

Krzysztof Wolicki & Grzegorz Okliński

MARTIANS:

A STORY OF CIVILIZATION



1-4

90-120'

14+



Our next mission to Mars is on its way

Due to cooperation with the International Space Agency and several private space companies, the year 2030 will go down in history as the year in which the first mission to colonize Mars will take place. The historic mission will use data compiled from previous experimental and privately funded missions, all of which ended in failure.

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.

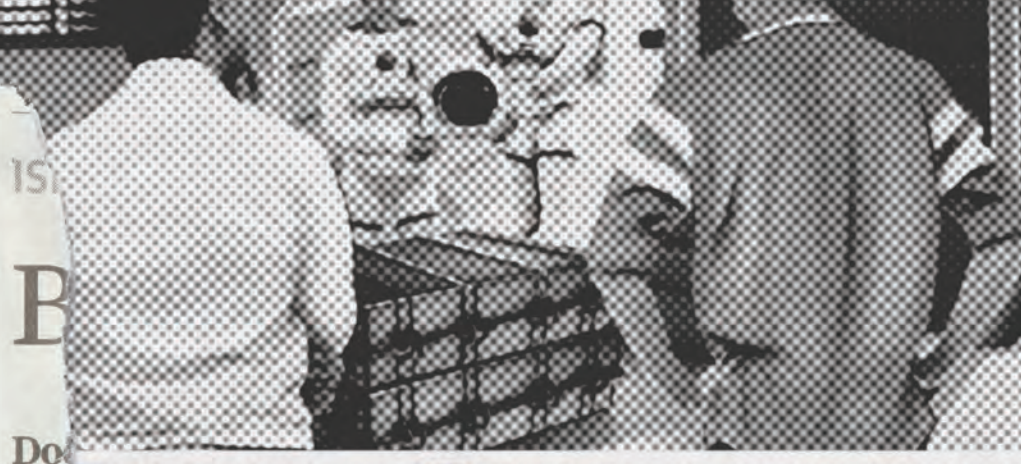
The current team of scientists and experts, using information from past exploration missions, have developed a brave and feasible plan to build self-sufficient camps on Mars. The key element was to analyze reports from the most recent mission conducted by a private corporation that ended with failure. 'Dramatic Mission', which was designed to be a reality show about the first colonists on Mars, raised doubts amongst its sponsors and damaged public support for Mars exploration when, after many attempts to contact the colony and confirmation of a lack of life activity on all satellite imagery, all mission participants were declared dead. However, the show did generate a huge database containing useful in-

formation on living conditions on Mars, as well as a knowledge of the potential weaknesses of the most crucial life-support devices. 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 error, in the form of lack of trust in the reliability of the delivered devices and lack of essential knowledge on their maintenance and repair, that led to failure. Not without 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 The International Space Agency 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 process in the Mission to Mars programme

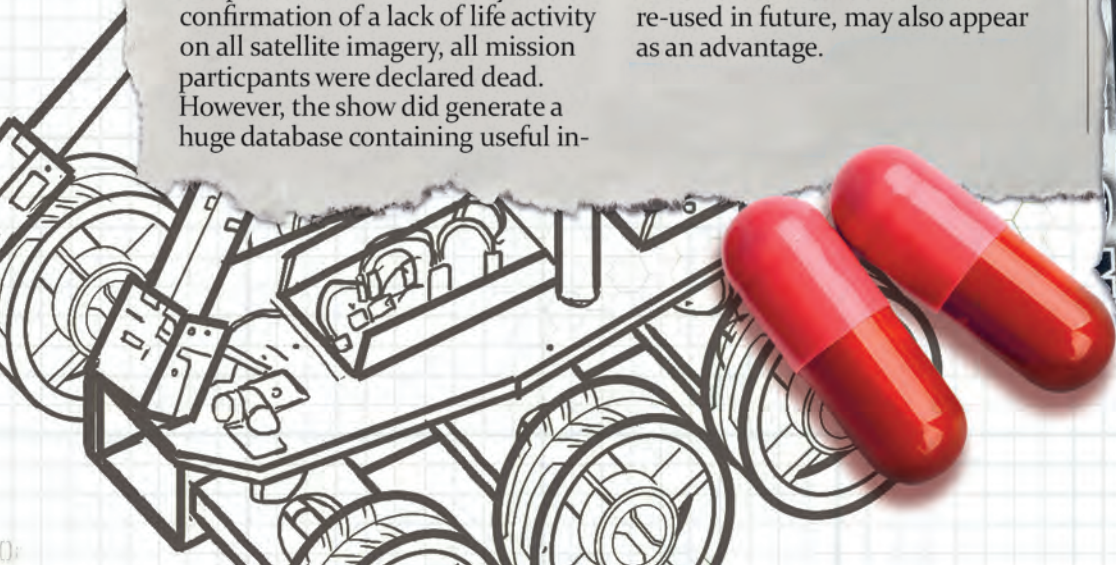
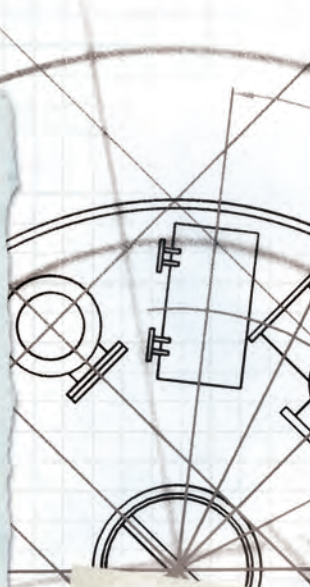
1 November 2030

The Mars Colonization Mission has continued to form, and the schedule currently includes several human space flights, with diversified personnel. In contrast to current space programs, not only experts will work on Mars. The establishment of human civilization requires the full use of its potential. Therefore, specialists representing various fields will fly to Mars, starting from biochemists and ending with civilians. The biggest controversies concern the recruitment process for the volunteers that will explore the planet, by conducting risky expeditions outside safe areas. The risk concerning that part of the mission resulted in the small number of volunteers. Therefore, people stripped of civil rights, such as prisoners or other undesirables, who also passed the rigorous testing, are allowed to take part in the recruitment process. The possibility of freedom convinced a huge number of prisoners to apply. This time, public opinion didn't approve of this course of action. It created a threat for the other personnel living on Mars. The director of the space agency assured the public, during the latest press conference, that a special facility will be created for ex-convict volunteers, which will minimize risk and create the perfect conditions for colonists' explorations. It has become apparent that, the current technical camp and its personnel will have to produce full quota in a short period of time in order to create the proper living conditions for all of the colonists.



Do

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```
FUNCTION ();  
if (vis.Leng >  
1)= vals[1].Tr  
}
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AZY(#F23456);  
fun {  
1  
}
```

Successful landing on Mars

Landing of 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 pieces of news from the Red Planet is the information that work has started on essential infrastructure, using materials that were delivered earlier by means of lander. It is a critical element of the whole mission and its 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 the continuation of work by the

corporations in accordance with the schedule. The current team of people needs to install delivered devices allowing safe and normal functioning of the colony as soon as possible. It is mainly technical infrastructure assuring the safety 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

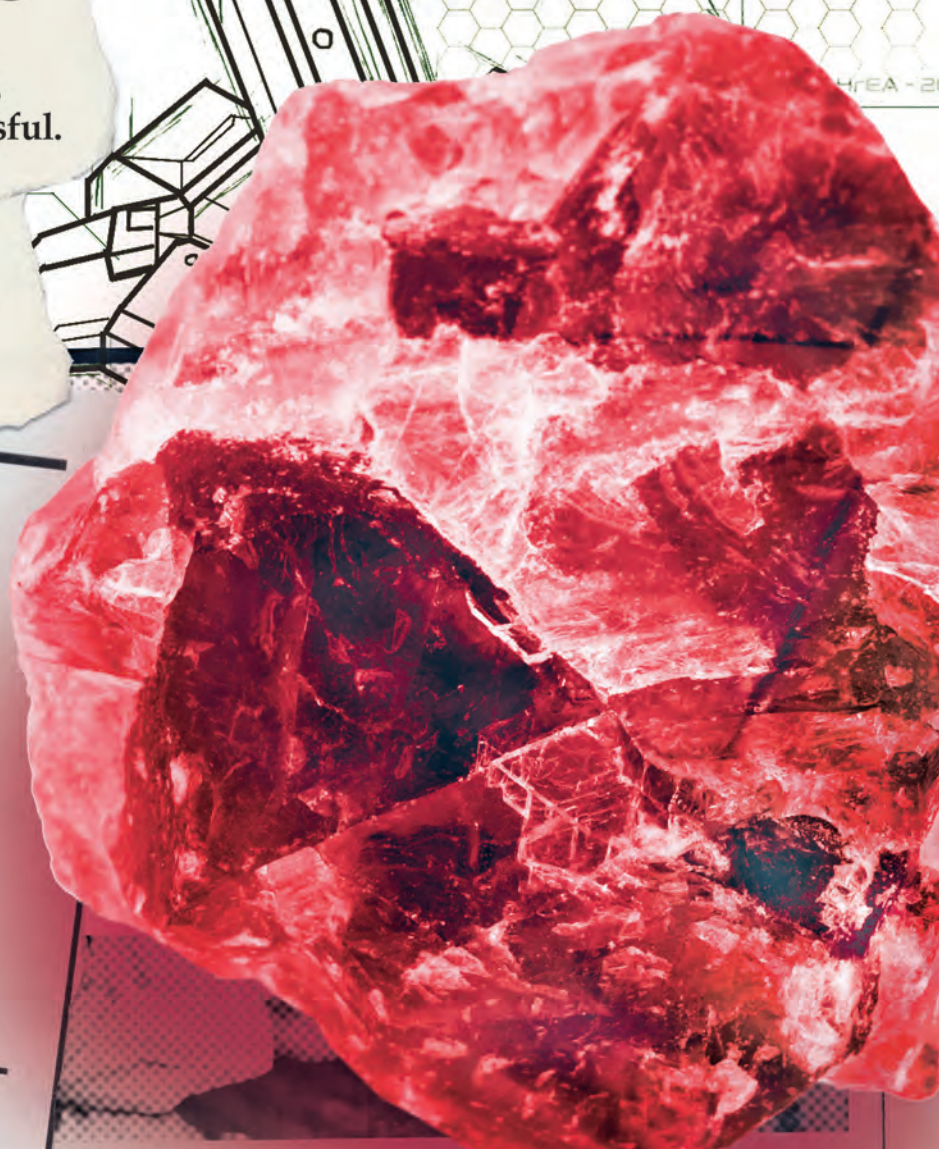
15th July 2031

Meanwhile though, the expert community was shocked by the new flight schedule presented during the conference.

The amended schedule and mission objectives include an acceleration of future flights thanks to raised funds. According to many experts, the infrastructure, as presented in reports, is not fully ready for the next wave of colonists. It's also risky to expect the technical colony to prepare everything ahead of schedule. Everyone has doubts on achieving

the objective of the mission, i.e. creating a self-sufficient civilization. Hopefully, the next reports will assure us that the path ahead of us is clear.

In this special report for Humankind Day, it's most important that we recognize the efforts of the government agencies and private investors which led to the creation of comfortable living conditions for the first birth beyond our planet. Undoubtedly it is the next step in our conquest of space, which shows us a clear and demanding goal to accomplish.



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SYMBOLS

	Supplies		Corporation technologies
	Drinking water		Crops type
	Medicine		Harvest
	Food		Energy production
	Energy Marker(Crystal)		Commision card or Scenario Card Action
	Regolith Marker(Crystal)		Regolith examination card
	Dirty Ice Marker(Crystal)		Regolith examination
	Disease		Expert
	Hunger		Assistant
	Oxygen		Event
	Birth-rate		Weather
	Unavailability		Players order change
	Credit		Take the token type from the board
	Event		Place the token type on the board
	Colonist Player's turn token		Solar cells
	Death		Kinetic power
	Build Actions prohibited		Long Arm Crane
	Upgrade Action here costs +1 time		Molecular sensor
	Reputation Point		DNA alteration
	Excavation of Crystal either Regolith or/and Dirty Ice		Weather report
	Time Unit Cost. X denotes a variable cost determined on the action it refers to.		Medicine
	Research		CO2 converter
			Birth-Rate Management

COMPONENTS

➤ **DOUBLE-SIDED GAME BOARD** contains the same features on each side. It is arranged differently to suit your table layout.

The game board represents the Martian Colony and is split into several areas:

➤ **1 4 QUARTERS (Q1-Q4)** divided into:

- 1a LOWER QUARTERS
- 1b APARTMENTS
- 1c INFIRMARY

➤ **BUILDINGS:**

- 2a **MOXIE** Mars Oxygen In-Situ Resource Utilisation Experiment Generator
- 2b **HOSPITAL**
- 2c **WATER TREATMENT PLANT**
- 2d **EDUCATIONAL CENTER**
- 2e **RTG** Radiosotope Thermoelectric Generator
- 2f **EXCAVATION**
- 2g **LANDING POD**
- 2h **LABORATORY**
- 2i **GREENHOUSES**
- 2j **SOLAR PANELS**
- 2k **WIND FARM**
- 2l **FACILITIES CONSTRUCTION**

➤ **3 EXCAVATION AREA**

➤ **4 REPUTATION/VICTORY POINT TRACK**

➤ **5 CYCLE TRACK**



BASE GAME

EXPERT CARDS [10]

2x Chemist, 2x Pharmacist,
2x Engineer, 2x Nutritionist,
2x Physician



ASSISTANT CARDS [12]

4x Botanist, 4x Scientist,
4x Geologist



REGOLITH EXAMINATION CARDS [18]



EVENT CARDS [20] (numbered 0)



WEATHER CARDS [10]



COMMISSION CARDS [24]



Event Cards are labelled on the back with the *Cycle* number (1 – 4).

Event cards 0:

- Hydraulics failure,
- Quarantine,
- Visitors,
- The leak,
- Dissatisfaction,
- The rift,
- Steering failure,
- Dust devil,
- Solar flare[4],
- Loss of Sterile air,
- RTG outage,
- Fire,
- Loss of pressure,
- Faulty equipment,
- Seeds,
- Poisoning,
- Valves.

PLAYER AIDS [4]



CROP TILES [6]



RESEARCH TILES [12]



MISSION SCENARIOS [4]



LIST OF BASIC SCENARIOS:

[Use only Event cards 0]

- New schedule
- Dust gremlins
- Botanic capsule
- Force field

MARKERS



REGOLITH MARKER [10 Crystals]



ENERGY MARKER [30 Crystals]



DIRTY ICE MARKER [10 Crystals]



SUPPLIES MARKER [10]



FOOD MARKER [8]



MEDICINE MARKER [5]



DRINKING WATER MARKER [8]

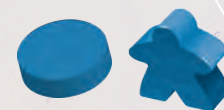


EXCAVATION TOKENS [37]



CYCLE MARKER [1]

OWNERSHIP DISCS [8x4] AND ACTION MARKERS [3x4] in four player colors



DOUBLE-SIDED COLONIST TOKENS [16] in four player colors



CORPORATION CARDS [4] in four player colors

also referred to as the player's card.

TOKENS



HUNGER TOKENS [12]



OXYGEN TOKENS [8]



DISEASE TOKENS [8]



BIRTH-RATE TOKENS [12]



EVENT TOKENS [4]



BUILD TOKENS [4]



UPGRADE TOKENS [8]



CREDIT TOKENS [28]

UNAVAILABILITY TOKENS [8+8]



FIRST PLAYER MARKER [1]



EXCAVATION MACHINE MARKER [1]



✦ HIDDEN GOAL CARDS [12]



✦ "PROOF OF LIFE" Regolith Examination Cards [4]



✦ ASTRONAUT PLAYER ACTION FIGURES OF EACH COLOR [3]

Figures are used instead of the standard wooden meeples



✦ 3D CYCLE MARKER [1]

The Footprint marker is used instead of the wooden white disc in the base game.



✦ 3D EXCAVATION MACHINE MARKER [1]

Miniature is used in place of the wooden marker in the base game



✦ 3D FIRSTPLAYER MARKER [1]

The 1st Player Marker is used instead of the cardboard 1st Astronaut marker in the base game.



✦ MISSION SCENARIOS [9]



✦ EVENT CARDS [20] (numbered 1-5)



✦ DOUBLE-SIDED EXPANSION BOARD

Only for "Face on Mars" and "The dark side of Mars" scenarios



NOTE that the Event Cards have a number in the bottom right which signifies which Mission Scenario they should be used with. Any Event Cards with a 0 should be used with every mission. The Mission Scenario number can be found next to the Scenario title at the top of the Scenario card. For example, the "Mission to Phobos" Mission Scenario has number 3 so will need all the Event Cards with the corresponding 3 on them in addition to the cards numbered 0. The "Botanic Capsule" Mission is a number 0 mission, so only uses the base cards.

✦ EXPLORATION TOKENS [20]

Only for "Face on Mars" Scenario"



✦ LIST OF ADDITIONAL SCENARIOS WITH EVENT CARDS : [Collector's edition only]

✦ Mars One

[Use only Event cards **0** and **1**]

Event cards **1** : *Southern entrance, The transmitter, The key, S.O.S., The journal, The medic, The larder, Living quarters.*

✦ Refugees

[Use only Event cards **0** and **2**]

Event cards **2** : *The agent, The Desperate Man, Effects of radiation, Careless handling.*

Use additional grey astronaut miniatures **[3]**.

✦ Mission to Phobos

[Use only Event cards **0** and **3**]

Event cards **3** : *Confusion, Hard landing, Fuel leak, Communications down.*

✦ Face on Mars

[Use only Event cards **0** and **4**]

Event cards **4** : *The avalanche, Guide, The cavern, The summit.*

Use additional game board and *Excavation Tokens* **[20]**.

✦ The dark side of Mars

[Use only Event cards **0** and **5**]

Event cards **5** : *Unwelcome guests, Food theft, Threat, Sabotage.*

Use additional game board.

✦ **The underground colony** [Use only Event cards **0**]:

✦ **Disaster** [Use only Event cards **0**]:

✦ **Vastitas Borealis** [Use only Event cards **0**]:

✦ **The End** [Use only Event cards **0**]:

✦ REFUGEES FIGURES [3]

Figures are used instead of the standard wooden meeples



GAME SUMMARY

Martians: A Story of Civilization is a board game where players control a company that has invested in creating a Martian colony, trying to build it up and make it successful. Each player has a number of Colonists who run the colony and perform tasks such as food production, facility construction or mining for mineral resource. Players take turns to perform actions to maintain the colony, then have their colonists return to the colony to reap the benefits of their labour so the colony can continue to function. During the game you'll build new facilities, unearth new materials and expand the Martian base.

Martians is a Worker Placement game for 1-4 players and can be played in 4 different ways:

- Solo
- Co-Operative
- Semi Co-Operative
- Competitive

Can you build a successful colony on Mars?



Setting up Martians is quite straightforward. The general setup is the same for any game mode, although there are some small differences depending on how you want to play. Set the game up for All Game Modes, then refer to the relevant section for the specific changes or additions for the game mode you have chosen.

ALL GAME MODES

1

The board 1 should be placed in the middle of the table, in a place available for all players. The board is double-sided and the players may use either side, since functionally they are the same. If you have the building figurines, place them on the board on their respective Facilities.

2

Depending on the number of players, place Unavailability Tokens in the building as follows, starting from the first action field to the right:

PLAYERS	4	3	2	1
MOXIE GENERATOR	—	—	1	1
FACILITIES CONSTRUCTION	—	1	2	2
EXCAVATION	—	1	2	2
LANDING POD	—	1	2	2



3

A build token 2 should be placed on the first action field from the left in the following buildings:

- Hospital
- Educational center
- Water treatment plant
- Laboratory



The presence of Build tokens signifies that these facilities have not been built yet.

4

Upgrade tokens 3 should be placed on all free action fields in the following buildings:

- Hospital
- Educational center
- Water treatment station
- Laboratory



PLEASE NOTE:

Upgrade tokens should be placed on the second and third action fields in the Greenhouses (first action field should be free).

5

Turn the 37 excavation tokens facedown and shuffle them. Next, place them face down randomly on the Excavation area of the board. 4. The top three hexes on the board are shaded dark grey – the tokens that are placed in these hexes should be placed face up. When you are finished, place the excavation machine marker on the uppermost (face up) Hex Token.

6

Place next to the board in a common pool:

- Oxygen, Hunger, Disease, Action and Birth Rate tokens
- Energy, Regolith and Dirty Ice Markers (Crystals)
- Drinking Water, Supply, Medicine and Food markers

7

Sort the 6 Crop Tiles into their 3 types and place them face up on the matching area of the board next to the Greenhouse. 5

9

Shuffle and place the Regolith Examination cards on the board's dedicated space 6

COLLECTOR'S EDITION

Shuffle 4 special cards titled "Proof of life" into the regolith examination deck.

10

Find the "STABLE WEATHER" Weather Card and place it face up on the designated area on the board, near the power plants. 7. Shuffle the remaining Weather Cards and place them face down next to the board.

11

Separate out the Event cards to their respective Cycle decks (numbered 1 – 4) and shuffle each main deck. Deal 2 cards from each main deck and place the separate new decks face down next to the board and place the Cycle Marker on the 1st deck 8. You should have 4 decks of 2 cards each. Return the rest of the cards to the box.



12

You will need to place on the board Energy Markers, Expert Cards, Assistant Cards and Research Tiles according to the number of players, given by the following table:

PLAYERS	4	3	2	1
ENERGY MARKERS	6	5	4	4
EXPERT CARDS	6	5	4	4
ASSISTANT CARDS DECK	12	9	6	6
CARDS DRAWN IN THE 1. CYCLE	6	5	4	4
RESEARCH TILES	6	5	4	4

Place the appropriate number of Energy Markers from the common supply in the RTG area of the board. 9

Shuffle the Research Tiles and place the corresponding number face up on the designated area of the board. 10 Place the remainder of the tiles face down next to the board.

Shuffle the Expert Deck and deal the corresponding number of Expert cards face up to the designated area of the board next to the Educational Center 11. Place the remainder of the deck face down next to the board.

Sort the Assistant Cards into their type. Take 1 of each Assistant type per player and make a deck. For example, for a 3 player game, the deck will contain 9 cards (3 of each type). Return any unused Assistant cards to the box. Deal the corresponding number face up to the designated area of the board next to the Educational Center 11 and place the rest of the deck face down next to the board.

SOLO.1

SOLO MODE

GAME DURATION: 4 CYCLES



Solo play is similar to **CO-OP.2** play, except the single player takes on the role of a single Corporation and controls 2 sets of Action Markers, Ownership discs and Colonist Tokens.

1

Select a Corporation board and 1 corresponding colored wooden disc (from now on it will be referred to as a Reputation Marker). Also select 2 additional sets of player pieces; the Action Markers, the Colonist Tokens and Ownership discs (markers). You should have the Action Markers, Ownership discs, Colonist Tokens for 2 colors (e.g. Red and Blue) and 1 colored Reputation Marker for your Corporation (e.g. Yellow).

The Ownership discs (of any color) will be used to mark which power plants you build, which objectives you achieve (if applicable) and which technologies you research, the two sets of Action Markers and Colonists will be used to mark board and Colony actions.

- ❖ The player places all Action Markers and Colonist Tokens in one color (Blue) to the left of the corporation card, and all Action Markers and Colonist Tokens in the other color (Red) to its right. Ownership discs (red and blue) are placed over the card.
- ❖ The player places the First Player Marker to the left of the corporation card, indicating which corporation will be the first one to follow their commands.
- ❖ The order of corporations (in other modes: order of players) is changed by moving the first player marker between the two corporations. For example, the first *Round* will be started by a blue corporation, the second *Round* will then be started by a red corporation (according to the order change icon on the *Cycle Track*).

2

You need to choose whether you wish to play a Mission Scenario or achieve Commission Cards.

- ❖ If you choose to complete a Mission Scenario, select one of the Scenario cards and apply any modifiers to the game setup. Don't forget to include any additional Event Cards for the chosen Scenario.
- ❖ If you choose to use Commission Cards, shuffle the Commission Cards and deal 4 cards out (as per a 2 player COM.4 mode game) face up. Place the rest of the deck back in the box.

3

The player begins the game with 5 credits, 10 Energy Markers and 2 Supply Markers. Since Solo Play is just like CO-OP.2 mode, all resources are shared, including money.

4

You only need to use 2 sections of the Colony building – it is suggested that you use Q1 and Q2, but it doesn't matter which ones you choose.

5

Places 2 Oxygen Tokens in the Quarters (one in Q1 and the other one in Q2).

6

Place a Reputation Marker (e.g. Yellow) on the *Reputation Track* on the position labeled number 2. In this mode the track is used as the *Colony Satisfaction Track*.

7

Place one Colonist Token of their color (Blue and Red) on the fields of *Round 4* on the *Cycle Track*. Next, place a round Unavailability Token on that token.



CO-OP.2

COOPERATIVE MODE

GAME DURATION: 4 CYCLES



Each player shares the Colony with the other players and all resources are shared. This includes Crystals, Credits, Food, Medicine, etc. Colony technologies are also shared (Birth-Rate Management, CO2 Converter, Medicine) but Corporation Technologies and Power Plants are not – they remain individual.

1

Each player receives a corporation card and a set of wooden markers (Ownership discs and Action Markers) in the selected player's color. 12

2

Each player places one colonist token of their color on the fields of *Round 4* on the *Cycle Track*. Next, place a round Unavailability Token on that token. 13

3

Either select the first player (and take the **FIRST PLAYER MARKER**) randomly or the player who most recently watched a movie or read a book about colonizing Mars receives the **FIRST PLAYER MARKER**. 14

4

The starting player receives 2 credits, the second player – 3 credits, the third player – 4 credits and the fourth player – 5 credits. 15

5

For each player, add 1 Supply and 5 Energy markers to the shared pool. 16

6

Place one Ownership disc of any player's color on the position labeled "2" of the *Track*, which in this mode, is used as the *Colony Satisfaction Track*. 17

7

Players need to choose a Mission Scenario to complete. Follow the setup instructions and don't forget to include any additional Event Cards for the chosen Scenario.

8

Place 1 Oxygen Token per player into the Colony in separate Quarters (one in Q1, one in Q2, etc.).

SEMI:CO-OP.3

SEMI-CO-OP MODE

GAME DURATION: 4 CYCLES



Each player shares the Colony and Colony technologies as with the Co-Operative mode, but in Semi Co-Op mode, all resources, Power Plants and Corporate technologies are individual and are not shared. There is no common pool of resources. However, **lending/borrowing and trading supplies. drinking water, medicine, food, crystals and Reputation Points is allowed.**

The player with the most *Reputation Points* wins the game, even if the Scenario is not completed although players may wish to optionally require the Scenario to be completed in order for anyone to win.

- 1 Each player receives a corporation card and a set of wooden markers in the selected player's color. 12
- 2 Each player places one colonist token of their color on the fields of *Round 4* on the *Cycle Track*. Next, place a round Unavailability Token on that token. 13
- 3 Either select the first player (and take the **FIRST PLAYER MARKER**) randomly or the player who most recently watched a movie or read a book about colonizing Mars receives the **FIRST PLAYER MARKER**. 14
- 4 The starting player receives 2 credits, the second player – 3 credits, the third – 4 credits and the fourth player – 5 credits. 15
- 5 Each player starts the game with 5 Energy and 1 Supply marker. 16
- 6 Players should place an Ownership disc on the position labeled "2" of the *Track*, which in this mode, is used as the *Colony Reputation Track*. 17
- 7 Players need to choose a Mission Scenario to complete. Follow the setup instructions and don't forget to include any additional Event Cards for the chosen Scenario.
- 8 Place 1 Oxygen Token per player into the Colony in separate Quarters (one in Q1, one in Q2, etc.).

COM.4

COMPETITIVE MODE

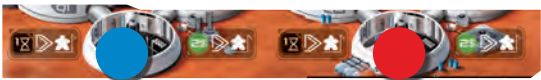
GAME DURATION: 5 CYCLES



In the Competitive mode, all resources , technologies and Colonies are individual and nothing is shared. However, **lending/borrowing and trading supplies.**

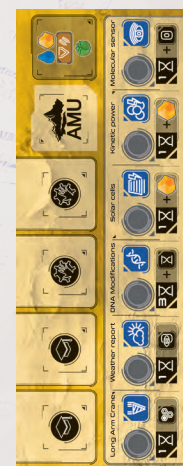
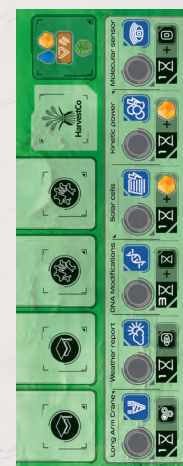
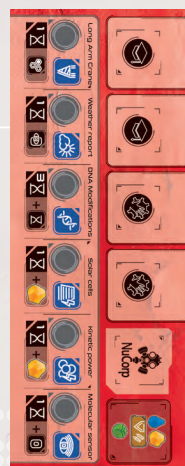
drinking water, medicine, food, crystals and Reputation Points is allowed.

- 1 Each player receives a corporation card and a set of wooden markers in the selected player's color. 12
 - 2 Each player places one colonist token of their color on the fields of *Round 4* on the *Cycle Track*. Next, place a round Unavailability Token on that token. 13
 - 3 Either select the first player (and take the **FIRST PLAYER MARKER**) randomly or the player who most recently watched a movie or read a book about colonizing Mars receives the **FIRST PLAYER MARKER**. 14
 - 4 The starting player receives 2 credits, the second player – 3 credits, the third – 4 credits and the fourth player – 5 credits. 15
 - 5 Each player starts the game with 5 Energy and 1 Supply marker. 16
 - 6 Players should place an Ownership disc on the position labeled "2" of the *Track*, which in this mode, is used as the *Colony Reputation Track*. 17
 - 7 Shuffle the Commission Cards deck and place it face down next to the board. Draw the following number of cards for the number of players and place them face up next to the board:
- | | | | |
|------------------|---|---|---|
| PLAYERS | 4 | 3 | 2 |
| COMMISSION CARDS | 6 | 5 | 4 |
- 8 Each player places an Ownership disc on one of the Quarters in the Colony to indicate which is their Colony and each player places 1 Oxygen Token in their Colony.
 - 9 If the game has Hidden Goal Cards (Collectors/Kickstarter Edition), you may optionally include them in the COM.4 mode.



Deal three Hidden Goal Cards to each player. Players then choose to keep 1 of those cards, then pass the remaining 2 to the player on their left (clockwise). Each player then keeps 1 of those 2 cards and discards the remaining card. Each player then has 2 Hidden Goals – One that another player knows of and one that is known only to the player. At the end of the game, players must check their Hidden Goal cards to see if they have met the conditions on them. If they have, they receive the *Reputation Points* for those cards.

Hidden goals are counted at the end of the game – if you have the required resources or staff (Experts and/or Assistants) in your personal supply for a particular card, then you gain the *Reputation Points* for that card.



7 SETUP FOR SEMI-CO-OP.3
for 4 players

Martians: A Story of Civilization is played over a number of *Cycles* defined by the game mode (e.g. Co-Op, Semi Co-Op etc.).

Each *Cycle* is made of 3 Phases:

- Supplementation Phase
- Work Phase
- Quarters Summary Phase

The Supplementation Phase allows players to reset the board for the new *Cycle*. There is no Supplementation Phase at the start of the 1st *Cycle*.

During the Work Phase, players take *Turns* to perform actions before passing to the next player.

The Work Phase consists of 3 or 4 *Rounds* depending on the number of colonists available to each player. Players begin with 3 colonists, but may unlock a 4th one if the colony conditions are satisfied. Similarly, they may also lose colonists if they fail to maintain their colony. During the Work Phase, players perform actions on the main board areas and then Colonists return to the Colony to delivery any resources required to help them survive.

In the Quarters Summary Phase, the players assess the condition of the colony and determine any penalties or rewards according to that condition.

At the start of the 1st and 3rd *Rounds* of the Work Phase are the Event, Weather and Energy Generation steps. The exception to this rule is that there are no Event, Weather or Energy Generation steps at the start of the 1st *Round* of the 1st *Cycle* (i.e. the start of the game).

• Cycle 1: ! (no Supplementation Phase)

- Work Phase *Round* 1
- Work Phase *Round* 2
- Reveal the Event card, reveal the Weather card, produce the Energy
- Work Phase *Round* 3
- Quarters Summary Phase

• Cycle 2:

- Supplementation Phase: Parts 1-4
- Work Phase *Round* 1
- Work Phase *Round* 2
- Reveal the Event card, reveal the Weather card, produce the Energy
- Work Phase *Round* 3
- Quarters Summary Phase

• Cycle 3:

- Supplementation Phase: Parts 1-4
- Work Phase *Round* 1
- Work Phase *Round* 2
- Reveal the Event card, reveal the Weather card, produce the Energy
- Work Phase *Round* 3
- Work Phase *Round* 4 (only if the player/players managed to unlock the colonist tokens from the 4th *Round* on the *Cycle Track*)
- Quarters Summary Phase

• Cycle 4:

- Supplementation Phase: Parts 1-4
- Work Phase *Round* 1
- Work Phase *Round* 2
- Reveal the Event card, reveal the Weather card, produce the Energy
- Work Phase *Round* 3
- Work Phase *Round* 4 (only if the player/players managed to unlock the colonist tokens from the 4th *Round* on the *Cycle Track*)
- Quarters Summary Phase



GENERAL RULES

- **1** Players may freely inspect any face-up stacks (Research Tiles, Expert and Assistant decks, Commission Cards).
- **2** If an Event temporarily (until the end of the *Cycle*, until the end of current *Round*, etc.) affects any board element, place the Event Token on it as a reminder. Remove the token when the Event effect expires.
- **3** All tokens and markers are unlimited. If you run out of them, use any components instead.
- **4** If you run out of regolith cards or reserch tiles, re-shuffle the discard pile.

SUPPLEMENTATION PHASE

PERFORMED ONLY FROM CYCLE TWO OF THE GAME ONWARDS

At the start of a *Cycle*, players must reset the board for the upcoming *Cycle*. This includes:

1. Colony Population Size - checking birth rate.
2. Adding demand tokens to the Colonies.
3. Replenish Cards and Tiles.
4. Retrieving Colonists from the *Cycle Track*.

• 1

Colony Population Size

1. If the Colonists have developed the *Birth-Rate Management Technology*, add a *Birth-Rate* token in the Quarters



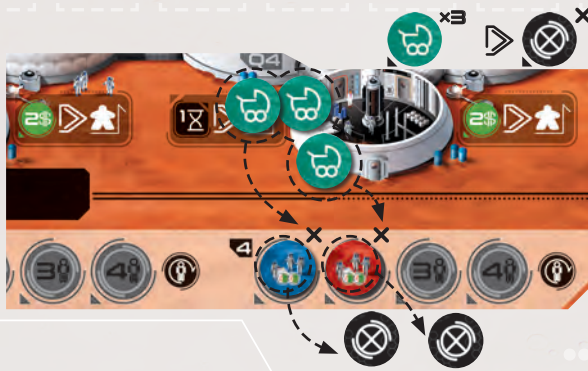
Birth-Rate Management: Place 1 population birth-rate token in the Quarters at the beginning of a *Cycle*.



2. Check the number of *Birth-Rate* tokens in the Quarters.

If there are 3 birth rate tokens in the Quarters, then you can unlock the 4th Colonist. Remove the Unavailability disc from the 4th *Round* area of the *Cycle Track*. You may now use that colonist during the Work Phase, so there will now be 4 *Rounds* in a *Cycle* instead of 3.

For the CO-OP.2/SEMI:CO-OP.3 and SOLO.1 modes, you only place 1 Birth Rate token into the colony. Since it is shared, everyone gets the benefit so if there are 3 Birth Rate tokens in total, all players gain the benefit and unlock their 4th Colonist. For COM.4 mode, only players who have 3 Birth Rate tokens in their Quarters gain the 4th Colonist.



If you unlock a 4th Colonist, you must also add an additional Hunger token to the Residential area of that colony to represent the increased demand for food.

ATTENTION: A player may not have more than 4 Colonists at any time.

2 Adding demand tokens

These tokens represent the level of demand required to keep your Colony running smoothly. Without Oxygen your colonists will suffocate, without food they will starve and without medicine they will get sick.

Place Oxygen, Disease, and Hunger tokens in the Quarters:

SOLO.1	CO-OP.2	SEMI:CO-OP.3			
PLAYERS	4	3	2	1	
OXYGEN TOKENS	4	3	2	2	
DISEASE TOKENS	4	3	2	2	
HUNGER TOKENS	8	6	4	4	

Place one of each *token* type from the leftmost Quarters (Q1) to the rightmost Quarters (Q4) (In SOLO.1 mode from Q1 to Q2), with excess *tokens* placed starting again from Q1. **EXAMPLE:**

in a 2-player game:

Q1: 1 Oxygen, 1 Disease, and 1 Hunger token

Q2: 1 Oxygen, 1 Disease, and 1 Hunger token

Q3: 1 Hunger token **Q4:** 1 Hunger token

in a 3-player game:

Q1: 1 Oxygen, 1 Disease and 2 Hunger token

Q2: 1 Oxygen, 1 Disease and 2 Hunger token

Q3: 1 Oxygen, 1 Disease and 1 Hunger token

Q4: 1 Hunger token

in a 4-player game:

Q1: 1 Oxygen, 1 Disease and 2 Hunger token

Q2: 1 Oxygen, 1 Disease and 2 Hunger token

Q3: 1 Oxygen, 1 Disease and 2 Hunger token

Q4: 1 Oxygen, 1 Disease and 2 Hunger token

COM.4

Place 1 *Oxygen*, 1 *Disease*, and 2 *Hunger* tokens in each player's Quarters.

ADDITIONAL DEMAND MODIFIERS TO THE NUMBER OF TOKENS PLACED

POPULATION SIZE

IF THE COLONY POPULATION SIZE INCREASES, PLAYERS MUST PLACE 1 MORE HUNGER TOKEN IN THE SUPPLEMENTATION PHASE.

IF THE COLONY POPULATION SIZE DECREASES, PLAYERS PLACE 1 LESS HUNGER TOKEN IN THE SUPPLEMENTATION PHASE."

TECHNOLOGIES

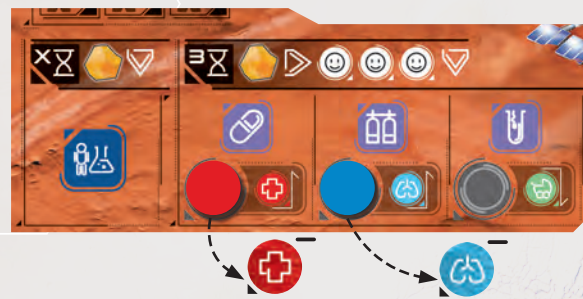
A modifier from previously developed technologies which are present on the board.



Medicine: Place 1 less *Disease* token.



CO2 converter: Place 1 less *Oxygen* token.



SOLO.1 CO-OP.2 SEMI:CO-OP.3

In this mode each technology may be developed by players only once (only one Ownership disc on board in particular technology).

COM.4

In this mode only the players who have developed particular technologies, apply the appropriate modifiers in their Quarters.

3 Replenish Cards and Tiles

1. Draw 1 *Expert* card and 1 *Assistant* card from their respective decks and place them face-up on the board next to the Educational Center.

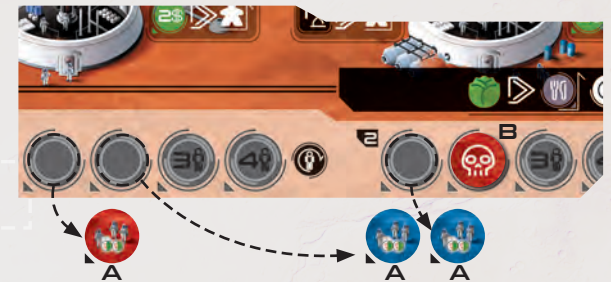
2. Draw 2 Research tiles from the deck and place it face up on the pile on the board next to the Landing Pod.

3. (SOLO.1 or COM.4 only- if not using scenarios)

Draw 2 Commission cards from the deck and place them face-up on the board

4 Retrieving Colonists

The players take their colonist tokens from the *Cycle Track*. A player, whose colonists died as a result of negligence (the colonist token is lying on the *Cycle Track* skull side up), leaves the colonist token on the *Cycle Track*. Additionally, the player chooses on which *Round* the Dead Colonist Token should be placed. This means that in the selected *Round* the player will not have their *Turn*.



A These tokens are returned to the players.

B 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

VERY IMPORTANT!

At the beginning of the first Round (only in the first Cycle of the game) do not reveal either a Weather or Event card, and do not produce Energy.

The Work Phase is the part of the game where players perform actions to produce materials and manage the supplies to their Colonies as well as perform mission objectives. Players take *Turns* to performing actions, starting with the 1st player and moving clockwise. At the start of the 1st and 3rd Rounds, players must draw an Event Card, a Weather Card and then produce Energy. The generation of Energy is based upon the Weather, so players must perform these actions in the correct order.

EVENT CARDS (1ST AND 3RD ROUNDS ONLY)

Players must draw the top card on the Event Deck for the current *Cycle* (indicated by the *Cycle Marker*) and read it aloud. Players must follow its instructions and consequences. It may be helpful to place an Event Token on an appropriate area or on each player board to remind players that the Event Card is in effect.

SOLAR FLARE event card - remove action markers from action fields, not from Infirmary/Residential area. Scenario card may introduce additional rule

(1ST AND 3RD ROUNDS ONLY)

Once the Event Card has been dealt with, players must then determine the weather on Mars for the upcoming *Rounds*. Draw a Weather Card from the top of the Weather Deck and place it face up on the Weather space on the board. The Weather cards can affect Energy Generation, Excavation and Food Harvest actions. Remember to take the Weather Card into account when performing these actions.

ENERGY PRODUCTION (1ST AND 3RD ROUNDS ONLY)

Once the Weather has been determined, each player then receives Energy Markers according to which Power Plants they have built and taking into account the current Weather Card and any technology upgrades they may own.

SAMPLE ENERGY PRODUCTION TAKING INTO ACCOUNT WEATHER AND PLAYERS' TECHNOLOGY MODIFIERS

BLUE PLAYER

They have 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

They have 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.



WORK ACTIONS

DURING A ROUND PLAYERS PERFORM ONE TURN EACH, ACCORDING TO THE ORDER.

THE NUMBER OF ROUNDS IN THE CYCLE DEPENDS ON THE COLONY SIZE.

A PLAYER'S TURN = 3 TIME UNITS FOR ACTION

During a player's *Turn*, they receive 3 Time Units (unless they have researched the DNA Modification Upgrade, page 22) with which to perform their actions. Each action will cost a certain number of Time Units which is displayed on the board next to the actions in each Facility.

1X ⚡ COST OF 1 TIME UNIT **2X** ⚡ COST OF 2 TIME UNITS
X ⚡ COST SPECIFIED ON THE TECHNOLOGY ON THE PLAYER'S CORPORATION CARD

Full descriptions of each action in the Facilities are given from page 18 later in the manual.

TO PERFORM AN ACTION, CHOOSE ONE OF THE FACILITIES AND PLACE ONE OF YOUR ACTION MARKER ONTO EITHER AN EMPTY SPACE OR ONTO A SPACE CONTAINING AN UPGRADE TOKEN.

If you place an Action Marker on an Upgrade token, your action will **take 1 additional Time Unit** (for example, if you placed your Action Marker on an Upgrade space on the Water Treatment Plant, the action would take 2 Time Units instead of 1).



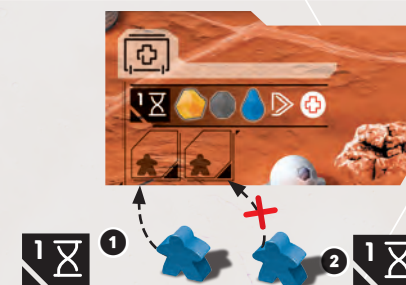
If a Facility has a Build token on one of its action spaces (based on the setup, it should be the leftmost space) then the players **may not place any Action Marker** on an action space for that Facility.



UPGRADE TOKEN
(UNFINISHED BUILDING)

A building, where construction has started (but not finished), is marked with an *Upgrade token*. A player can place their action marker on a field with such a token, but it costs him 1 more unit of time. This represents the possibility to perform work, but it is performed at a slower pace due to the unfinished construction.

A PLAYER MAY NOT PLACE MORE THAN 1 OF THEIR OWN ACTION MARKER IN ANY FACILITY.



IT IS FORBIDDEN TO PLACE AN ACTION MARKER ON AN UNAVAILABILITY TOKEN.



IT IS FORBIDDEN TO MOVE ONE'S ACTION MARKER FROM ONE ACTION FIELD TO ANOTHER.



A player who wants to move an *Action marker* to another *Action Field* must first perform a *Recreation Action*.

IT IS FORBIDDEN TO:

- Place one's *Action marker* in a building and use it to perform 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.

RECREATION ACTION

TO RETRIEVE THEIR ACTION MARKERS, PLAYERS MUST TAKE THE RECREATION ACTION WHICH ALLOWS THEM TO RETRIEVE AS MANY OF THEIR ACTION MARKERS AS THEY WISH FROM THE BOARD AND COSTS 1 TIME UNIT TO DO SO. THIS DOES NOT INCLUDE ANY ACTION MARKERS IN THE COLONY WHICH HAVE BEEN PLACED THERE DUE TO FAILURE TO SUPPLY THE COLONY.

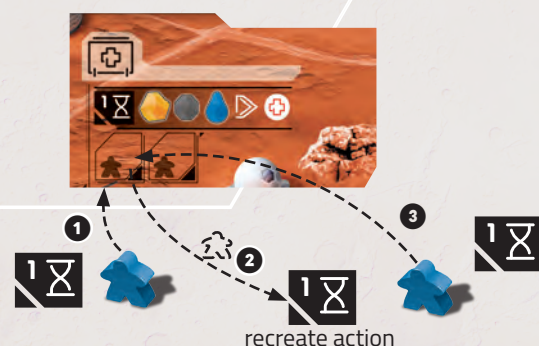
\$ ACTION COST
1 time unit

ATTENTION

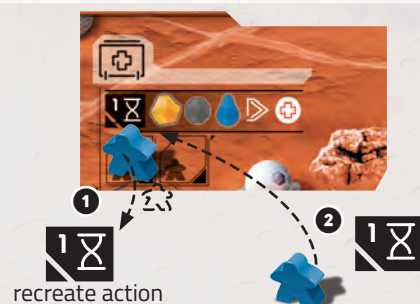
A Recreation Action does not remove Action markers located in Quarters as a penalty.



EXAMPLE: PLACE 2 ACTION MARKERS IN THE SAME TURN INTO ONE BUILDING



EXAMPLE: ALREADY HAVE A ACTION MARKER IN AN ACTION SPACE FROM A PREVIOUS ROUND



BUILDINGS OFFERING VARIOUS ACTIONS

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

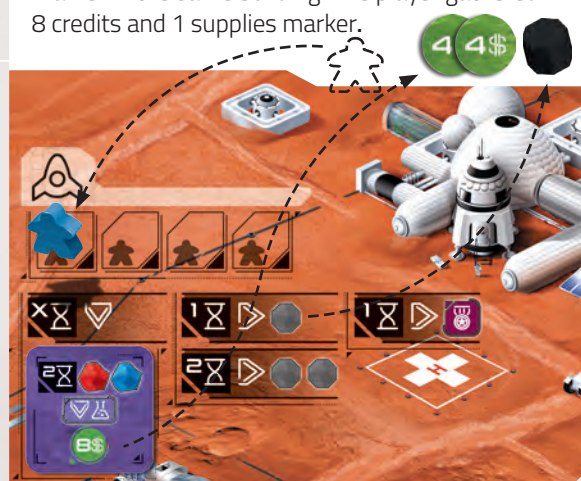
Players may spend their Time Units however they wish and in any order they wish. Not every action costs Time Units (e.g. buying an Assistant) so 3 Time Units does not always equate to 3 Action Marker placements. You may perform more than 1 action in a Facility during the same placement of an Action Marker, but you may not perform the same action twice.

For example, in the Construction Facility, you may Build, Upgrade and Construct a Power Plant in the same placement (uses 3 Time Units), but you may not build 2 Power Plants during the same Action.

❖ If the player produces money or a resource, it is added to the player's stockpile or the shared pool if playing CO-OP.2 mode.

EXAMPLE

The blue player decided to use all their time available in a Turn for an action in the Landing pod. Taking the research action on the selected tile costs 2 units of time and taking the supplies marker action costs an additional 1 unit of time. This way the player performed two different actions with one marker in the same building. The player gathered 8 credits and 1 supplies marker.



PLAYERS' ORDER

Turns in the current Round are taken, starting from the first player and continuing clockwise. **When all players have had their Turns, the first player marker should always be handed over to the left. This way each Round is started by another player.**

EXPERT CARDS

If a player owns any Expert cards, they may use their Experts as actions during their Turn. **Players may use their Experts once each per Round.**

PRODUCTS DELIVERY

COLONIST TOKEN



A *Colonist token* represents the staff working for the player's *Corporation* and serves as the player's *Turn* marker. After completing a *Turn*, the player returns the *Colonist* to Quarters and places a *Colonist token* on the *Cycle Track*. Always place the *Colonist token* on the leftmost free field of the current *Round*.

Initially, each player possesses three *Colonist tokens*, providing three *Turns* per *Cycle*. If the colony population grows, a player will gain an additional *Colonist token* and another *Turn*. However, a decrease in the colony's size (due to a deceased *Colonist token*) will result in one less *Turn* per *Cycle*.

Once the player has finished performing their actions, they must place one of their *Colonist tokens* onto the *Cycle Track* on the current *Round* and in the next empty space. This signifies that the *Colonist* has finished their work and has brought any useful resources back to the colony. This allows the player to deliver 2 items to the colony to meet the colony's requirements. **For example**, the player may deliver 2 Food markers to the colony. In return, they may remove 2 Hunger tokens from the Colony and gain the appropriate *Reputation Points*.

EXAMPLE

After completing a *Turn* the blue player has the following resources: 1 medicine marker and 2 food markers. The player decides that the returning colonists will bring 1 medicine marker and 1 food marker. The player removes from any Quarters 1 disease token and 1 hunger token, for which they gather a total of 5 *Reputation Points*. When products are being delivered, it is irrelevant which Quarters they are placed in unless playing in COM.4.



A player delivering one:

- ✦ **medicine** removes one disease token from any Quarters,
- ✦ **food**, they remove one hunger token.

Note: You cannot deliver Food, Medicine or Oxygen to the Quarters that do not demand it.

COM.4

A player may only deliver the products to their own Quarters.

QUARTERS SUMMARY PHASE

THE LAST PART OF THE CYCLE INVOLVES CHECKING THE CONDITION OF THE COLONY TO SEE HOW WELL THE COLONISTS' REQUIREMENTS HAVE BEEN MET. IN THIS PHASE EACH OF THE QUARTERS SHOULD BE SETTLED SEPARATELY, STARTING FROM THE FIRST QUARTERS (Q1) AND MOVING SUBSEQUENTLY ON.. EACH OF THE QUARTERS HAS AN INDICATED DEMAND RESOLUTION PRIORITY, FROM 1 TO 4.

- ✦ **1 OXYGEN RESERVE** oxygen tokens
- ✦ **2 INFIRMARY** disease tokens
- ✦ **3 APARTMENTS** hunger tokens
- ✦ **4 LOWER QUARTERS** birth-rate tokens



POPULATION GROWTH

This occurs only if the players perfectly attended to the needs of the colonists, which means there are not any Oxygen, Disease or Hunger tokens in the Quarters. In that case place one birth-rate token in any Quarters. (It is irrelevant which Quarters, players have to select one and place birth-rate tokens only there until the end of the game).

COM.4

In the COM.4 mode, only those players who removed all Oxygen, Disease, or Hunger tokens from their Quarters may place a Birth-Rate token.

1 : OXYGEN

Leaving an Oxygen Token means the death of the colonists in these Quarters. The player must reverse one of their colonist tokens on the Cycle Track to place them skull side up. The token remains in this position until the end of the game, however its location on the Cycle Track may change. In the case of the death of the colonists, steps 2 and 3 below are skipped in these Quarters.

Remember, you can only have one Colonist token of each color in a Round, alive or dead.



SOLO.1

For SOLO.1 mode the player moves one action marker of each color.

CO-OP.2 SEMI:CO-OP.3

In those modes each player has to turn one of their colonist tokens on the track. It is irrelevant which specific token is turned on the Cycle Track, because in the supplementation phase the player still gets to decide on which Turn the dead colonist token should be placed.

COM.4

In the COM.4 mode, only the player who failed to provide Oxygen turns one of their colonist tokens skull-side up.

2 : DISEASES

If there is a Disease token in a colony, the players must move one of their Action Markers from their pool to the Infirmary area. If the player has no Action Markers remaining in their pool, they must remove one Marker from the board. The player may decide where the Action Marker is removed from.



THE ACTION MARKER REMAINS IN THE INFIRMARY AREA UNTIL THE PLAYER SPENDS 1 TIME UNIT TO RETRIEVE THEM DURING A SUBSEQUENT TURN. THIS TIME UNIT IS IN ADDITION TO ANY RECREATION ACTION SPENT AND THE PLAYER MAY NOT RETRIEVE ANY ACTION MARKERS IN THE INFIRMARY WITH A RECREATION ACTION.

3 : HUNGER

If there is a Hunger token in a colony, the players must move one of their Action Markers from their pool to the Residential area. If the player has no Action Markers remaining in their pool, they must remove one Marker from the board. The player may decide where the Action Marker is removed from.



THE ACTION MARKER REMAINS IN THE RESIDENTIAL AREA UNTIL THE PLAYER SPENDS 2 CREDITS TO RETRIEVE IT DURING A SUBSEQUENT TURN. THIS EXPENSE DOES NOT COST ANY TIME UNITS, BUT THE PLAYER MAY NOT USE A RECREATION ACTION TO RETRIEVE ANY ACTION MARKERS IN THE RESIDENTIAL AREA.

The following routine is applied for both Hunger and Disease (regardless of tokens number) if they occur in the colony. Remember to move the Action Markers to Residential area or Infirmary area, respectively.

SOLO.1

For SOLO.1 mode the player moves one action marker of each color.

CO-OP.2 SEMI:CO-OP.3

For Co-OP.2 and SEMI:CO-OP.3 modes since the colonies are shared, all players move an Action Marker.

COM.4

For COM.4 mode, any player who has a Disease/ Hunger token in their colony during the Quarters Summary Phase moves an Action Marker.

4 : REMOVE ALL TOKENS

Once Oxygen, Disease and Hunger have all been resolved, remove all three types of tokens from the Quarters. Birth Rate tokens stay in place. If you are in the final *Cycle*, don't remove the tokens as their presence may be important to the victory conditions.

AT THE END OF THE QUARTERS SUMMARY PHASE SHIFT THE CYCLE MARKER TO THE NEXT STACK OF EVENT CARDS

If you are playing a COM.4 game, there are no Event Cards drawn in the 5th *Cycle*. Simply return the *Cycle Marker* to the box.

DO NOT REMOVE THE TOKENS FROM THE QUARTERS IN THE LAST GAME CYCLE IN ORDER TO TAKE THEM INTO ACCOUNT WHEN CHECKING THE FINAL VICTORY CONDITIONS

ACTION MARKERS PLACED ON THE BOARD ARE NOT AUTOMATICALLY RETURNED TO PLAYERS AT THE END OF THE ROUND OR CYCLE!

VICTORY CONDITIONS

At the end of the final *Cycle*, players will need to assess whether they have met the requirements to win the game. The conditions vary depending on the game mode played.

SOLO.1 SOLO MODE



At the end of the fourth *Cycle*, unless the scenario says otherwise, the player checks if they have met all the scenario requirements. Additionally, there must not be any Oxygen, Disease or Hunger tokens in the Quarters. If the requirements are not met, the player loses and their mission on Mars is over.

If the player chose to complete the commission cards instead of the mission scenario, then they write down their score, which is still affected as follows:

- ❖ Each *Oxygen, Disease or Hunger Token* left in the player's Quarters causes the loss of 3 *Reputation Points*.
- ❖ Each token of the player's dead colonists on the *Cycle Track* causes the loss of 3 *Reputation Points*.
- ❖ The player receives 1 *Reputation Point* per 3 *Energy Markers* in their possession.
- ❖ If the player has the fourth colonist token, they receive 2 *Reputation Points*.

CO-OP.2 COOPERATIVE MODE



At the end of the fourth *Cycle*, 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. If these requirements have not been met, the players have lost the game and their mission on Mars is over.

SEMI:CO-OP.3 SEMI-CO-OP MODE



At the end of the fourth *Cycle*, 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 have already been met by the players and there are no tokens left in the Quarters.

If the requirements have not been met then the players have not finished their mission successfully, but the corporation that gathered the most *Reputation Points* in the colony is the winner. If two players have the same amount of *Reputation Points* then the player with the most credits wins. Optionally, all players lose.

In addition, each player receives 1 *Reputation Point* per 3 *Energy Markers* in their possession.

COM.4 COMPETITIVE MODE



At the end of the fifth *Cycle*, the winner is the corporation that gathered the largest Reputation in the colony. If two players have the same Reputation the player with the most credits wins. At the end of the game the following Reputation Points should be taken into account for calculating the :

- ❖ 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 *Cycle Track* causes the loss of 3 *Reputation Points*.
- ❖ Each player receives 1 *Reputation Point* per 3 *Energy Markers* in their possession.
- ❖ If a player has the fourth *Colonist Token*, they receive 2 *Reputation Points*.
- ❖ Players receive additional points for the build and upgrade tokens in their possession:

Construction pioneer:

All players who have the most build tokens receive 5 *Reputation Points*. All players who have the second most build tokens receive 3 *Reputation Points*.

Builder:

All players who have the most upgrade tokens receive 5 *Reputation Points*. All players who have the second most upgrade tokens receive 3 *Reputation Points*.

COLLECTOR'S EDITION

Players reveal their hidden goal cards and check whether their goals have been accomplished. Any player who managed to meet the requirements of their hidden goal cards, receives a number of *Reputation Points* as indicated on the particular card.

MARTIAN FACILITY FUNCTIONS

Each Facility on the board allows players to perform a number of different actions, each action requiring the player to spend time units to accomplish the action. Some Facilities provide more than one possible Action. Each facility has its own Action Spaces into which the player places their Action Marker.

If a Facility has a Build token on any of its Action Spaces, that Facility may not be used until the Build token has been removed (perform a Build action using the Facilities Construction).

Players may use Action Spaces that have an Upgrade token on (and no Build token is on that Facility) but if they do, that Action will cost an additional 1 Time Unit. For example, if a player chooses the Colony Technology action in the Laboratory and uses a space with an Upgrade token, that action would cost 4 Time Units instead of the usual 3.

You may only have 1 Action Marker in a given Facility at any time.



RTG [RADIOISOTOPE THERMOELECTRIC GENERATOR]



The RTG is a small energy-producing device that has a limited supply of Energy Markers. Once per Round, a player may draw only 1 Energy marker.

Taking energy from the RTG is not an action and uses no Time Units. A player does not need to place an Action Figure at the RTG to use it.

IF THERE ARE NO ENERGY MARKERS LEFT IN THE GENERATOR AREA, THE PLAYERS CANNOT DRAW THEM. THE ENERGY IN THE RTG IS NOT REPLENISHED DURING THE GAME.

➤ ACTION

Take 1 Energy marker.

\$ ACTION COST

1 Reputation Point.



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



The sole purpose of the MOXIE Generator is to produce Oxygen for the Colonists.

➤ ACTION

Remove 1 Oxygen token from any Quarters and gain 2 Reputation Points. In a **COM.4 Mode**, remove the Oxygen token only from the player's Quarters who performed the action.

\$ ACTION COST

1 Time Unit, 1 Energy marker.



FACILITIES CONSTRUCTION



There are three options, although they all carry the same cost. Players can Build a new facility, upgrade an existing Facility or construct a Power Plant, or any combination of the above, as long as the player has enough time units and resources left.

➤ ACTION 1 : CONSTRUCTION

(Building a new Facility permits its use.)

Remove 1 Build token from any building and gain 3 Reputation Points. In COM.4 mode the player takes the token.

➤ ACTION 2 : UPGRADE

(Upgrading an existing Facility allows actions taken there to not take as much time.)

Remove 1 Upgrade token from any building and gain 3 Reputation Points. In COM.4 mode the player takes the token.

➤ ACTION 3 : INSTALLATION DEVELOPMENT

(Constructing a Power Plant allows the player to produce Energy Markers every 1st and 3rd Round.)

Place one of your Ownership Discs 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.

\$ ACTION COST

1 Time Unit, 1 Energy marker, 1 Regolith marker, and 1 Supplies marker.

➤ IMPORTANT

A player may only construct 2 Power Plants each (in SOLO.1 mode the player may build 4).



HOSPITAL



The Hospital is used to treat disease. You need to build the Hospital before you can use it.

➤ ACTION

Receive 1 Medicine marker.

\$ ACTION COST

1 Time Unit, 1 Energy marker, 1 Supplies marker, and 1 Drinking Water marker.



WATER TREATMENT PLANT



The Water Treatment Plant converts Dirty Ice Markers into Drinking Water. You need to build the Water Treatment Plant before you can use it.

➤ ACTION

Receive 2 Drinking Water markers.

\$ ACTION COST

1 Time Unit, 1 Energy marker, and 1 Dirty Ice marker.



EXCAVATION



The Excavation site is where the Colonists dig for resources. The two resources available at the Excavation site are Regolith Markers (Red Crystals) and Dirty Ice Markers (Blue Crystals). Each Excavation token has a number of either or both resources on its face. You may excavate up to 2 crystals that appear on an Excavation token. If both types are available, you can still only excavate up to 2 crystals total

IMPORTANT

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 the token on which the excavation machine is located at the moment.

You may move the Machine **in any direction**, **provided that it does not move any further from any unrevealed tokens** (increases its distance from the excavation tokens lying facedown on the board. Exception: when all excavation tokens on the board are uncovered, then any direction is allowed).

After finishing the move, all excavation tokens next to the token on which the excavation machine is located should be uncovered.

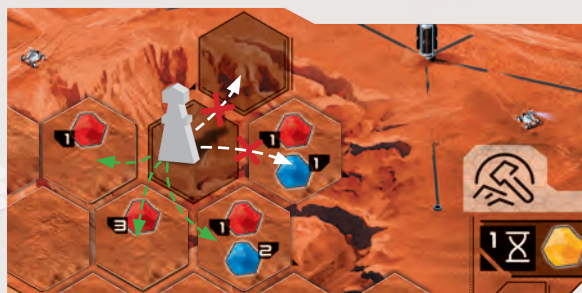
EXAMPLE

A player begins the action with the Excavation Machine at the starting position. They choose to excavate 2 Regolith Markers from the token the Machine is positioned upon. Then move the Excavation Machine to an adjacent token observing the rule that the Machine must not be further away from any unrevealed tokens. Following the move, the tokens adjacent to the Machine are revealed.



IMPORTANT

A player performing the excavation action must always perform a move of the excavation machine to another token.



ACTION : EXCAVATION

Gain up to 2 Markers (Crystals) as denoted on the Excavation token on which the excavation machine is located. **Next, remove the excavated token used for excavation from the board regardless of whether all resources have been extracted or not.**

If the player has the Long Arm Crane technology, they may excavate from an adjacent tile instead of the tile the Excavation Machine is placed on. The number of permitted Crystals does not change.

If the player has a Geologist Assistant card, then they may Excavate up to 3 Crystals as limited on the Excavation token instead of the standard 2.

ACTION COST

1 Time Unit and 1 Energy marker.

Additionally, as part of the Excavation Action, a player may choose to perform an **Examination Action** if they excavated any Regolith Markers. For each Regolith Marker they excavated, they may draw 1 Regolith Examination card from the deck. **You may not perform the Examination action on Dirty Ice.**

ACTION : EXAMINATION (OPTIONAL)

Draw 1 Examination Card per Regolith Marker Excavated. Keep the cards secret from the other players.

ACTION COST

1 Time Unit. (regardless of number of Markers).

If the player has the Molecular Sensor technology, they may draw 1 additional Regolith Examination card if they perform the Examination Action. They draw 1 additional card regardless of the number of Regolith Markers examined.

EXAMPLE

The blue player excavated 2 regolith markers from a token and then shifted the excavation machine to the next token. Additionally the player decided to expand their 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 they developed on their player's (corporation) card. The player does not reveal the contents of the cards, unless the cooperative mode was selected.



LANDING POD



The Landing Pod allows Colonists to perform mission actions and acquire supplies for their activities on Mars. Possible actions in the Landing Pod are:

- Research
- Collect Supply
- Perform Mission action

ACTION 1 : RESEARCH

Performing Research allows the player to acquire funding from the Space Agency. To perform the action, choose one of the face-up Research Tiles and spend the indicated time and materials on the tile to receive the associated funding. Generally, this will involve either Regolith, Dirty Ice or a combination of Regolith Examination cards. Discard a Research Token to receive the indicated credits.

ACTION COST

Indicated Resources and Time Units on the Research Tile.

Spent cards/tiles are placed into a discard pile.

If the player has a Scientist card, then they reduce Time unit cost by 1 (to a minimum of 1) when performing action research.

EXAMPLE

A player possesses a Regolith Examination card (Yellow Mineral) and decides to perform research for the Space Agency. Selecting the appropriate tile from the Research stack, the player spends "2" Time units; discards both the Regolith Examination card (Yellow Mineral) and the Research tile; and gains 10 Credits from the bank.



ACTION 2 : SUPPLIES

Players can collect Supply Markers by performing the Collect Action. This only uses time. Receive 1 or 2 Supply markers.

ACTION COST

1 or 2 Time Units – one per Supply Marker taken (max of 2).

ACTION 3 : MISSION EXECUTION

Players can also perform a Mission Execution Action at the Landing Pod. The exact nature of the action will depend on whether the player is acting on a Mission Scenario Card or completing a Commission Card. If the player is using a Scenario Card, the cost and benefit to the action is detailed on the card. If the player is using a Commission Card, the cost and Reputation Points are shown on the card. Perform Mission Activity – either Commission card or Scenario.

ACTION COST

Shown on the Commission Card or Scenario Activity.

You may perform any of the above actions at the Landing Pod during one placement of an Action Figure, but you may not perform the same action twice (retrieving 1 Supply then 2 Supply is not permitted as this is the same action).



GREENHOUSES



The Greenhouses are where food is grown to keep the Colonists from starving. There are 2 Actions available at the Greenhouses. Harvest, or Change of Crops. Players may Harvest and/or Change crops here.

ACTION 1 : HARVEST

The Harvest action allows the player to produce the amount of food and/or medicine shown on their current Crops Tile on their Corporation Board. If no Crops Tile is present on the Corporation board, the basic crops printed on their board is used. Crops Tiles allow more efficient production of food and/or medicine depending on the Crops Tile chosen.

Produce the amount of food shown on the player's Corporation card or Crop Tile.

If the player has a Botanist card, then they produce 1 food marker more.

💰 ACTION COST

Cost shown on Corporation card or Crops Tile, 1 Time Unit.

Remember that the current Weather Card may affect food production. For example, Solar Activity can increase food production, but during a Sandstorm, you will require more energy to produce food.

➡ ACTION 2 : CHANGE OF CROPS

The Change of Crops Action allows the player to change their existing crop production by taking one of the Crops Tiles available on the game board. If the player doesn't already possess a Crops Tile, they place it on their Corporation board on the designated space. If they already have a Crops Tile, they exchange the existing tile for the new one. The previous tile is placed back on the matching space of the game board.

Acquire or swap a Crops Tile and place it on the player Corporation board.

💰 ACTION COST

1 Energy, 1 Time Unit.

A player may only have a maximum of 1 Crops Tile on their Corporation board at any time.



EDUCATIONAL CENTER



The Educational Center provides access to Experts and Assistants who can help perform actions more efficiently and/or perform special actions. You can have more than 1 of the same type and their effects are cumulative, so for example if you have 2 Geologists, you may excavate up to 4 Markers. You need to build

the Educational Center before you can use it.

➡ ACTION

Pick an Expert or an Assistant from either face-up deck and add it to your player board. You may only own up to two of each type.

Note: *Expert* and *Assistant* cards are described below. Once added to the corporation card they cannot be replaced.

💰 ACTION COST

2 credits

Corporation card Limit: Maximum of 2 *Expert* cards and 2 *Assistant* cards.

➡ ASSISTANTS

A player having an assistant card receives a fixed bonus to the actions they perform.

➡ EXPERTS

A player with an *Expert* card may use it once per *Round* (NOT an Action) by paying the *Expert* card's costs, receiving the benefit, and flipping the card over.

Flip the card face-up at the beginning of the player's next *Round*.

COM.4

In the COM.4 mode players cannot use their specialists to affect other players' Quarters (for example, to remove *Hunger* tokens).



LABORATORY



The Laboratory Facility allows players to upgrade either Colony or Corporation technologies to benefit them during the game. Each Corporation has access to the same technologies, but it is up to the player which ones they wish to research. You need to build the Laboratory before you can use it.

➡ ACTION 1 : COLONY TECHNOLOGY

Colony Upgrades all carry the same cost – you simply place one of your Ownership discs on the game board to indicate which technology you wish to research. In **COM.4 mode**, each player may only research each technology once. If more than one player has researched a technology, simply stack the discs on top of each other. In **SOLO.1, CO-OP.2 and SEMI-CO-OP.3 mode**, Colony Upgrades may only be researched once (not once per player/corporation).

Upgrade a Colony technology by placing your disc on the game board on the appropriate spot. Gain 3 *Reputation Points*.

💰 ACTION COST

1 Energy, 3 Time Units.

➡ ACTION 2 : CORPORATION TECHNOLOGY

Corporation Upgrades are performed in a similar way, but each upgrade carries a different time cost. The time costs for each upgrade are indicated on the Corporation boards.

Players may only upgrade each of their technologies once.

Upgrade a Corporation Technology by placing an Ownership disc on the appropriate spot on their player board.

💰 ACTION COST

1 Energy, Time Unit cost is indicated on the Corporation Board for each upgrade.

If the player has a Scientist card, then they reduce *Time unit* cost by 1 (to a minimum of 1) when performing action in Laboratory Facility



POWER PLANTS

The Power Plants **do not carry any Action spaces**.

They do show ownership spots for when players build Power Plants. When a Power Plant is built using the Facilities Construction, place an Ownership Disc on the spot for the type of Plant you wish to build. Players may build no more than 2 Power Plants each, but may choose whichever type they wish (e.g. 2 Solar, 2 Wind or 1 of each) however, in **SOLO.1** mode, the player may have up to 4 Power Plants.

To denote ownership of Plants by more than 1 player, simply stack Ownership Discs on the ownership spot.

During the Energy Generation steps of the *Cycle* (before *Rounds* 1 and 3) take note of which plants that are affected by the current Weather Card and also if any Corporation Upgrades are in effect.

TECHNOLOGY DESCRIPTIONS

During the game, you have the choice to develop improvements to your Colony in the form of technology, which is researched in the Laboratory. You can develop Colony technologies and Corporation technologies. Each brings their benefits at the various costs.

COLONY TECHNOLOGIES



MEDICINE

If a player owns the Medicine technology, during the Supplementation Phase, place 1 less *Disease* token in the colony. For CO-OP.2 games, this is simply a reduction of the number of tokens between all players since the colony is shared. For the COM.4 mode, you will not place a *Disease* token in your own Colony during the Supplementation Phase.



CO₂ CONVERTER

If a player owns the CO2 Converter technology, during the Supplementation Phase, place 1 less *Oxygen* token in the colony. For CO-OP.2 games, this is simply a reduction of the number of tokens between all players since the colony is shared. For the COM.4 mode, you will not place an *Oxygen* token in your own Colony during the Supplementation Phase.



BIRTH-RATE MANAGEMENT

By owning the Birth-Rate Management technology, a player will increase the Birth Rate in their colony (or the colony overall if it is shared) at the beginning of every Supplementation Phase.

CORPORATION TECHNOLOGIES

Corporation Technologies are always individual to the player – they are never shared with others. Each upgrade is shown on the player boards. The Time Unit cost to research the technology is shown on the left of each upgrade and the benefit is shown on the right.



LONG ARM CRANE

The Long Arm Crane allows any player with the upgrade to mine an adjacent tile to the Excavation Machine, not just the ones it previously occupied. The same movement and Excavation rules apply – you may not move the Machine farther away from unexcavated tokens. The Long Arm Crane costs 1 Time Unit plus 1 Energy.



WEATHER REPORT

Players with the Weather Report upgrade may inspect the top card in the Weather Card deck (even right after developing it). They may share the information with other players if they wish, although in the COM.4 game this may not be preferable. The Weather Report costs 1 Time Unit plus 1 Energy.



DNA MODIFICATIONS

The DNA Modifications upgrade provides any player with this technology an additional Time Unit per Turn, so **as of next Turn instead of the usual 3 Time Units, the player would have 4**. DNA Modifications cost 3 Time Units plus 1 Energy.



SOLAR CELLS

The Solar Cells technology improves the output of any Solar Plant owned by the player. For each Solar Power Plant they own, the output is increased by 1 Energy. The Solar Cells upgrade costs 1 Time Unit plus 1 Energy.



KINETIC (WIND) POWER

The Kinetic Power technology improves the output of any Wind Plant owned by the player. For each Wind Power Plant they own, the output is increased by 1 Energy. The Kinetic Power upgrade costs 1 Time Unit plus 1 Energy.



MOLECULAR SENSOR

Players who own the Molecular Sensor upgrade may draw an additional Regolith Examination Card when they perform the Regolith Examination action during excavation. They draw 1 additional card no matter how many Regolith Markers they excavate. Don't forget,

players may not draw Regolith Examination Cards for any Dirty Ice Markers they excavate. The Molecular Sensor upgrade costs 1 Time Unit plus 1 Energy.

ASSISTANT CARDS DESCRIPTIONS



BOTANIST

Receive +1 *Food* marker when performing a *Harvest* action in a *Greenhouse*.



GEOLOGIST

Extract 1 additional resource when performing an *Excavation* action, if available on the *Excavation* token.



SCIENTIST

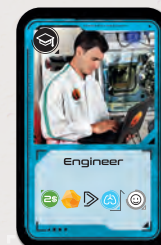
Reduce *Time unit* cost by 1 (to a minimum of 1) when performing *Research Actions* marked with a laboratory flask symbol.

EXPERT CARDS DESCRIPTIONS



NUTRITIONIST

Pay 2 *Credits*, 1 *Food* marker, and 1 *Energy* marker to remove 2 *Hunger* tokens from any Quarters **AND** receive 2 *Reputation Points*.



ENGINEER

Pay 2 *Credits* and 1 *Energy* marker to remove 1 *Oxygen* token from any Quarters **AND** receive 1 *Reputation Point*.



PHARMACIST

Pay 4 Credits, 1 Supplies marker, and 1 Drinking Water marker to receive 1 Medicine marker.



PHYSICIAN

Pay 4 Credits and 1 Medicine marker to remove 2 Disease tokens from any Quarters **AND** receive 2 Reputation Points.



CHEMIST

Pay 2 Credits, 1 Energy marker, and 1 Dirty Ice marker to receive 1 Drinking Water marker.

COLLECTOR'S EDITION

In the collector's edition there are 3 additional specialists, described below.



POWER PLANT MANAGER

Pay 2 Credit and 2 Energy markers to receive 2 Reputation Points.



SOIL ANALYST

Pay 2 Credits, 1 Energy marker, and 1 Regolith marker to draw 2 Regolith Examination cards.



BUILDER

Pay 4 Credits, to perform one of the Facilities construction actions. You have to spend all the required resources +1 Time unit. It is exactly the same as if you performed Construction action after placing your action marker on the Facilities Construction.

WEATHER CARDS DESCRIPTIONS



STABLE WEATHER

No modifiers.



SOLAR ACTIVITY

Greenhouse Harvesting costs 1 less Energy marker.

Solar Panels provide 1 more Energy marker.



SOLAR ACTIVITY

Greenhouse Harvesting provides 1 more Food marker.

Solar Panels provide 1 more Energy marker.



WIND

Wind Farms provide 1 more Energy marker.



SANDSTORM

Greenhouse Harvesting provides 1 less Food marker.

Solar Panels and Wind Farms provide 1 less Energy marker.



SANDSTORM

Greenhouse Harvesting costs 1 more Energy marker

Solar Panels and Wind Farms provide 1 less Energy marker.



EARTHQUAKE

Excavation Action provides 1 less marker

CREDITS



REDIMP GAMES

Prosta 244
43-376 Kalna
contact@redimp.pl
www.redimp.pl

DESIGNERS KRZYSZTOF WOLICKI GRZEGORZ OKLIŃSKI

GRAPHIC DESIGN Paweł Niziołek

ILLUSTRATIONS

Maciej Żumirski • Monika Jaworska

RULE BOOK DESIGNER

Karolina Lewanowicz, GRAMATURY

PROOF READING

Andy Lewis • Joseph Pilkus • Mihir Shah

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— Krzysztof


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— Grzegorz






GAME ROUND SUMMARY

SUPPLEMENTATION PHASE

PERFORMED ONLY FROM CYCLE TWO OF THE GAME ONWARDS

In COM.4 mode each player calculates steps 1&2 for own Quarters

1. If  BIRTH-RATE MANAGEMENT technology developed,

add  to Colony. If    in Colony, remove  from Round 4 area of the Cycle Track.



2. Place    tokens in the Quarters:

SOLO.1 / CO-OP.2 / SEMI:CO-OP.3	1	2	3	4
PLAYERS	1	2	3	4
OXYGEN TOKENS	2	2	3	4
DISEASE TOKENS	2	2	3	4
HUNGER TOKENS	4	4	6	8

Place one of each *token* type from the leftmost Quarters (Q1) to the rightmost Quarters (Q4) (In SOLO.1 mode from Q1 to Q2), with excess *tokens* placed starting again from Q1.

COM.4

Place 1 *Oxygen*, 1 *Disease*, and 2 *Hunger* tokens in each player's Quarters.

If population has increased: +1 hunger token.


If population decreased: -1 hunger token.


Use developed technology   to reduce Oxygen and Disease.

3. Replenish Cards and Tiles:

 +1 Expert Card  +1 Assistant Card

 +2 Research Tiles  +2 Commission Cards

4. Retrieve Colonist tokens  from Cycle Track.

 Dead colonist tokens remain on board but player may move token. The player chooses on which Round the Dead Colonist Token should be placed. This means that in the selected Round the player will not have their Turn.

WORK PHASE

VERY IMPORTANT!

At the beginning of the first Round (only in the first Cycle of the game) do not reveal a weather card and an Event card, and do not produce the energy.

1. EVENT CARDS

(1ST AND 3RD ROUNDS ONLY)

Draw and play new Event Card

2. WEATHER CARDS

(1ST AND 3RD ROUNDS ONLY)


Draw and play new Weather Card

3. ENERGY PRODUCTION

(1ST AND 3RD ROUNDS ONLY)

Receive energy from constructed installations

Modify by   technology developed.

Modify by Weather Card 

4. WORK ACTIONS

During a Round players perform one Turn each, according to the order. The number of Rounds in the Cycle depends on the colony size.

A PLAYER'S TURN = 3 TIME UNITS FOR ACTION


 DNA MODIFICATIONS technology developed: +1 time unit


Players take it in Turns (place action markers to perform actions, starting with the 1st player and moving clockwise).

Each action will cost a certain number of Time Units.


Players may have only 1 action makers in facility at a time.


 Build tokens: entire facility not available

remove at action: 

 Upgrade token space: +1 time unit cost

remove at action: 

 Unavailability token space: Forbidden to place an action marker on this token.

 Experts: Use card's ability as action during Turn (each maybe used once per Round)

Recreation Action (cost =1 time unit): player retrieve as many of their Action MARKERS as they wish from the board (NOT Infirmary or Apartments))

PRODUCTS DELIVERY (End of player Turn)

After a player spends all timeunits, place a Colonist token on Cycle Track in current Round.

Player may deliver 1 or 2 products to Quarters.

After last player finished, pass first player marker.

QUARTERS SUMMARY PHASE

In this phase each of the Quarters should be settled separately, starting from the first Quarters on the left (Q1). Each of the Quarters has an indicated demand resolution priority, from 1 to 4.

In COM.4 mode each player calculates own Quarters, individually.

POPULATION GROWTH

This occurs only if the players perfectly attended to the needs of the colonists, which means there are not any Oxygen, Disease or Hunger tokens in the Quarters. In that case place one Birth-rate Token in any Quarters.

1: OXYGEN

Leaving an Oxygen Token. The player must reverse one of their colonist tokens on the Cycle Track to place them skull side up. In the case of the death of the colonists, steps 2 and 3 below are skipped in these Quarters.

2: DISEASES

If there is a Disease Token in a colony, the players must move one of their Action Markers from their pool (before taking from board) to the Infirmary area.

3: HUNGER

If there is a Hunger Token in a colony, the players must move one of their Action Markers from their pool (before taking from board) to the Residential area.

4: REMOVE ALL TOKENS

Once Oxygen, Disease and Hunger have all been resolved, remove all three types of token from the Colonies. Birth Rate tokens stay in place. If you are in the final Cycle, don't remove the tokens as their presence may be important to the victory conditions.

AT THE END OF THE QUARTERS SUMMARY PHASE SHIFT THE CYCLE MARKER TO THE NEXT STACK OF EVENT CARDS

If you are playing a COM.4 game, there are no Event Cards drawn in the 5th Cycle. Simply return the Cycle Marker to the box.

DO NOT REMOVE THE TOKENS FROM THE QUARTERS IN THE LAST GAME CYCLE IN ORDER TO TAKE THEM INTO ACCOUNT WHEN CHECKING THE FINAL VICTORY CONDITIONS

ACTION MARKERS PLACED ON THE BOARD ARE NOT AUTOMATICALLY RETURNED TO PLAYERS AT THE END OF THE ROUND OR CYCLE!