SELENIUM RESEARCH

The goal of Selenium Research is to collect samples from the Moon surface and use them to perform various scientific experiments.

COMPONENTS

- **1** SELENIUM RESEARCH CORPORATION BOARD
- **36** SELENIUM RESEARCH EXPERIMENT TILES (12 FOR EACH ROUND)
- **45** SAMPLE TOKENS (15 OF EACH TYPE)
- **9** SELENIUM RESEARCH PROJECT CARDS
- **6** SELENIUM RESEARCH CORPORATION TOKENS
- **2** SELENIUM RESEARCH STORAGE BOXES
- **1** SELENIUM RESEARCH REFERENCE CARD (SOLO MODE)
- THIS CORPORATION SHEET

SETUP

❶ Place all the sample tokens next to the main board.
❷ Sort the Experiment tiles by round and shuffle them separately. Take the Round 1 Experiment tiles and place them face down on the Selenium Research board. Reveal 3 of them.
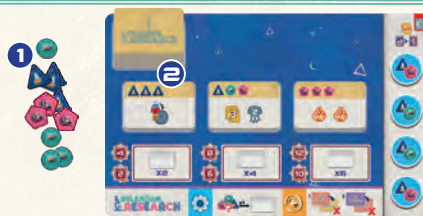
CORPORATION TOKEN

Gain the samples indicated on the Corporation token you activate. Samples are not limited: if you run out of samples, use a replacement of your choosing.

CORPORATION ACTION

Choose a visible experiment tile: spend the indicated samples, take the tile and gain its benefits. **At the end of your turn**, refill the experiment area of the Selenium Research board.

EXAMPLE:

Fabio performs a Selenium Research corporation action:
he chooses an experiment he can run and spends the indicated samples.
He takes the experiment tile and resolves its effect: he gains an astronaut from the Lunar Gateway and places it on an available astronaut slot from his base. At the end of his turn, he will refill the Selenium Research board by placing a new Experiment tile face up on the empty slot.
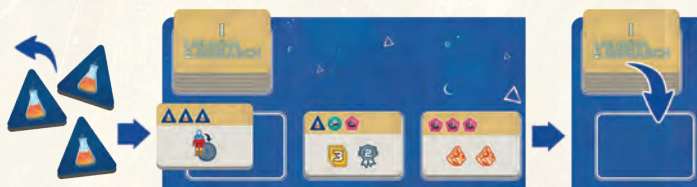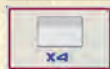
MAINTENANCE PHASE

Remove from the game the remaining Experiment tiles from the current round. Then, take the Experiment tiles from the next round and place them face down on the Selenium Research board. Reveal 3 of them.
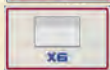
GOALS
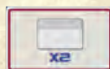
RUN 2 EXPERIMENTS (4/2 VP). THE 2 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.
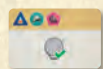
RUN 4 EXPERIMENTS (8/6 VP). THE 6 VP SLOT CANNOT BE CLAIMED IN 2 & 3-PLAYER GAMES.

RUN 6 EXPERIMENTS (12/10 VP). THE 10 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.

EXPERIMENTS

=== ROUND 1 ===

Build a Dome for free (the sector must be powered, as usual).

Gain an astronaut from the Lunar Gateway.

Gain ▲. Income: Gain 1 Rare Earth.

Gain ●. Income: Gain 3 Credits.

Gain ⬠. Income: Gain 1 Titanium.

ROUND 2

Build a Workshop for free (the sector must be powered, as usual).

Build a Solar Panel (produce Energy and gain Reputation, if any) and a Dome for free. If the Energy marker is on one of the last 2 spaces of the Energy track, you cannot run this experiment since players cannot build Solar Panels.

Build a Solar Panel for free (produce Energy and gain Reputation, if any), gain a green sample and 2 VP. If the Energy marker is on one of the last 2 spaces of the Energy track, you cannot run this experiment since players cannot build Solar Panels.

Gain an astronaut from the Lunar Gateway and a blue sample.

ROUND 3

Fund any Project card for free: do not spend Credits and do not consume Energy.

Build a Laboratory for free (the sector must be powered, as usual). Resolve the immediate ability of your built Laboratories, as usual.

Endgame: Gain 2 VP for each experiment you ran with a 🔴 in its cost.

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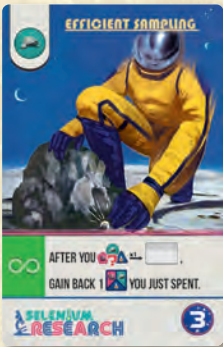**Endgame:** Gain 2 VP for each project you funded.

Endgame: Gain 4 VP per serie of **TECHNICIAN** + **ENGINEER** + **SCIENTIST** in your base.

Endgame: For each 2 size of structures you built, score 1 VP.

PROJECTS

EFFICIENT SAMPLING

Immediately: Gain 1 🟢.
Ongoing: After you run an experiment, gain back one sample you just spent.

NANOTECHNOLOGIES

Immediately: Build a structure (pay its cost).
Ongoing: When you build a structure, you may spend any 🟢 instead of the same amount of Titanium and/or Rare Earth.

RESEARCH GRANTS

Immediately: Gain 1 🔺
Ongoing: When you fund a project, spend 1 Credit less for each 🔺 you own.

SAMPLE REPLICATOR

Corporation action (once per round): Gain 1 sample of each type you already own.

VISITING SCIENTISTS

Corporation action (once per round): Spend 3 Credits to gain an astronaut from the Lunar Gateway and to gain 2 Reputation.

ADVANCED RESEARCH

Immediately: Gain 1 sample of each type.
End game: Gain 1 VP for each of your experiments.

ENERGY SAVINGS

Ongoing: Gain 1 🔴
Ongoing: When you fund a project, you may spend 1 🔴 to produce 1 Energy and to gain 2 VP.

COLLABORATIVE RESEARCH

Immediately: Gain 2 samples of your choice.
Ongoing: When you fund a project from another Corporation, gain 1 sample of your choice.

POLYMATHS

Immediately: Gain an astronaut from the Lunar Gateway.
Ongoing: You may consider your **SCIENTISTS** any other type of astronaut in your structures.