THE ARTEMIS PROJECT AT A GLANCE

PLACEMENT PHASE (Place 1 die at a time clockwise from Start player.)

1 Basecamp: Place beside an Expedition above existing dice; pay to send colonist(s) along.
2 Vents: Place to the right of lower or equal dice.
3 Quarry: Place to the right of lower or equal dice.
4 Gantry: Place on empty building or overbid lower dice.
5 Doorstep: Place to the right of lower or equal dice.
6 Academy: Place along with colonist you wish to train.
! Outfitter: Place and gain Toolkit(s) immediately.

RESOLUTION PHASE (Resolve regions in order + Event at 🔴)

1 Basecamp: For each successful Expedition, 1st & 2nd get badges and rewards.
2 Vents: From left to right, claim Energy based on dice values.
3 Quarry: From left to right, claim Minerals based on dice values.
4 Gantry: Highest bid per building pays bid in Minerals and claims building.
5 Doorstep: From left to right, pay 2 Energy to claim colonists.
6 Academy: Train placed colonist into new one from supply based on die value.
! Outfitter: Do nothing.

UPKEEP PHASE

1. You may perform one Colonist move/swap.
2. Activate your **fully staffed** Ocean buildings.
3. Pay 1 Energy per colonist in your Shelters.
4. Refresh the game board.

   1 Basecamp: Clear Expeditions, add 1 Expedition per player -1.
   2 Vents: Clear Energy, add Energy shown on Expeditions +2.
   3 Quarry: Clear Minerals, add Minerals shown on Expeditions +2.
   4 Gantry: Add 1 building per player from correct stack. (max 8.)
   5 Doorstep: Add random colonists; 1 per player +2. (max 12.)
   🔴 Reveal a new Event and place the Event marker.

5. Player with fewest resources chooses starting player.

FINAL SCORING

1 1 × 5 (MAX. 3) | 1 × 5 (MAX. 3)

2 FULLY STAFFED ?

3

🚩	0-2	3	4	5	6	7+
🛡	0	1	2	3	5	8

4 EACH SET 🚩 ⚙ 🎖 👁 → 3

5 LEFT OVER 👤👤👤 → 1

6

🔵	0-1	2-4	5-7	8+
🛡	-3	0	3	5

7 MOST 📦 → 2

EXPEDITION REWARD INDEX

🔷 3	Gain 3 Minerals .
🟨 5	Gain 5 Energy.
📦 4	Gain 4 Toolkits.
🛡 2	Gain 2 VP.
🟨3 / 🔷3	Gain 3 Energy or 3 Minerals.

🏗 Gain the building from the card, which was drawn from the appropriate stack and placed on the card when the Expedition was revealed.

Colonists from your Shelters may immediately move into the new building if there is room.

👤 Gain the colonist from the card, which was randomly drawn and placed on the card when the Expedition was revealed.

👤 Train 1 colonist: discard any colonist from anywhere in your colony and gain 1 of the colonists remaining in the Academy. The new colonist may go into your Shelters or a building where there is room.

1 × 🎖 Gain 1 VP for each Marine in your entire colony.

1 × 👁 Gain 1 VP for each Steward in your entire colony.

🪐 Gain 1 on the Relief Track.

🏅 Gain 1 Expedition badge. This is in addition to the usual badge gained for success.

BUILDING APPENDIX

OCEAN BUILDINGS
(ROUNDS 1-3)

ASSAULT POD
Special timing. Your fully staffed Assault Pod activates **before** all other buildings activate in the "activate fully staffed buildings" step of Upkeep. (*If more than one player own an Assault Pod, they activate in turn order from the current start player clockwise.*) Choose one opponent. That opponent must lose 3 Minerals (*to the supply*), and you gain 2 Energy from the supply.

CRYSTAL FOUNDRY
Gain 1 Mineral from the supply, plus 1 Mineral for each Engineer staffing your Crystal Foundry.

DRONE DOCKS
Gain 1 Energy and 1 Mineral from the supply.

EXPEDITION HUB
Special timing. Colonists here may be sent on Expeditions as if they were in the Shelters, with no resource fee to do so. The Expedition Hub **does not need to be fully staffed** to be used. After an Expedition's resolution, you may return your Colonists from there to the Expedition Hub if there is room, even if they did not come from it; otherwise they must go to your Shelters.

GEOTHERM DECK
Gain 2 Energy or 2 Minerals from the supply.

MANUFACTORY
Gain 2 Toolkits from the supply.

POCKET OPERATIONS
Spend 2 Minerals to gain 1 VP.

SCOUTPOST
Special timing. If your Scoutpost is fully staffed when you are placing a die in the Vents or Quarry, immediately gain 1 Energy or 1 Mineral from that location, respectively.

SENSOR STATION
Spend 2 Energy to gain 1 VP.

SHUTTLE BAY
Special timing. If your Shuttle Bay is fully staffed **at the start of Upkeep**, you are entitled to add up to 2 move/swaps to your move/swap step this round, even if you move the Engineer out of the Shuttle Bay in the process.

SURFACE CONDUIT
Gain 1 random colonist from the shakeship. It may be placed directly into a building that has room, otherwise it must go into your Shelters. If placement in a building results in the building becoming fully staffed, that building **is** eligible to activate this round.

SYNTHETICS COMPLEX
Discard 1-3 Energy and gain the same amount of Minerals from the supply, or vice versa.

VOLCANIC EXTRACTOR
Gain 1 Energy from the supply, plus 1 Energy for each Engineer staffing your Volcanic Extractor.

SURFACE BUILDINGS
(ROUNDS 4-6)

ARMORIST
Gain 1 VP, plus 1 more VP (up to a maximum of 3 more VP) for every 2 Toolkits you hold.

BATTERY BANKS
Gain 1 VP, plus 1 more VP for every 5 Energy you hold, up to a maximum of 3 more VP. This is **in addition to** the normal VP gained for saved Energy at game end.

BIO-DROME
Gain 4 VP.

COLONIAL EMBASSY
Gain 4 VP.

COMMAND CITADEL
Gain 1 VP, plus 1 more VP for each Marine/Steward pair in your entire colony, regardless of whether they are in buildings or Shelters.

EXPLORER'S LEAGUE
Gain 1 VP, plus 1 VP for every 2 Pioneers in your entire colony, regardless of whether they are in buildings or Shelters.

MINERAL JUMPDOCK
Gain 1 VP, plus 1 more VP for every 5 Minerals you hold, up to a maximum of 3 more VP. This is **in addition to** the normal VP gained for saved Minerals at game end.

SCION TOWER
Gain 1 VP, plus 1 VP if your Scion Tower is staffed by a Steward.

SENTRY PYLON
Gain 1 VP, plus 1 VP if your Sentry Pylon is staffed by a Marine.

SNOWCAT GARAGE
Gain 2 VP. Also: **Special timing.** If your Snowcat Garage is fully staffed at the beginning of Final Scoring, **before you score anything else** you may spend Toolkits to make extra move/swaps at a rate of one per Toolkit spent. Moving any staff out of the Snowcat Garage means that you can no longer do this. (*If more than one player own a Snowcat Garage, they activate in turn order from the current start player clockwise.*)

STRONGPOINT
Gain 4 VP.

THRESHOLD FOOTPRINT
Gain 1 VP, plus 1 VP for every 2 Engineers in your entire colony, regardless of whether they are in buildings or Shelters.

WARMITORY
If all three colonists in your Warmitory are **identical**, gain 3VP.