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v1

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Game: **ONWARD TO VENUS**

Publisher: **Treefrog Games (2014)**

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

ONWARD TO VENUS

SETUP

Lay out the 8 **planets** in a line with reasonable gaps between them; left to right: **Mercury**, **Venus**, **Earth** and the **Moon** equidistant in the next position (Earth above the Moon), **Mars**, **Ganymede**, **Titan**, and finally the **Kuiper Belt**.

Each player selects a set of counters and player cards of the same colour: either **The British Empire** (red), **The French Empire** (blue), **The Russian Empire** (purple), **The German Empire** (yellow), or **The United States Of America** (green).

There are 3 types of **military units**: infantry, spaceships and tanks. Each player places 4 of their **infantry** and 2 of their **spaceship** counters in orbit around Earth (close to the edge of the planet but not actually on it), and 1 of their **factory** counters on Earth. During the game, carefully place your units so that it is clear which planet they are in orbit around.

Place the **money** to one side to form a **bank**. Each player takes £12 from the bank.

Shuffle the **game cards** and deal 2 to each player. These are added to the 4 **player cards** (from now on treated as game cards) to form each player's starting hand of 6 cards. Place the remaining game cards facedown as the draw deck.

Place the **pass card** on the table, with **pass cubes** next to it. Place all of the **game tiles** in the cloth bag. Place the **alien tiles** to one side (these are only used if a crisis occurs in the Kuiper Belt).

Each player rolls all 3 dice. The highest roller takes the **first player marker** (re-roll ties between players).

GAME PLAY

The game is played over 3 **periods**, each made up of 6 **phases**. Complete each phase before moving on to the next.

1. PLACE PASS CUBES

Place a number of **pass cubes** on the **pass card** equal to the number of players + 2.

2. DRAW AND PLACE GAME TILES

Randomly draw from the bag the number of tiles indicated by the *Number of Game Tiles per Planet* chart and place them faceup on each planet. Game tiles already on a planet from the previous period remain there.

Remove any crisis tiles placed on Ganymede.

Tiles that are removed from planets during the game are placed in a **tile discard pile.**

3. PLAYER ACTIONS

Starting with first player and proceeding in clockwise order, **each player performs 1 action.** This repeats until a player takes the last pass cube from the pass card.

When it is your turn to perform an action you *must* choose one of the following:

ACTION: MOVE MILITARY UNITS

You may **move 1 group of your military units up to 2 planets.** If you do not use your full movement allowance you may also perform a **claim 1 tile action** on the planet you just moved to.

Select a number of spaceship and infantry units as a group for movement, with at least 1 of them a spaceship. All of the units in this group must be in orbit around the same planet.

The only military unit that can move between planets is the spaceship, but a spaceship can carry an unlimited number of infantry units with it. Tanks cannot move between planets unless you play a card that states otherwise.

After movement the group must all end up in orbit around the same destination planet. You cannot drop off or pick up units en-route; the group starts together and finishes together.

You must work your way along the line of planets. Earth and the Moon are next to each other for the purposes of movement; moving from one to the other counts as 1 movement.

If you claim a tile, this action does not necessarily have to involve one of the units that you moved (it could be a unit already in orbit around that planet).

If you play a card that increases your movement allowance, that may allow you to claim a tile.

ACTION: CLAIM 1 TILE

There are 2 general types of tiles you can claim: those without a defence value and those with a defence value.

To claim a factory or mine tile you *must* have the corresponding counter available to you with which you can replace the tile. This rule also covers an attempt to take a tile from another player through the claiming of a tension tile.

To claim an undefended tile from a planet, move one of your military units (infantry, spaceship or tank) from orbit down to the surface of that planet.

Take the tile from the planet and follow the associated rules:

Factory: Place 1 of your factory counters on the surface of the planet you took the tile from, then discard the tile.

Draw 2 Cards: Draw 2 game cards from the deck and add them to your hand, then discard the tile. You can play cards in the same turn you draw them.

Your hand limit is 9. If you go over, discard down to 9 cards, placing the discarded cards on the discard pile. If the draw deck is exhausted, shuffle the discards to make a new deck.

Windfall: Take £3 from the bank, then discard this tile.

Big Game: Keep this tile until the end of the game, when it gives you 1 VP.

Defended tiles have a defence value in the steel square in the bottom right-hand corner.

All combat is carried out the same, irrelevant of what type of tile is being claimed. First determine the **combat point (CP)** cost of the tile you are attempting to claim: roll the 3 dice, and retain the 2 dice with the highest and lowest values (discard the middle value die). A ☠ result has a value of 0.

Calculate the difference between the 2 retained dice and add this value to the defence value of the tile.

To claim the tile you must expend a number of **combat points** equal to or in excess of this cost:

• Each infantry or spaceship unit you move from orbit to the surface of the planet is worth 1 CP.

• Each tank you move from orbit to the surface is worth 2 CPs.

• You may play any number of game cards with CPs on them.

• You may play cards that modify the CP values of your military units.

You decide exactly which military units and cards you wish to use to meet the CP cost. However, **at least 1 military unit must move down to the surface of the planet** (you cannot pay the cost with cards alone).

If you are unable to meet the CP cost, or you decide that it is too high, the attempt fails and your turn ends. You are still subject to casualties.

If you are able to expend sufficient CPs, you claim the tile. The type of tile determines what you do next:

Mine: If you claimed a mine tile, take one of your mine counters and place it on the surface of the planet you took the tile from. Then discard the tile.

Crisis: If you claimed a crisis tile, keep the tile until the end of the game, when it gives you 1 VP.

Tension: Claiming a tension tile allows you to take control of a factory or mine belonging to another player on that planet.

Indicate which tile, then its defence value is calculated according to the military units the defender has in orbit *and* on the surface of the planet. Infantry and spaceships have a defensive value of 1 each, while tanks are worth 2 points.

Then roll dice as normal, and add the difference to the defence value to find the tile's CP cost.

If you are able to pay this cost, you claim the tension tile. Also remove the counter you decided to target (return it to the owning player) and replace it with one of your own of the same type. The tension tile is then discarded.

Casualties of combat

Only the active player can suffer casualties as a result of claiming a tile. For each die you rolled that shows the ☠ symbol you must select one of your military units to lose, which must be from where the combat is taking place.

You lose any casualties *after* meeting the cost of combat. If you decided not to claim the tile you still must lose counters according to the results of your die roll.

ACTION: BUY MILITARY UNITS

As an action you can buy 1 or 2 military units:

Infantry: £2 each. **Tanks:** £3 each. **Spaceships:** £4 each.

Built infantry units must be placed in orbit around Earth.

Spaceships and tanks are built in orbit around any planet where you have at least 1 factory. You can always build spaceships and tanks in orbit around Earth, even if you no longer have a factory there.

You can build your units around different planets; they do not have to be placed in the same place. The number of pieces you have is a limit on what you can build. You cannot remove units from play to build them elsewhere.

ACTION: CARD ACTION

Playing a card marked **Action** counts as this action. Place the card on the discard pile after resolving its effect.

ACTION: TAKE 1 PASS CUBE

Take 1 cube from the pass card, then draw 1 game card from the deck and add it to your hand.

If you take the last pass cube from the card, also take the **first player marker**, making you the first player in the next period. The Player Actions phase now ends and play proceeds to the next phase.

4. CRISIS RESOLUTION

If any of the **crisis tiles** in play is marked ☠ you must check to see if the **crisis level** on each such planet escalates.

Roll 3 dice and retain any ☠. Working from Mercury to Kuiper Belt, place 1 of the retained dice on each crisis tile marked with a ☠. If you still have dice left to assign then repeat the process, starting again from Mercury.

The crisis level on a planet is equal to the number of crisis tiles and dice on it.

The order of crisis resolution is from Mercury to Kuiper Belt. Look up each planet in the **crisis effects** section of the rules and resolve the effect according to the crisis level.

Unless stated otherwise, crisis tiles remain on a planet after resolving effects. Any dice assigned to planets are removed.

5. COLLECT INCOME

All players now collect income for every mine and factory they have in play:

Mine: Collect £3. **Factory:** Collect £2.

6. RESET MILITARY UNITS

Move any military units on the surface of a planet into orbit around that planet. **Now start a new period**.

ENDING THE GAME

The game ends after you have completed 3 periods.

Players calculate how many **victory points** (VPs) they have scored. Each planet awards victory points as indicated in the hexagons.

The player with the highest income scores VPs for first position, the player with the next highest income for 2nd position, and so on. On a tie the tied players score the same VPs.

Score 1 VP for each big game tile and crisis tile gained during the game, and 2 VPs for each alien tile.

You do not score any victory points for military units or money.

The player with the most VPs is the winner.

If there is a tie and one of the tied players has the first player marker then they take precedence.

If there is still a tie then the player with the most mines and factories on the board is the winner. If there is still a tie after that then the player who gained the most victory points from big game, crisis and alien tiles is the winner. If that does not settle matters then the players share the victory.

ONWARD TO VENUS

The game is played over 3 **periods**, each with 6 **phases**.

1. PLACE PASS CUBES

Place **pass cubes** on the **pass card** = # players + 2.

2. DRAW AND PLACE GAME TILES

Randomly draw tiles from the bag (see table below) and place them faceup on each planet. Earlier tiles remain. Remove any crisis tiles placed on Ganymede.

3. PLAYER ACTIONS

Starting with first player and going clockwise, **each player must perform 1 action**. Repeat until a player takes the last pass cube from the pass card.

ACTION: MOVE MILITARY UNITS

Move 1 group of your military units (spaceship and infantry: at least 1 must be a spaceship) up to 2 planets. If you do not use your full movement you may also perform a **claim 1 tile action** on the planet you moved to.

Earth and the Moon are considered next to each other; moving from one to the other counts as 1 movement.

If you claim a tile, this does not necessarily have to involve one of the units that you moved.

ACTION: CLAIM 1 TILE

To claim an undefended tile from a planet, move 1 of your military units from orbit to the surface. Take the tile and:

- **Factory:** Place 1 of your factory counters on the the planet, then discard the tile.
- **Draw 2 Cards:** Draw 2 game cards, then discard the tile. Hand limit = 9.
- **Windfall:** Take £3 from the bank, then discard this tile.
- **Big Game:** Keep until the end of the game, when it gives you 1 VP.

Defended tiles have a defence value. Roll the 3 dice; calculate the difference between the highest and lowest results and add the tiles' defence value. ☠ = 0. To claim the tile, pay **CP** equal to or greater than this cost.

Infantry/spaceship moved from orbit to surface = 1 CP.

Tank moved from orbit to surface = 2 CPs.

Cards with CPs on them.

Cards that modify your CP values.

At least 1 military unit must move to the surface.

If you cannot/will not meet the CP cost, the attempt fails and your turn ends. You are still subject to casualties.

Only the active player can suffer casualties. For each die you rolled that shows ☠ you must select one of your military units from the combat to lose (*after* meeting the cost of combat).

- **Mine:** Take 1 of your mine counters and place it on the surface of the planet; discard the tile.
- **Crisis:** Keep until the end of the game, when it gives you 1 VP.
- **Tension:** Pick a target factory or mine and calculate its defence value according to the military units the defender has in orbit *and* on the surface: **infantry/spaceships = 1, tanks = 2.** Roll dice as above to find the tile's CP. If you can't pay this cost, return the target tile to the owning player and replace it with one of your own of the same type; then discard the tension tile.

ACTION: BUY MILITARY UNITS

Buy 1 or 2 military units: **infantry: £2, tanks: £3, spaceships: £4.** Place infantry units in orbit around Earth, spaceships and tanks in orbit around any planet where you have at least 1 factory. You can *always* build spaceships and tanks in orbit around Earth.

ACTION: CARD ACTION

Play and discard a card marked **Action**.

ACTION: TAKE 1 PASS CUBE

Take 1 cube from the pass card, then draw 1 game card. If you take the last pass cube, take the **first player marker**. The Player Actions phase now ends.

4. CRISIS RESOLUTION

Roll 3 dice and retain any ☠. Working from Mercury to Kuiper Belt, place one of these on each crisis tile. If you have dice left to assign, repeat the process.

The crisis level on a planet is equal to the number of crisis tiles and dice on it.

Order of resolution is from Mercury to Kuiper Belt. Look up the crisis effect according to the crisis level. Afterwards crisis tiles remain on planets; remove dice.

5. COLLECT INCOME

All players collect income for every mine and factory they have in play: **Mine:** Collect £3. **Factory:** Collect £2.

6. RESET MILITARY UNITS

Move any military units on a planet's surface into orbit.

Number of Tiles Per Planet

#Players	Mercury	Venus	Earth	Moon	Mars	Ganymede	Titan	Kuiper Belt
2	2	3	3	3	3	2	2	2
3	2	3	3	3	3	2	2	2
4	3	3	4	3	4	2	2	3
5	3	4	5	4	4	2	2	3

MERCURY — BAZAGTHOTH THE BLINDED

The player with the single highest income on Mercury gains the following power. On a tie no one benefits.

LEVEL 1 Pay £1 to randomly take one card from a player of your choice.

LEVEL 2 Pay £1 to destroy 1 military unit of your choice on any planet.

LEVEL 3 OR MORE Pay £3 to destroy 1 mine or factory on a planet of your choice.

VENUS — VENUSIAN UPRISING

LEVEL 1 No effect.

LEVEL 2 & 3 All players must remove 2 military units from Venus. For each unit they cannot lose they must lose a mine or factory (their choice) from Venus, if they have any there.

LEVEL 4+ All military units (including those in orbit), mines and factories are removed from Venus and returned to their owners. All game tiles on the planet are removed and discarded.

Flip Venus to its other side. No more activity is allowed on Venus and no more tiles are placed on it. Military units can still orbit Venus but cannot move to its surface.

EARTH — ROBOT REBELLION

LEVEL 1 No effect.

LEVEL 2 The player with the highest income derived from Earth loses 1 mine or factory (their choice). On a tie all of the tied players suffer the same penalty.

LEVEL 3 The player with the highest income derived from Earth must lose 2 mine/factory pieces of their choice. On a tie all of the tied players suffer the same penalty.

LEVEL 4+ The game ends immediately and all players are declared the losers for allowing this to happen.

MOON — ATTACK OF THE MOON MEN

LEVEL 1, 2 & 3 No effect.

LEVEL 4+ Invasion of Earth. All military units (including those in orbit), mines and factories on the Moon are eliminated. All game tiles on the planet are removed and discarded.

Roll 3 dice to determine the damage inflicted on Earth. In player order, players take it in turn to remove 1 military unit. If they cannot remove a military unit they must remove a mine or factory of their choice instead. Counters are removed in this manner until the total removed equals the total on the 3 dice.

Flip the Moon to its other side. No more activity is allowed on the Moon and no more tiles are placed on it. Military pieces can still orbit the Moon but cannot move to its surface.

MARS — MARTIAN INVASION

LEVEL 1 No effect.

LEVEL 2 & 3 The player with the highest income

must lose 1 mine or factory of their choice. On a tie all of the tied players suffer the same penalty.

LEVEL 4+ All military units (including those in orbit), mines and factories are removed from Venus and returned to their owners. All game tiles on the planet are removed and discarded.

Roll 3 dice to determine the damage inflicted on Earth. In player order players take it in turn to remove 1 military unit. If they cannot remove a military unit they must remove a mine or factory of their choice instead. Counters are removed in this manner until the total removed equals the total on the 3 dice.

Flip Mars to its other side. No more activity is allowed on Mars and no more tiles are placed on it. Military units can still orbit Mars but cannot move to its surface.

GANYMEDE — NOTHING HAPPENS

No crisis events can occur on Ganymede.

TITAN — SPACE PIRATES!

LEVEL 1 No effect.

LEVEL 2 All players with mines and/or factories on Titan must pay £1 per mine/factory to the bank. If a player is unable to pay for a mine/factory then he must remove the counter and return it to his own stock.

LEVEL 3+ All players with mines/factories on Titan, Kuiper Belt and Ganymede must pay £1 per mine/factory to the bank.

If a player cannot pay this amount for a mine/factory then he removes it and returns it to his own stock.

A player can choose which mines and factories he cannot/does not want to pay for.

KUIPER BELT — ALIEN INVASION

LEVEL 1 & 2 No effect.

LEVEL 3+ The alien invasion starts at the Kuiper Belt and works inwards (Moon before Earth). Place the first alien tile on Kuiper Belt, the second on Titan and the third on Ganymede. Remove all military pieces, mines and factories from these planets (including those in orbit).

No game tiles are placed on a planet with an alien tile on it. During the crisis phase of the next turn the surviving alien tiles continue their invasion. The number of surviving aliens determines how many more planets will be invaded.

Aliens will not re-invade a planet that has been retaken by a player. If there are 2 aliens left, then one will invade Mars and the last will invade the Moon. If all 3 were still in play they would invade Mars, the Moon and Earth.

If the aliens reach Earth, the game ends immediately and all players are declared the losers. Players may attack alien tiles in the same way as they would attack a game tile with a defensive value. **An alien's defence value is 7**. A player who succeeds in destroying an alien removes the tile from the planet and retains it. It earns them 2 VPs at the end of the game. The aliens will never re-invade a planet that they have been removed from in this manner.