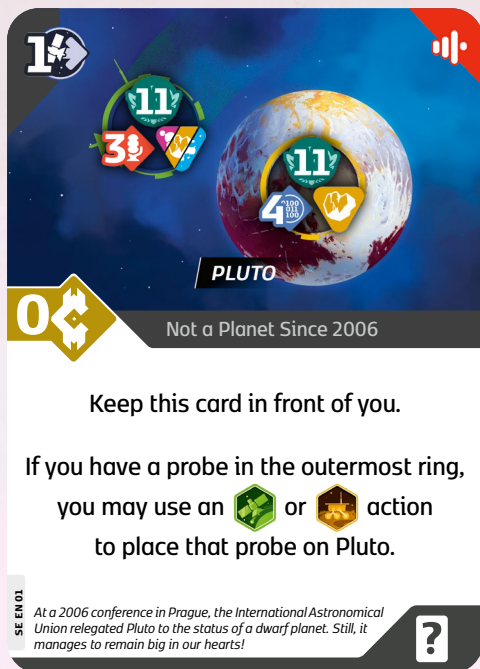


PROMO CARDS

1



NOT A PLANET SINCE 2006

Pluto was discovered in 1930 by Clyde W. Tombaugh and was immediately hailed as the ninth planet. Although it was downgraded to a dwarf planet in 2006, it remains a giant in our hearts, having been a part of our entire school lives.



When you play this card, keep it in front of you. It will serve as a reminder of its effect, and its illustration will be used for placing orbiters and landers.

Pluto doesn't have a dedicated space on the Solar system board, so you can't visit it with your probe to gain publicity, etc. However, if you have a probe on any space in the outermost ring, you can perform an Orbit or Land action to turn that probe into an orbiter or lander at Pluto. Move the probe from the Solar System board to the respective space on this card's illustration. Pluto has space for only 1 orbiter and 1 lander, and only you can Orbit or Land there. The Orbit action costs 1 credit and 1 energy, while the Land action costs 3 energy (or 2 energy if you already have an orbiter at Pluto). Landing costs can be reduced with the appropriate orange tech.

Don't be misled by the card's name — Pluto still counts as a planet for other game effects. An orbiter and a lander on Pluto count toward the gold end-game scoring tile that awards points for pairs of sector wins and orbiters/landers. They also qualify for missions requiring an orbiter or a lander.

Cards *#15 Atmospheric Entry* and *#84 Sample Return* can remove an orbiter/lander from Pluto, allowing you to orbit or land on Pluto a second time. Card *#16 Dragonfly* also allows you to land on Pluto a second time.

CREDITS:

Game Design: Tomáš Holek | **Art:** Ondřej Hrdina, Jakub Politzer, Jiří Kůs, Jiří Mikovec, Petr Štich, Josef Surý, Michaela Lovecká, Jakub Lang, Petra Ramešová, Oto Kandra, František Sedláček
www.czechgames.com/en/seti

