

SOLO GAME

In this mode, a single player will take the role of a lone crew member while ADELE will play automatically following the rules explained below.

SETUP

Apply the following setup changes:

- 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 player gets a copy of **the tracking drone object** (discard all other copies from play). This drone starts the game activated, **does not 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**, place the Sector Mission tiles on the main board face up.

- Remove the "Espionage" hazards from play. Place the rest of the hazard tokens in a pile nearby.



- Remove all special cards from the ADELE deck, shuffle the rest and set the deck aside.

- Return the ADELE board (and the energy token) back to the box, you will not need it.

- Pick out and place in the cloth bag the following anomaly tiles: **Hatches Closed!, Explosions, Low Batteries, Panic and Deactivated Terminals**. Choose the desired difficulty level and **place a cube of another player color in the corresponding turn track spaces**, as indicated in this chart:

	1ST ANOMALY	2ND ANOMALY	3RD ANOMALY	4TH ANOMALY
EASY	TURN 12	TURN 6	-	-
MEDIUM	TURN 15	TURN 10	TURN 5	-
HARD	TURN 15	TURN 12	TURN 9	TURN 6

At the start of the **ADELE phase of a turn with a cube**, draw one anomaly tile at random from the bag and place it on the **active zone of the main board, activating its effect from now on**.

You will draw 2, 3 or 4 anomalies in a game, depending on the difficulty level.



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 in the location until the crew member picks it up again.

All objects in the ship can be left face-up **once inspected**. However, it is best to keep the objects in inventories face-down until activated, so you do not confuse them.

ADELE'S TURN

During her phase, **ADELE will place 2 hazards on the board.**

To generate these hazards, **draw a card from the ADELE deck and check both locations based on the parameters on the priority chart** (below). If the first condition does not apply to either of the two locations, move to the next until one of them fulfills the conditions of a priority. If both of them do (e.g. both are locations adjacent to the crew member like priority C), choose at random which one should receive the hazard.

Once the location and the priority that applies are defined, **make a d6 roll and check the chart to choose the corresponding hazard** to place at the location.

Keep in mind that ADELE:

- **Does not place two hazards of the same type in the same location.**
- **Does not place a Fire hazard where there is a Darkness hazard and vice versa.**
- **Does not place a Blocked Door hazard in a room without unblocked door frames.**
- **Does not place a hazard if she doesn't have tokens of this type left.**

In all cases above, go to the next lower result (e.g. use 4 if 5 is not possible) until you find a hazard that you can place into play. If there is none, ADELE places no token (so, she places one fewer hazard this turn).

In this game mode, **ADELE does not spend energy and she has all the hazard tokens available** (except for the ones discarded because of crew member actions).

PRIORITY	CONDITION	HAZARD
A	There's a crew member in the location	1 >> Blocked Door (door frame at random) 2-3 >> Fire 4-5 >> Hypoxia 6 >> Darkness
B	Mission Location (determined by the scenario)	1 >> Blocked Door (door frame at random) 2 >> Fire 3-4 >> Hypoxia 5 >> Darkness 6 >> Computer Failure (first on computer, second on terminal)
C	There's a crew member in an adjacent location	1-3 >> Blocked Door (in the door frame facing the crew member) 4 >> Fire 5 >> Hypoxia 6 >> Darkness
D	The location contains a Terminal or an Alert Terminal	If Terminal is operative: 1-3 >> Computer Failure (on the terminal) 4-6 >> As Priority A (roll again) If Terminal is disabled, as priority A
E	There's a crew member two locations away	As priority A
F	None of the above	Discard the card and draw a new one