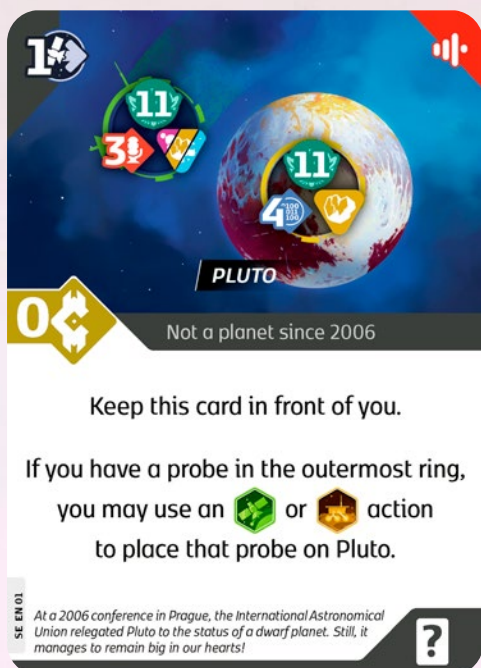


SET

Search for Extraterrestrial Intelligence

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 relevant 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: Jakub Politzer

www.czechgames.com/en/seti



PROMO CARDS

2



GATEWAY TO MARS

Long seen as a distant dream, Mars now feels closer than ever. From reusable rockets to experimental habitats, each launch from the Starbase brings humanity one step nearer to setting foot on the red planet – and calling it home.



This card's triggerable mission can be marked in either of two ways:

- Orbiting or landing at Mars (or at Phobos, Deimos).
- Playing a card with a "Mars" mentioned in its flavor text.

"Playing a card" means that you need to play it as a main action. Discarding it for its free action corner effect or for marking a signal doesn't apply. Nor does tucking it for income.

The following base game cards mention "Mars" in their flavor text:

- **#13 Perseverance Rover**
- **#14 Mars Science Laboratory**
- **#22 Mars Flyby**
- **#34 Mars Exploration Program**
- **#76 NASA Research Center**
- **#84 Sample Return**
- **#85 Starship**
- **#119 PIXL**
- **#ET.4 Martian Quarantine Lab**

From the Space Agencies expansion:

- **#31 Ingenuity Helicopter**

Cards **#13 Perseverance Rover**, **#ET.4 Martian Quarantine Lab** and **#31 Ingenuity Helicopter** allow you to perform a land action and they have "Mars" in their flavor text. If you use that land action to land at Mars (or its moons), you can mark both spaces on the *Gateway to Mars* mission.

CREDITS:

Game Design: Tomáš Holek

Art: Jiří Kůs

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PROMO CARDS

3



SPACE AGENCIES

Exploration has never been a one-agency job. Governments, private companies, and visionary collectives all chase the same signal in the stars – proof that curiosity is our most universal language.



After playing the card, launch a probe and gain a signal token. Plus, you gain a small advantage in your next game when you play with organizations. So obviously, you will need to play with the Space Agencies expansion. Normally you are dealt 3 quick start cards at random and you choose 2. Thanks to this card's effect you are dealt one extra card, but you still choose only 2.

This is an unusual effect because it transfers to the next game. You need to remember that you played this card previously. Not everyone may like these kinds of effects so be prepared that the other players may have some objections (especially if they were not part of that last game). But remember that it is in fact only a very small advantage, and that the main purpose of this card was to remind you of your last game and have some fun. Don't take it too seriously and let people enjoy their small reward.

CREDITS:

Game Design: Tomáš Holek

Art: Ondřej Hrdina

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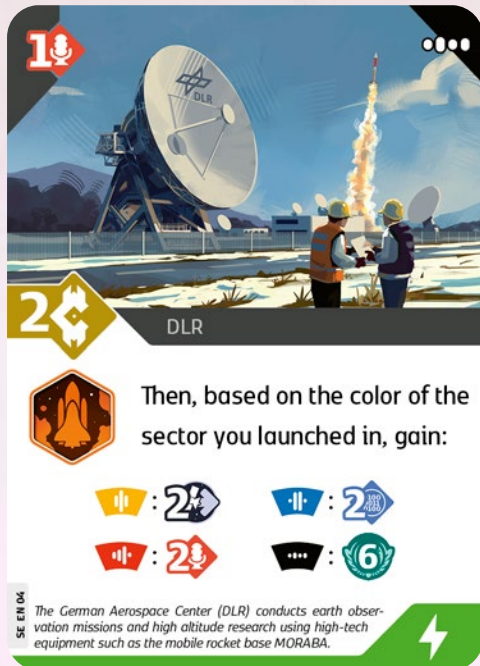


SET

Search for Extraterrestrial Intelligence

PROMO CARDS

4



DLR

Founded in 1969, the German Aerospace Center (*Deutsches Zentrum für Luft- und Raumfahrt*) has been behind some of Europe's biggest space moments – from the Rosetta comet mission to the Mars Express camera. DLR continues to prove that precision engineering and imagination make a powerful launch combination.

The card gives you a launch action. Then, based on which sector you launched in (meaning which one was aligned with Earth), you gain an additional effect. If it was a yellow sector (Kepler 22 or 61 Virginis), gain 2 moves. If it was a blue sector (Procyon or Sirius A), gain 2 data. If it was a red sector (Barnard's Star or Proxima Centauri), gain 2 publicity. And if it was a black sector (Vega or Beta Pictoris), gain 6 points.



BGG ENTRY

CREDITS:

Game Design: Tomáš Holek

Art: Jiří Mikovec

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