

Scanner Piece Placement

Legal

Place upside down (rotate, flip, etc.)



Place it in a space with nothing next to it



Place a color that is adjacent to a different mission piece color



※ This will fail the mission, but is considered to be a legal placement

Not Legal

Place beyond the grid



Place overlapping pieces



Place it adjacent to a scanner piece of the same color



Scanner Piece Placement

Legal

Place upside down (rotate, flip, etc.)



Place it in a space with nothing next to it



Place a color that is adjacent to a different mission piece color



※ This will fail the mission, but is considered to be a legal placement

Not Legal

Place beyond the grid



Place overlapping pieces

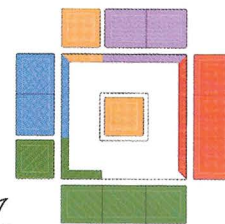


Place it adjacent to a scanner piece of the same color



Scan Completion Conditions

1. All sides of the mission piece must be surrounded by the scanner pieces
2. The colored side must be surrounded by scanner pieces of the same color



It is ok to not have corners surrounded

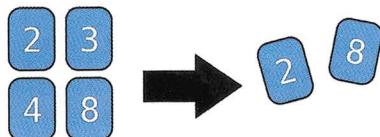
Using Skills

You can perform one skill per trick and you do so by flipping a skill token over to the used side

Double Scan



If all played scanner cards are of the same color, you can activate Double Scan. The scanner card with the lowest number can be used to place a scanner piece along with the highest number.



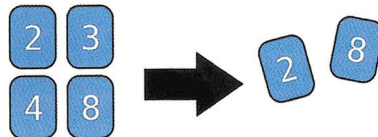
Using Skills

You can perform one skill per trick and you do so by flipping a skill token over to the used side

Double Scan

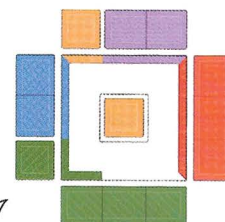


If all played scanner cards are of the same color, you can activate Double Scan. The scanner card with the lowest number can be used to place a scanner piece along with the highest number.



Scan Completion Conditions

1. All sides of the mission piece must be surrounded by the scanner pieces
2. The colored side must be surrounded by scanner pieces of the same color



It is ok to not have corners surrounded

Wild Color



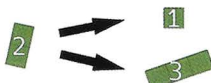
You can change the scanner piece to a different color with the same value



Shift Change



You can increase or decrease the value on the scanner piece by 1



Wild Color



You can change the scanner piece to a different color with the same value



Shift Change



You can increase or decrease the value on the scanner piece by 1

