

Federation Alliance

MISSION CONTRACTS

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Explorers: please select a mission before boarding your Alcubierre-powered ship. Read the briefing and pay attention to any special instructions or caveats. Failure to follow written guidance may lead to termination.

Please log any successful missions or contingencies in the **Explorer Records**. Completing these goals awards you with Federation Credits and bonuses to be put towards future missions. There is no space to record failure; you will have to internalize your shame.

Explorations without an explicit FA mission will not be funded by the Federation. However, if you are willing to fund out-of-pocket, please experiment with your own extra-planetary goals.



MISSION 00 TUTORIAL

Welcome to the Far Away – Low-Investment Training Experience (FA-LITE). We have designed a simplified simulation of real FA missions so you can navigate the challenges of interstellar exploration without personal risk. We are certain you will be ready for a real mission whether or not you succeed at this tutorial. There is no need to rerun the expensive simulation.

Your mission is to build 3 Scout Towers on the planet's surface. The [0.1] Mission CARD gives no particular building location for the first tower, but subsequent Mission Cards will. Pay attention to the revealed instructions as you build the Scout Towers.

ADDITIONAL COMPONENTS

- › 3 Mission CARDS
- › 3 Building CARDS

MISSION SETUP

- › Add 3 Scout Tower Building CARDS to the “Unlocked” section of the Mission Tablet.

CHANGES FROM STANDARD FA MISSIONS

- › You do not need to fix the Crash Site to complete the mission.
- › Simplify the CARD Board by removing or ignoring the Fuel Well, Xenobiology Lab, Computing Core, and all the Gear CARDS.
- › Simplify the planet by removing the Desert [☼] and Tundra [☁] biome HEXes. This also allows you to ignore Fuel [■] and ORBs [●].
- › You may relax the communication rules, since you are both in the simulation room. Be aware of when you are strategizing despite being away from each other.



MISSION 01 OUTPOST

The Federation Alliance expands throughout the known universe by pushing the boundaries of what is known. Thanks to deep-space telemetry, we can safely discover new, habitable worlds. However, the galactic law requires us to establish a physical presence on a planet before claiming ownership.

You and your partner are traveling to a recently analyzed world. There, you must establish a frontier outpost from which we can safely and legally expand. This outpost consists of a landing pad and several buildings which form a self-sustaining facility, able to remain intact until future missions. We also need you to return home after building the facility. Without eye-witness testimony, it is challenging to prove first contact.

Follow the mission transmissions and construct the base facilities in the standard order. While your priority is to build the outpost, you are encouraged to make the most of the trip through various contingencies. The Federation is in constant need of resources, research data, and willing explorers. Anything helping those goals will be remembered and compensated at a fair market rate.

ADDITIONAL COMPONENTS

- › 13 Mission CARDS
- › 6 Building CARDS

MISSION SETUP

- › Add the Landing Pad Building CARD to the “Unlocked” section of the Mission Tablet.



MISSION 02 CURE

A virus is sweeping through Federation colonies. Numerous missions are delayed due to incapacitated explorers. We are trusting you and your partner with a mission to research and develop a vaccine for this sickness. You should be safe from illness on this endeavor; we recently changed the air filters in your ship.

We have identified a world with a special fungus species capable of accelerating viral lifecycles. By combining this special mushroom with viral samples, we should be able to quickly engineer a vaccine.

You will construct a medical research center, synthesize vaccine trials, test them, and return the finished product home. We understand neither of you are trained in virology, immunology, or basic pandemic management. We trust the automated medical systems, and your raw enthusiasm to live, will afford you success.

ADDITIONAL COMPONENTS

- › 18 Mission CARDS
- › 1 Anomaly CARD
- › 1 Building CARD
- › 2 Gear CARDS
- › 3 Injury CARDS
- › 6 Resource CUBEs (Mushrooms [♣])

MISSION SETUP

- › Add the Medical Facility Building CARD to the “Unlocked” section of the Mission Tablet.
- › Shuffle the Mushroom Field Anomaly CARD into the top 6 CARDS of the Anomaly CARD deck.



MISSION 03 PRESERVE

Galactic tourism is on the rise. The latest trend in hyper-wealthy lifestyle circles is holo-drone travel. These Alcubierre-equipped drones have been appearing at the fringes of Federation space, interfering with sensitive missions. The Far Away charter is one of discovering the universe, not entertaining the elite. However, the budget conflicts with the charter. You will be establishing a wildlife preserve on a Federation world that is publicly accessible through admission fees.

You and your partner will setup the animal facilities on a newly discovered world, ensuring maximum animal exoticness. The first step is to create a station capable of receiving and refueling interstellar drones. From there, you will setup enclosures to house the native creatures in conveniently viewable habitats. Finally, you must automate the facility, so no harm comes to the guests or attractions after you leave.

We encourage you to go above and beyond when designing this facility. Seek out positive public relations opportunities. Recognition here will garner us the public and private support we need to continue funding missions of actual scientific importance.

ADDITIONAL COMPONENTS

- › 16 Mission CARDS
- › 10 Building CARDS
- › 1 Gear CARD
- › 2 Drone TOKENS

MISSION SETUP

- › Add the Way Station Building CARD to the “Unlocked” section of the Mission Tablet.



MISSION 04 LEGAL

Emergency action is needed. The situation is code-ZETA, so do not disclose mission details to anyone, even upon mission completion.

It has come to our attention that a recently explored planet is technically owned by a private corporation. We need you to travel there and remove any evidence the Federation ever visited. This includes both structural fabrications and HEX beacons.

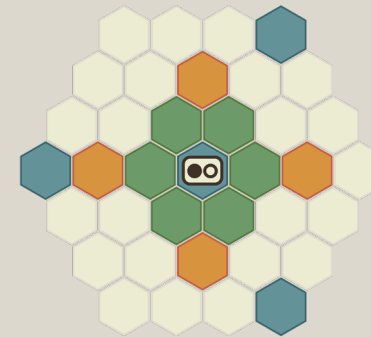
Despite the urgency, we cannot afford to deviate from usual protocol and provide your mission a more durable ship. You will still need to collect CUBEs of bioplastic, mineral, and fuel to fix your ship and leave. Please remember this requirement; failure to do so will result in a completely expected hardship.

Be alert. Corporate drones are on the planet, searching for anomalies. We have provided their movement algorithms so you can make intelligent choices. If the drones detect you, we will resort to drastic measures. The Federation Alliance wishes to continue working with you. We do not want to resort to a public defamation campaign that defines you as rogue agents acting in defiance of the Federation.

ADDITIONAL COMPONENTS

- › 13 Mission CARDS
- › 1 Anomaly CARD
- › 1 Building CARD
- › 3 Gear CARDS
- › 4 Drone TOKENS

MISSION SETUP



- EXPLORED HEX
- STANDARD CRASH ZONE
- FEDERATION BUILDINGS
- CORPORATE DRONES

FEDERATION BUILDINGS

- › Xenobiology Lab
- › Computing Core
- › Fuel Well

LANDMARKS

- › 2 Plant Groves
- › 1 Bioplastic Bog
- › 1 Mineral Vein
- › 1 Fuel Deposit
- › 1 ORB Grotto
- › 8 Standard Anomalies

- › Setup the Crash Site and surrounding HEXes as normal.
- › Extend the map 2 HEXes in all directions, placing the HEXes biome-side up.
- › Place the specified Federation Buildings in the corners of the explored map, as shown (regardless of HEX biome).
- › Add the specified Landmark CARDS to the explored HEXes, unless the biome cannot be matched.
- › Add creatures to any Den Landmarks [⌠], as usual.
- › Place 2 Corporate Seeker Drone [⊕] TOKENS and 2 Corporate Patrol Drone [⊗] TOKENS at different locations 2 HEXes away from the Crash Site, as shown. The Corporate Drone Gear CARDS describe movement.
- › Shuffle the Data Center Anomaly CARD into the top 3 Anomaly CARDS of the Anomaly CARD deck.

ALTERNATIVELY: Perform this mission on any world with a previously successful mission, using that map.

ADDITIONAL ROUND STEPS

- › At the beginning of every ROUND, roll the Direction DIE. This determines which way the Corporate Patrol Drones move, allowing you to act accordingly.



MISSION 05 BATTERY

The energy demands of a galaxy-spanning federation are incomprehensibly large. This is why we are sending two explorers to permanently solve this problem. While we can manage everyday needs with Fuel CUBEs, we need something bigger and more spherical for the future.

A newly discovered planet is displaying extreme tectonic activity. The planet's surface moves rapidly and independently of the underlying mantle. Harnessing this geokinetic energy will help offset the Federation's energy deficit. Discovering how to replicate this planetary behavior will make us energy-independent and liberate the Federation from the metaphorical crosshairs of the private energy companies' metaphorical bounty hunters.

You will travel to this world and construct a drill to excavate both energy and knowledge from the mantle. The planet's surface will prove a dangerous challenge to the drill, and possibly to you. Be aware of the ever-changing landscape. Do not lose Federation equipment in a horrible abyss.

ADDITIONAL COMPONENTS

- › 15 Mission CARDS
- › 1 Creature CARD
- › 8 Building CARDS
- › 2 Gear CARDS
- › 2 Tectonic TOKENS
- › 6 Creature TOKENS

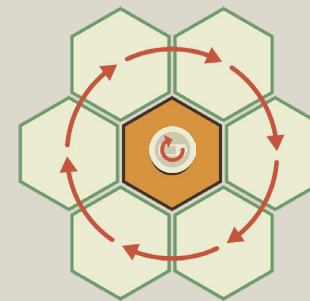
MISSION SETUP

- › Add the Geology Drill Building CARD and 3 Drill Anchor Building CARDS to the "Unlocked" section of the Mission Tablet.
- › Lay 7 HEXEs, face-down, next to each other, separate from the rest of the world. These represent the subplanet you will hopefully reach.

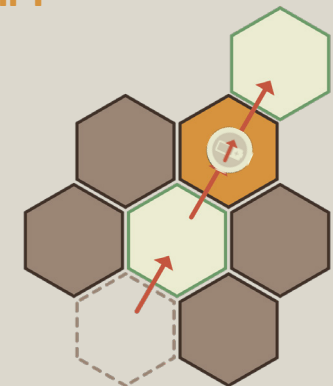
ADDITIONAL ROUND STEPS

- › After the Creature Spawn ROUND Phase, toss 2 Tectonic TOKENS at the planet.
 - › Toss and flip the TOKENs upward, as if you are flipping a coin.
 - › The HEX that a TOKEN lands on is the affected HEX.
 - › If the "Rotate" [🌀] side is up:
 - › Rotate all adjacent HEXEs around the affected HEX 1 space in the direction shown.
 - › If the "Shift" [↑] side is up:
 - › The arrow shows the direction of the line of HEXEs that will move. Push the affected HEX, along with all HEXEs in front of and behind, in that direction. All these HEXEs move 1 space.
 - › For both tectonic events, you may need to move the adjacent HEXEs out of the way temporarily.
 - › It is possible that gaps are created during tectonic events; requiring exploration to reconnect areas.
 - › If the TOKEN does not land on any HEX, try again.
 - › Resolve Tectonic TOKENs in the order of your choice.
 - › If something goes awry with the map, your mistake can be justified as a major earthquake.

ROTATE



SHIFT





MISSION 06 RECOVERY

Contact with a solo agent in deep space was lost earlier this morning. They were on a diplomatic mission, couriering an important document, FA Form #920, across the galaxy. Their CARES gave out. We can only assume the worst.

We need you and your partner to travel to the nearest planet and perform a recovery operation. The form must be returned to Federation space. It lacks the final signature needed for validation. Recovering the agent's body is deemed cost-prohibitive.

Be warned. Deep space sensor programs are failing. Expect computer and equipment issues due to unidentified interference. You will need to scan for the form manually with short-range detection tools. We hope you land on the correct side of the planet.

ADDITIONAL COMPONENTS

- › 16 Mission CARDS
- › 8 Anomaly CARDS
- › 2 Artifact CARDS
- › 2 Building CARDS
- › 3 Gear CARDS
- › 2 Injury CARDS

MISSION SETUP

- › Shuffle the Recovery Mission Anomaly CARDS (Dimension Gates) into the Anomaly CARD deck.
- › Add the 2 Form Finder Gear CARDS to the "Unlocked" section of the Mission Tablet.



MISSION 07 RELIC

A newly established Federation outpost has gone dark. Until recently, we received regular correspondence from their administrators. Now, silence. There were no indications of any problems. Worse yet, facility systems are still running. Transmissions are being broadcast to FA receivers, resulting in wasted cycles processing unnecessary data.

We need you and your partner to investigate this outpost. Search through the base and discover what became of the crew. If they are alive, please help them resume their duties at the outpost. If they are dead, please shut off the facility's power.

One last note: some of the later transmissions mentioned the discovery of a "relic". Federation project managers are unsure if that is relevant.

ADDITIONAL COMPONENTS

- › 24 Mission CARDS
- › 6 Anomaly CARDS
- › 1 Creature CARD
- › 4 Gear CARDS
- › 2 Injury CARDS
- › 4 Creature TOKENS

MISSION SETUP

- › Place the Mission CARDS labeled "Log File" on the Mission Tablet's "Contingency D" slot. The CARDS are sorted in numerical order and placed with the "Log File #" side up. These CARDS are flipped and read in-order when log file data is discovered during the mission.
- › Split the Anomaly CARD deck into two roughly equal piles. Shuffle the Relic Mission Anomaly CARDS (the FA Outpost Buildings and Relic) into one of the decks. Place the now-larger pile on top of the other pile and return the full deck to the CARD Board.
- › Place the Relic Mission Creature CARD, face-down, on top of the Wandering Creature [~] CARD deck (leaving any creatures discovered during setup on the ECO System).

MISSION 08 SPECIMEN

A Federation team recently discovered a species of great scientific interest, the Kuribozoa Nimis. This creature outputs spare solar energy and eats harmful pests. It also procreates at an exceptional speed when not on its homeworld. One of these traits must be useful to the Federation.

Thanks to the last team's harrowing journey home, we have obtained live samples. You and your partner will take two Kuribozoa to a new planet. There, you will determine how best this creature can serve the Federation economy. It could be a solution to galactic hunger, a new power source for the masses, an effective biocontrol, or expendable test subjects for cutting edge research. Be sure to preserve enough creatures to sustain a testing population upon your return. The Kuribozoa homeworld has been deemed too dangerous thanks to the last crew's lawsuit.

Galactic policy dictates we can no longer irreversibly harm a garden world's ecosystem. The Kuribozoa have an extremely high chance of crowding out any native species. Should the Kuribozoa grow to an unmanageable population, your mission will be deemed a failure. Hurry before your three Kuribozoa proliferate further.

MISSION COMPONENTS

- › 21 Mission CARDS
- › 1 Creature CARD
- › 2 Building CARDS
- › 3 Gear CARDS
- › 12 Creature TOKENS
- › 12 Spawn/Despawn TOKENS
- › 3 Cosmetic TOKENS

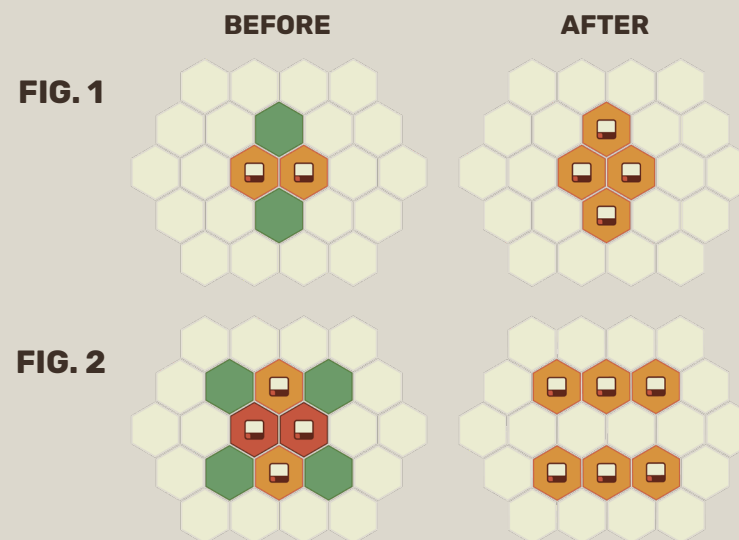
ADDITIONAL SETUP

- › Place the Kuribozoa Nimis Creature CARD face-up to the left of the ECO System.
- › Place 4 Kuribozoa Creature TOKENS in different HEXes adjacent to the Crash Site.

KURIBOZOA NIMIS NOTES

- › Kuribozoa are too passive to block explorer movement.
- › Kuribozoa act before all other creatures.
- › Kuribozoa have special spawn rules (see "**Kuribozoa Lifecycle**" diagram):
 - › Kuribozoa spawn and despawn after other creatures.
 - › Place a Spawn [⊕] TOKEN on any HEX with Kuribozoa in 2 or more adjacent HEXes that does not already have a Kuribozoa. This includes undiscovered HEX spaces.
 - › Place a Despawn [⊖] TOKEN on any Kuribozoa with other Kuribozoa in 3 or more adjacent HEXes.
 - › Remove any Kuribozoa with Despawn [⊖] TOKENS.
 - › Add Kuribozoa to any HEXes with Spawn [⊕] TOKENS.
 - › Remove the spawning TOKENS afterwards.
- › Consuming an ORB [●] prevents new Kuribozoa from spawning in the current HEX and all adjacent HEXes for the rest of the ROUND.

KURIBOZOA LIFECYCLE



EXPLORER RECORDS

	PATH	PAYOUT	FUTURE MISSION EFFECT	DURATION	COMPLETED?
01 - OUTPOST	MAIN	+20FC	The Xenobiology Lab and Computing Core gain the Landing Pad's "protect resources" passive effect. This is ignored by any creature that affects an explorer's cargo.	PERMANENT	
	A	+10FC	Start with the Xenobiology Lab constructed.	NEXT MISSION	
	B	+5FC	Unlock the MURDER Turret.	PERMANENT	
	C	-20FC	Unlock the Power Grid Converter, Analytics Lab, and Perimeter Shield.	PERMANENT	
02 - CURE	MAIN	+30FC	Unlock the Medical Facility.	PERMANENT	
	A	0FC	At the start of the next mission, pick the most difficult combination of creatures and place them in the ECO System.	NEXT MISSION	
	B	0FC	At the start of the next mission, one explorer is still affected by the Virus Vaccine Test injury.	NEXT MISSION	
	C	+10FC	Add the Mushroom Field to the Anomaly CARD deck. Improved Consume action: Consume a Mushroom to control all creatures in that HEX as you desire for the upcoming Creature Phase.	PERMANENT	
	D	0FC	The next mission must be finished in 90 minutes or the explorer that had the Virus Infection injury loses 20 FC.	NEXT MISSION	
03 - PRESERVE	MAIN	+20FC	If a pet animal of any explorer ever enters the BOX, that explorer immediately domesticates 1 creature.	PERMANENT	
	A	0FC	Start with 1 Fear Amplifier.	NEXT MISSION	
	B	+*FC	Start with 1 Basic Drone Controller (and drone).	NEXT MISSION	
	C	-20FC	All drones have 1 additional Health.	PERMANENT	
	D	+10FC	Unlock 1 Enclosure.	NEXT MISSION	
04 - LEGAL	MAIN	+40FC	Remove lingering corporate suspicion. Take a sticker advertising a brand and affix it to the BOX.	PERMANENT	
	A	0FC	Improved Fight action - Remove 1 Den Landmark. Can only be done once.	NEXT MISSION	
	B	-20FC	Starts with the Super Hyperspeed Amplified Messaging Engine (SHAME) Caller equipped to 1 explorer.	NEXT MISSION	
	C	+10FC	Start with 1 random Artifact CARD equipped to each explorer.	NEXT MISSION	
	D	+10FC	When replaying the Legal mission, each explorer may do something "illegal" once.	PERMANENT	

	PATH	PAYOUT	FUTURE MISSION EFFECT	DURATION	COMPLETED?
05 - BATTERY	MAIN	+30FC	Unlock the H.A.M.S.T.E.R.W.H.E.E.L.	PERMANENT	
	A	0FC	Domesticated Creature Action – Mate: If 2 creatures of the same species take this action, explorers start the next mission with a domesticated creature of that species.	PERMANENT	
	B	+5FC	Remove the first Den Landmark revealed.	NEXT MISSION	
	C	+10FC	Add the Chasmatias Bellua to the Creature CARD deck.	PERMANENT	
	D	+15FC	Unlock the Matter Transporter.	PERMANENT	
06 - RECOVERY	MAIN	+20FC	You may attempt to create a digital copy of FA Form #920. Any attempts should be submitted to the Federation affiliate Cherry Picked Games and will be rewarded.	PERMANENT	
	A	0FC	Unlock the Tachyon Bridges.	PERMANENT	
	B	0FC	Unlock the Echolocation Satellite.	PERMANENT	
	C	-5FC	Add 1 Comfort Withdrawal to the Injury CARDS	PERMANENT	
	D	+10FC	The first time either player takes an Injury that would be considered “mental”, discard that CARD without redrawing.	NEXT MISSION	
07 - RELIC	MAIN	0FC	Add the Dissociation Injury to the Injury CARD deck.	PERMANENT	
	A	+40FC	Whenever an Injury is taken from a creature, that creature is domesticated.	PERMANENT	
	B	+10FC	Acquire a “Second Crew” from the FC Store to use with one future mission.	PERMANENT	
	C	0FC	If it survived the mission, start with the domesticated “pet” creature. This benefit is lost if the creature ever dies.	PERMANENT	
08 - SPECIMEN	MAIN	+10FC	Add the Kuribozoa Nimis to the Creature CARD deck.	PERMANENT	
	A	+10FC	Explorers can consume Meat without the Xenobiology Lab.	NEXT MISSION	
	B	+15FC	Start with 2 Fuel CUBEs.	NEXT MISSION	
	C	+20FC	Unlock the Creature Training Prod.	PERMANENT	
	D	+5FC	Any explorer wearing cologne or perfume starts the mission with a domesticated creature of their choice.	PERMANENT	

FEDERATION BANK

Welcome to the self-service chapter of the Federation Bank. Use this account balancing tool to deposit any earnings from your missions. Please use one account per explorer.

The Federation Bank would like to remind explorers that the mission payouts are for the entire crew. You are responsible for splitting the funds equitably.

ACCOUNT NAME	BALANCE

FC STORE

Mission budgets can be supplemented with personal funds. Any Federation Credits acquired as rewards from successful missions or contingencies can be traded for supplies prior to launch.

The following bonuses are available to spendthrift explorers:

BONUS	EFFECT	COST
Basic Supplies	Start with 1 Resource CUBE of your choice.	5FC
Basic Equipment	Start with 1 Gear CARD of your choice.	20FC
Scout Probe	Choose the biome and Exploration DIE roll of 1 Crash Site-adjacent HEX.	15FC
Deadline Leniency	Add or subtract 1 ROUND to any Mission CARD ROUND count in the upcoming mission.	5FC
Second Crew	Replay a previously failed mission. Leave the map as is, only resetting mission-related items.	30FC
Temporal Anomaly	Once during the upcoming mission, undo the previous ROUND and attempt it again.	5FC

