10+ 1-4 15'

LUNARIS 45

solo mode, scenarios and campaign

SOLO MODE

In the **solo mode**, your goal is to prove yourself worthy of becoming the LUNARIS 45 project leader by **beating your own score**.

General setup

Set up the game for **2 players** as usual, with these additional steps:

- Place **all dice of an unused player color** in the general supply.
- Roll **1 die from the supply** and place it on the **Network Communication System**.

Player's turn

Your turns proceed as normal in a 2-player game, with one exception. If it is **not your first turn** of the game, **before** performing your turn:

- Take **dice from the general supply** equal to the number required to resolve the problem discarded during the special action (at the end of your last turn).
- **Reroll** these dice and place them on the **Network Communication System**.

Main action phase

Unlike in a multiplayer game, you are limited to a **maximum of 2 unsolved** unique problems on the left side of your player board. If you are **unable to resolve any problem** (common or unique) during the **main action phase**, advance 2 steps on your money track, **gaining 2K**.

Bonus action phase

Unlike in a multiplayer game, you are limited to a **maximum of 4 solved** problems on the right side of your player board. Upon reaching this limit, you **must** perform the **validation** step during the **bonus action phase**.

End of the game

Calculate your final score by totaling your money as usual. Then, compare it to the table below to evaluate the success of the LUNARIS 45 project:

RANK	SCORE
Catastrophic failure	≤ 24 K
AI rebellion	25 - 49 K
Almost human	50 - 74 K
Successful	75 - 99 K
Flawless	≥ 100 K

SCENARIO VARIANT

Components

6x Scenario cards

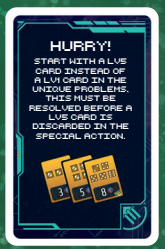


For the **scenario variant**, randomly select **one scenario card** during setup. Complete any extra setup steps required by the scenario card, if needed. Gameplay continues as usual, but with **additional rules** specified by the scenario. Before your first turn, select a difficulty level:

- **Easy** (35 K)
- **Normal** (50 K)
- **Hard** (65 K)

You **win the scenario** if you score higher than the chosen difficulty level's threshold. Otherwise, **you lose**. Alternatively, you **may** choose not to select a difficulty level and instead attempt to beat your own score or reach a specific level from the solo mode score table.

Scenario cards



Hurry!
Instead of starting the game with a level 1 problem card in your 'Unique Problems' area, you start with a level 5 problem card. You must resolve this problem before discarding a level 5 problem card during the special action phase.



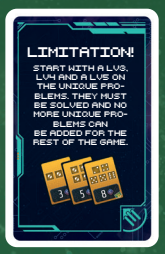
Computing!
You start the game with your marker on space 0 of the 'Money Track'. Moreover, you start with your 3 computers fully available (1st column of the assets), and the 3 corresponding cubes covering the first 3 spaces of the 'Conversion Track'.



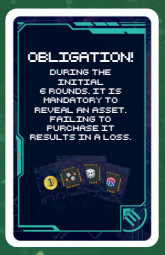
High Processing!
You start the game with your marker on space 0 of the 'Money Track'. Moreover, you start with your 3 processing power units fully available (2nd column of the assets), and the 3 corresponding cubes covering the first 3 spaces of the 'Conversion Track'.



All access!
You start the game with your marker on space 0 of the 'Money Track'. Moreover, you start with your 3 network access units fully available (3rd column of the assets), and the 3 corresponding cubes covering the first 3 spaces of the 'Conversion Track'.



Limitation!
Instead of starting the game with a level 1 problem card in your 'Unique Problems' area, you start with a level 3, a level 4, and a level 5 problem cards. You must resolve these problems, and you cannot add any other problems to your 'Unique Problems' area.



Obligation!
You must buy an upgrade on each of the first 6 turns of the game.

CAMPAIGN VARIANT

Components

6x Campaign cards



For the **campaign variant**, you may choose to play **between 2 to 6 game sessions**. Randomly select the desired number of campaign cards and display them face-up during setup. Optionally, you may display all 6 campaign cards, with the remaining ones face-down. For optimal presentation, arrange the campaign cards in two rows: cards 3, 2, and 1 in the top row, and cards 6, 5, and 4 in the bottom row.

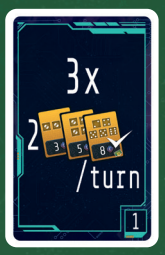
Before starting the first game session, choose a difficulty level that will apply throughout the entire campaign:

- **Easy** (35 K)
- **Normal** (50 K)
- **Hard** (65 K)

Whenever you achieve the first goal of a game session, flip the corresponding card face-down to indicate it's **no longer available** for the campaign. Any other goals you achieve during that session remain face-up. In other words, you **must never** flip more than one campaign card face-down per game session.

Failing to achieve a goal during a game session ends the campaign **immediately**. You **win the campaign** if you successfully complete all game sessions, achieving a different goal in each session while consistently scoring above the chosen difficulty level's threshold. If you fail to meet any of these conditions, **you lose**.

Campaign cards



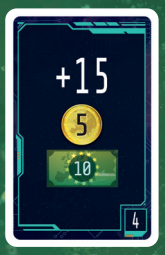
Resolve **2 problems** in a single turn **3 times** during the game. Each time you achieve this goal, place a cube of an unused color on this campaign card.



You **may** buy a maximum of **2 upgrades**.



Resolve at least **3 level 5 problems**.



Score at least **15K above** your chosen difficulty level's threshold.



You **cannot** pay **any interest** during the game.



Buy at least **6 upgrades**.

Solo Game Design: Pedro André Correia
Rules Edition and Translation: Rita Jesus, Hugo Marinho
Rules Revision: Costa

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