REMOVAL

1.INTRODUCTION

HUB [12:21:34] The containers landed safe. We are ready to unload and start the testing procedure.

MCEI [12:29:45] Don't rush. We know you want to sleep in new beds, but proceed as instructed. New Crew quarters and new beds are least of importance. Do you copy?

HUB [12:35:12] Yeah, sure, we copy. We know you don't want us to have sweet dreams.
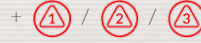
MCEI [12:43:15] BTW: There was increase of solar radiation noticed on the path of containers. After unloading, do some standard testing, just in case.

HUB [12:45:43] Yeah, yeah, we know the procedures. We are on Mars some time now and we are still alive. Guess what, we know our shit.

3. SPECIAL ACTIONS

MANDATORY
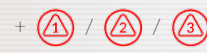
Unload Container

🪨 + ①/②/③

Take Gather action to take red ①/②/③ from ROI and put them on space A/B/C of Research Track.

Facilities are unloaded and ready for series of tests. Take appropriate Facility tile from the box and put it next to the board to mark that it is almost ready!

MANDATORY
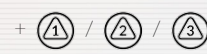
Testing Facilities

⚗ + ①/②/③

Take the Research action to move red ①/②/③ to Examined space of Research track and draw 1 card from Direction deck, resolving its effect according to the table below:

Easy	Put 1 red status marker next to appropriate Facility tile.
Medium	Put 2 red status markers next to appropriate Facility tile.
Heavy	Put 3 red status markers next to appropriate Facility tile.

The Facility is ready to build. Put black ①/②/③ on Facility tile.
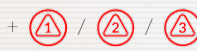
MANDATORY

Connect new Facilities with Hub

🔧 + ①/②/③

Take the Build action with black objective token to take chosen Facility tile along with its red status markers (see Testing Facility action above) and put it on board in Living block. Remove appropriate Facility card from board (with all tokens and statuses). Put red status markers in random spaces of Facility tile unless you made Additional run of tests for this Facility.

SOL COUNTER

6
5
4
3
2
1

100%
95%
90%
85%
80%
75%
70%
65%
60%
55%
50%
45%
40%
35%
30%
25%
20%
15%
10%
5%
0%

Each sol roll the yellow 🎲 die.

2. MISSION OBJECTIVES

Three last containers arrived with three last facilities. You can finally move from temporary Living block facilities to the final ones. You just need to unload containers, then run some tests to see if all systems are intact and no problems occured during flight and then you can connect facilities with HUB. Your very own lodging with comfortable bed is just few days ahead!

TO WIN:
- Unload three Containers
- Run testing procedure on all three Facilities
- Connect three new Facilities with HUB
- **Treshold 4 (cannot have more than 4 broken parts in HUB).**

4. SPECIAL RULES

- You cannot use parts from Facility cards as spare parts.
- Setup for 1-3 players: Place the Auto-scanner upgrade on Backup Med Lab Facility card.
- Gameplay changes: Move the Auto-scanner to the Med Lab Facility, after Connecting it to the HUB.

OPTIONAL

Additional run of tests

⚗ + ①/②/③

Take the Research action to move red ①/②/③ from Examined space to Discovered space. Take red status markers that are next to Facility tile and put them in **chosen** spaces of this Facility to mark which part is broken.

5. SPECIAL POI

Remains of a container +2 ⚙

Amazing rock +1 🎲

Parachute from landing +2 ✥

IMPORTANT: Remember to mark an objective in the app as soon as you meet it!