

SCENARIO MODE

Use the solo rules, but apply the changes for each scenario, score as usual.

SCENARIO 1

Start with a Lv5 card instead of a Lv1 card in the unique problems, this must be resolved before a Lv5 card is discarded in the special action.

SCENARIO 2

Start with all computers asset cubes uncovered and placed on the conversion track. No more assets can be uncovered for the rest of the game.

SCENARIO 3

Start with a Lv3 and a Lv4 on the unique problems, they must be solved and no more unique problems can be added for the rest of the game.

SCENARIO 4

Start with all upgrade access asset cubes uncovered and placed on the conversion track. No more assets can be uncovered for the rest of the game.

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...



LUNARIS 45

RULEBOOK

A SOLO VARIANT DEVELOPED BY
PEDRO "ANDREPOR" CORREIA



1



10+



45'

SOLO VARIANT

A beat your own score variant for Lunaris 45.

All normal rules apply apart from these:

SETUP

Just like a 2-player game.

Including one die in the Network Communications System.

START ROUND

Roll X die and place them on the Network Communications System (X=equal to the number of squares of the card discarded in the special action phase).

UNIQUE PROBLEMS

You can never have more than 2 unique problems on your board.

SPECIAL ACTION PHASE

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

END GAME

The 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:

- 0 - 24 > Catastrophic Failure
- 25 - 49 > AI took over control
- 50 - 74 > More or Less Human
- 75 - 99 > Project successful
- 100 or more > Flawless AI

CAMPAIGN VARIANT RULES

Try to complete these 4 goals, one at a time in any order, in 4 solo sessions.

GOALS

- Score at least 50 points and validate 3 Lv5 cards;
- Score at least 50 points and at most uncover 2 assets;
- Score at least 50 points and make at least 3 rounds solving 2 problems;
- Score at least 75 points.

WIN

Complete the 4 unique goals.

LOSS

Can't complete one of the goals.