LUNARIS 45

OFFICIAL SOLO RULEBOOK

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"The year is 2023 and the world is buzzing with excitement as a groundbreaking new project is announced. A leading corporation in space exploration has unveiled its plans to build a lunar complex unlike any other. The name of this project is LUNARIS 45, and its goal is to create a fully operational lunar colony that will be run entirely by artificial Intelligence. In this variant you're on your own..."

Solo Variant Rules: A beat your own score variant for Lunaris 45.

All normal rules apply apart from these:

Setup: just like a 2-player game. Including 1 die in the Network Communications System.

Start round: roll X opponent dice and place them on the Network Communications System (X=equal to the number of squares of the card discarded in the special action phase.

Main Action Phase: If you aren't able to solve any problem on the main action phase, gain 2k.

Unique Problems: you can never have more than 2 unique problems on your board.

Bonus Action Phase: If 4 or more problems are solved on the right side of the board, validate action is mandatory.

Special action phase: Remove a card from the most left pile of the common problems. Pay the interest as normal if applicable.

End game: is triggered in the round that a player solves the last common card or the card is removed with the special action. If there are still problems solved to be validated then apply the normal last validation at a rate of 0.5.

Scoring: Tally your final score and compare it to the following table.

0k – 24k	Catastrophic Failure
25k – 49k	AI took over control
50k – 74k	More or Less Human
75k – 99k	Project Successful
100k or more	Flawless AI

Campaign Mode

Components: 6 Campaign Cards

Setup:

Display the 6 campaign cards by numbers 1 -3 on top, 4-6 down.

<u>Choose a difficulty:</u>

Easy – Score at least 35k and achieve a goal

Normal – Score at least 50k and achieve a goal

Hard – Score at least 65k and achieve a goal

Rules:

You'll play a normal solo game, try to beat your minimum score depending on the difficulty and try to achieve at least one of the goals face-up.

If you are able to do so, you turn the goal card you achieved face down, the first part of the AI System is now built.

You Win: if you are able to turn all 6 campaign cards face down.

You Lose: if you aren't able to achieve at least one goal and\or beat the minimum score.

Player Aid:

1	You need to solve 2 problems in the same turn at least 3 times. (mark on the card with a unused cube from other colour)
2	You can only buy 2 assets at most in the entire game.
3	You need to solve at least 3 level 5 problems.
4	You need to score at least 15 points more than your minimum score required.
5	Avoid to pay any interest tax.
6	You need to buy at least 6 assets.

Scenario Mode

Components: 6 Scenario Cards

Setup: choose\randomize a scenario and apply the setup\rule changes. You can choose a difficulty like in the campaign, or simply try to achieve your best score and compare it to the solo table.