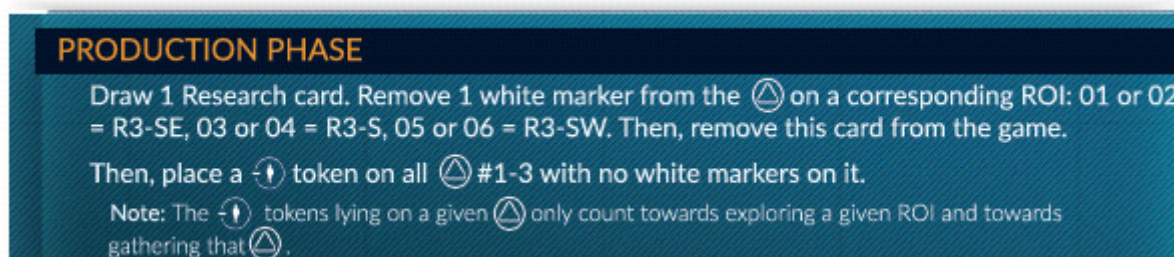Setup, Step 3/12:
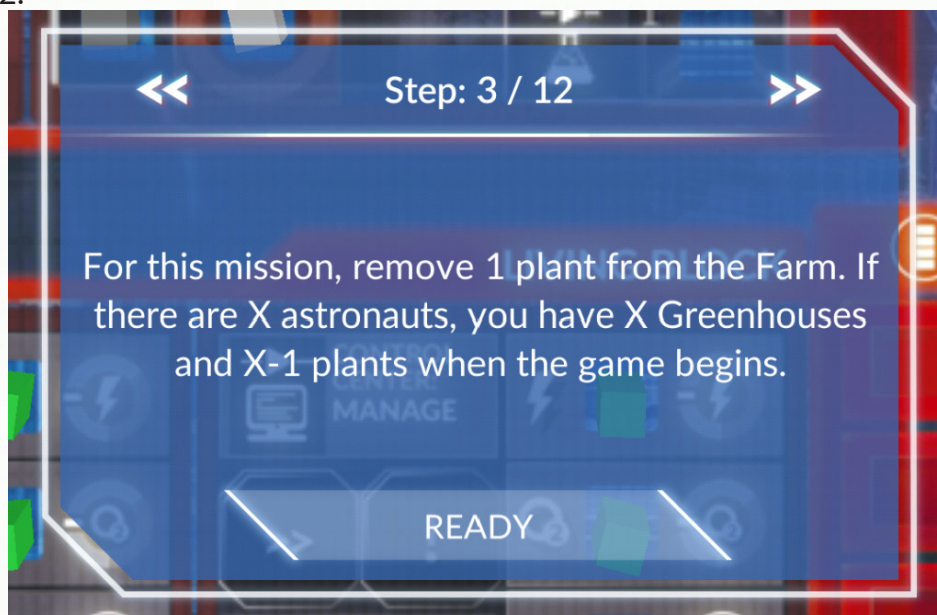
2. Q: In the production phase, you have to draw a research card to determine where to remove a white marker.

A:In set up (step 11) you put 2 white cubes on each of 3 objectives. They represent battery in the transmitters. Each production phase battery goes weaker and weaker - that's why you remove one white cube. Signal gets weaker and weaker...
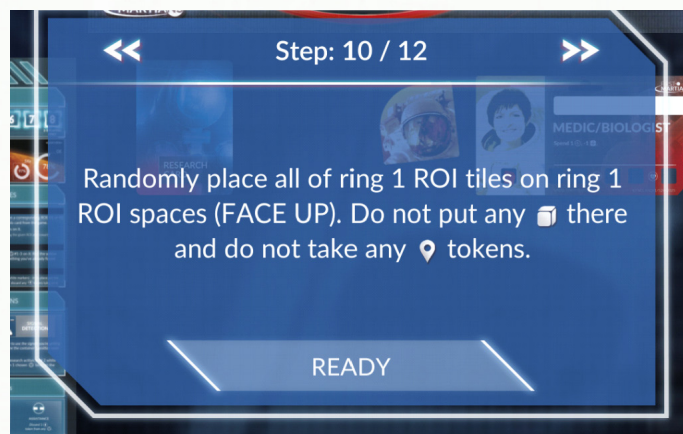
Setup, Step 11/12:

Gameplay changes section:

3. Q: In the set up all tiles in step 10 are shown as face down. Should we put them face down?

A: No, you put them face up. App shows them face down to not suggest particular tiles in particular space placement. They are put random face up.

Setup, Step 10/12:

4. Q: Can I do the special action „Data mining" first and then Do the „Signal Detection" action choosing the ROI dependant on the result of the „Data Mining"?
　　A: Yes. For Data mining you must choose black Objective token when you declare action (as stated on the mission sheet), for Signal Detection you just declare Research action, so technically you are 100% legit with your approach.

MALNOURISHED PLANTS

1. Q: App instructs you after randomly drawing and placing 3x Ring 1 tiles to assign Objective tokens on it for every Sample icon. Is it correct, that there will be a max. total of 18 numbered tokens used in this scenario?
　　A: Yes, mission sheet explains that: *"If there are no more tokens of a given number, nothing happens, the draw has no effect."*

Mission sheet, Gameplay Changes section:

> **ANY PHASE:**
> This mission uses no ⬛. For each ⬛ that you should introduce to the game, draw 1 Research card instead. Put a corresponding △ #1-6 of any color where appropriate. If there are no more tokens of a given number, nothing happens - that draw has no effect.

2. Q: During set up, can I roll d6 instead of drawing Research cards to saves setup time?
　　A: Yes

3. Q: App text: „This is your starting deposit". Term „deposit" is not used anywhere else, that's why I am unsure about the meaning.
　　A: This is your starting nutrients you can gather and research. You need to explore and find more to win the mission.

4. Q: Do you keep 1-5 tokens after examined, since you can go to discovery (at half effectiveness)?
　　A: If you plan to do second research (to go from Examined space to Discovery space) you keep token on board.

5. Q: Can I have several copies of the same sample-# and even do research on them in the same round. The example I have collected 2x #5. Can I do simultaneous research then?
　　A: YES

6. Q: For this special action and the Carbon dioxide enrichment mission says you get half the percentage ROUNDED UP. WHAT do I round it up to? I assume this way goes in 5 % steps? 15% (7,5) -> becomes 10%, 25% (12,5) -> 15%
　　A:15% became 8%; 25% became 13%

7. Q: The #6 token problem. The #6 can only be examined. Do I discard it after 1 research?
　　A: Yes.

8. Q: When I use Separation techniques action with #6 token, and discard a Research card with the lowest number, how I can find next #6 token, since number 6 is printed on the card.
　　A: This is a very unfortunate wording. I am deeply sorry.
What we meant, when establishing % you no longer will shuffle in 15% card.
But for any other game effects (like establishing # of token) you still play with a full deck.

9. Q: When exploring new tiles or via Co2-Enrichement to draw a research card of a # that has already all three #tokens in play. Then nothing happens, you drew a blank, correct?
　　A: Correct.

Mission sheet, Gameplay Changes section:

ANY PHASE:
This mission uses no 🎲 . For each 🎲 that you should introduce to the game, draw 1 Research card instead. Put a corresponding △ #1-6 of any color where appropriate. If there are no more tokens of a given number, nothing happens - that draw has no effect.

10. Q: Some astronauts skills need sample-cubes, I assume theoretically You COULD discard #tokens in this scenario to trigger skills?
　　A: Correct.

11. Q: Can I use Objective Token for Separation Techniques first and then spend it as a sample for astronaut skill?
　　A: No. You cannot use one item for two different purposes.

12. Q: When you start this you have to turn over 3 ROI's face up; my question is do you collect the POI's shown on those 3 tiles?
　　A: I am sorry. No.

13. Q: Geologist "Eureka!" skill - Spend 2 Morale, get 1 Sample. We played this as "get random token", drew a research card and added the corresponding token to the cargo bay.
　　A:Correct.

Mission sheet, Gameplay Changes section:

ANY PHASE:
This mission uses no 🎲 . For each 🎲 that you should introduce to the game, draw 1 Research card instead. Put a corresponding △ #1-6 of any color where appropriate. If there are no more tokens of a given number, nothing happens - that draw has no effect.

14.Q: What if event/adventure gives me a Sample?
　　A: As all samples in the game - draw an Objective token to see which mineral you got.

Mission sheet, Gameplay Changes section:

ANY PHASE:
This mission uses no 🎲 . For each 🎲 that you should introduce to the game, draw 1 Research card instead. Put a corresponding △ #1-6 of any color where appropriate. If there are no more tokens of a given number, nothing happens - that draw has no effect.

15. Q: I have no Objective token of one of minerals. Can I do without finding it and make up with the three CO2 injection actions that you have available?

A: Yes, as mission sheet say:
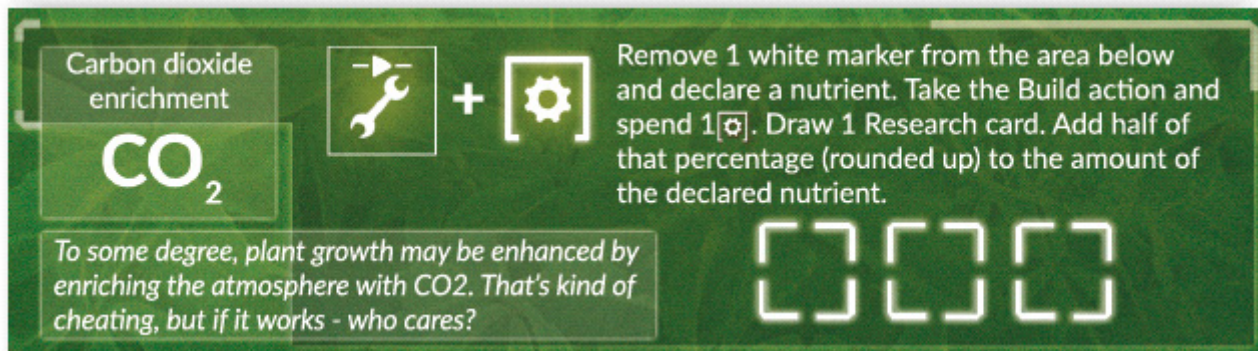
LANDING

1. Q: When placing system block facilities , what are initial production and greenhouses?
Full production.

A: As many greenhouses, as players.

Rulebook, page 6: *"Insert 1 black marker in the Farm's Greenhouses column for each astronaut in the game — you have that many Greenhouses currently built."*

3. Q: An event tells me to put tokens on facilities that aren't built yet. What do I do?

A: Nothing. There is no unfulfilled demand rule in this game.

4. Q: What if one of them (Control Center) has a backup facility of the same kind (Backup Control Center) in use?

A: There fore you put the token on Back up facility.

5. Q: If I build a facility that has a temporary or backup facility card in play, do I discard the temporary or backup card?

A: You don't discard them.

6. Q: Can more than Objective tokens land on a given ROI?

A: Yes

7. Q: Do I get samples and POI from 2 explored tiles in a setup?

A: No.

PROBE ON THE LOOSE

1. Q: The Ring 3 East and Northeast can NEVER be explored. Is it still possible for Signals to land there, that could count towards the chain? Can they also be used for Special actions?
A: Yes

2. Q: Can the chain consist of more than 7 Signals? (8-9 signal path legal?)
A: Yes.

3. Q: The chain does NOT have to be 7 Signals „LOOOOONNG". Several signals can lay on 1 ROI.
A:Correct

4. Q: The chain happened in a way that there were 3 legal places where the probe could have landed! Do you have to DECLARE where the probe is to explore/gather or can you just choose 1 place to explore and if you don't like your path maybe later change your mind?
A: You can change your mind later.

5. Q: From Sol 4-6 text says „Roll red, orange , and yellow die. Text and red backgorund colouring stops then. Are there NO Dice in Sol 7 and 8 or this rather unfortunate graphic design?
A: The storm ended. You don't roll dice in 7 and 8 SOL (unless you have red cubes in malfunction box - then you roll anyway).

LOCAL MATERIALS

1. Q: The Collect dust special actions tells me to:
"Take the Gather action on any ROI. Place a red [objective marker] #1-3 here to mark gathered dust."
Since the action makes me perform a gather action, does that mean I can also collect all samples in that ROI?
A: Only dust.