

# SPACE ROBOTICS

Space Robotics is the largest provider of Robots, which can be very versatile and perform various tasks, like working in Factories or being used for Space Robotics projects.

COMPLEXITY **CCCC**

## COMPONENTS

- 1 SPACE ROBOTICS CORPORATION BOARD
- 18 ROBOT TOKENS
- 9 SPACE ROBOTICS PROJECT CARDS
- 18 FACTORY TILES (6 OF EACH LEVEL)
- 5 SPACE ROBOTICS CORPORATION TOKENS
- 1 SPACE ROBOTICS STORAGE BOX
- 1 SPACE ROBOTICS REFERENCE CARD (SOLO MODE)
- THIS CORPORATION SHEET

## SETUP

- 1 Place the Robot tokens next to the main board.
- 2 In a 3-player or a 4-player game, sort the 18 Factory tiles by type and place them 2 of them on the 9 corresponding slots of the Space Robotics board. In a 2-player game, return 1 Factory tile of each type to the box, then place the remaining ones on the 9 corresponding slots of the Space Robotics board.



## CORPORATION TOKEN

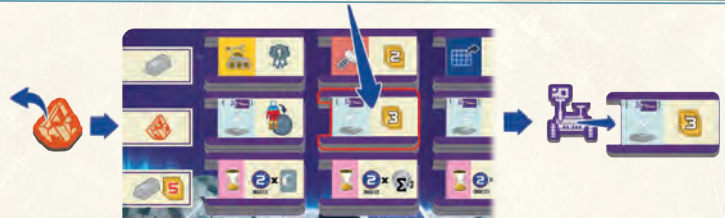
Gain 1 robot. Robots are not limited: if you run out of robots, use a replacement of your choosing.

## CORPORATION ACTION

Spend the indicated resources (Level 1 = 1 Titanium, Level 2 = 1 Rare Earth, Level 3 = 1 Titanium + 5 Credits) to acquire the corresponding Factory tile. You cannot own twice the same Factory tile. Then, you may connect the newly acquired factory with an available robot from your supply. If you do so, trigger its immediate ability (Level 2 factories only). You may connect a robot with a factory anytime during your turn, however the immediate ability from a Level 2 Factory can be triggered only when you acquire it.

### EXAMPLE:

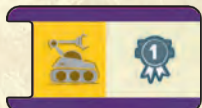
**Fabio** performs the Space Robotics corporation action and spends 1 Rare Earth to acquire a Level 2 Factory. Since he has a Robot, he may immediately connect it to this Factory to gain 3 Credits. He decides to do so. Then, at the end of each round, this connected Factory will earn him 3 more Credits.



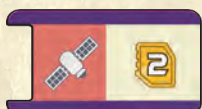
### LEVEL 1 FACTORIES



**Ongoing:** When you build a Solar Panel, gain 2 Credits.



**Ongoing:** When you build a structure, gain 1 Reputation.

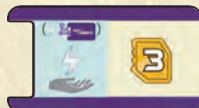


**Ongoing:** When you perform the Visit the Lunar Gateway action, gain 2 Credits.

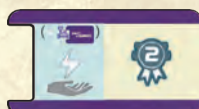
### LEVEL 2 FACTORIES



**Immediate + Income:** gain an astronaut from the Lunar Gateway.

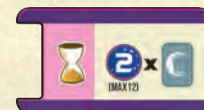


**Immediate + Income:** gain 3 Credits.

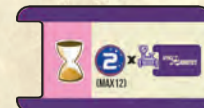


**Immediate + Income:** gain 2 Reputation.

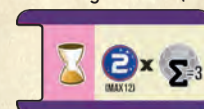
### LEVEL 3 FACTORIES



**Endgame:** Gain 2 VP for each project you funded (max. 12 VP).



**Endgame:** Gain 2 VP for each of your connected factories, including this one (max. 12 VP).



**Endgame:** For each 3 size of structures you built, score 2 VP (max. 12 VP).

## GOALS



CONNECT 2 FACTORY TILES TO A ROBOT (4/2 VP). THE 2 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.



CONNECT 3 FACTORY TILES TO A ROBOT (8/6 VP). THE 6 VP SLOT CANNOT BE CLAIMED IN 2 & 3-PLAYER GAMES.



CONNECT 4 FACTORY TILES TO A ROBOT (12/10 VP). THE 10 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.

## PROJECTS



### CONSTRUCTION BOTS 1

**Corporation action:**  
Spend 1 robot to build a Dome (pay its cost).



### CONSTRUCTION BOTS 2

**Immediately:** Gain 1 Titanium.  
**Corporation action:**  
Spend 1 robot to build a Workshop (pay its cost).



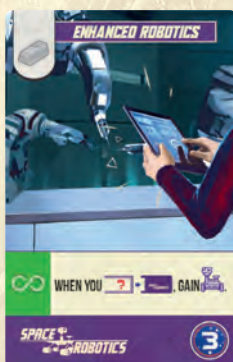
### CONSTRUCTION BOTS 3

**Immediately:** Gain 1 Rare Earth.  
**Corporation action:**  
Spend 1 robot to build a Laboratory (pay its cost).



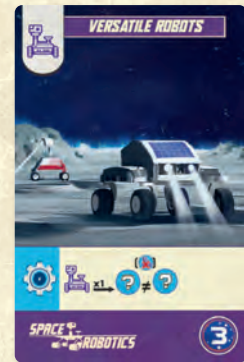
### AUTOMATED LABS

**Immediately:** Gain 1 robot.  
**Corporation action:**  
Spend 1 robot to fund a project (pay its cost).



### ENHANCED ROBOTICS

**Immediately:** Gain 1 Titanium.  
**Ongoing:**  
When you acquire a Factory tile, gain a robot.



### VERSATILE ROBOTS

**Immediately:** Gain 1 robot.  
**Corporation action:**  
Spend 1 robot to activate 2 different Corporation tokens, except the Space Robotics one.



### ROBOTIC CONGLOMERATE

**Immediately:** Gain 1 robot.  
**Ongoing:** When you gain a robot, gain 1 Reputation.



### ROBOT FACTORY

**Corporation action (once per round):**  
Spend 1 Energy and 1 Titanium to gain 3 robots.



### ROBOT POWER-UP

**Immediately:** Gain 1 robot.  
**Ongoing:** When you fund a project, you may produce 1 Energy for each robot you have.