RULEBOOK



ON MARS

Following the success of robotic rover missions, the United Nations established the Department of Operations and Mars Exploration (DOME). The first settlers arrived on Mars in the year 2037. In the decades after the Mars Base Camp was established, private exploration companies started working towards the creation of a self-sustaining colony.

As a chief astronaut from one of these enterprises, you want to be a pioneer in developing the biggest, most advanced colony on Mars by achieving both DOME mission goals as well as your company's private agenda.

In the beginning, you are very dependent on supplies from Earth, and have to travel a lot between the Mars Space Station and the surface of the planet. As the colony expands over time, you will construct mines, power generators, water extractors, greenhouses, oxygen condensers, and shelters. The aim is to become a self-sufficient colony, independent of any terrestrial organization. This will require carefully balancing the importance of water, air, power, and food – the things we need to survive.

Do you dare take part in humankind's biggest challenge?

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GAME OVERVIEW

The game is played over several rounds, each consisting of two phases: The **COLONIZATION PHASE** and the **SHUTTLE PHASE**.

During the **COLONIZATION PHASE**, each player takes a turn, during which they take actions. The actions a player is able to take depends on the side of the board they are on. If players are on the Space Station in orbit, they can take blueprints, buy and develop technologies, and take supplies from the warehouse. If players are at the colony on the surface of the planet, they can construct buildings with their bots, upgrade these buildings using blueprints, hire scientists and take new contracts, welcome new ships, and explore the planet's surface with their rover.

In the **SHUTTLE PHASE**, players may travel between the colony and the space station in orbit.

All buildings on Mars have a dependency on each other and some are required for the colony to grow. Building shelters for colonists to live in requires oxygen, generating oxygen requires plants, growing plants requires water, extracting water from ice requires power, generating power requires mining minerals, and mining minerals requires colonists.

Upgrading the colony's ability to provide each of these resources is vital. As the colony grows, more shelters are needed so that the colonists can survive the inhospitable conditions on Mars.

During the game, players are trying to complete missions. Once a total of three missions have been completed, the game ends.

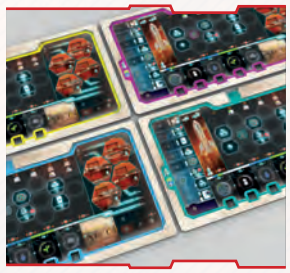
To win the game, players must contribute the most to the development of the first colony on Mars. This is represented during the game by players gaining Opportunity Points (OP). The player with the most OP at the end of the game is declared the winner.

EAGLE-GRYPHON GAMES

GAME COMPONENTS



1 Main board



4 Player boards



1 Reference book and 4 Player aids



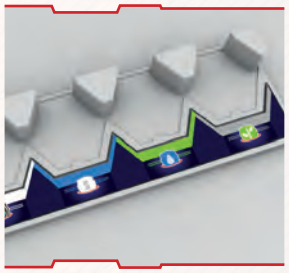
5 Starting Building tiles



30 Building tiles



20 Shelter Building tiles, 5 in each player color



1 Building tiles display



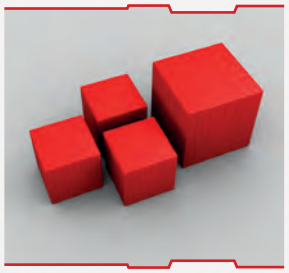
1 Scientists and Earth Contracts Board



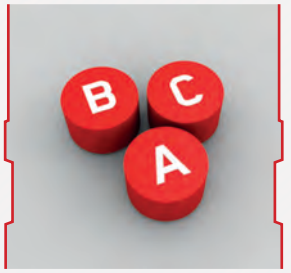
8 Research tiles and 19 Discovery tiles



16 Tech tiles and 4 Shelter Tech tiles



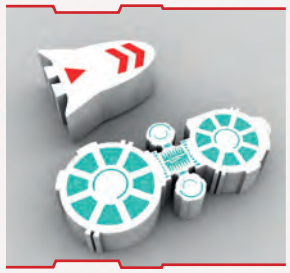
3 Mission tracker cubes and 1 Remaining Missions marker



3 Mission markers



8 LSS Reward tiles



1 Shuttle and 1 Colony level marker



12 First Colonist cards and 6 First Colonist tiles



6 Scientist markers



20 Resource tiles of each type and 30 Crystals



4 LSS Track markers



48 Colonists, 12 in each player color



4 Rovers, 1 in each player color



20 Ships and 20 Progress cubes, 5 in each player color



16 Bots, 4 in each player color



4 Player markers and 4 OP markers, 1 in each player color



32 Advanced Building markers, 8 in each player color



24 Blueprint cards



6 Scientist cards



12 Earth Contract cards



16 Private Goal cards



9 Mission cards



12 Solo cards

All game components are limited except Resources and Crystals. If you run out of either of them during the game, please use a substitute.

GAME SETUP

Place the game board in the middle of the table. The board is divided into two sections. The left side of the board represents the Mars Space Station in orbit above Mars **[Orbit]**. The rest of the board represents the Colony on the planet's surface **[Colony]**.

ORBIT SIDE

1. Shuffle the Discovery tiles and place them face down in a stack beside the board. Turn the top 2 tiles face up and place them on the Exploration space.

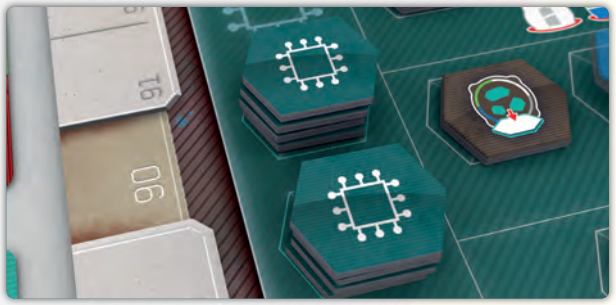


2. Place 3 of each of the following in the Warehouse spaces, one per space: Crystals, Batteries, Water, Plants, and Oxygen.
Note: In a 2-player game: Place only 2 of each.

3. Take the Tech tiles and set aside those that depict a Shelter (one in each player color).



Separate the rest into two sets based on the color on the back. Shuffle one set and place them at random face up on each of the spaces in the Tech Grid. Shuffle the 8 remaining Tech tiles (not including the Shelters) and place them face down in two stacks next to the Tech Grid.
Note: 2-player game: Use only 1 set of tiles. Remove the 2nd set from the game.



4. Separate the Blueprint cards into two decks based on their backs: Level 1 and Level 3, shuffle each deck separately and place them face down near the board with the Level 1 cards stacked on top of the Level 3 cards. Take the top 6 cards from the deck and place them face up in a display along the side of the board.

4 PLAYER SETUP

The main board represents a computer display where the colonization of the planet can be monitored in real time from satellites in orbit.



COLONY SIDE

5. Place the Scientist display next to the main board. Place the 6 Scientist cards in the spaces on the board in the following order from left to right: Geologist, R&D Engineer, Hydrologist, Biochemist, Geochemist, and Systems Engineer. Place the cards on the top part of each space, covering the Crystal icon and leaving the bottom section of each space (showing the cost) visible. Then place each Scientist marker on its matching card.



6. Place the Earth Contract cards face down in a deck on the Scientist display. There is no need to shuffle them.



7. Take the starting Mine (the one with an S on the back) and place it in the indicated space in the center of the board.

8. Take the remaining starting Buildings (with an S on the back) and place them at random on the indicated hexes of the board, as per the setup image. Ensure that the orientation of the tiles is the same (the notch should be facing the bottom of the board).
Note: the Shelters will be placed during player setup.

9. Place the Building display board near the Scientist cards. Separate the rest of the Buildings by type into stacks. Shuffle each stack separately and place them with the image of the building face down on the corresponding spaces.

10. Take the Research tiles and separate them by type (color and letter). Place them on the indicated hexes of the map (keeping all of one type together in the same corner of the map).

11. Take the Mission cards and divide them into two decks based on their type: Short and Long. Shuffle each deck separately and choose 2 Short and 1 Long at random (for the short game) or 1 Short and 2 Long (for the long game).
Note: for your first game, it is recommended to use the **First Colonists variant (see page 24)**.
Place the Mission cards face up on the indicated spaces on the board. For each Mission, take the Mission marker for that space and place it near the action relating to the Mission card.



Mission cards chosen for a Short game. 2 Short and 1 Long.

12. For each Mission card, place a Mission tracker cube near the Mission card, on the appropriate space according to the number of players in the game.



13. Place the Remaining Missions marker on space 3 of the Missions track.

14. Place all Crystals and Resources next to the board to make a general supply.

LIFE SUPPORT SYSTEM (LSS)

15. Place the Colony level marker on the left side of the second row.

16. Place the LSS Track markers on the appropriate spaces of the bottom row.

17. Shuffle the LSS Reward tiles and place 4 of them at random face up on the top spaces. Return the rest to the box, they will not be needed for this game.



PLAYER BOARD

Your Player board represents a display of your main Shelter, and it is divided into different sections:



A. STORAGE Your Resources will be stored here. There are five different Resources in the game: Minerals, Batteries, Water, Plants, and Oxygen. The number of Resources of each type you can store on your Player board is equal to the number of Shelter tiles you have on the map plus one. (e.g. if you have one Shelter, you can store two of each Resource). The order in which each Resource appears on your board is very important. A Resource to the left of an arrow is needed to build the Building of the type to the right of the arrow. For example, you need power (the Battery Resource) to build a Water Extractor, then you need Water to build a Greenhouse, and so on.



B. LABORATORY
Here is where you will place and develop technologies you research.



C. LIVING QUARTERS
Your Colonists will go here. At the beginning of the game, you have space for 4 Colonists, and 3 of the slots are occupied. 2 more slots become available for each additional Shelter you build.



D. WORKING AREA
Colonists can be sent here to boost some of the actions you take. There is no limit to the number of Colonists you can have in your Working Area.



E. DEPOT
There are 8 spaces in your Depot for storing Crystals. At the beginning of the game, however, you only have 3 slots available as your Ships are taking 5 of the slots.



F. HANGAR
Your Private Ships are moved from your Depot to here during the game.



PLAYER SETUP

Each player chooses a color and takes the following:

1. 1 Player board.
2. 1 Player marker.
3. 1 OP marker, placed on the 0 space of the OP track.
4. 1 Resource of each of the 5 types, placed on the matching spaces of your Storage (**A**).
5. 1 Crystal, placed in the Depot (**E**).
6. 1 Shelter Tech tile (set-aside earlier), placed on the middle space of the 2nd column in your Laboratory (**B**).
7. 5 Ships, placed on the top 5 Depot spaces.
8. 5 Shelter Buildings, 4 placed in their positions on the right side of your Player board, and 1 placed building-side up in one of the Shelter starting positions according to the number of players (as per the images to the right and in the indicated hexes on the main board). Shelters should be placed in a position nearest to their respective players for convenience.
9. 4 Bots. 3 are placed beside your Player board, and 1 on your Shelter on the main board.
10. 8 Advanced Building markers, placed beside your Player board.
11. 12 Colonists. 3 are placed in the Living Quarters and the remaining 9 are placed beside the Player board.
12. 1 Rover, placed beside your Player board.
13. 5 Progress cubes, 1 placed below each of the Resources.
14. 3 Private Goal cards: Shuffle the Private Goal cards and deal each player 3 of them face down. Players should look at their own cards but keep them secret from the other players. Place the rest back in the box.



2 players



3 players



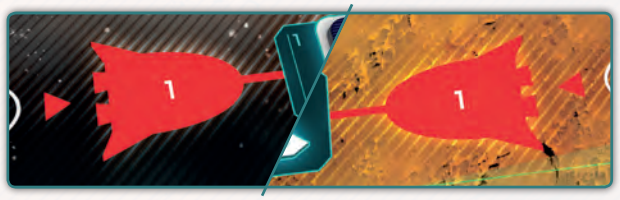
4 players

The player who has seen the film "The Martian" the most times is the first player.



In clockwise order, starting with the first player, each player places their Player marker in any empty Turn Order space (1-8) and may immediately receive the benefit of that space (see page 2 of the Reference book).

The player whose Player marker is on the highest numbered Turn Order space places the Shuttle on one of the Red Travel spaces (with a number 1 in it), either on the Colony or Orbit side (their choice).



Possible starting spaces for the Shuttle.

Example of placing the Shuttle:



***Blue** decided the Shuttle would start on the **Orbit** Side.*



Minerals

Minerals are a much needed Resource on the surface of Mars. They are used for a variety of things, and can also be used instead of any other Resource (not Crystals). The exception to this is completing an Earth Contract (see page 3 of the Reference book).

IMPORTANT TERMS

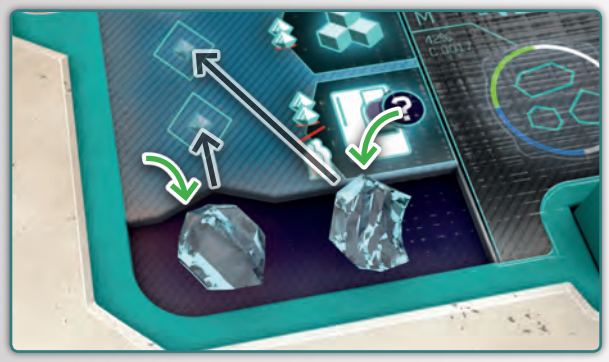
- Whenever you gain something during the game, it is taken from the general supply. Only take it from the Warehouse on the Main board if specifically told to do so and the Warehouse icon is depicted.
  - Resources are placed in your Storage (up to your limit).
  - Colonists are placed in your Living Quarters (if there is an available slot). The capacity of your Living Quarters is 4, plus 2 for each additional Shelter you have constructed. Any Colonists that would be placed in the Living Quarters when there is not enough space, are placed next to your Player board instead.
  - Any Crystals gained are placed in the space below your Depot; you cannot spend them on the turn you gain them. At the beginning of your next turn, move these Crystals to your Depot. If there is not enough space, place any excess back in the supply.
- Whenever you must pay a cost of something (Resource or Crystal), remove it from your Player board and place it back in the general supply.
- A group of connected Buildings of the same type is known as a Building Complex. The number of Buildings within the Complex indicates its size. A single Building not connected to another one of the same type is not a Complex.
- Anything that is done in Turn Order means that you follow the order of the Player markers on the Turn Order spaces, starting with 1 and ending with 8.
- An empty hex is a hex on the board with nothing in it at all.



An empty hex.

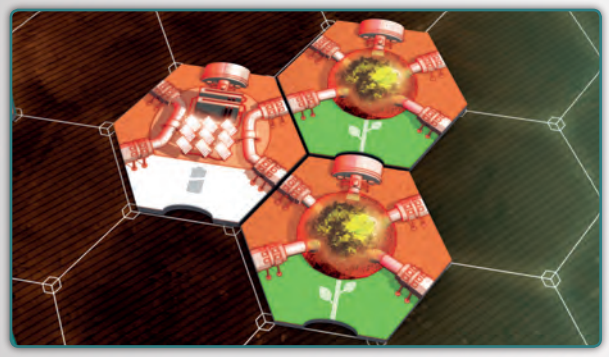
- No hex may contain more than one piece at the end of any player's turn. (Pieces are Bots, Rovers, Colonists, or Advanced Building markers.)

GAINING CRYSTALS



Gained Crystals are initially placed below your Depot and are only moved into your Depot at the start of your turn.

A GREENHOUSE BUILDING COMPLEX



Note: The Generator is not a Complex as it is a standalone Building.

GAMEPLAY

Each round is divided into two phases:

COLONIZATION PHASE:

In turn order, each player takes a turn during which they perform 1 Main action and optionally 1 Executive action.

SHUTTLE PHASE:

The Shuttle either travels between Orbit and the Colony, or it moves closer to traveling.

Order of Play:

*In the picture below, the order of play would be: **Purple**, **Green**, **Yellow**, and **Blue**.*



COLONIZATION PHASE

In this phase, all players take one turn. The order in which players take turns is determined by the order of the Player markers on the Turn Order spaces, starting with the leftmost space on the **Orbit side** (1) and proceeding right, ending at the rightmost space on the **Colony side** (8).

On your turn, you must perform one Main action. You may also perform one Executive action either before or after your Main action. Executive actions are described on page 18.

If you contribute to any of the Mission cards, you gain 1 or 2 Crystals as depicted on the card. See page 19 for more details of the Mission cards.

When your turn is complete, lay your Player marker down as a reminder that you've finished your turn. The next player then takes their turn.

MAIN BOARD ACTIONS

There are a number of different Main actions you can take on the Main board. If your Player marker is on the Orbit side of the board, only the Orbital Station actions are available to you.

Similarly, if your Player marker is on the Colony side of the board, only the Colony actions are available to you.

Some of the actions depict a Red Colonist icon and/or a Teal Colonist icon, and/or a Crystal.



TEAL COLONIST:

This icon can be found at the bottom of some of the action icons and indicates that one or more Colonists may be moved to your Working Area to boost the power of the action. Any Colonists in your Working Area are returned to your Living Quarters at the end of the round if you travel. See the individual actions for full details on this.



CRYSTAL:

If this icon is printed at the bottom of the action, it means the action can be boosted by spending Crystals. See the individual actions for full details on how the action is boosted.

Example of Teal Colonist action:

***Blue** chooses the Resupply action and chooses to take 1 Water. He then boosts the action by sending two Colonists to his Working Area to allow him to take 1 more Water and 1 Crystal too.*







RED COLONIST:

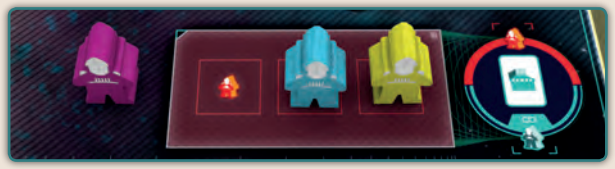
This icon can be found at the top of some action icons and indicates that in order to perform the action, you must place one of your Colonists from your Living Quarters onto one of the Action slots.

If there are currently no Colonists of other players on the Action slots for this action, there is no additional cost to take the action. Otherwise, for each other player color of Colonists already present, you must either pay 1 Crystal or move a Colonist from your Living Quarters to your Working Area. The number of Colonists of each color does not matter, only the number of different colors present. If two or more other colors of Colonists are present, you can combine paying Crystals and/or Colonists.

2-player game: The additional cost to take the action is 1 Crystal / Colonist for each Colonist (both yours and your opponent's) already on Action slots.

Actions without this icon mean that you may take the action without placing a Colonist. Simply declare that you are taking the action and then resolve it.

Examples of placement:



*It is **Purple's** turn, and he wants to take the Obtain Blueprint action. Two of the Action slots are currently occupied (1 **Blue** and 1 **Yellow**), so **Purple** must pay a total of 2 of any combination of Crystals or Colonists moved from their Living Quarters to their Working Area. He decides to pay 1 Crystal and move 1 Colonist to his Working Area. He could pay 2 Crystals or move 2 Colonists to his Working Area instead.*

If all Action slots are filled, before you take the action, remove all Colonists of the player or players with the most Colonists on those Action slots (which could be your own). Place the Colonists in their respective player's Working Area. Then pay any cost based on the Colonists still there.



*It is **Blue's** turn, and he wants to take the Construct a Building action. All the Action slots are currently full (1 **Blue**, 1 **Purple**, and 1 **Yellow**). Since it is a tie for the most, all of the Colonists there are moved back to their respective players' Working Areas. There are now no Colonists on the action, so **Blue** does not have to pay anything to take the action.*



*It is **Green's** turn, and she wants to take the Upgrade a Building action. All the Action slots are currently full (2 **Purple** and 1 **Green**), so **Purple's** Colonists (the player with the most) are moved back to their Working Area. The only Colonist left is **Green**, so there is no additional cost to take the action.*



ORBITAL STATION MAIN ACTIONS



LANDING POD:

Landings using the pod are slow, painful, expensive, and lonely, but sometimes your best option. Proceed at your own risk!

This action allows you to travel to the Colony. Follow the rules as described on page 20 for the Shuttle Phase but skip step 1 (placing a Discovery tile). After you have chosen a Turn Order space on the Colony side, lay your Player marker down to indicate that you have already taken your turn this round. If the Shuttle travels from Mars to Orbit this round, you may travel with it as normal.

Note: This action may seem unusual at first. The use of this action will become clear once you have played a few rounds.

Example of Obtaining a Blueprint:

Yellow *wants a Blueprint. Because* ***Purple*** *already has a Colonist there, this costs her either 1 Crystal, or she must move one Colonist from her Living Quarters into her Working Area.*

She chooses to move a Colonist.



She takes the Metal Deposit Blueprint from the display and places one of her Advanced Building markers on it.



She then gains 1 Mineral which is placed in her Storage.

Because the action can be boosted, she could choose to send her remaining Colonist to her Working Area to take an additional Blueprint.

Example: Learning new Technology



Purple *chooses to learn a new technology. He chooses the Water technology, paying 1 Battery as it is in the middle row of the Tech Grid. He chooses to place it on the bottom space of column 1 in his Laboratory and gains the benefit of that space (gaining a Crystal).*



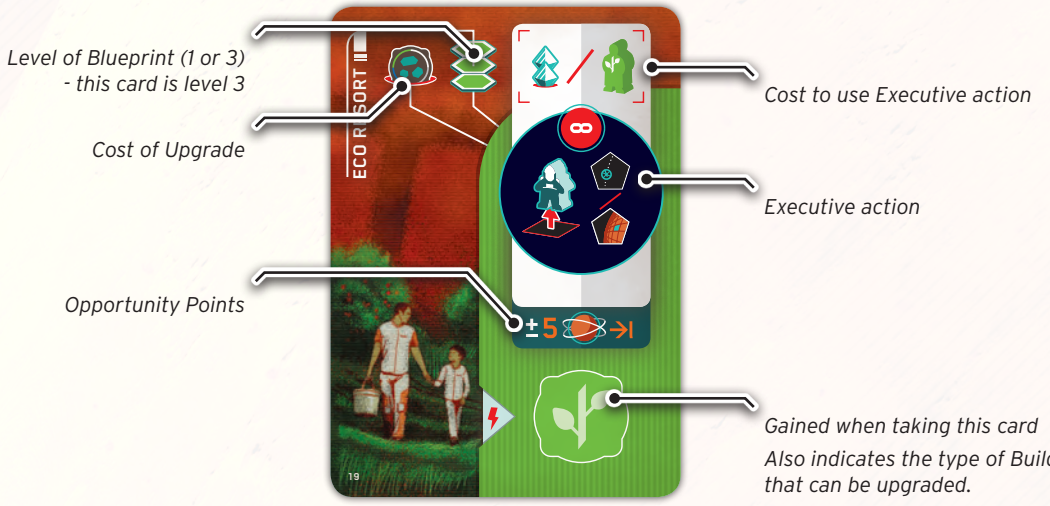
OBTAIN BLUEPRINT:

Earth sends blueprints to improve the buildings and making them more effective. More blueprints become available when the Colony grows in size and more funding becomes available.

This action allows you to take 1 Blueprint card from the ones available in the display. These Blueprints are required for upgrading Buildings (see page 16) which will provide new Executive actions. Place the card face up next to your Player board and gain the Resource or Crystal depicted in the bottom right of the card. Finally, place one of your unused Advanced Building markers on the card. If you do not have any Advanced Building markers remaining, you cannot take the Blueprint. Do not draw a replacement card.

Note: As long as the Advanced Building marker is on the card, the depicted action cannot be used. The marker is removed when you upgrade a Building using the Blueprint.

Boosted action: For each Colonist you move to your Working Area when taking this action, you can take an additional Blueprint, following the same rules as above.





LEARN NEW TECHNOLOGY:

Technology tiles allow you to perform or enhance certain actions. The more developed they are, the more powerful they become. Tech tiles are also worth points at the end of the game.

Take 1 Tech tile from the Tech Grid and place it on an empty space of the leftmost column in your Laboratory. If both of these spaces already have a tile on them, you may not take this action.

The cost to take a tile depends on its position in the Tech Grid. Taking a tile from one of the bottom spaces is free, taking a tile from one of the middle spaces costs 1 Battery, and taking a tile from one of the top three spaces costs 1 Battery and 1 Resource of your choice. Tech tiles are not refilled until the Colony level increases (see page 16).

After placing the tile in your Laboratory, you may immediately gain the benefit shown by the graphic printed on that space. Some of these benefits also show a Teal Colonist icon, meaning that the action can be boosted by using additional Colonists as normal. See the Reference book for an explanation of these graphics.

Boosted action: You may move a Colonist to your Working area when performing this action to take a second Tech Tile following the same rules as above.

Note: Each player may only have 1 Tech tile of each type.



RESEARCH AND DEVELOPMENT (R&D):

All technological developments are carried out on the Space Station orbiting Mars. These technologies will be put into good use on the surface of the planet.

This action allows you to develop Tech tiles on your Player board by moving them to the right. You may develop 1 Tech tile twice or 2 Tech tiles once each. If you develop only 1 tile twice, treat each of the movements separately.

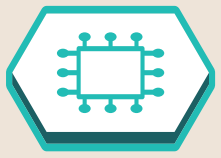
To develop a Tech tile, move it to an adjacent empty space to the right of the tile's current position and pay the cost depicted above the column to which the tile is moving.

If you move a Tech tile to a space with a graphic on it, you may immediately gain the benefit of that space (see Reference book).

Note: If a development provides you with Resources, you can use those Resources to pay for another development.

Note: The number above each column is the technology level of each tile in that column. At the end of the game, each of your Tech tiles is worth OP depicted below the column.

Boosted action: For each Colonist you move to your Working Area when taking this action, develop any 1 Tech tile in your Laboratory once. You may develop the same tile multiple times in this way, and you may develop a tile even if you didn't develop it with the Main action.



USING TECH TILES:

At various times in the game, such as when performing an action or gaining a benefit, if there is a related Tech tile (with a matching icon) owned by any player, the effect of that action / benefit can be made more powerful. The greater the level of the Tech tile, the more powerful the effect.

Each time you use Tech, you may use any one Tech tile, belonging to you **or another player**.

If you use another player's Tech tile, that player takes 1 Oxygen from the general supply and places it at the top of their Player board.

At the end of your turn, that player has the option to immediately develop the Tech tile that was used, at no cost (including getting the benefit of a space they move the tile to). If they do, the Oxygen taken earlier is placed back to the general supply. If they cannot or do not wish to develop the Tech tile, they gain the Oxygen.





RESUPPLY:

Resources from Earth are in short supply and there is limited space in the warehouse. More resources will arrive as the colony grows.

This action allows you to take any 1 Resource or 1 Crystal from the Warehouse and place it in your Storage/Depot.

Boosted action: For each Colonist you move to your Working Area when taking this action, take 1 additional Crystal or Resource from the Warehouse.

Reminder: You have limited capacity for storing Crystals (the number of empty spaces in your Depot) and Resources (equal to the number of Shelters you have, plus one).

Note: You cannot take something from the Warehouse if you do not have the capacity to store it.

Example: Developing a Technology

Green *chooses this action and places a Colonist on an Action slot. Since there were no other Colonists on Action slots currently, there is no additional cost to take this action. For her initial two developments, she first develops the Water Tech tile to level 3 (costing 1 Oxygen), moving it to the space depicting a Mineral and gaining 1 Mineral.*



She would like to develop it more, but the two adjacent spaces are currently occupied, so instead she develops her Generator Tech tile to level 5 by paying the Mineral that she just gained (in place of the Oxygen) and a Plant. She moves the tile to the space depicting a Blueprint and uses the benefit of that space to obtain 1 or more Blueprints. Finally, she may choose to send additional Colonists to her Working Area to develop more, as long as she has the Resources to do so.

Example of Resupply:

Green *chooses the Resupply action which allows her to take 1 Resource or 1 Crystal.*

However, she boosts the action by sending two Colonists to her Working Area to allow her to take 2 additional items from the Warehouse.



She decides to take 2 Crystals and 1 Water. Note that because she only has 1 Shelter on the board, her current storage limit on Resources is 2.



COLONY MAIN ACTIONS



CONTROL CENTER:

The first robotic rover that successfully landed on Mars was Sojourner in July of 1997. Later, the Spirit and Opportunity Rovers landed on Mars in January 2004. Curiosity landed in 2012 and is still operating. Rovers are responsible for most of the information and data we have gathered from the surface of the planet.

This action allows you to move your Bots and your Rover. You have 2 Movement points to use for moving your Bots and 2 Movement points to use for moving your Rover. You can do this in any order. You could move one Bot 1 hex, then your Rover, then another Bot (or even the same one).

Each Movement point allows you to move the Bot / Rover to an adjacent hex.

Each Crystal you have in your Depot prior to taking this action may be spent to gain 1 additional Movement point for either your Bots or your Rover.

Note: Bots and Rovers can pass through, but not end the turn on, a hex containing an Advanced Building, Colonist, another Bot, or another Rover.



BOTS: Bots are cleaners and builders. If a Bot ends its turn in a hex with a Discovery or Research tile, the tile is destroyed and removed from the game. If a Bot ends the turn in a hex with a Crystal, return the Crystal back to the general supply.

The hex the Bot is in and all adjacent hexes are classed as that Bot's Building Zone. This is relevant for constructing and upgrading Buildings (pages 13 and 16).





ROVER: Rovers travel around the map collecting Crystals by simply passing over them, or Discovery tiles and Research tiles if they end the turn on them.

At the start of the game, although the piece representing your Rover is next to your Player board, your Rover is actually at the starting Mine in the center of the board. When you move your Rover for the first time in the game, first place your Rover on the starting Mine and then count hexes from there.

You can also use a Rover Tech tile to gain additional Movement points equal to the level of the Tech tile.

You may collect any Crystals on hexes you pass through or land on. Take them from the board and place them in the space below your Depot as if you had gained them (you cannot spend them this turn).

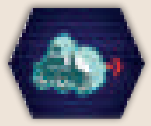
After you have performed all your movement, if there is a Discovery or Research tile on the hex where your Rover is, you may remove that tile from the board to gain the benefit as long as you meet the following conditions:

- You must not have already taken a Research tile of that color and letter.
- You must pay any cost associated with the benefit.
- You must be able to take at least some of the benefit. If you cannot, your Rover cannot end its movement on that hex.

If you gain a tile, resolve it immediately by paying any associated cost, then place it in your play area (put Discovery tiles face down). Discovery and Research tiles may be needed to complete a Mission or a Private Goal.

See the Reference book for a detailed list of the Discovery and Research tiles.

USING ROVER TECHNOLOGY



When moving your Rover, you can increase its range by using the related Tech tile (see page 11 for the full rules on using Tech tiles).

Example:



If you use a level-3 Rover Tech tile, you add 3 more Movement points for a total of 5.



A Rover moves 5 hexes, collecting a Crystal on the way and then claiming the Discovery tile.



CONSTRUCT A BUILDING:

Construction of critical Buildings is essential to the development of the Colony and the arrival of new ships, welcoming more colonists to the planet. Production levels of power, water, food, and oxygen must be increased to sustain the necessary conditions for the self-sufficiency of the inhabitants on Mars. Companies that contribute to these improvements will be rewarded with resources and recognition.

This action allows you to add a new Building on Mars. You can either place a Building:

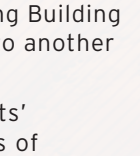
a. Adjacent to an existing Building of the same type (creating a Complex - this requires the use of a Tech tile), or

b. Exactly 2 hexes away from an existing Building of the same type (and not adjacent to another existing Building of the same type).

Note: Your Shelters and your opponents' Shelters are considered to be Buildings of different types.

Follow these steps:

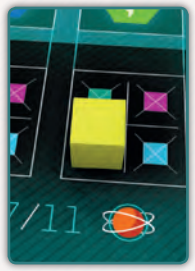
1. Choose which Building you want to construct. This can be one of the tiles next to the board (Mine, Generator, Water Extractor, Greenhouse, Oxygen Condenser) or the Shelter in the lowest position on your Player board.
2. Pay the cost as shown on the Building display board. For Mines, see the bullet points below. For Shelters, the cost is 1 Oxygen (printed on the Shelter tiles).
3. Place the new tile face down (in the same orientation as other already-placed tiles) on a hex that currently does not contain a Building and is within the Building zone of one of your Bots (on the Bot's hex, or adjacent to the Bot).
   - If you placed a Building adjacent to one or more Buildings of the same type (creating or increasing the size of a Complex), you must use a Tech tile of the related type and level (see page 14).
   - If you placed a tile exactly 2 hexes away from a Building of the same type, no Tech tile is needed. This does not count as creating a Complex.
4. If the Building tile you placed has arrows on it, place 1 Crystal from the general supply in each adjacent empty hex that the arrows are pointing to. Then, flip the tile face up, ensuring the correct orientation is maintained.



5. Gain a number of Resources matching the type of Building equal to the new size of the Complex (i.e. the number of contiguous hexes consisting of tiles matching the tile you just placed). If the Building you placed is not adjacent to any other Buildings of the same type, gain 1 Resource.

   If you placed a Shelter, gain Crystals instead of Resources.

The following rules also apply when Constructing:



- The first time in the game that you create or increase the size of a Complex, move your Progress cube from the bottom of your Player board for the corresponding Building and place it on the slot of your color below the corresponding building in the Progress area.

Note: You only get to move a Progress cube if you create or increase the size of a Complex (2 or more connected Buildings of the same type). Constructing a standalone Building not connected to another Building of the same type **does not** allow you to move a Progress cube.

Note: Constructing a Shelter Complex **does not** allow you to move a Progress cube.

PROGRESS AREA:

In the bottom right of the main board is the Progress area. Progress cubes placed in this area will score points during the first and second Colony upgrade (see sidebar, page 16), and at the end of the game.





- If you placed a Mine, you must place 1 Colonist from your Living Quarters onto the Mine. If you do not have any Colonists in your Living Quarters, you cannot build a Mine. That Colonist is now considered a Miner and will produce Minerals when you travel to Orbit (see page 20).
- If you constructed an LSS Building, move the corresponding marker on the LSS track up by 1 space, if able. This may trigger LSS Rewards (see page 15).

LSS BUILDINGS:

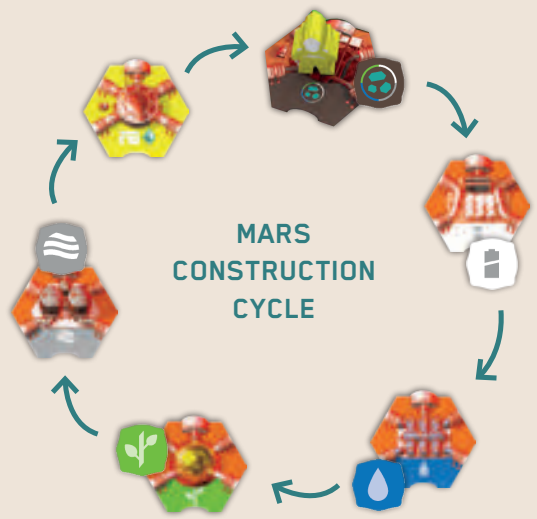
An LSS Building is one of the types which is critical to the colony. These are depicted in the LSS area of the game board.



Generator | Water Extractor | Greenhouse | Oxygen Condenser

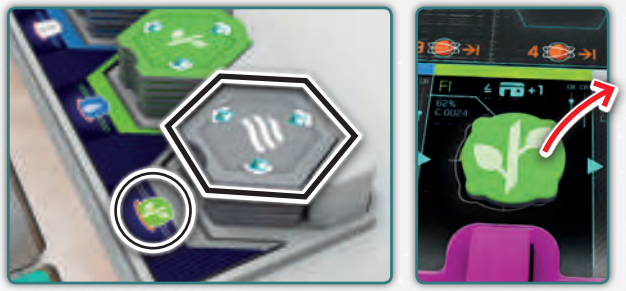
DISPLACEMENT RULE:

- If you construct or upgrade a Building on top of a Crystal, return it to the general supply.
- If you construct or upgrade a Building on top of a Discovery or Research tile, return it to the game box.
- If you construct or upgrade a Building on top of a Bot or Rover, that piece must be moved away from its current position by its owner to the closest available hex (either an empty hex or a Building with no other piece on it).



Building Shelters for Colonists to live in requires Oxygen, generating Oxygen requires Plants, growing Plants requires Water, extracting Water requires Power, generating Power requires mining Minerals, and mining Minerals requires Colonists.

Example of Constructing:



Purple *wants to construct an Oxygen Condenser. This costs 1 Plant which is paid to the supply.*



Crystals are added to all empty hexes pointed to by an arrow on the back of the new Building. The tile is then flipped face up.



The four possible locations for the building are shown above.

1. *If the Oxygen Tech tile is owned by any player,* ***Purple*** *could use that Tech to create an Oxygen Condenser Complex on either of these hexes (creating a Complex of size 2).*
2. *If the Oxygen Tech tile is not owned by any player, or* ***Purple*** *chooses not to use it,* ***Purple*** *can construct a new standalone Oxygen Condenser.*



For the rest of this example, we will assume that ***Purple*** *has the Oxygen Tech tile to be able to create a Complex.*



Purple *chooses to place the new Oxygen Condenser next to an existing one, creating a Complex.*

Purple *gains 2 Oxygen (because it is a size 2 Oxygen Condenser Complex). However, he only has storage capacity for 1 more, so 1 is returned to the supply.*



Because this is the first time in the game that ***Purple*** *has created or increased the size of an Oxygen Condenser Complex, he gets to move one of his Progress cubes from his Player board to the Progress area.*





The Oxygen marker in the LSS is moved up to show that there are now 2 Oxygen Condensers on Mars. This triggers LSS rewards, which are described on the next page.

USING TECHNOLOGY TO CONSTRUCT:

If you construct a Building which creates or increases the size of a Complex (i.e. you are placing a Building adjacent to a Building of the same type), you must use a related Tech tile. e.g. To place a Greenhouse adjacent to another Greenhouse, you need to use a Greenhouse Tech tile.

The level of the Tech tile used must be equal to or greater than the total number of Buildings that you are connecting to. If connecting to an existing complex of Buildings, each Building in that Complex counts as 1 Building, even if the Building is not directly connected to the new Building. See page 11 for the full rules on using Tech tiles.

Examples:

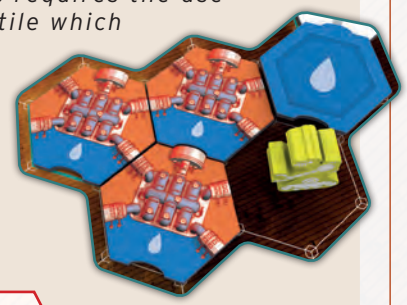
Constructing a Water Extractor next to another single Water Extractor requires the use of a Water Tech tile which is at least level 1 because you are connecting to 1 other Water Extractor.



Constructing a Water Extractor between a single Water Extractor and a Complex of two Water Extractors requires the use of a Water Tech tile which is at least level 3 because you are connecting to 3 other Water Extractors.



Constructing a Water Extractor adjacent to at least one tile of a size 3 Complex of Water Extractors requires the use of a Water Tech tile which is at least level 3 because you are connecting (directly and indirectly) to 3 other Water Extractors.





MINES:

Resource mining will be one of the most lucrative industries on Mars. Private companies will compete for the rights to mine the most profitable regions of the planet.

Mines work in a few different ways. They are not part of the LSS and the Minerals they produce cannot be acquired from the Warehouse. Mines are built in the same way as other Buildings, but instead of paying a Resource to place the tile, you must place 1 Colonist from your Living Quarters on the Mine after it has been placed. If you do not have a Colonist in your Living Quarters, you cannot build the Mine.

In addition to the Minerals received from placing a Mine, each of your Colonists on a Mine also produces 1 Mineral every time you travel to Orbit (see page 20).

Creating or Increasing the size of a Mine Complex allows you to place your Progress cube in the Progress area as normal.

Even if a Colonist is working in a Mine, the mine is not owned by any player. Therefore, any player may upgrade a mine with another player's Colonist on it (see page 16).

Example: Constructing a Mine



Yellow wants to build a new Mine. The Mine Tech tile is not currently in play, so she cannot create a Mine Complex.



Instead, she constructs a new standalone Mine.



To do so, she places one of her Colonists from her Living Quarters onto the Mine. The Bot is displaced to a nearby hex.



She gains 1 Mineral.

LIFE SUPPORT SYSTEM (LSS)



The row occupied by the Colony level marker represents the current needs of the colony. At the start of the game, there is one of each Building on the map and the colony wants two of everything. Players who help meet that need (by placing the appropriate Building tile) will gain a bonus. However, advancing the marker further before the Colony level marker has advanced will not give you a bonus because the colony does not need that type of Building right now.

The LSS represents the essential buildings needed to maintain survival on Mars and allow more Colonists to arrive. It also shows the current Colony level, which is the row below where the Colony level marker is. At the start of the game, the marker is on the second row, so the Colony level is 1.

Each column represents a subsystem of the LSS and tracks the number of constructed Buildings of the corresponding type on the map. Each time a Building tile is placed on the board, move the marker in its column 1 space up, unless it is already at the top of the column.

The first time an LSS Building of each type is built (i.e. moving the marker from the bottom row to the next row up), the player who built that Building scores 2 OP.

Also, if the marker was below the row where the Colony level marker is before it was moved, the player who advances the marker gains two additional benefits:



1. OP according to the LSS Reward tile at the top of the column the marker is in. Do not remove the LSS tile.



2. One of the benefits shown in the top-left of the LSS.

The LSS Reward tiles and other benefits are all explained in the Reference book.

The current Colony level also determines the frequency of travel of the Shuttle. See next page for a full explanation of this.

LSS Reward examples

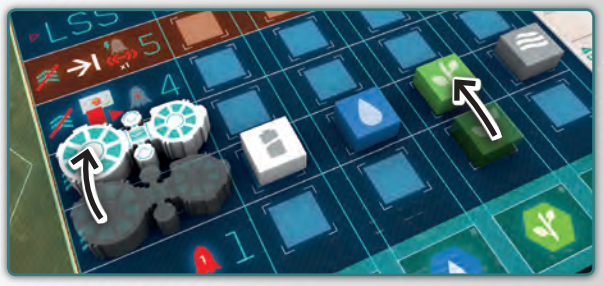


A Power Generator is constructed. Since the marker was below the Colony level marker before construction, LSS rewards apply.



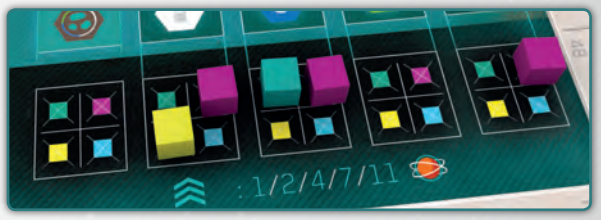
Another Power Generator is constructed. No LSS rewards apply because the marker was not below the Colony level marker.

Example: Colony Level increase



A Greenhouse is constructed and there are now two of each LSS Building on Mars. The Colony increases to Level 2!

Example of Progress area scoring:



***Purple** has 3 Progress cubes and scores 4.*
***Yellow** has 1 Progress cube and scores 1.*
***Green** has 1 Progress cube and scores 1.*
***Blue** has no Progress cubes and scores 0.*

Example: Upgrading a Building



***Green** upgrades the Water Extractor with the Private Ship Blueprint.*
This costs 1 Mineral.

***Green** moves the Advanced Building marker from the Blueprint onto the Building.*

COLONY STATUS UPDATE

Whenever all of the markers advance to the row with the Colony level marker (or higher), the Colony Status is updated at the end of your turn.

Follow these steps:

1. Move the Colony level marker up one row.
2. New Blueprint cards may be added to the display.
   - If the colony has just reached Lvl 2, remove all remaining Blueprints from the display (place them back in the box) add the top 12 cards from the Blueprint deck to the display (this will be the remaining 6 Lvl 1 cards and 6 Lvl 3 cards.)
   - If the colony has just reached Lvl 3, remove all Lvl 1 Blueprints from the display (place them back in the box) add the remaining 6 Lvl 3 cards from the deck to the display.
3. Refill any empty spaces in the Tech Grid with new Tech tiles from the stack (fill spaces from bottom to top).

   Note: Skip this step in a 2-player game.
4. Refill the Warehouse with Crystals and Resources from the general supply until there are 3 of each.

   Note: In a 2-player game, refill only 2 of each.
5. The first two times the Colony Status is updated each player gains 1/2/4/7/11 points for having 1/2/3/4/5 cubes in the Progress area.





6. If the Colony Level is now at 3 or higher, move the Remaining Missions marker one space to the right (see page 19). If the Remaining Missions marker was already on space 1, the end of the game is triggered.





UPGRADE A BUILDING:

The only way to have a self-sustaining colony on Mars is by upgrading the basic buildings to advanced ones using the latest terrestrial and Martian technology.

This action allows you to use a Blueprint you have previously taken to upgrade one of the Buildings on the map into an Advanced Building.

- Each Building can only be upgraded once.
- Each Blueprint can only be used once.

Advanced Buildings produce Resources when you travel to Orbit and also have a special action which can be used as an Executive action (see page 18).

The icon in the top-center of the blueprint indicates the minimum size of building that can be upgraded. The icon in the bottom indicates the type.

A level-1 Blueprint can be used to upgrade any of the corresponding Buildings.

A level-3 Blueprint can be used to upgrade a corresponding Building as long as it is part of a Complex of size 3 or greater.

To upgrade a Building, it must be in the Building zone of one of your Bots. Also, when upgrading a Shelter, you can only upgrade one of your Shelters, not one belonging to another player.

To upgrade, follow these steps:

1. Choose a Blueprint and matching Building.
2. Pay 1 Mineral to the general supply.
3. Take your Advanced Building marker from the Blueprint and place it on the Building tile that you are upgrading.
   - If there was a Bot or Rover on the tile, follow the Displacement rule on page 13.
   - If there was a Colonist on the tile, move that Colonist back to the owner's Living Quarters. If there is not enough space for them, return them to that player's supply.



If you use an Upgrade Tech tile (yours or another player's) when performing this action, you may repeat this process up to a number of times equal to the level of the Tech tile used. I.e. if you use a level 2 tech, you may perform up to 3 upgrades.



WELCOME A SHIP:

Once sustainable conditions are created on the colony, new ships arrive with the next generation of colonists and machines to help the colony expansion.

This action allows you to move any 1 of your Private Ships from your Depot to your Hangar. The cost of doing this is 1 Plant and 1 Water (there is a reminder of this to the left of your Depot).

When you do this, gain either:

- 1 Colonist and 1 Bot, or
- 2 Colonists.

Place new Colonists in empty spaces in your Living Quarters, if able.

Place a new Bot on one of your Shelters that is currently empty. If none of your Shelters are empty, place the Bot on the closest available empty space to one of your Shelters.

Boosted action: For each Colonist you move to your Working Area when taking this action, move 1 additional Ship. You must pay 1 Water and 1 Plant for, and receive the benefits from, each ship as normal.

Note: You cannot boost this action with Colonists you just gained this turn.

The number of ships **in total** that can be removed from your Depot is equal to the current Colony level.

Ships in your Hangar are worth points at the end of the game, but you can discard one during the Shuttle phase to travel (see page 19).

Example of Welcoming a Ship:



The Colony level is currently 3. You have previously welcomed 2 Ships, one of which you discarded to travel, leaving you 1 Ship in your Hangar. If you choose this action again, you can only welcome 1 new Ship (you cannot boost the Action), since you have already taken 2 Ships from your Depot, and the limit is currently 3.



HIRE A SCIENTIST OR TAKE AN EARTH CONTRACT:

It's a mistake to try to build a sustainable colony on a distant planet without any scientists. The knowledge and study of the unknown is in their hands. In fact, these will be the leaders of all expeditions on Earth or on any distant planet.

At the start of the game, only the 6 Scientists are available in the display. As they get taken, they will be replaced by Contract cards.

This action has only one available slot per player. You can not take this action if you already have a Colonist there. You still pay any additional cost to take this action based on Colonists of other colors on Action slots.



Note: Unlike other actions, these Action slots do not clear when they are all full. You must retrieve your Colonists by other means (such as when you travel – see page 20).

1. Choose a card on the display and pay the indicated cost as depicted on the display board. (The cost to take the Geologist is moving 2 Colonists from your Living Quarters to your Working Area.)
2. Take the card and place it face up in front of you. If you took a Scientist, also take the Scientist marker on the card.
3. At the end of your turn, refill the slot on the display with a Contract card of your choice. You may freely look through them and choose the one you want. Place the Contract on the lower half of the space (covering over the old Scientist cost, and leaving the Crystal on the space visible).



Scientists are explained on the next page.

EARTH CONTRACTS

Cost to take: 1 Crystal.

If you complete a Contract at the end of the game, gain the OP depicted. If you fail to complete it, you lose the OP depicted instead.

There are two types of Contract:



Delivery Contracts: Once you have one of these contracts, you may move Crystals and Resources of the depicted types from your Player board onto the Contract at any time during the game.

Anything you gain that is required by the Contract can be placed directly on the card, bypassing your Player board. To complete this Contract, all of the depicted items must be on the card at the end of the game. Minerals cannot be used as another type of Resource for completing a Contract.



Upgrade Contracts: To complete this type of Contract, at the end of the game you must have an Advanced building marker on a Building of the depicted type that is part of a Complex of at least size 4.

MARS CRYSTALS (MARSINUM):

At the start of the game, you have space in your Depot to store 3 Crystals. This can be increased by Welcoming new Ships. Crystals are needed to pay for Executive actions.

Reminder: Any Crystals gained are placed in the space below your Depot; you cannot spend them on the turn you gain them.

Marsinum is a new crystal being found on Mars for the first time. It is made up of radioactive isotopes forming a crystal structure, never seen before. Its structure allows it to concentrate huge amounts of energy in its crystal lattice, making it not only radioactive but highly unstable as well and thus very dangerous. However, if handled appropriately, it constitutes a great source of energy never seen before.

The main use of Marsinum is to power up Bots and Rovers, but it is also used to trade favors. These Crystals are slowly becoming very valuable on Mars. I chose to create these crystals as a game currency because I believe no money will be used during the first 100 years of Mars colonization. I like to imagine a power that has not been discovered until we reach another planet, and this is the story that I would like to tell in this game.

If you prefer a more realistic approach, the crystals can represent Uranium, a very radioactive heavy metal, which has been used as a source of concentrated energy and was already found on Mars. It's rare, powerful, and can easily be traded.

Example: Executive actions



*Earlier in the game, **Purple** has Welcomed 1 Ship. He now has four possible Executive actions available to him.*

Example: Using a Scientist



*On his turn, **Blue** wants to perform the action of the Private Ship owned by **Green**.*

***Blue** has the Hydrologist, so he is able to do this. **Blue** places the Hydrologist marker on **Green's** Blueprint card and then performs the action for free. On her turn, **Green** may also perform the action of that building as her Executive action for free.*

EXECUTIVE ACTIONS

Once per turn, before or after your Main action, you may perform one of the Executive actions available to you.

Your Executive actions are shown next to the slots in your Depot. An action is available to you as long as you do not have a ship on that space (i.e. at the start of the game, you only have access to the bottom 3 Executive actions in your Depot).

Each action has a cost in Crystals associated with it, and you must pay that amount of Crystals to perform the action.

The different Executive actions are described in the Reference book.



BOOSTING TECH WITH COLONISTS

Some Advanced Building actions depict the Teal Colonist icon at the bottom. This means that you may send Colonists to your Working Area to temporarily add to the level of the tech when taking the action.

For example:

You are activating the Executive action of the Concentrator. This allows you to construct a Oxygen Condenser. You want to increase the size of an existing Oxygen Condenser Complex from size 3 to size 4. This requires a Tech tile of level 3 but you only have a related Tech tile of level 2. You move 1 Colonist from your Living Quarters to your Working Area to count as the level you are missing.

SCIENTISTS AND ADVANCED BUILDINGS



One of the Executive actions is to use one of your own Advanced Buildings at a cost of 2 Crystals. However, if you have a Scientist, you can put them to work in an Advanced Building that matches their specialty, **even a Building belonging to another player**.

To do this, move the Scientist marker from wherever it currently is to the Blueprint card you wish to use, and then proceed with the appropriate Executive action.

As long as a Scientist is working in a Building, both the owner of the Scientist and the owner of the Building may perform the Executive action of that Building at no cost.

A Scientist must stay working in a building until they are moved out to work in another Building.

Scientists also grant OP at the end of the game based on the number of Advanced Buildings on Mars of the indicated type.

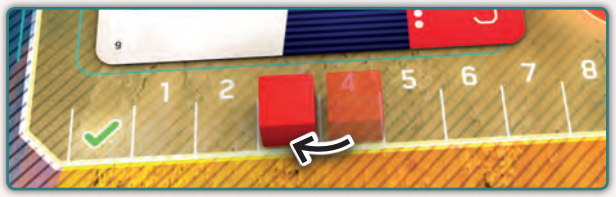
MISSIONS

Missions are sent from Earth which determine the most important steps of colonization.



During Setup, 3 Mission cards are placed on the board. Each Mission card depicts an objective for the colony. If you contribute to that objective, gain the Crystals shown on the card for each contribution and place them below your Depot. Also, move the Mission tracker cube down 1 space. Once the requirements of the Mission are fully met (the cube reaches the space with the checkmark), remove the card from the game and move the Remaining Missions marker 1 space to the right.

See the reference book for details of the Missions.



Once a total of 3 Missions have been completed collectively by all players, the end of the game is triggered (see page 21).

Note: The number of Missions required to trigger the end of the game can be reduced based on the Colony Level (see sidebar).

PRIVATE GOALS

Each company has its own priorities.



You start the game with 3 Private Goal cards, each of which depicts the requirements necessary to complete it. Each Private Goal is fully explained in the Reference book.

During your turn in the Colonization phase, if at any point you meet the requirements of the card, you may complete the Goal by placing it face up next to your player board and taking one of the rewards depicted.

Each player can only complete one Private Goal during the game.

Also, on your turn, you may discard a Private Goal from your hand (return it unseen to the box) and use it as if it were a Crystal. You may do this before and after completing your Private Goal (or, do not complete any Goal, and use all the cards as Crystals).

Note: You discard the card and use it as if it were a Crystal. You do not discard the card and take a Crystal.





If the Colony reaches level 3, the number of completed Missions required to end the game is 2.



At Colony level 4, the number of completed Missions required to end the game is 1.



At Colony level 5, the end of the game is triggered, even if no Missions have been completed.

In each case, advance the Remaining Missions marker one space to track how many more are still needed.

SHUTTLE PHASE

At the start of this phase, move the Shuttle one space towards the middle of the board following the arrows. If the Shuttle is already on the red Travel space closest to the middle of the board, it travels instead.

If the Shuttle travels, move it to the Travel space on the opposite side indicated by the current Colony level.

As the colony starts to become more and more self-sustained and less dependent on Earth's resources, the frequency of the shuttle is reduced.

Then in turn order, all players decide if they will travel or not. All players may travel in this phase, whether the Shuttle itself traveled or not.

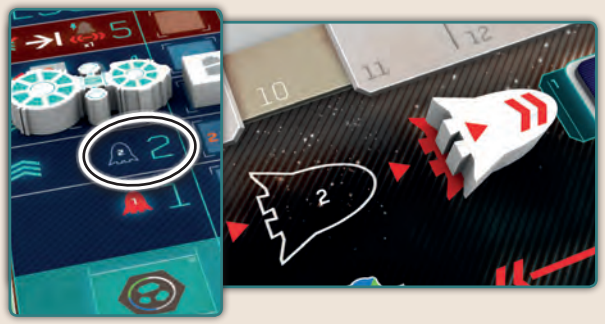
If the Shuttle travels, and your Player marker is on the side that the Shuttle moved from, you can catch a lift with the Shuttle and travel for free. Otherwise, you may still travel, but to do so, you must remove a ship from your Hangar (place it back in the game box).

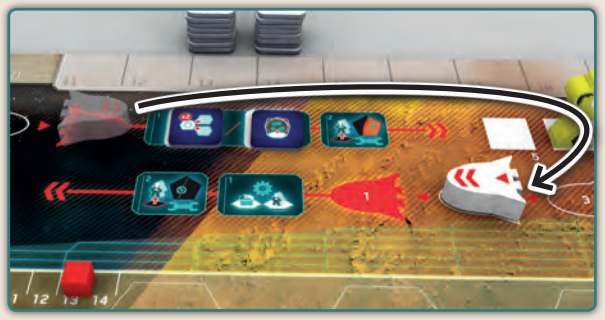
If you decide not to travel, stand your player marker back up. You do not get the bonus of the Turn Order space again.

If you decide to travel, follow the steps described on the next page:

Shuttle Phase Example:

The Colony level is currently 2 and the Shuttle is currently on Travel space 1 on the Orbit side.





In the Shuttle phase, the Shuttle travels and is placed on Travel space 2 of the Colony side.

Example: Placing a Discovery tile



*These are the possible hexes for a Discovery tile to be placed by **Purple**.*

TRAVEL TO THE COLONY

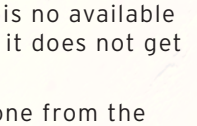
1. Move your Player marker to the Exploration space.



   a. Place 1 of the face up Discovery tiles that is on the Exploration space on an empty hex exactly 3 spaces away from your Rover. If your Rover is not yet on the map, it is counted as being at the starting Mine in the center of the board. If there is no available hex for you to place the tile, it does not get placed, skip step b.

   b. Replace the tile with a new one from the top of the stack, face up.

2. Move your Player marker to the Retrieve Colonists space.



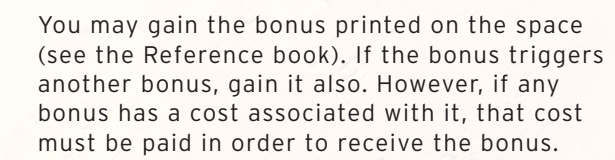
   a. Move all of your Colonists from Action slots on the Colony side of the board back to your Living Quarters (If you started the game on the Orbit side, the first time you travel to the Colony, you will not have any Colonists there).

   b. Move all Colonists in your Working Area back to your Living Quarters.

Note: When returning Colonists to your Living Quarters, if there are not enough slots for them, return any excess to your personal supply next to your Player board.

3. Move your Player marker to any empty Turn Order space on the Colony side.

   You may gain the bonus printed on the space (see the Reference book). If the bonus triggers another bonus, gain it also. However, if any bonus has a cost associated with it, that cost must be paid in order to receive the bonus.



Example: Production



*When **Yellow** travels to Orbit, her Mine and Power Generator produce. She gains 1 Mineral and 1 Battery.*

TRAVEL TO ORBIT

1. Move your Player marker to the Production space.



   Each of your Advanced Buildings on Mars produces 1 Resource corresponding to the type of building. Each Advanced Building you have on a Shelter produces a Crystal, and each of your Colonists/Advanced Buildings on the mines will produce 1 Mineral.

2. Move your Player marker to the Retrieve Colonists space.



   a. Move all of your Colonists from the Orbit side of the board back to your Living Quarters.

   b. Move all Colonists in your Working Area back to your Living Quarters.

Note: When returning Colonists to your Living Quarters, if there are not enough slots for them, return any excess to your personal supply next to your Player board.

3. Move your Player marker to any empty Turn Order space on the Orbit side.

   You may gain the bonus printed on the space (see the Reference book). If the bonus triggers another bonus, gain it also. However, if any bonus has a cost associated with it, that cost must be paid in order to receive the bonus.



END OF THE GAME

At the end of the Colonization phase, if the Remaining Missions marker has reached the end of its track (which may be caused by completing 3 missions, progressing the colony to a high level, or a combination of both), the end of the game is triggered.



When the end of the game is triggered, play until the end of the current round, and then play 1 more round. Skip the Shuttle phase in the final round.

Each player moves any Crystals they gained in the last round into their Depot as normal.

Then calculate each player's score as follows:

1/2/4/7/11 OP for having 1/2/3/4/5 Progress cubes in the Progress area, as you did when advancing the colony level.

3 OP for each ship you have in your Hangar.

Return all Colonists from the side of the board where your Player marker is, and from your Working Area, back to your Living Quarters. Slots in the Living Quarters must be filled from bottom to top. If there is not enough space, place the excess in your personal supply. You score OP according to the indicated number next to your highest located Colonist.

Each Tech tile in your Laboratory is worth a number of OP indicated below the column it is in.

OP for Advanced Buildings, 3 points for Lvl 1 card and 5 points for Lvl 3 cards. Lose 3 points for every unbuilt Lvl 1 Blueprint and 5 points for every unbuilt Lvl 3 Blueprint.

Each Scientist scores 3 OP for each Advanced Building of the indicated types on Mars, **no matter who owns it**.

Gain or lose OP for each Earth Contract card as depicted on the card based on whether you completed it or not. (You may transfer any Resources or Crystals to any contracts at this time.)

After adding end-game scoring to points scored during the game, the player with the most Opportunity Points is declared the winner.

In the case of a tie, the player with the most Crystals is the winner. If there is still a tie, the player with the most advanced buildings is the winner. If there is still a tie, the player with the most Progress cubes in the Progress area is the winner. If there is still a tie, tied players share the victory.

SCORING EXAMPLES

Colonists





Green *scores 10 OP for her Colonists.*

Technology



Green *scores 18 OP for her Tech tiles (1 + 4 + 4 + 9).*

Advanced Buildings



Green *scores 8 OP for her Advanced Buildings (3 + 3 − 3 + 5).*

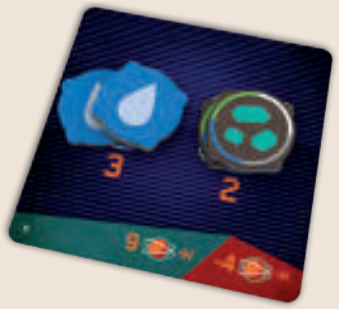






Earth Contracts

Green *loses 4 OP for having an incomplete Earth Contract (missing 1 Water).*



Scientists

Green *scores 6 OP for her Hydrologist (2 upgraded Greenhouses).*

SOLO GAME

In the solo game, you will be competing directly with one opponent: Lacerda.

To win the game, you must fulfill all the requirments of any one of the goals shown on the following page.

Play with the general game rules for 2 players with the following exceptions:

SETUP

Choose a color for yourself and another for Lacerda's company. Setup both Player boards and the main board as for a 2-player game with two exceptions:

- Lacerda does not get any Private Goal cards.
- Instead of placing Lacerda's Bot on his Shelter, place it on the icon of the Mine in the Progress Area.

In addition, shuffle the solo deck and place it face down nearby.

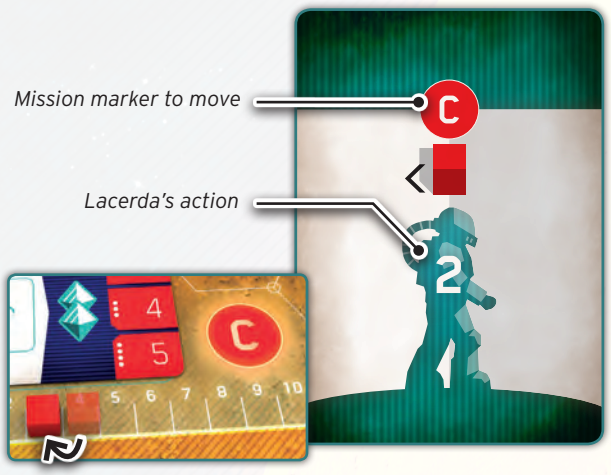


Shuffle the First Colonists tiles and choose one at random. This is the starting Turn Order space for Lacerda. Then, choose a Turn Order space for yourself (or use a random one), gaining the benefit as usual. The Shuttle starts in the red space on the same side as Lacerda.

COLONIZATION PHASE

On Lacerda's turn, reveal the top card from the solo deck. He performs an action (detailed below) and then the card is discarded.

When the solo deck is empty, the next time Lacerda takes a turn, reshuffle the discarded cards to make a new deck and then reveal the top one as normal. After you have shuffled the deck once (the 2nd time through the deck), in addition to Lacerda performing the action, also move the indicated Mission tracker cube down one space. He gets Crystals for contributing to the Mission as usual.



SHUTTLE PHASE



- Lacerda always chooses to travel with the Shuttle unless the most recent solo card depicts an X next to the cube in the top of the card, in which case he does not travel.

When Lacerda travels, choose an available Turn Order space at random. Resolve the travel as normal, but with the following changes:

- When traveling to Orbit, Lacerda skips both steps.



- When traveling to the Colony, Lacerda places a Discovery tile but skips the retrieve Colonists step.
- When placing a Discovery tile, Lacerda always places the leftmost Discovery tile from the Exploration space. It is placed 3 spaces away from his Rover as far away as possible from **your** Rover as possible. When Lacerda travels to the Colony, after choosing a Turn Order space, he constructs a Building, following the same rules as Action 1 - Construct a Building (see below).



Lacerda places a Discovery tile.

EXTRA RULES FOR LACERDA

- Lacerda always has as many Colonists as he needs. At the end of the game, all spaces in his Living Quarters are considered occupied for scoring.
- Lacerda does not take any Executive actions.
- When the Colony levels up, at the end of the current player's turn, Lacerda builds a Shelter (a Complex if possible) and Welcomes a new Ship. He never spends his own Ships, just keeps them to score.
- Lacerda never collects or stores resources. He never pays Resources to take any action.
- Lacerda gains Crystals as normal (Constructing Shelters, taking a Shelter Blueprint, contributing to a Mission, etc.). The number of Crystals he can store is limited to spaces in his Depot.
- When Lacerda builds a LSS building, if he has a Colonist on the Hire a Scientists action slot, he chooses the reward of retrieving that Colonist. If he does not have a Colonist there, he gains a Crystal instead.
- When Lacerda scores this tile, treat his Living Quarters as if it is full of Colonists.



- Lacerda always uses Tech if it is available. You get an Oxygen as normal if he uses your Tech.
- When he moves his Bot, move it to the next icon in the LSS sequence (Mine > Generator > Water Extractor > Greenhouse > Oxygen Condenser > back to Mine, etc.).

TURN ORDER SPACE BENEFITS



Lacerda takes whatever there is the most of. In case of a tie, he takes the leftmost one (Crystals first). Any Resources taken are placed into the general supply.



Lacerda takes a Tech tile as as described under LEARN NEW TECHNOLOGY action on the next page.



Since Lacerda always has all the Colonists he needs, instead he moves his Rover (see below).



Move Lacerda's Bot using the rules described above.



Lacerda takes a Blueprint as described under OBTAIN BLUEPRINT action on the next page.

COLONIST PLACEMENT COST AND ILLEGAL MOVES

Lacerda always has to place a Colonist on actions that depict a Red Colonist. He pays the additional cost with Crystals, he cannot pay with Colonists. If he does not have enough Crystals to pay, or if the move he is doing is not allowed for some reason (no space in his Lab to learn more Techs, no Blueprints available, Scientist slot is already occupied, etc.), then instead of performing the action, he moves his Rover instead.

MOVING LACERDA'S ROVER

Whenever Lacerda moves his Rover, it moves toward the closest tile (either Research or Discovery) that it can collect. Do not count any Discovery tiles that give Resources as they are useless to Lacerda. If tied, check the Resolving Ambiguities rules. He uses any available Tech and spends additional Crystals if required. If he reaches a tile, it is resolved immediately.

ORBIT SIDE - LACERDA'S ACTIONS

The number in the Astronaut image indicates the action that Lacerda will take.

ACTION 1. OBTAIN BLUEPRINT:
Take the Blueprint of a type that scores Lacerda's Scientists. If tied, take the leftmost card from the row with the most cards in it (bottom row if tied).

ACTION 2. LEARN NEW TECHNOLOGY:
Lacerda takes the cheapest one, leftmost if there are more than one. Place it in Lacerda's laboratory, top space first, taking benefit as normal (see above for Warehouse priority).

ACTION 3. RESEARCH AND DEVELOPMENT (R&D):
Lacerda develops the most-developed Tech that can be developed once, then the least-developed Tech that can be developed once. If two Techs are tied, develop the bottom one.

RESUPPLY:
Lacerda only takes this action in the Shuttle Phase when his astronaut is placed on the Resupply space of the turn order track, or by placing a Tech tile on the appropriate space of his Lab.

LANDING POD:
He never takes it.

COLONY SIDE - LACERDA'S ACTIONS

ACTION 1. CONSTRUCT A BUILDING:
Lacerda always builds the Building corresponding to the icon his Bot is on, but only if the LSS marker for that Building is below the Colony level marker.

If his Bot is on the icon for a Building whose marker is above the current Colony level, he builds the next Building in the sequence, unless that Building's marker is above the current Colony level, and so on. He always constructs a Mine if that is next in the sequence.

When constructing, Lacerda always tries to build the largest Complex possible using any available Tech. If there is more than one legal Building placement, check the Resolving Ambiguities rules.

After constructing, move his Bot to the next icon in the sequence after the Building that was just constructed.

ACTION 2. UPGRADE A BUILDING:
Lacerda uses one of his Blueprints and upgrades a Building anywhere on the board. If the Upgrade Tech is in play, he uses it if able to upgrade as many Buildings as he can.

If there is more than one Blueprint to upgrade, he gives preference to the one that increases the OP provided by his Scientists.

ACTION 3. HIRE A SCIENTIST OR TAKE AN EARTH CONTRACT:
Lacerda hires the Scientist that will score him the most potential OP based on the number of Blueprints owned by each player (whether used to upgrade yet or not). Once he has two Scientists, he takes a Contract instead (the one worth the most OP). His Contracts are considered automatically completed. After taking the Scientist or Contract card, Lacerda shuffles the Contract deck and refills the display with the top card.

COLONY LEVELS UP

Every time this happens, Lacerda places a Shelter according to the construction rules above, then he takes 1 Bot which is placed on his Player board. It is never placed on the main board, but it counts towards LSS Rewards or Missions.

RESOLVING AMBIGUITIES

During the game, there will be times when Lacerda has more than one choice. In these cases, you must always choose the option which gives the most advantage to Lacerda. If there isn't a clear choice, give a number to each of the choices and draw cards from the solo deck until one of those numbers shows up and then choose that option. Then shuffle the cards into the deck.

Constructing example



His Bot is on the Plant icon. However, the Colony is at level 1 and there are already 2 Greenhouses on the board, so he considers constructing an Oxygen Condenser instead. However, there are also already 2 of those on the map, so he constructs a Mine.

SOLO GOALS

These are the goals of the game:

lvl 1 - First Colonists

- Reach at least Colony level 3
- Complete at least 1 Contract
- Complete 1 Private Goal card
- Have a level 6 Tech tile
- Have more OP than Lacerda

lvl 2 - Next Generation

- Reach at least Colony level 3
- Complete at least 2 Contracts, 1 of each type
- Complete 1 Private Goal card
- Have at least 2 Research tiles
- Have at least 4 Shelters built
- Beat Lacerda by 10 OP or more

lvl 3 - Hunky Dory

- Reach at least Colony level 4
- Complete at least 2 Contracts, 1 of each type
- Complete 1 Private Goal card
- Have Colonists and/or Advanced Building markers on at least 3 Mines
- Have at least 5 Advanced Buildings
- Beat Lacerda by 20 OP or more

A Martian Potato survival scenario

- Reach at least Colony level 3
- Complete the size 4 Greenhouse Contract
- Complete the Delivery Contract with Plants and Minerals (#11)
- Take the Biochemist
- Have at least 3 Greenhouse advanced buildings
- Expand a Greenhouse Complex to at least size 5
- Have at least 5 Plants in storage
- Take at least 2 Research tiles
- Have the Greenhouse Tech at level 6
- Finish the game in Orbit
- Beat Lacerda by 30 OP or more

2-PLAYER GAME

1. During setup, place only 2 Crystals and 2 of each Resource in the Warehouse.
2. During setup, return the 8 remaining tech tiles to the box.
3. Check page 6 for the starting layout of Shelters.
4. The additional cost to place a Colonist on an Action slot is equal to the number of Colonists already on Action slots for the chosen action (of both you and your opponent).
5. Skip the refill of the Tech Grid since there aren't any more tiles to do so.
6. When refilling the Warehouse with Crystals and Resources from the general supply, add up to 2 of each.

SPACE ODDITY VARIANT

In this variant, when the end of the game is triggered, play only until the end of the current Colonization phase. Be aware that if the last player to take a turn in the Colonization phase triggers the end of the game, the game will end immediately after that player's turn.

FIRST COLONISTS VARIANT

When playing for the first time, it is recommended to use the 3 Mission cards shown below, the First Colonist tiles, and the First Colonist cards.

1. Use the following Mission cards:



The Mission markers should be placed on the following actions: Obtain a Blueprint, Hire a Scientist, and Control Center.

2. **First Colonist tiles:** Instead of choosing a Turn Order space, shuffle the tiles and give each player one of them at random. Players then place their Player marker on the indicated Turn Order space and receive the benefit of that space (as described in the Reference book).
3. **First Colonist cards:** During setup, shuffle the 'A' cards and deal each player one at random which they keep secret from the other players. Return any remaining ones to the box. Shuffle the 'B' cards and place them face down nearby. Each 'A' card depicts 4 types of Building. As soon as you construct any one of the Buildings depicted on your card you reveal the card, return it to the game box, and then draw the top 2 cards from the 'B' deck which you keep secret.





Each 'B' card depicts a task. If you complete that task, reveal it, gain the reward depicted, and then return the card to the box. You can only complete one task each turn.

Example: *Obtain a Blueprint, gain a Crystal.*

On Mars, most of the humans will be decision makers, scientists, politicians, poets, philosophers, or artists. They mostly have intellectual jobs leaving the physical work to machines. Any physical activity they may have will be purely for pleasure and good health, like sports or exercise.

Radiation, cold, and lack of oxygen will keep them inside shelters.

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A huge thank you as well to my Discord group for the great and long design discussions and suggestions, thank you also to the BGG community for their support. Without all of these people this game would not have been possible.

All my love to my beautiful daughters Catarina and Inês and to my muse and greatest friend, my wife Sandra, for their patience, support, and inspiration.

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