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Game: **MISSION: RED PLANET (Second Edition)**

Publisher: **Fantasy Flight Games (2015)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

MISSION: RED PLANET

SETUP

Assemble the 4 **Mars board** pieces in the center of the play area. Place **Phobos** and the **Lost in Space Memorial** nearby.

Assemble the **launchpad** out of a number of **dock pieces** equal to the number of players. Attach the end cap docks to the ends.

Place the **destination tokens** within reach of all players, and sort the **point tokens** into piles by type. Place the *Ice Monopoly* **global mission card** faceup near the tokens.

Shuffle the **ship cards** and place the deck near the launchpad. Draw a number of cards equal to the number of players and place one ship, faceup, at each dock of the launchpad.

If a drawn ship has an unknown destination, replace it with a new card and shuffle the unknown destination ship back into the ship deck. If a Phobos-bound ship is not drawn, place a **Phobos destination token** on the ship at the rightmost dock.

Each player chooses a color and takes the 9 **character cards** of that color as his starting hand of cards, and all the plastic **astronauts** of that color.

Take 1 astronaut from each player and randomly place one on each ship at the launchpad. The player whose astronaut is on the left-most dock is the **first player** and takes the **round tracker**, setting it to 1.

Randomly place 1 **resource token** facedown in each zone of Mars, and on Phobos. Place the remaining resource token facedown near the token supply.

Shuffle the **mission cards** and deal 2 to each player. Each player chooses 1 card to keep facedown in his play area, and places the unchosen card facedown on top of the undealt mission cards. Chosen mission cards remain hidden from other players until the end of the game.

Shuffle the **discovery cards**, the **action cards**, and all remaining **mission cards** together to create the **event deck** and place it facedown near the token supply.

SEQUENCE OF PLAY

There are 10 rounds during the game. The round is indicated by a number on the round tracker.

1. CHOOSE CHARACTER

Each player simultaneously chooses 1 character card from his hand and places it facedown in front of him. When all players have chosen their card, continue to the next step.

2. RESOLVE CHARACTER EFFECTS

Players reveal and resolve their characters' effects, and docked ships can become full and launch.

Each character card has a number which determines when the card is revealed. The first player begins reciting the **countdown to blastoff**, announcing each character number starting with the number 9.

Each player whose facedown card matches the announced character number flips it faceup and resolves its effect.

If 2 or more players reveal the same character, they resolve their effects in clockwise order, starting with the first player.

After all players who revealed the announced character have resolved its effect, or if no player chose the announced character, the first player continues the countdown by announcing the next character in descending order, and so on until all players have revealed their chosen character cards.

Character effects must be resolved from top to bottom in the order written on the card. Played character cards remain faceup in front of the owner and visible for all to see.

Once a character is used, it cannot be used again until the player plays the *Recruiter* card to return all of his played cards to his hand.

A docked ship is full when the number of astronauts on it is equal to its capacity number. When ship is full, it launches. The first player slides the ship card away from the launchpad to indicate that the ship has launched.

Ships launch only if they become full or due to a game effect such as the *Secret Agent*. Ships that are not full stay docked at the launchpad.

3. LAND LAUNCHED SHIPS

Each launched ship lands on Mars, unloading all astronauts aboard that ship in the indicated zone. If there is a destination token covering the destination printed on the ship card, the ship instead lands in the zone indicated on the token.

When an astronaut is placed in a zone with a facedown resource token, the resource token is flipped faceup, revealing which resource is present in that zone.

After landing a ship, place it faceup next to the ship deck in the ship discard pile. If it had a destination token, return the token to the supply.

4. DRAW NEW DOCKED SHIPS

New ships are docked at the launchpad. For each dock at the launchpad, the first player draws 1 ship card and places it faceup at an open dock. If the ship deck is depleted, shuffle its discard pile and place it facedown to create a new deck.

5. ASSIGN NEW FIRST PLAYER

The player who resolved his character effect last during this round takes the round tracker and is the new first player.

6. ADVANCE ROUND TRACKER

The first player slides the gauge clockwise until the pointer lines up with the next notch. The icon visible in the window indicates which round or phase occurs next.

PRODUCTION PHASE

There are 3 production phases on the round tracker. During a production phase, **each zone with a faceup resource token produces point tokens of its resource type** equal to the number of dots in the icon.

Then, players receive point tokens based on majority in each zone. If only one player has the most astronauts in a zone, he receives all the point tokens from that zone. If two or more players tie for the most astronauts in a zone, the tied players evenly distribute the point tokens from that zone.

Any remaining point tokens stay in the zone and can possibly be won at a later time. If there are no astronauts in a zone, the point tokens stay in that zone.

At the end of each production phase, the first player advances the round tracker to the next notch.

REVEAL DISCOVERY PHASE

The first player flips all discovery cards in play faceup. Each effect resolves during the phase indicated by the icon in the lower-right corner of the card:

Reveal Discovery Phase   **Third Production Phase**   **Final Scoring Phase**

At the end of the Reveal Discovery phase, the first player advances the round tracker to the next notch.

FINAL SCORING PHASE

Players reveal their mission cards and determine if they were completed. The player(s) with the most ice point tokens gain points for completing the *Ice Monopoly* global mission. Then each player calculates his final score:

Add points from your completed missions.

Add the total value of all your collected point tokens.

Adds or subtract points from discoveries that affect you.

Players compare final scores, and **the player with the highest score wins the game**. On a tie, the tied player who has the largest quantity of point tokens (regardless of value) wins. On a further tie, the tied players share the victory.

EVENT CARDS

There are 3 types of event cards: **discoveries**, **missions**, and **actions**. Event cards are drawn when dealing starting missions during setup and by the *Scientist's* effect.

Discoveries are scientific phenomenons or geographical features that can be found on Mars. When you draw a discovery card, assign it facedown to any outer zone of Mars by physically sliding a portion of the card under the board. At the end of the game, discovery cards provide either a positive or negative effect (eg, that zone produces more point tokens).

Missions are secret objectives that award points to the owner if he completes them. When you draw a mission card, look at it and keep it facedown in your play area. It remains hidden until the final scoring phase.

Actions are special effects that can occur at different times in the game. When you draw an action card, look at it and keep it facedown in your play area. Keep it hidden until the text specifies when to play it.

DESTINATION TOKENS

Destination tokens are used by the *Pilot's* effect and by the player who places the first astronaut in a ship with an **unknown (?)** destination. When either happens, the active player takes any destination token from the supply and places it on top of the ship's printed destination. This ship is now bound for the token's destination.

The destination token supply is limited to 2 tokens per zone. When a ship with a destination token lands, return the token to the supply.

LOST IN SPACE MEMORIAL

The *Femme Fatale* and *Soldier* effects kill astronauts, who are then sent to the **Lost in Space Memorial**. Also, any astronauts aboard a docked ship that is destroyed by a *Saboteur* are killed and sent to the Lost in Space Memorial. The Lost in Space Memorial is not a zone.

PHOBOS

Phobos behaves like the other Mars zones except it is not adjacent to any other zone and discovery cards cannot be assigned to it.

CARD CLARIFICATIONS

Character Cards

All character effects are mandatory and must be fully resolved; if this is not possible, resolve as fully as possible. The *Travel Agent's* effect, which must be fully resolved or not at all, is the exception. A player must fully resolve his character's effect before any full ships can launch.

9 Recruiter Take all of your played character cards back into your hand, including the *Recruiter* card.

8 Explorer To make a move, moves one of your astronauts from its current zone to an adjacent zone. The same astronaut can be moved multiple times. When you move an astronaut to a zone with a facedown resource token, flip that token faceup.

7 Scientist After looking at a facedown discovery card, return it facedown to its assigned zone. If all outer zones already have a discovery card assigned to them and you draw a discovery card, discard it faceup next to the event deck and look at a facedown discovery card in play.

6 Secret Agent You can force a ship that has 0 astronauts on board to launch.

5 Saboteur All astronauts on a destroyed ship are killed and placed on the Lost in Space Memorial, and then the destroyed ship is discarded.

4 Femme Fatale The *replace* effect can target astronauts in a docked ship, a launched ship, or any zone of Mars (including Phobos) in which at least one of your own astronauts is already present. The replaced astronaut is killed and placed on the Lost in Space Memorial.

3 Travel Agent If there is not a docked ship with room for at least 3 more astronauts, ignore this effect and skip your turn.

2 Soldier The *kill* effect can target astronauts in any zone except *Syrtis Major* and *Valles Marineris*. You can kill your own astronauts. Astronauts that are moved at the same time are not required to go to the same zone. You must move at least 1 astronaut.

1 Pilot The *place a destination token* effect can target either a docked ship or a launched ship. Destination tokens can be placed on top of other destination tokens, thus changing that ship's destination again.

Event Cards

Action Cards

Action cards are kept hidden together with mission cards.

Discovery Cards

Discovery cards can be assigned to any zone except *Phobos*, *Syrtis Major*, and *Valles Marineris*.

Each zone (including *Tritonis Sinus*) can have at most 1 discovery card, and assigned cards cannot be removed, overridden, or replaced.

Discovery cards have effects that can resolve when revealed (during the reveal discovery phase), during the third production phase, or during the final scoring phase.

Even Ground & Uneven Ground: These card effects apply only during the third production phase. During the final scoring phase, each player is treated as having his actual number of astronauts in the zone.

Mining Incident vs. Synergy: When *Mining Incident* affects a zone that is also affected by *Synergy*, *Mining Incident* takes precedence; no point tokens are placed in that zone.

Subterfuge: On a tie for second-most astronauts, those tied players evenly distribute the point tokens. On a tie for most astronauts, those tied players evenly distribute the point tokens as normal. If only one player has astronauts in this zone, the point tokens stay in the zone.

Mission Cards

A few mission cards award the owning player *1/2/4/7 points* for having *at least 1 astronaut in 1/2/3/4 of the red zones*. Depending on how many zones in which his astronauts are present, the owning player gains points matching the sequence.

A few mission cards award the owning player points if he has *the most* of something. If the owning player is tied for the most, the mission counts as being completed and he gains the points indicated on the card.

Strategic Zones: The owning player gains points for this mission card if he has the highest number of total astronauts in *Syrtis Major* and *Valles Marineris*. He is not required to have majority in either zone.

Ice Monopoly Mission

The *Ice Monopoly* mission is a global mission and can therefore be completed by any player. During final scoring, the player with the most ice point tokens has completed the mission and gains 9 points. On a tie for the most ice tokens, the tied players divide up the 9 points (rounded down).

When dealing starting mission cards, **deal 2 cards to each main color**. Each player chooses 1 card to keep and place facedown in front of him, and places the other facedown near the undealt mission cards. Chosen mission cards are hidden from other players until the end of the game.

At the end of setup, **each player prepares his own neutral deck**. First, remove the *Recruiter*, *Explorer*, *Femme Fatale*, *Soldier*, and 2 additional random character cards from the neutral deck. Shuffle the 6 removed cards and place them facedown. Then, without looking at the remaining 3 neutral character cards, place them facedown on top of the deck in any order.

Playing the Neutral Color

Each round, before you choose your main color's character, draw the top card of your neutral character deck and look at it, without showing it to your opponent.

Place that neutral card facedown near its deck and then choose your main color's character card, placing it facedown in front of you.

Resolving Neutral Characters

When resolving a neutral color's character effect, the controlling player makes all decisions for that neutral color. The controlling player can make a choice that causes his neutral color to kill or replace its own astronauts.

When resolving a neutral *Scientist*, the controlling player draws the event card. If it is a discovery card, you can assign it to any available outer zone. If it is a mission card or an action card, you return it to the game box without showing it to your opponent.

When resolving a neutral *Recruiter*, the controlling player first returns that Recruiter card to the game box. Then, he shuffles the other 8 neutral character cards and place them facedown to create a new character deck for that neutral color.

Because character effects are mandatory, there may arise situations when a neutral character effect does not help (or even harms) its controlling player.

Points for Neutral Colors

When resolving event cards, treat the neutral colors as separate players for the purposes of counting resources and scoring points. Neutral colors can complete the *Ice Monopoly* global mission.

When a color receives point tokens, they are placed in that color's play area. Neutral colors receive point tokens for themselves, so they are not shared with the controlling player's main color.

Winning the Game

When players compare final scores, they do so for each color. The color with the highest score wins. If either neutral color has the highest score, then players lose. Otherwise, the player whose main color has the highest score wins.

On a tie between a main color and a neutral color, the main color wins. On a tie between both main colors, the color who has the largest quantity of point tokens (regardless of value) wins the game. If there is still a tie, the tied players share the victory.

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SEQUENCE OF PLAY

1. CHOOSE CHARACTER

Each player simultaneously chooses 1 character card from his hand and places it facedown in front of him.

2. RESOLVE EFFECTS

The first player begins reciting the **countdown to blastoff**, announcing each character number starting with the number 9.

Each player whose facedown card matches the announced character number flips it faceup and resolves its effect.

After all players who revealed the announced character have resolved its effect, or if no player chose the announced character, the first player continues the countdown by announcing the next character in descending order, and so on until all players have revealed their chosen character cards.

Character effects must be resolved from top to bottom in the order written on the card. Played character cards remain faceup in front of the owner and visible for all to see.

A used character cannot be used again until the player plays the *Recruiter* card to return all of his played cards to his hand.

A docked ship is full when the number of astronauts on it is equal to its capacity number. A full ship launches (slide the card away from the launchpad).

Ships launch only if they become full or due to an effect such as the *Secret Agent*. Ships that are not full stay docked.

3. LAND LAUNCHED SHIPS

Each launched ship lands on Mars, unloading all astronauts aboard that ship in the indicated zone. When an astronaut is placed in a zone with a facedown resource token, the resource token is flipped faceup.

After landing a ship, place it faceup next to the ship deck in the ship discard pile and return any destination token to the supply.

4. DRAW NEW SHIPS

For each open dock at the launchpad, the first player draws 1 ship card and places it faceup at an open dock.

5. ASSIGN FIRST PLAYER

The player who resolved his character effect last takes the round tracker and is the new first player.

6. ADVANCE TRACKER

The first player slides the gauge clockwise until the pointer lines up with the next notch.

PRODUCTION PHASE

During a production phase, **each zone with a faceup resource token produces point tokens of its resource type** equal to the number of dots shown in the production phase icon.

Then, players receive point tokens based on majority in each zone. If only one player has the most astronauts in a zone, he receives all the point tokens from that zone. If two or more players tie for the most astronauts in a zone, the tied players evenly distribute the point tokens from that zone.

Any remaining point tokens stay in the zone. If there are no astronauts in a zone, the point tokens stay in that zone.

At the end of each production phase, the first player advances the round tracker to the next notch.

REVEAL DISCOVERY

The first player flips all discovery cards in play faceup. Each discovery card effect resolves during the phase indicated:

Reveal Discovery Phase

Third Production Phase

Final Scoring Phase

At the end of the Reveal Discovery phase, the first player advances the round tracker.

FINAL SCORING

Players reveal their mission cards and determine if they were completed. Player(s) with the most ice point tokens gain points for completing the *Ice Monopoly* mission.

Each player then calculates his final score: add points from your completed missions; the total value of all your collected point tokens; and add or subtract points from discoveries that affect you.

The player with the highest score wins.

EVENT CARDS

Discoveries are assigned facedown to any outer zone of Mars. At the end of the game, discovery cards provide either a positive or negative effect.

Missions are kept facedown in your play area, hidden until the final scoring phase.

Actions are kept facedown in your play area, hidden until the specified time to play them.

CLARIFICATIONS

9 Recruiter Take all of your played character cards back into your hand, including the *Recruiter* card.

8 Explorer To make a move, moves one of your astronauts from its current zone to an adjacent zone. The same astronaut can be moved multiple times. When you move an astronaut to a zone with a facedown resource token, flip that token faceup.

7 Scientist After looking at a facedown discovery card, return it facedown to its assigned zone. If all outer zones already have a discovery card assigned to them and you draw a discovery card, discard it faceup next to the event deck and look at a facedown discovery card in play.

6 Secret Agent You can force a ship that has 0 astronauts on board to launch.

5 Saboteur All astronauts on a destroyed ship are killed and placed on the Lost in Space Memorial, and then the destroyed ship is discarded.

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3 Travel Agent If there is not a docked ship with room for at least 3 more astronauts, ignore this effect and skip your turn.

2 Soldier The *kill* effect can target astronauts in any zone except *Syrtis Major* and *Valles Marineris*. You can kill your own astronauts. Astronauts that are moved at the same time are not required to go to the same zone. You must move at least 1 astronaut.

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Resources

Ice
(1 VP)

Sylvanite
(2 VP)

Celerium
(3 VP)