

PROBE ON THE LOOSE

HALLOWEEN IN SPACE!

1. INTRODUCTION

MCEI [17:52:23] Guys, we seem to have lost control over one of the probes. It was supposed to deliver the rock samples to the depot, but we believe it's currently driving away from the HUB. We suggest you look for it ASAP; it is still emitting signals as it goes.

HUB [17:59:34] What do you need us to do?

MCEI [18:07:48] Establish its route first. You don't have much time, the signal will probably weaken as the damn thing gets further away. Feed the coordinates into the computer to determine the probe's current position. Salvage what you can and bring it back to the HUB. Whatever happened there, we'll try to use the data to prevent it from happening again.

HUB [18:17:34] Roger that. We're on our way.

MCEI [18:24:12] Okay, but remember that something is distorting the signal. Double- and triple-check. Don't let the data fool you.


2. MISSION OBJECTIVES

The runaway probe is an important device. And a costly one, too. You'd love to find it in one piece and bring it back safely to the HUB. But before that happens, you'll need to recreate its route. You're receiving many signals and it's up to you to decide which ones to trust. The only thing you know for certain is that it's somewhere in ring 3.

Create a chain of 7 signals to discover where the probe went.

- Arrange 7 signals in a chain leading through adjacent ROIs; this path cannot go diagonally; you may use any number of signals per ROI. The chain must start in a ring 1 ROI and end in a ring 3 ROI. Not all ROIs on the way need to be explored.

Find 2 samples (black markers) dropped by the probe.

- Take the Gather action on 2 ROIs that belong to the chain described above and have the  icon on them.

Bring the probe back to the HUB.

- Explore the last ROI in the chain. Then take the Gather action there.

You win when you fulfill the three objectives described above. Threshold value: 6 broken parts in the HUB.

SIGNAL DETECTED!
RC N 20°03'22"
RC W 43°28'14"

SOL
COUNTER

[1] » [2] » [3] » [4] » [5] » [6] » [7] » [8]

Roll red  die.

Roll red, orange and yellow  die.

1-3 players
only

Add 3 signals in R1, 2 signals in R2 and 1 signal in R3.

Add 2 signals in R2 and 1 signal in R3.

Add 1 signal in R3.

SIGNAL DETECTED!
RB N 0°31'30"
RB W 130°09'32"

SIGNAL DETECTED!
RA N 0°10'11"
RA W 14°13'22"

SIGNAL DETECTED!
RA N 7°59'17"
RA W 7°23'07"

SIGNAL DETECTED!
RA N 3°13'21"
RA W 1°12'47"


5. MISSION POIS

	NAVIGATION
	Remove 1 chosen Direction card from the game.
	A HISTORIC DISCOVERY
	Each astronaut gains 2  .
	SAFETY SWITCH
	Choose 1  die you rolled this round. Deduct 2 from what you rolled.



3. GAMEPLAY CHANGES

PRODUCTION PHASE

The probe emits signals in rounds 1, 2, and 3. Use Direction cards to determine where they were detected.

First draw as many cards as you need for a given ring, resolve them by placing an  on the corresponding space on the map, and only then shuffle the cards back into the deck.

4. SPECIAL ACTIONS

	RADIO MONITORING		IMAGERY ANALYSIS		BETTER SAFE THAN SORRY
	"We can try to filter out the distortions." Take the Research action. In round 1/2/3, use Direction deck to add 1 signal on a random ROI in ring 1/2/3 respectively. random ROI.		Scientists don't leave anything to chance. Take the Research action. Remove 2 chosen Direction cards from the game. X = sol number		Even though things may look bleak, you always have a plan B. Take the Build action and spend 1  . Choose 1  die from this round's pool. Do not roll it this round.
	ERROR ANALYSIS		STEP-BY-STEP ANALYSIS		A TEMPORARY BASE
	Years of experience allow you to notice irregularities and patterns in the data. That will surely help. Take the Research action. Discard 1 chosen white marker from the area below. Then, discard any 2 signals to add 1 signal on any ROI in the corresponding ring where there are none yet.		Meticulous observations and analyses. Inference methods. Relative standard deviations. Finally you know which one is the odd one out. Take the Research action. Discard 1 chosen white marker from the area below. Then, move any signal from the corresponding ring to an adjacent ROI in the same ring.		Driving back and forth is tiresome. How about a temporary shelter on the way? Take the Build action on any explored ROI and spend 1  . Put 1 white marker on that ROI: This is your temporary base. Starting next round, you may count distance from here.
					