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# MARTIANS: A STORY OF CIVILIZATION

## PROTOTYPE

FOR 1 TO 4 PLAYERS



# Next mission to Mars is on its way

Due to cooperation with the International Space Agency and several private companies, the year 2030 will go down in history as the year in which the first colonization mission to Mars will take place.

The mission will use the past experience of the agency gained during previous experimental and privately manned missions that ended with failure. The main objective of the mission is to prepare the infrastructure necessary for the use of future colonists who will come within the next few years, right on schedule. Creation of the self-sufficient camps on the Red Planet will enable development of the human race and solar system exploration in the future.

The team of scientists and experts, on the grounds of the past exploration missions to Mars and manned missions, developed brave and feasible plan to build self-sufficient camps on Mars. The key element was to analyze reports from manned mission conducted by a private corporation that ended with failure. Dramatic mission, which aim to be a reality show about first colonists on Mars, raised doubts among sponsors and public opinion and put a question mark over sense of the Red Planet colonization.

However, the team of scientists transformed the failure into a

huge database containing useful information on living conditions on Mars as well as disadvantages of the most important life-support device. After many attempts to contact the colony and confirming the lack of life activity of all mission participants on the satellite imagery, they were considered dead. Maybe someday it will be possible to explain what had actually happened. However, according to many experts it was human factor in the form of trust in the reliability of the delivered devices and lack of essential knowledge on their maintenance and repair that lead to failure. Not without a reason the landing place of the current mission was chosen near the camp of the first colonists. Delivered reports on weather conditions and initial ground analysis let minimize the mission risk and additionally the exploration of the old camp may help to explain what happened right before losing the connection with the first colonists. The previously built infrastructure that can be re-used in future may also appear as an advantage. ■

## Controversial recruitment in the mission Mars program

November 1, 2030

Colonization mission to Mars has continuing form and the schedule includes several human space flights with diversified personnel. In contrast to current space programs, not only experts will work on Mars. Establishment of human civilization requires the full usage of its potential. Therefore, specialist representing many domains will fly to Mars. Starting from biochemists and ending on ordinary people. The biggest controversies concern the recruitment process of volunteers that will explore the planet by conducting risky expeditions outside safe areas. The risk concerning that part of mission resulted in the small number of volunteers. Therefore, people deprived of civil rights such as prisoners who additionally passed rigorous test were allowed to take part in the recruitment process. The possibility of being free again convinced huge number of prisoners to apply. This time the public opinion didn't approve the course of action. It created a threat for the remaining personnel living on Mars. The director of the agency assured public opinion during the latest press conference that a special facility will be created for this group of volunteers which in turn will minimize the risk and warrant creation of perfect conditions for colonists' explorations. As it can be noticed, the currently created technical camp and its personnel will have to achieve a full productivity in a short period of time in order to create proper living conditions for all the colonists.



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# BREAKING NEWS

## Successful landing on Mars

Landing of the several capsules with personnel amounting to dozens of people representing private corporations that executed contracts with the International Space Agency turned out to be fully successful.

One of the first news from the Red Planet is the information on starting works on infrastructure that was delivered earlier by means of landers. It is a critical element of the whole mission which success guarantees subsequent arrivals. At every second of Earth time, innovative systems produce oxygen and energy on the Red Planet and as a result enable continuation of works by

corporations in accordance with the schedule. The current team of people needs to install delivered devices allowing safe and normal functioning of the colonists as soon as possible. It is mainly technical infrastructure assuring existence of personnel, conduction of studies, food production and building new objects for the next colonists that are about to come in the near future.

# First baby born on Mars

July 2031



The expert community was shocked by the new flights schedule presented during the conference. The amended schedule and mission objectives include acceleration of future flights thanks to raised funds. According to many experts the infrastructure, as presented in reports, is not fully ready for next colonists. It is also risky to expect from the technical colony to prepare everything faster than it was previously planned. Everyone has doubts on achieving the objective of the mission i.e. creating

self-sufficient civilization. Hopefully, the next reports will assure us that no problems will appear.

In this special for the humankind day the most important is the combination of the efforts of government agencies and private investors that let us create comfortable living conditions for the first birth beyond our planet. Undoubtedly it is the next step in the conquest of space that shows us a clear and demanding goal to accomplish.

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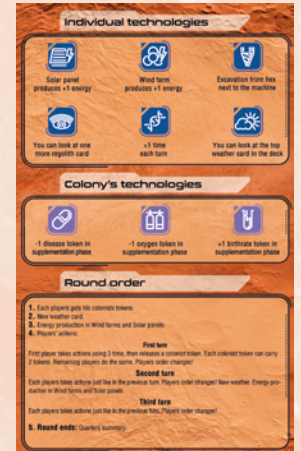
# COMPONENTS



## GAME BOARD

- 1 QUARTERS
- 2 INFIRMARY
- 3 APARTMENTS
- 4 TURN TRACK
- 5 EXCAVATION AREA
- 6 REPUTATION TRACK

## PLAYER AIDS [2]



## MISSION SCENARIO [4]

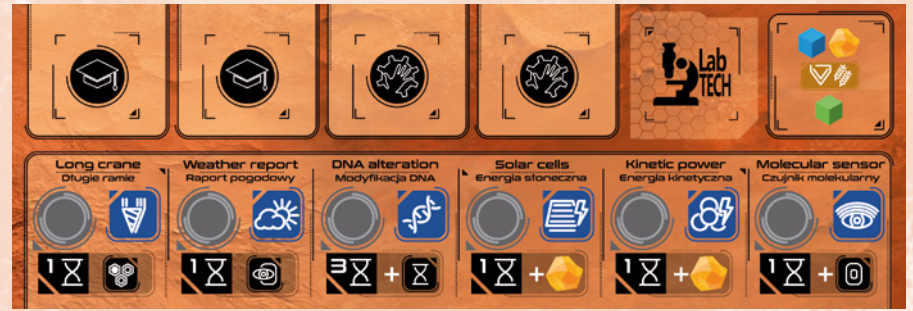
EXPERT CARDS [10]



ASSISTANT CARDS [12]



CORPORATION CARDS [4]



EVENT CARDS [16]

REGOLITH EXAMINATION CARDS [18]

WEATHER CARDS [10]

COMMISSION CARDS [24]



RESEARCH TILES [12]

COLONIST TOKENS [16]



FIRST PLAYER MARKER

EXCAVATION MACHINE MARKER

EXCAVATION TOKENS [37]

CROPS TILES [8]

MONEY TOKENS [30]

PLUS  
 ROUND MARKER  
 PLAYER MARKERS [32]  
 ACTION MARKERS [12]

# INTRODUCTION

IN  
DEVELOPMENT

GAME  
SETUP

**Martians: A Story of Civilization** allows for three modes of playing the game. Before playing, the players must choose which mode they are going to play.

## COOP.1

### COOPERATION MODE

All resources that the players have at their disposal during the game, are shared. Technologies on the player's card, energy installations and managing action markers remain individual.

The game requires close cooperation of the players in realizing the requirements of the selected game scenario.

#### 1

The players choose the mission scenario to be realized and they take into account all the modifiers it includes for the initial game configuration.

#### 2

The players place in the common pool energy markers and supplies markers.

PLAYERS	4	3	2
ENERGY MARKERS	20	15	10
SUPPLIES MARKERS	6	5	4

#### 3

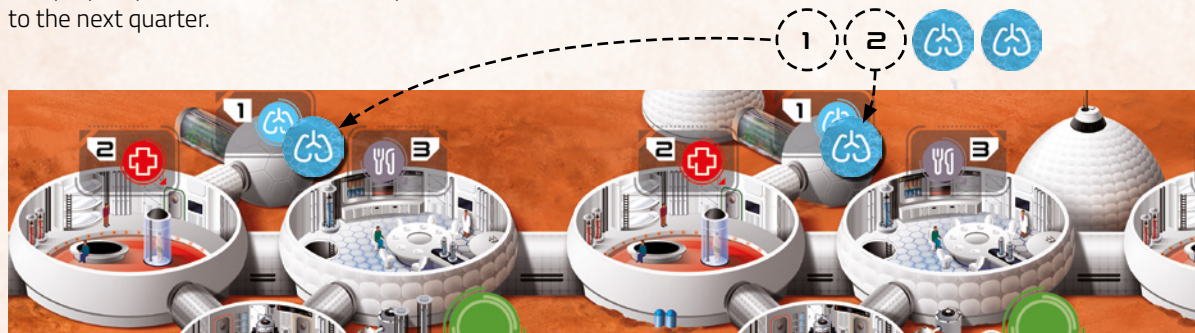
The players place one marker of any player's color on the reputation track on the position labeled with number 2. In this mode the track is treated as the colony satisfaction track.

#### 4

The players place oxygen tokens in the quarters.

PLAYERS	4	3	2
OXYGEN TOKENS	4	3	2

The players place one token in each quarter and move to the next quarter.



## COOP:COM.2

### COOPERATION-COMPETITION MODE

All resources that the players have at their disposal during the game, are individual. Technologies on the player's card, energy installations and managing action markers are also individual.

The game requires cooperation in realizing the requirements of the selected game scenario, but only one player wins. The player with the highest reputation among the colonists becomes the colony administrator.

#### 1

The players choose the mission scenario to be realized and they take into account all the modifiers it includes for the initial game configuration.

#### 2

Each player gets 5 energy markers and 1 supplies marker.

#### 3

Each player places one marker of his or her color on the reputation track on the position labeled with number 2.

#### 4

The players place oxygen tokens in the quarters.

PLAYERS	4	3	2
OXYGEN TOKENS	4	3	2

The players place one token in each quarter and move to the next quarter.

## COM.3

### COMPETITIVE MODE

All resources that the players have at their disposal during the game, are individual. The player's quarters, technologies on the player's sheet, technologies on the board, energy installations and action markers management are individual as well.

Only one player wins. The player with the highest reputation among the colonists becomes the colony administrator.

#### 1

The players shuffle commission cards, and place them randomly, next to the board, face up.

PLAYERS	4	3	2
COMMISSION CARDS	6	5	4

#### 2

Each player gets 5 energy markers and 1 supplies marker.

#### 3

Each player places one marker of his or her color on the reputation track on the position labeled with number 2.

#### 4

Each player places one marker of his or her color in one selected quarter. This marks the part of the colony which the player must maintain until the end of the game.

#### 5

The players place 1 oxygen token in their quarters.



# GAME PREPARATION

## INDEPENDENT OF THE GAME MODE

### 1

The board should be placed in the middle of the table, in a place available for all players **1**

### 2

Each player receives a corporation card and a set of wooden markers in the selected player's color **2**

### \*\*\*

After unfolding the board, the players place on it respectively: energy markers, expert cards, assistant cards, and research tiles.

PLAYERS	4	3	2
ENERGY MARKERS	6	5	4
EXPERT CARDS	6	5	4
ASSISTANT CARDS	6	5	4
RESEARCH TILES	6	5	4

### 3

Energy markers are placed in the RTG GENERATOR area **3**

### 4

Expert cards are randomly pick up from the previously shuffled deck and placed on the board, in the educational center, face up **4**

### 5

Assistant cards include three types of assistants. Depending on the number of players taking part in the game, assistant cards of the same type and in the number equal to the number of players should be placed in the deck and then shuffled. The other assistant cards should be returned to the box.

Assistant cards are randomly pick up from the deck and placed on the board, in the educational center, face up **5**

### 6

Research tiles are randomly pick up from the previously shuffled deck and placed on the board face up **6**

### 7

The players turn all excavation tokens face down so that their contents are unknown and then mix them. After mixing all the tokens three of them should be picked randomly and placed face up on the board fields marked with the special color **7**. Next, on the first uncovered token from the top, the marker of an excavation machine should be placed. The other excavation tokens should be distributed on the board face down.

### 8

From the weather deck, the "Stable" weather card should be picked and placed in the dedicated board area, face up **8**. The other weather cards should be shuffled and laid next to the board, face down.

### 9

The regolith examination cards should be shuffled and laid in a stack in the dedicated place on the board, face down **9**

### 10

An unbuilt facility token should be placed on the first action field from the left **10** in the following buildings:

- ✦ Hospital
- ✦ Water treatment station
- ✦ Educational center
- ✦ Laboratory

### 11

Facility under construction tokens should be placed on all free action fields **11** in the following buildings:

- ✦ Hospital
- ✦ Water treatment station
- ✦ Educational center
- ✦ Laboratory
- ✦ Greenhouses

### 12

Each player places one colonist token of his or her color on the fields of round 4 on the round track. Next, an unavailability token should be placed on that token **12**

### 13

Event cards should be divided into stacks according to the round marked on their reverse side and then shuffled. A wooden round marker should be placed on the stack with the first round label **13**

### 14

The players select the player starting the first round in any way they like. Optionally the player who was the last one to read a book or watch a film about the colonization of Mars starts the first round. The starting player gets the first player marker **14**

### 15

The starting player receives money tokens worth 2, the second player 3, the third 4 and the fifth player worth 5 **15**





# COURSE OF THE GAME

As mentioned previously, the game offers three playing modes and, regardless of the mode the players chose, each round of the game comprises the 3 phases described below.

## GENERAL RULES

At any time during the game, the players may browse:

- ▷ the expert cards stack
- ▷ the assistant cards stack
- ▷ the research tiles stack

## SUPPLEMENTATION PHASE

▷ PERFORMED ONLY FROM ROUND TWO OF THE GAME

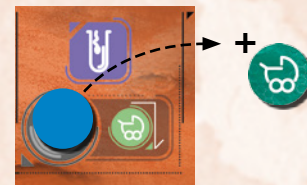
### ▷ 1

Checking the colony population size: the players check if the number of birthrate tokens in the quarters has reached the level unblocking additional colonists. If there are three population birthrate tokens in a quarter, an unavailability token should be removed from additional colonist tokens. From this moment on the player will have at his or her disposal one additional colonist token in a round and the colony demand for food and oxygen increases.



### ▷ ATTENTION

Before checking the population size, if birth control technology had been developed on the board, then an additional birthrate token should be added.



### ▷ BIRTH CONTROL

Place 1 population birthrate token in the quarter at the beginning of a round.

### ▷ COMPETITIVE MODE

In this mode each player checks the population size in his or her quarters. If there are three population birthrate tokens in a quarter, an unavailability token should be removed from additional colonist tokens only for this player. The birth control technology also adds a birthrate token only in the quarters of the player who developed the technology.

## 2

The players place oxygen, disease, and hunger tokens in the quarters. Cooperation and completion-cooperation mode:

PLAYERS	4	3	2
OXYGEN TOKENS	4	3	2
DISEASE TOKENS	4	3	2
HUNGER TOKENS	8	6	4

The tokens are always placed from the left quarter to the right one. The players place one token of each type in each quarter and move to the next quarter. If there are more tokens than quarters, they should still be placed, starting again from the first quarter.

In competitive mode each player places the following tokens in his or her quarters 1 oxygen token, 1 disease token, and 2 hunger tokens.

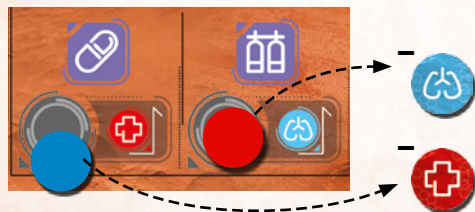
This way the distributed tokens represent the need of the colony inhabitants for specific products which have to be provided.

## ADDITIONAL MODIFIERS TO THE NUMBER OF TOKENS

### TECHNOLOGIES

A modifier from previously developed technologies which are present on the board.

- ❖ Medicine: Place 1 disease token fewer
- ❖ CO2 converter: Place 1 oxygen token fewer



### POPULATION SIZE

If the colony population size increases, the players must additionally place more tokens in the supplementation phase:

- ❖ +1 oxygen and
- ❖ +1 hunger

If the colony population size decreases, the players place fewer tokens in the supplementation phase:

- ❖ -1 oxygen and
- ❖ -1 hunger

## 3

Picking and uncovering the card of the weather for the colony for the next two turns. The card should be placed in the place marked on the board, covering the previous weather card.

### SAMPLE ENERGY PRODUCTION TAKING INTO ACCOUNT WEATHER AND PLAYER'S TECHNOLOGY MODIFIERS

#### BLUE PLAYER

He or she has two solar panels, producing 2 units of energy each. Additionally, earlier in the game the player developed a technology increasing the output of each solar panel by 1. The current weather has no influence on this kind of installation, so the player produces a total of 6 energy markers.

#### RED PLAYER

He or she has one solar panel producing 2 energy units and a wind farm producing 2 energy units. So far the player has not developed a technology increasing production. The current weather influences the wind farm, increasing its output by 1, so the player produces a total of 5 energy markers.



## 4

Picking a card from the event stack of the current round and introducing the effect listed in the card to the game.

## 5

Adding to the board, from the stacks:

- ❖ + 1 expert card
- ❖ + 1 assistant card
- ❖ + 2 research tiles
- ❖ + 2 commission cards (competition mode only).

## 6

Energy production in the players' energy installations. Each player receives energy markers produced only in his or her buildings. You should remember to take into account the modifiers resulting from the weather card and production increasing technologies, that the players have. Regardless of the selected game mode, technologies from a player's card only modify energy production of this player's installations.

## 7

The players take their colonists tokens from the round track. The player, whose colonists died as a result of negligence, leaves the colonists token on the round track with its reverse side up (skull). Additionally, the player defines, on which turn the dead colonist token should be placed. This means that in the selected round the player will not make his or her moves.

These tokens are returned to the players.

This token stays on the track until the end of the game and the player may decide now, in which round it is to be placed.



# WORK PHASE



## PLAYERS' ORDER

Turns in the round are taken, starting from the first player and continuing clockwise. After completing the round by all players the first player marker should always be handed over to the left. This way each turn is started by another player.

**THE PLAYERS ALWAYS COMPLETE ONE TURN IN ORDER**

The number of turns depends on the colony size. Initially the players have three colonist tokens each, offering the players the possibility to take three turns before a round ends. In case the colony grows, the players will have 4 turns at their disposal, represented by their colonist tokens. Of course the colony size may decrease because of the players' negligence, which will mean, for example, that the players only have two turns at their disposal.

## COLONIST TOKEN

Colonist token represents the colony staff that works for us during a turn. To put it simply, it is the player's turn marker. After completing a turn the colonists return to the quarters and the player must place one of his or her colonist tokens on the round track. The token is always placed on the first free round track field from the left.

### EXAMPLE

After completing a turn, the red player places his or her token on the first free field. Please remember that fields marked 3 and 4 are not available in the game for 2 players.

## PRODUCTS DELIVERY

A player finishing his or her turn marks this by placing a colonist token on the round track. This way the colonists may bring to the quarters a maximum of two products in any combination. The products are food and medicines. A player delivering one medicine removes from any quarter one disease token, and delivering one food, he or she removes one hunger token. Delivering products to the quarters, a player receives reputation points according to the conversion factor located below the round track.

### EXAMPLE

After completing a turn the blue player has the following resources: 1 medicine marker and 2 food markers. The player remembers the maximum limit of two products the colonists can bring and he or she decided that the returning colonists will bring 1 medicine marker and 1 food marker. The player removes from any quarter 1 disease token and 1 hunger token, for which he or she gathers a total of 5 reputation points.



### A PLAYER'S TURN = 3 TIME UNITS PER ACTION

Thanks to the working colonists, a player may perform work taking 3 time units in a turn. Action fields on the board and research tiles contain information about how much time performing a given action costs. A player performs an action on the board only by placing his or her marker on it. A marker placed in a building by a player's earlier move may not perform an action in it.

### IT IS FORBIDDEN TO

- ❌ Move one's action markers from one field to another. A player who wants to move an action marker to another field must perform a recreation action.
- ❌ Place one's action marker in a building, where another action of the same player is already located.
- ❌ Place one's action marker in an unfinished building, on which an 'facility token' is located or placing an action marker on an unavailability token.
- ❌ Place one's action marker in a building and performing the same action twice.
- ❌ Place one's action marker in a building without having the necessary resources to perform an action.
- ❌ Perform an action in a building without placing an action marker in it.

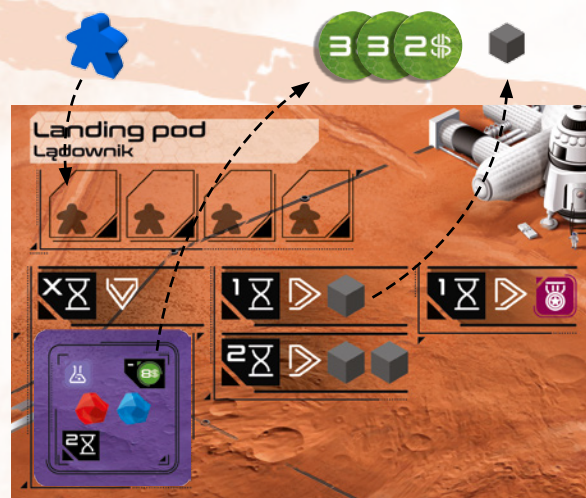


### BUILDINGS OFFERING VARIOUS ACTION

A player placing an action marker in a building, which allows for performing a few different actions, may decide to perform a few actions, bearing their costs.

#### EXAMPLE

The blue player decided to use all his or her time available in a turn for an action in the Landing pod. The research action on the selected tile cost 2 time units and the charging of 1 supplies marker – an additional 1 time unit. This way the player performed two different actions with one marker in the same building. The player gathered money tokens worth 8 and 1 supplies marker.



### RECREATION ACTION

It involves the collection by the player of all of his or her action marker from the board.

#### ⌚ COST

1 time unit

#### ⚠️ ATTENTION

A recreation action does not remove action markers located in the quarters.

### BUILDING UNDER CONSTRUCTION

A building, whose construction has been started, but not finished, is marked with Facility under construction tokens. A player can place his or her

action marker on a field with such a token, but it costs him or her 1 time unit. This represents the possibility to perform work, but it is performed at a slower pace due to the unfinished construction.

### RTG

#### [RADIOISOTOPE THERMOELECTRIC GENERATOR]

Each player may draw only 1 energy marker from the generator area on the board once per his or her round. For drawing 1 marker the player loses 1 reputation point. Drawing energy from the generator is not an action and does not require the player to place an action marker and pay with time.

If there are no energy markers left in the generator area, the players cannot draw them.

### A CHANGE OF WEATHER, AN EVENT, AND ENERGY PRODUCTION ALWAYS TAKE PLACE AFTER THE SECOND TURN IS COMPLETED BY ALL PLAYERS

#### ❶

Picking and uncovering the card of the weather for the colony for the next two rounds. The card should be placed in the place marked on the board, covering the previous weather card.

#### ❷

Picking a card from the event stack of the current round and introducing the effect listed in the card to the game.

#### ❸

Energy production in the players' energy installations. Each player receives energy markers produced only in his or her buildings. You should remember to take into account the modifier resulting from the weather card and technologies increasing the production, which the players have.

# ACTION FIELDS DESCRIPTION



## MOXIE V.3 GENERATOR [MARS OXYGEN IN SITU RESOURCE UTILIZATION EXPERIMENT]

### ACTION

Remove one oxygen token from any quarter and gather two reputation points

### COST

1 time unit, 1 energy marker



## FACILITIES CONSTRUCTION

The possibility to perform three different actions.

### ACTION 1 : CONSTRUCTION

Remove one unbuilt facility token from any building and gather three reputation points

### ACTION 2 : UPGRADE

Remove one facility under construction token from any building and gather three reputation points

### ACTION 3 : INSTALLATION DEVELOPMENT

Place one of your round markers on a selected energy installation. If a marker has already been placed there by you or another player, place your marker on it, creating a stack.

### COST

1 time unit, 1 energy marker, 1 regolith marker, 1 supplies marker

## IMPORTANT

A player can have a maximum of 2 energy installations, regardless of their kind.



## HOSPITAL

### ACTION

You receive 1 medicine marker

### COST

1 time unit, 1 energy marker, 1 supplies marker, 1 drinking water marker



## WATER TREATMENT STATION

### ACTION

You receive 2 drinking water markers

### COST

1 time unit, 1 energy marker, 1 dirty ice marker

## EXCAVATION

A player performing the excavation action must always perform a move of the excavation machine to another token. Before or after this move, a player may perform the excavation action only from one token, on which the machine is located at the moment. The player, making a move, may not shift the excavation machine in a direction increasing its distance from the uncovered tokens on the board. After finishing the move all excavation tokens next to the token, on which the excavation machine is located, should be uncovered.

A player may additionally expand the excavation action with a regolith examination action.

### ACTION : EXCAVATION

You receive any two raw material markers from the token, on which the excavation machine is located. Next remove the token used for excavation from the board.

### COST

1 time unit, 1 energy marker

### ACTION : EXAMINATION

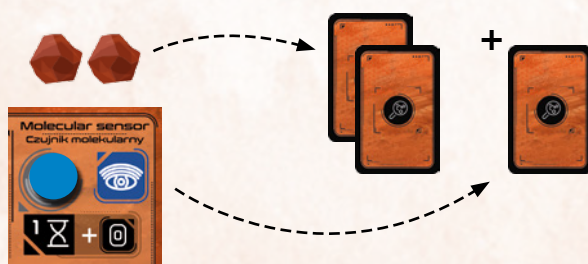
Pick cards from the regolith stack, in a number equal to the number of regolith just excavated. The player keeps the picked cards secret from other players.

### COST

1 time unit

### EXAMPLE

The blue player excavated 2 regolith markers from a token and next shifted the excavation machine to the next token. Additionally the player decided to expand his or her action by the regolith examination, paying an additional 1 unit of time. The player picks two regolith cards (1 card for each excavated regolith marker) plus one extra from the technology he or she developed on his or her player's card. The player does not reveal the contents of the cards, unless the cooperation mode was selected.



### LANDING POD

The possibility to perform three different actions.

#### ACTION 1 : RESEARCH

You receive remuneration from the Space Agency, defined on the research tile. The player may select any tile from the stack for research and after performing it, the tile should be removed from the game.

#### COST

X time units, specified on the research tile, markers listed on the research tile

#### EXAMPLE

Blue player possesses a regolith card with a yellow mineral and decides to perform a research for the Space Agency. He already has selected an appropriate tile from the research stack. He uses 2 time units, discards the regolith card with a yellow mineral, discards the corresponding research tile and receives 10 units of money from the bank.



#### ACTION 2 : SUPPLIES

You receive as many supplies markers as the time you devoted for performing this action – a maximum of two markers

#### COST

1 or 2 time units, depending on how much supplies the player wants to receive

#### ACTION 3 : MISSION EXECUTION

A player can only realize one of the scenario requirements or one commission card (competition mode) with one action and he or she receives reputation points. In case of completion the commission from the card, replace it with a new one, drawn from the commission stack (competition mode).

#### COST

1 time unit, defined on the scenario card or commission card (competition mode)



### LABORATORY

The possibility to perform two different actions.

#### ACTION 1 : CORPORATION TECHNOLOGY

Place a round marker on the player's card next to the technology you have developed

#### COST

X time units, depending on the technology, 1 energy marker

#### ACTION 2 : COLONY TECHNOLOGY

Place a round marker on the board next to the technology you have developed. Technologies printed on the board may only be developed once, except for the competition mode, in which each player may develop such technology for himself or herself. In that case the markers are placed on a stack one upon another.

#### COST

3 time units, 1 energy marker

### GREENHOUSES

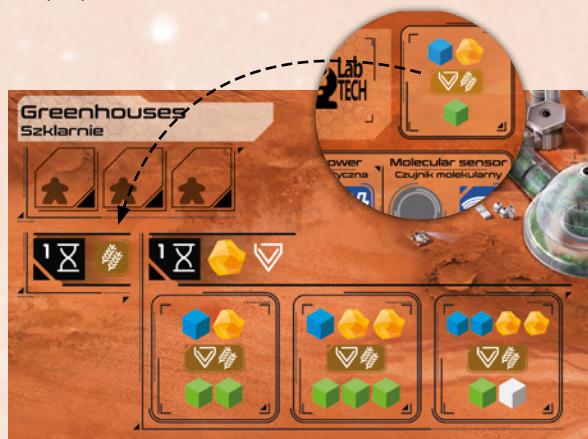
The possibility to perform two different actions.

#### ACTION 1 : HARVEST

You receive food/medicines according to the crops tile you have on your player's card

#### COST

1 time unit, markers on the crops tile lying on the player's card



#### ACTION 2 : CHANGE OF CROPS

Select and place a crops tile on you player's card, substituting the crops tile lying on the card

#### COST

1 time unit, 1 energy marker



### EDUCATIONAL CENTER

A player may freely browse the expert and assistant stacks on the board and then employ the selected one.

#### ACTION

Pick 1 expert or assistant card and place it on your player's card

#### COST

2 units of money

Limit on a player's card – each player may have a maximum of two assistants and two experts.

### EXPERTS

A player having a expert card may only use it once in his or her turn, paying for the expert's services. The cost that needs to be paid is given on the expert card. Paying the expert is not a player's action and costs no time.



#### NUTRITIONIST

Pay 2 units of money and 1 food marker to remove a hunger marker from any quarters. The player receives 1 reputation point.



#### ENGINEER

Pay 2 units of money and 1 energy marker to remove an oxygen marker from any quarters. The player receives 1 reputation point.



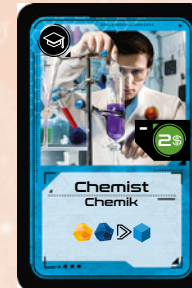
#### PHARMACIST

Pay 4 units of money, 1 supplies marker and 1 drinking water marker to receive 1 medicine marker.



#### PHYSICIAN

Pay 4 units of money and 1 medicine marker to remove 2 disease tokens from any quarters. The player receives 2 reputation points.



### CHEMIST

Pay 2 units of money, 1 energy marker and 1 dirty ice marker to receive 1 drinking water marker.

### ASSISTANTS

A player having an assistant card receives a fixed bonus to the actions he or she performs.



#### BOTANIST

Performing a harvest action in a greenhouse you always receive +1 food marker.



#### GEOLOGIST

Performing an excavation action, you may extract 1 additional resource if it is available in the token.



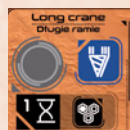
#### SCIENTIST

Performing research actions marked with the laboratory flask symbol costs the player 1 time unit less, to a minimum of 1 time unit.



# QUARTERS SUMMARY PHASE

## TECHNOLOGIES



### LONG CRANE

Excavation from hex token next to the machine marker.



### WEATHER REPORT

You can look at the top weather card in the deck.



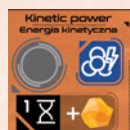
### DNA ALTERATION

You have +1 time each turn.



### SOLAR CELLS

Solar panel produces +1 energy marker.



### KINETIC POWER

Wind farm produces +1 energy marker.



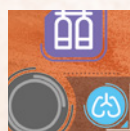
### MOLECULAR SENSOR ACTION: EXAMINATION

You can take one more regolith card.



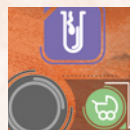
### MEDICINE

Place 1 disease token fewer in the quarter at the beginning of a round.



### CO2 CONVERTER

Place 1 oxygen token fewer in the quarter at the beginning of a round.



### BIRTH CONTROL

Place 1 population birthrate token in the quarter at the beginning of a round.

In this phase each quarter should be settled separately, starting from the first quarter on the left. Each quarter has an indicated analysis priority, from 1 to 2.

### 1 : OXYGEN

Leaving an oxygen token means the death of the colonists in these quarters. The player must reverse one of his or her colonist tokens with the reverse side up (skull). The token remains in this position to the end of the game, however its location on the round track may change. In case of the death of the colonists, steps 2 and 3 below are skipped in this quarters.

In the competition mode only the player who failed to provide oxygen turns one of his or her colonist tokens skull-side up. In all remaining modes each player has to turn one of their colonist tokens on the track. It is irrelevant which specifically token is turned on the track, because in the supplementation phase the player still gets to decide on which turn the dead colonist token should be placed.



### 2 : DISEASES

Leaving disease tokens (regardless of their number) means that the players must pay a penalty. Each player places one of his or her action markers in these quarters (in the infirmary zone).

### 2 : HUNGER

Leaving a hunger token means that the players must pay a penalty. Each player places one of his action markers in these quarters (in the residential zone). Additionally, for each hunger token remaining in the quarters, one unit of money is placed as a penalty marker.



After analyzing all the quarters, all oxygen, disease and hunger tokens should be removed from them.

### ATTENTION

First of all the player, who has to place an action marker in a quarter, must place a marker from his or her own resources and in case he or she has no such markers, he or she must remove it from a selected field on the board.

## DISEASE AND HUNGER CONSEQUENCES

It may happen that the players neglect their colony to such an extent that all players' action markers are placed in the quarters as a penalty. Each of the players will be able to regain them during their turn in the following way:

### INFIRMARY

The workers suffer their disease, which takes time. Pay one time unit and you may take one action marker from the field hospital.

### APARTMENTS

The workers are hungry and dissatisfied. Feeding them made you grasp for the International Space Agency resources and this costs dear. Pay a number of money units equal to the money tokens lying in the quarters and you may take one of your action markers from the apartment.

The abovementioned recollection of tokens located in the quarters is not an action and a player can do it at any time during his or her round.

At the end of the quarters summary phase shift the turn marker to the next stack of event cards.

# END OF THE GAME

## COOPERATION MODE

### ↗ COOP.1

At the end of the fourth round, unless the scenario says otherwise, the players check if they have met all the scenario requirements. Additionally, there must not be any oxygen, disease or hunger tokens in the quarters. In case these requirements are not met, the players have lost the game and their mission on Mars is over.

## COOPERATION-COMPETITION MODE

### ↗ COOP:COM2

All resources that the players have at their disposal at the end of the fourth round, unless the scenario says otherwise, the players check if they have met all the scenario requirements. Additionally, there must not be any oxygen, disease or hunger tokens in the quarters. In this mode it is possible to end the game earlier, if all scenario conditions are met earlier by the players and there are no tokens left in the quarters. In case the requirements are not met, the players have not finished their mission successfully, but the corporation, that gathered the largest reputation in the colony, is the winner.

## COMPETITIVE MODE

### ↗ COM.3

At the end of the fifth round, the winner is the corporation, that gathered the largest reputation in the colony. At the end of the game the following points should be taken into account in the reputation:

- ✦ each oxygen, disease or hunger token left in a player's quarters causes the loss of 3 reputation points
- ✦ each token of the player's dead colonists on the round track causes the loss of 3 reputation points.

# SOLO VARIANT

## IN DEVELOPMENT

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# CREDITS



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*I dedicate the game to my wonderful children, Wiktoria and Kinga, and I thank them for the patience and forbearance during the time I was occupied with designing this game.*

*I must also thank the people named below for their huge help: Rafał Żaba, Maciej Bożek, Szymon Luszczyk, Dawid Kurczyk, Piotr Mika, Michał Waszek, Paweł Panek and all those who tested the game prototype during various conventions.*

— Krzysztof