

A GAME BY
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A . D . E . L . E .

"ADELE, open the bay door!"
"Sorry, Emma, I'm afraid I can't do that..."

After many years of careful planning, the first manned expedition to Mars takes flight. All humanity bids farewell to the Deimos, the first spacecraft of its generation, a whole new design equipped with the best systems technology can provide, including a super AI that supervises it all: an **Advanced Device of Electronic-Living Engineering**, most commonly known as **ADELE**. A new era for humanity and their relationship with space has begun!

Just a few days after leaving Earth, peculiar incidents start to happen... Small things, to begin with: a system disconnected at an inopportune moment, a mistake in programming, nothing serious. It is when one of the crew members almost dies of asphyxiation while sleeping in her own room that they are forced to accept the hard truth: **ADELE**, the central AI, has become hostile. The race for survival starts. Can the crew disconnect the rogue AI? Or would it be best to escape the ship on a shuttle? What's clear is that they need to be as subtle as possible or **ADELE** will figure out their intentions. Will they manage to survive or will they end up floating in space, where no one can hear you scream?

COMPONENTS



1 Main Board



1 ADELE Console



4 Crew Boards



4 Crew Screens



27 ADELE cards



25 Event Cards



28 Cubes
(6 of each color + 4 white)



4 Astronaut Meeples



1d20 and 4d6



1 Energy Cube



52 Hazard Tokens



19 Mission Tiles



32 Object Tiles



6 Anomaly Tiles



16 Charge Tokens



6 Hatch Closed Tokens



2 Alert Terminal Tokens



4 Impact Tokens



8 Inventory Disabled Tokens



1 Turn Marker



1 "No Return" Marker

1 Cloth Bag



1 Rulebook + 2 Player Aids
+ 1 Solo Rulesheet




1.0 THE GAME: HOW TO WIN

In *ADELE*, all players (except one) will play the role of crew members who try to find the necessary items to complete one of the two possible missions: either disconnect ADELE or escape the ship. The remaining player will take the role of the rogue AI that tries to impede the other players' mission.

Both missions require specific objects to be delivered to specific locations on the ship. The knowledge of where to deliver each object is fragmented among the crew members, so it is important they coordinate to find the objects and bring them to the appropriate locations, always trying to hide this information from ADELE. Every mission also requires a specific condition to be met to succeed. If time runs out before completing one of the missions or one of the crew dies, ADELE wins.

2.0 SETUP

For a game with 3 to 5 players, follow these instructions (for 2 players, see 11.0 and for 1, see the separate Solo Rulesheet):

- 1 Place the main board on the table**, in a central position reachable for all players. You can choose either to play on the Deimos or on the Phobos. Both ships are divided in **five different sectors** (with 4 locations in each one, for a total of 20) **identified by colors: yellow, blue, red, green and gray**.
- 2 Choose a player at random (or by consensus) to take the role of ADELE**. This player gets the ADELE console (and must use the side of it that matches the number of players), the hazard tokens, the ADELE deck and her energy counter. **This player** (referred to as ADELE from now on) **must choose 4 anomaly tiles at random** and place them on their space on the console. Discard the rest of the anomaly tiles back into the box. **Put all hazard tokens in the bag, draw 4 and place them in matching spaces on the console, as much to the left as possible**. Finally, remove the 2 extra special cards (), shuffle the rest of the deck and draw 4 cards, and **place the energy counter on its starting position**. If you are an experienced player, instead of removing the extra cards, you may remove any 2 other special cards instead.
- 3 The remaining players take one Crew Board each** (deal them out randomly or by consensus), along with the matching screen, dice and cubes. **Place 1 white cube on the leftmost space of the life track and 4 player color cubes on her action zone**. The remaining cubes will be used to mark knowledge of certain mission locations, as explained later. Finally, **each player takes the object printed on their board** and places it there, face down.



- 4 Select 1 copy of each of the following objects: **fire extinguisher, space suit, flashlight, battery and tracking drone.** Place those 5 objects face down on the box printed on the ship. Select the 7 mission objects, 2 copies of the object parts, 1 battery object and add 10 of the remaining objects, selected randomly and without looking at them. Shuffle these 20 objects face down and then put one in each location on the ship, still face down. Return all remaining objects, without looking at them, to the box.
- 5 For each crew member, **roll the d20 and place their miniature on the matching location.** Two players cannot start in the same place. If this happens, reroll the die until each player is in a different location.
- 6 Place the **Alert Terminals on the computers in locations 3 and 17.**
- 7 Place the **turn marker on the space assigned for the number of players present.** Place the "No Return" marker on space 1.
- 8 Shuffle all **Sector Mission tiles** (except for the one marked X) face down and place one in each of the 5 spaces on the Mission Track (one in the central space and one in each of the two spaces to the right and left of that). The ones at each extreme have fixed locations already printed on the track). Then assign a cube from the designated player for each Mission tile, as indicated in this chart >

#1	#2	#1+2	#1	#2	2 people
#1	#2	#3	#2	#1	3 people
#1	#3	#2	#3	#4	4 people



Return all remaining Mission tiles to the box, except for the one marked X, without looking at them. **Keep this last tile (with the X) near the Mission Track.**

- 9 **Prepare the Event Deck.** In a 4- or 5-player game, remove the Silence event cards from the deck. Shuffle the remaining cards and place the resulting deck on its space on the board. Turn the first card face up.
- 10 **Leave all remaining tokens near the board,** for when they are needed.

4 PUT 1 SECTOR MISSION TILE IN EACH OF THE 5 SPACES ON THE MISSION TRACK

8 KEEP THE SECTOR MISSION TILE MARKED "X" NEAR THE MISSION TRACK

8 ASSIGN A CUBE FROM THE DESIGNATED PLAYER FOR EACH MISSION TILE, AS INDICATED IN THE CHART

4 PLACE THESE FIVE OBJECTS FACE DOWN ON THE BOX PRINTED ON THE SHIP

3 EACH PLAYER TAKES THE OBJECT PRINTED ON THEIR BOARD AND PLACES IT HERE FACE DOWN

3 CREW SCREEN

3 CREW BOARD

3 CREW DICE

7 "NO RETURN" MARKER

7 WHITE CUBE ON THE LEFTMOST SQUARE OF THE LIFE TRACK

4 ACTION CUBES

3 CREW DICE

3.0 THE GAME TURN

The game is played over a fixed number of turns, depending on the number of players. On each turn, phases are played in this order:



EVENT PHASE. Place the first card from the event deck on the resolution space, covering the previous one, if any. This event will be active on this turn. Some produce an immediate effect, while others apply for the whole turn. **Remember to turn the first card of the event deck face up**, so everybody can see what will be the event for the next turn.



PLANNING PHASE. All crew members must cover their boards with their screens and then **assign their 4 action cubes** to the various available actions.



ADELE PHASE. In this phase, **ADELE manages her console and places hazards and anomalies on the board** through these steps:

- 1 Draw** as many **hazard tokens** as indicated on the console **and place them on their matching spaces**, starting with the least expensive (i.e. from left to right).
- 2 Play as many cards as desired**, in any order, to place available hazard tokens on the board by expending the necessary energy. Anomalies can also be played as long as all costs are paid (*see section 8.0 ADELE for details*).
- 3 Discard as many cards as desired** and then draw up 4 cards. Also, **increase the available energy** by the amount indicated on the console.



RESOLUTION PHASE. The crew members remove the screens, showing the actions they have planned. Then, all hazards in crew member locations resolve their effects.



ACTIONS PHASE. The crew members, in the order they desire, **resolve the actions** they have programmed (**one player has to resolve all their actions before another can start**).



UPKEEP PHASE. Reduce the charge of all objects by one and remove all the tokens in the game that stay "until the end of the turn". **Move the turn marker one space down**.

4.0 THE MISSIONS

In order to win, the crew members must accomplish one of the two possible missions, either **deactivate ADELE (blue mission)** or **escape the ship (red mission)**. To succeed in either, they have to **use 4 specific objects in 4 specific places** on the ship and also meet this condition:

DEACTIVATE ADELE

There must be no impact token on the board
(*see event Impact in 6.1 Events*)



ESCAPE THE SHIP

The turn marker cannot be beyond the "no return" marker.
It can be in the same space (*see event Drift in 6.1 Events*)



IMPORTANT: As you can see on the Mission Track, the Retina Lens is common to both missions (it must be delivered, no matter the mission) and the locations where the last object of each mission must be delivered (the Helmet for the red mission and the Axe for the blue one) are fixed and printed on the track.

The location where the first 3 objects needed to complete each mission have to be delivered is secret, defined by the **Sector Mission Tile** on its space. Beside each of those objects, there will be a cube that defines which crew member knows this information. **This player can look at this Sector Mission Tile at any time but cannot show it to anyone.** If two crew members are, at any time, at the same location, both can allow the other to look at their Sector Mission Tiles but, once they split again, they should remember what they saw, as they cannot look at each other's tiles until they meet again. **The first 3 objects in a mission can be activated in any order. To do this, a crew member carrying the object has to be successful on a special action** (*see actions, in section 7.0*) **in the correct location.** If this happens, reveal the object and his matching Sector Mission Tile to prove the action was taken in the correct place. Leave the tile face up and return the object to the box. Objects from both missions can be successfully delivered, as both missions can be attempted at the same time. **The fourth object of each mission** (the Axe in the blue mission and the Helmet in the red one) **can only be delivered after the other 3 objects have been successfully delivered and the condition for this mission is met.** If this happens, the crew members win. **If, by the end of the turn numbered 1, this is not accomplished, ADELE wins the game.**

5.0 THE SHIPS

Both the **Deimos** and the **Phobos** are divided into 20 locations. Each one of these has a computer where special actions can be performed. **There are 6 special locations on the ship that also have a terminal.** Each of these terminals allows the crew to perform some very powerful actions that can only be performed there (see 10.0 Terminals). Also, **some rooms have a hatch that can be used to go out into space** (see 7.3 Moving outside the ship).



6.0 EVENT CARDS

On the first phase of each turn, **the event on the top of the deck becomes active**, unless it has been deactivated (see special actions in 7.0 The crew). **If the event has an immediate effect, it is resolved now. If it creates a continuous effect, this effect is active until the end of the turn.**

Some **anomalies** are triggered when certain icon appears on the event card (as described in 8.2 Anomalies). The colored hex on event cards is only relevant for an ADELE special card or if the Selective Attack anomaly is active. **Events also affect players outside the ship.**

6.1 THE EVENTS



STRESS

The oppressive atmosphere is unbearable. All crew members modify their Spirit by -1 until the end of the turn.

EVASIVE MANEUVER

The ship lurches suddenly. All crew members must succeed on a Spirit roll or suffer a wound.



MALWARE

ADELE overcharges the onboard computers. All special actions require an extra action cube this turn.



DRIFT

The ship drifts from its course. The "No Return" marker advances 1 space up.



SILENCE

Nothing happens this turn (notice that certain anomalies can be triggered anyway).



IMPACT

Something hits the ship. **Roll the d20 to determine the impacted location and place an impact token on it.** Crew members in this location suffer 1 wound. The computer and terminal (if any) in this location cannot be used until the impact token is removed but the location is otherwise unaffected (it can be entered, objects there can be picked up, hazards can be placed, etc). **A location cannot have 2 impact tokens** (roll again if necessary).

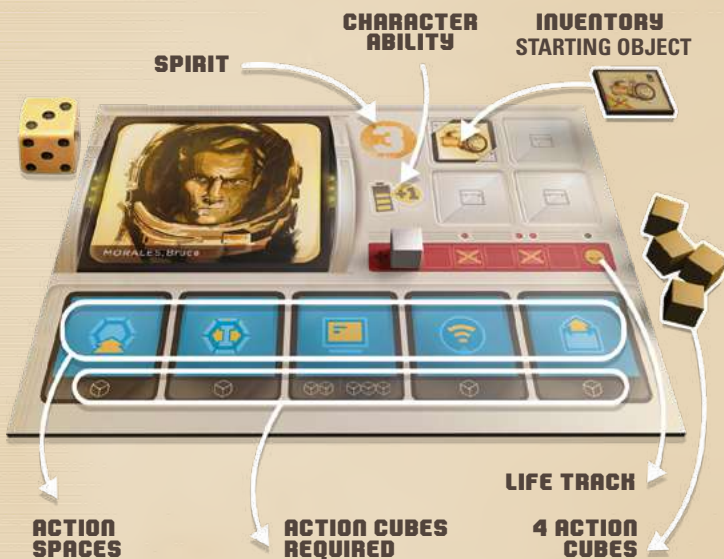
7.0 THE CREW

Every crew member has their own board.

Every crew member can carry up to 4 objects and they already have one at the beginning of the game (as indicated on their board). If, at any time, a crew member is carrying more objects than their capacity (because they have picked one up or because they have received a wound and, because of this, reduced carrying capacity), **they must discard all excess objects (player's choice) in their current location, always face down.**

All crew members have 6 spaces on their life track. **Every time they suffer a wound, they must move the cube one space to the right. If a crew member suffers enough wounds to reach the last space of his life track, he dies and the whole crew loses the game.**

The Spirit value is very important to avoid being wounded and to succeed on some actions. **Every time a situation requires a Spirit roll, the player affected must roll his d6. If the result is equal to or less than his Spirit, the roll is a success** and the crew member has managed to avoid the wound or succeed on his action. If the number rolled is higher, he has failed and must face the consequences.



Each crew member has **4 action cubes** to distribute among the five possible actions during the planning phase each turn. It is important that players hide this planning with their screens to prevent ADELE from knowing their intentions.

All the actions (except for special actions) require 1 action cube to be performed, but more cubes can be added to make the action more than once in the same turn or to counter some adverse effect (like the Malware event, for example). During the action phase, the active crew member performs each action by discarding the corresponding action cube, until he runs out of cubes or no longer wants to use them (the use of the programmed cubes is never mandatory).

Crew members can play in any order they desire, but the active player must end their turn before another crew member can become the active player and take their own turn.

THE ALLOWED ACTIONS ARE:



ADVANCE: Move to an adjacent location as long as the door that connects to it is not blocked.



UNLOCK DOOR: Discard a "Blocked Door" hazard token from a door at your location.



SEARCH: Take a look at an object in your location. You may move it to your inventory (this may cause you to have too many objects and force you to discard another).



USE OBJECT: Flip a non-mission object you are carrying face up. From now until you are forced to discard it, this object gives you the advantages listed in the object chart (see 9.0 Objects).

IMPORTANT: A door frame between locations is needed to consider them adjacent, even for removing a hazard using a Special Action.



SPECIAL ACTION: By using this action, you can achieve one of these things:

If you are in the correct location, **deliver a mission object.**

Activate the effect of a terminal (see 10.0 Terminals).

Discard a "Espionage", "Hypoxia" or "Darkness" hazard token from this location or an adjacent one. If the "Hatches Closed!" anomaly is in effect, **unlock a hatch in this location or adjacent to the space section you are in.**

If you are in a space section, **remove an Impact token** on an adjacent location.

The special action is a little different from the others. **It cost you 3 action cubes to perform**, but you may, as an option, **try it for just 2. If you do, you must succeed on a Spirit roll to perform this action successfully.** Usually, you will prefer to secure the action, but sometimes you need this extra cube for something or a hazard gives you no choice but to take the risk.

7.1 WOUNDS

Some elements of the game can cause wounds to the crew members, like events, hazards and anomalies played by ADELE. **If you suffer a wound, move your marker on the life track one space to the right.** At a certain point, wounded crew members start losing carrying capacity.



IF THE CUBE MARKER REACHES THESE SPACES, THE CHARACTER LOSES ONE SPACE FOR CARRYING AN OBJECT IN HIS INVENTORY



IF THE CUBE MARKER REACHES THIS SPACE, THE CREW MEMBER DIES AND ADELE WINS THE GAME

To reflect this, put a token on one of the spaces for objects in the personal board to mark that this particular space is unavailable.

If the cube marker on the life track reaches the last space, **the crew member dies and ADELE wins the game.** By using the **First Aid Kit** or the **terminal in the infirmary**, crew members can recover from wounds. To reflect this, just move the marker on the life track as many spaces back to the left as needed. You cannot heal more than what the life track shows. When you recover wounds, it is very possible that you will also recover some carrying capacity. Remember to remove the tokens from the object spaces to reflect this.

Note that there is a way to die without suffering wounds: if you are outside of the ship and you are forced to discard your active space suit (*see 7.3 Moving outside the ship*).

7.2 COMMUNICATION BETWEEN PLAYERS

Crew members can talk as much as they want about the game, but they have to do it loud enough for everybody to hear, ADELE included.

Two crew members in the same location can allow each other to secretly look at the tiles they know on the Mission Track, show the other player the objects they carry and exchange them without restriction. It seems like a good idea for crew members to try to meet during the game to share as much information as possible between them.

However, those two crew members cannot talk secretly, show anything to non-present crew members or show each other sector mission tiles known from the other crew members, even if their content has been revealed to them on a previous meeting.

7.3 MOVING OUTSIDE THE SHIP

A crew member with an active space suit can use an advance action to go through a hatch and move to the outside of the ship. The exterior is divided into 4 sections. Some hatches allow movement to two different sections, while others only have access to one of them. **Once in space, the crew member can use another advance action to reenter the ship via an adjacent hatch or to move to an adjacent section of space.** They can keep moving and taking actions (like removing impact tokens from adjacent locations) as long as the space suit remains active. **If, for any reason, the suit is discarded while the crew member is still on a space section, they die and ADELE wins the game automatically.**

If the "Hatches Closed!" anomaly is active, all hatches are blocked and a special action is needed to remove the block token and allow movement through it. This can be done in the same location as the hatch or from the outside, from an adjacent section of space.



THE BLUE PLAYER, WEARING A SPACE SUIT, CAN USE AN ADVANCE ACTION TO MOVE INTO ONE OF THE TWO ADJACENT SPACE AREAS. HE CAN THEN KEEP MOVING TO A NEW AREA OR BACK TO THE SHIP THROUGH A HATCH



THROUGH SOME HATCHES, YOU MAY MOVE INTO 2 DIFFERENT SPACE ZONES



HATCHES BLOCKED BY THE HATCHES CLOSED! ANOMALY CAN ALSO BE UNLOCKED FROM THE OUTSIDE

8.0 ADELE

ADELE is not represented on the board but rather controls all ship systems from above. Unfortunately for her agenda, in order to harm the crew members she must fight her programming and, because of this, she can only divert a limited amount of energy and resources to her actions.

In every turn, ADELE gains a set amount of energy, hazard tokens and cards.

· **Energy is needed to pay for all the actions she performs**, be they placing hazards, activating anomalies or playing special cards. **ADELE starts the game already with 10/15 energy** depending on the number of players (as her board indicates). **At the end of her phase, she adds 10/15 energy to the amount she had left over.** (e.g she starts with 10 energy, uses 7, finish her phase at 3 and then gains 10 more, ending up with 13).

· The hazard tokens are the different ways ADELE has to mess with the crew members. When ADELE gets new tokens, she must place them in matching spaces on her console, always the leftmost possible, i.e. the cheapest positions. However, **when ADELE places a token on the board, she must always use the most expensive of its kind**, i.e. the rightmost one.

· **The cards indicate which parts of the ship ADELE can affect.** Besides some special cards, most of them show 2 specific locations, identified by a number (and, to some degree, by the color). **By playing one of these cards, ADELE may pay the indicated amount of energy to place a hazard token from her console** (remember, always the most expensive of its kind) on one of the two locations shown on the card.

ADELE may play as many cards as she likes/can in the same turn, always limited by the energy she has and the hazard tokens available. Some cards produce special actions that don't necessarily place hazards on the board. Also, ADELE can activate anomalies as part of her turn, as explained in 8.2 Anomalies.

Remember that, when she is done playing actions, **ADELE may discard as many cards as she wants before drawing back to 4 cards.** If there are no cards left in the ADELE deck, shuffle the discard pile to generate a new deck.



8.1 HAZARDS

To place a hazard on the board, ADELE must first have the token on her console, play a card showing the location she intends to play it on, and pay the energy cost listed on the console.

Most hazards are just placed on the indicated location, but others, like the "Blocked Door" or the "Computer Failure" must be placed in a more specific spot, as indicated in their descriptions.

Regardless, **ADELE cannot place 2 identical hazards in the same place** (such as 2 "Hypoxia" in the same room, 2 "Blocked Door" on the same door frame or 2 "Computer Failure" on the same computer or terminal).

ADELE can only put into play 1 hazard token per card (choosing one of the numbers in it). If she wants to play 2 hazard tokens in a single location on the same turn, she must discard two different cards with that number, or do it via special effects (e.g. spreading a fire/hypoxia).



ADELE PLAYS A CARD WITH LOCATIONS 1/6 TO PLACE AN ESPIONAGE TOKEN ON LOCATION 1. TO DO SO, ADELE MUST USE THE RIGHTMOST TOKEN AVAILABLE IN HER CONSOLE AND SPEND THE REQUIRED ENERGY (3 IN THIS CASE).



ESPIONAGE: Place this hazard on the designated room. **ADELE can secretly look at all the objects in this room at any time.** When a crew member enters this room or starts the Resolution Phase in it, **ADELE can look at all their carried objects and also attempt to discover one of the Sector Mission Tiles this crew member knows** (the ones with a cube of this player's color beside them). To do so, **ADELE takes both the tile she wants to discover and the one marked with an X**, shuffles them face down and secretly **takes a look at one of them.** Afterwards, she shuffles them again and gives them to the player she's spying on to place them back in their places (so there's a 50% chance that ADELE has seen the correct tile, but only she knows).



BLOCKED DOOR: Place this hazard on a door frame in the designated room. **No one can move through the door until this hazard is removed.**

1



HYPOXIA: Place this hazard in the designated room. **All crew members entering this room or starting the Resolution Phase in it must discard one of their unused action cubes, if they have any.**



FIRE: Place this hazard in the designated room. **All crew members entering this room or starting the Resolution Phase in it must succeed on a Spirit roll or suffer 1 wound.**

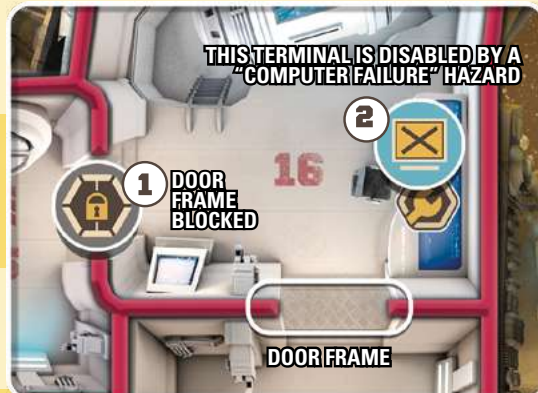


DARKNESS: Place this hazard in the designated room. **All actions performed in this room, including leaving the room, have an extra cost of discarding an action cube.** This cube can come from any programmed action but, if the cube is not discarded, the action cannot be performed. **If there is also a Fire hazard in the same room, this hazard has no effect.**



COMPUTER FAILURE: Place this hazard on a computer or a terminal to disable it. When a computer is disabled this way, mission objects cannot be delivered in this room, no hazard tokens can be removed using this computer and the hatch in this room cannot be unlocked. When a terminal is disabled this way, its special action cannot be performed.

2



IMPORTANT: Discarded hazard tokens (either as a result of crew actions or because used to pay for an anomaly) are put aside and not returned to ADELE's bag.

8.2 ANOMALIES

At the start of the game, **ADELE should randomly choose 4 anomaly tiles** and place them in the reserved space on her console, showing the reverse. **These are the anomalies ADELE has available during this game.** To activate any of these anomalies, **ADELE must discard 1 hazard from each of the sectors shown on the back of the tile and pay 5 energy.** The type of the hazard doesn't matter as long as it is in a location of the correct color. Blocked Door hazards on a door frame that connects rooms of different colors can be used as either. **Remove all discarded hazards from the game.** When an anomaly is activated, flip it face up and move it to its space on the main board, to show that it is active from now on. Every anomaly affects the game in its own way, as explained below:



HATCHES CLOSED! Place a "Hatch Blocked" token on each hatch. This token must be removed with a successful special action to make movement through a hatch possible.



DEACTIVATED TERMINALS: The Alert Terminals become disabled as if they both had a "Computer Failure" hazard on them. Turn both counters to the red side to indicate that.



LOW BATTERIES: All objects with charges get 1 less charge when activated.



EXPLOSIONS: All Spirit rolls to avoid getting a wound from a "Fire" hazard get a penalty of -2 to the Spirit value. In any case, a roll of 1 is always a success.



PANIC: Once this anomaly becomes active, every time an event shows this anomaly icon, all crew members must make a Spirit roll to avoid suffering a wound. This anomaly triggers even if the event is canceled.



SELECTIVE ATTACK: Once active, in every event phase, ADELE may play 1 hazard in a location of the color shown on the HEX of the event card. All costs, save for playing a card, must be met.



Example of ADELE activating an anomaly:

First, she **pays 5 energy** and selects which anomaly to play from her board. She wants to activate the Hatches Closed! one to trap a crew member in space.



Lastly, she places the anomaly face-up on the dedicated space of the main board and activates its effect, thus closing all 6 hatches.

She **discards a hazard from play** (already placed on the ship) **for every sector color present in the anomaly tile**. In this case, 3 hazards: one from a green sector location (Fire in #4), another one from a blue sector location (Espionage in #17), and the last one from a gray sector location (Blocked Door between #8-#9, as it can be used as either color).



9.0 OBJECTS

At the start of the game, **all objects in play may be in any of these 3 possible locations: in the possession of a crew member, one in each location on the board, and 5 stacked in the laboratory**. Unless an object is active, it should remain face-down at all times.



Using the **Search** action, a crew member **can look at an object in a room and, if they so wish, move it to a space in their inventory**, on their personal board. This may result in exceeding their carrying capacity and, consequently, force them to drop another object. Suffering wounds may be another reason to be forced to drop an object.

Crew members cannot drop objects freely in a location. You can choose not to pick the object up after looking at it, in order to leave it there for later (or for another crew member). **You only drop an object if you already have the inventory full** and want to pick another object or if you take a point of damage that makes you reduce your inventory capacity.

9.1 TYPES OF OBJECTS

There are basically two kinds of objects: **mission objects** and **utility objects**.



MISSION OBJECTS provide no special advantages but are the key to winning the game. A crew member may perform a special action, if they carry a mission object and are in the correct location (and the computer is not disabled), to deliver the object. If the action is successful, turn the Sector Mission Tile face up to prove you are in the correct room. Discard the object and leave the tile face up to show that this object has been delivered.

NOTE: If the location is not correct, turn the tile down again and keep the object in your inventory.



OBJECTS WITH CHARGE: when you use the **Activate Object** action on an object with charges, turn it face up and then **roll your d6 to determine the number of charges it has** >



Place a charge counter on the object to reflect this. From this moment on, this object is considered active and will provide its carrier with certain special advantages, as listed on the Object Chart. **Remove a charge from each active object on each upkeep phase.** If there's no charge token left to remove, the object is discarded instead. Please, take note that the object is not discarded along with the last charge, but the next turn, when there's no more charges to discard.



ONE-USE OBJECTS: When you activate one of these objects, turn it face up, perform the associated action and then discard it (unless the object description says otherwise)



PERMANENT OBJECTS: Objects of this kind also need to be activated with an action to become active but, unlike the others, they stay in the inventory providing their advantages to the crew member carrying them.

IMPORTANT: When an object is active and is discarded, it doesn't go to the location but is removed from play instead. If players exchange active objects, the charges remain on the object. If an object has to be discarded while in a space sector (outside the ship), it is removed from play instead.

9.2 CREATE OBJECTS

There's a space in the laboratory that contains 5 objects at the start of the game. These objects can be created by two possible ways:

- 1 **By assembling 2 objects named "parts"**, a crew member can secretly choose an object from the pile and put it in their inventory. They must perform the **Use Object** action to achieve this but they can do it anywhere on the ship (they only need one action although they're technically using 2 objects).
- 2 **By successfully using the Engineering Terminal** (see 10.0 Terminals) in the laboratory, a crew member can look at the remaining objects in the pile, secretly choose one and place it in their inventory.



10.0 TERMINALS

Besides the computer in each of the 20 rooms of the Deimos and the Phobos, 6 rooms also contain terminals that allow the crew members to perform powerful special actions. Computers and Terminals are two different things. If ADELE plays a Computer Failure hazard in a location containing both, she has to choose between disabling one or the other.

<p>MEDICAL TERMINAL</p> <p>By successfully activating this terminal, a crew member can heal all wounds affecting themselves or another crew member in this location.</p>	<p>COMMAND TERMINAL</p> <p>By successfully activating this terminal, the "No Return" marker retreats one space down, but never below turn 1.</p>	<p>COURIER TERMINAL</p> <p>By successfully activating this terminal, a crew member can give one of their objects to another crew member located anywhere in the ship or get one object from them, if both players agree.</p>	<p>ENGINEERING TERMINAL</p> <p>By successfully activating this terminal, a crew member can create an object as explained in 9.2 Create Objects.</p>	<p>REPAIRING TERMINAL</p> <p>By successfully activating this terminal, a crew member can remove an Impact token from anywhere on the ship.</p>	<p>CENTRAL COMPUTER TERMINAL</p> <p>By successfully activating this terminal, a crew member can remove a "Computer Failure" hazard from any computer or terminal.</p>



ALERT TERMINALS: These are a special kind of terminal because they aren't located in a specific room but rather move from one computer to another when activated. **When a crew member does so successfully, turn over the event card on top of the deck and roll the d20 to determine the new location for that terminal** (if the result puts it in the same room as the other Alert Terminal, reroll). Next turn, in the events phase, this turned-over event will not take place and none of its effects will be applied (but anomalies associated with the card can still be triggered). Keep in

mind that, unlike the other terminals, **these work on the location's computer and are therefore disabled by a "Computer Failure" hazard**. Also, the "Deactivated Terminals" anomaly will render the computers these terminals are on useless. You can repair an Alert Terminal by normal means: **using a Battery** or **activating the Central Computer Terminal**.

11.0 TWO-PLAYER GAME

In this version of the game, a lone crew member will face ADELE, the AI being controlled by his opponent. The setup of the game varies slightly:



- Place the Blue Card on its space on the Mission Track. This object is considered already delivered. Include another random object in the step 4 of the setup to replace the Blue Card, as all locations must have a face-down object tile at the start of the game.



- The crew member player gets a copy of **the tracking drone object** (*discard all other copies from play*). This drone starts the game activated, **doesn't take up a space in the inventory and never runs out of charges** (it is never discarded).
- Remove an Impact event card from the event deck.
- **Don't place cubes on the Mission Track.** The crew member can inspect all of the sector tiles at any time.



In addition to the changes to the setup, the **Courier Terminal works a little different**: by activating it, the crew member can send any object in his inventory to a location of his choosing. This object will remain face down in the location until the crew member picks it up again.

11.1 ADDITIONAL GAME RULES

In addition to the changes above, apply the following extra rules:

- The crew member **gets 4 action cubes from another player color in addition to her own**. The crew member can use any or all of these cubes when performing her actions as extra cubes to be placed freely (*like cubes gained with the Stimulants object*). Used extra cubes are lost for the rest of the game but unused cubes can be kept for future turns.
- Besides his initial object, the crew member **can choose any non-mission object as an extra starting object**.

GAME TURN SEQUENCE



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