







ON MARS

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BENEFITS OF TURN ORDER SPACES

Whenever you place your Player marker on a Turn Order space, you may gain the following benefit:

- | | | |
|---|--|--|
|  POSITION 2
Take 1 Crystal or 1 Resource from the Warehouse. |  POSITION 3
Take 1 Tech tile, paying normal costs. See page 10 of the rulebook for full details. |  POSITION 4
Pay 1 Water or 1 Plant to move a Colonist from next to your Player board to your Living Quarters. |
|  POSITION 6
Take 1 Crystal or 1 Resource from the Warehouse. |  POSITION 7
Use up to 2 Movement points to move your Bots. You may spend Crystals to gain additional Movement points. |  POSITION 8
Take 1 Blueprint from the display. See page 10 of the rulebook for full details. |



TECH TILES

Tech tiles belong to you, but they can be used by any player (with the exception of Shelter Tech tiles that can only be used by their owner). If you use another player's Tech tile, that player gains a bonus (1 Oxygen from the supply / Develop the Tech – see page 11 of the rulebook for full details).



CONNECT OTHER BUILDINGS

These Tech tiles allow you to create or increase the size of a Complex of Buildings. The level of the Tech used must be equal to or greater than the number of Buildings of the same type that you connect to. See page 14 of the rulebook for more details.



FASTER ROVERS

When moving your Rover, gain additional Movement points up to the level of the Tech.



INCREASED COLONIST CAPACITY

Whenever you Welcome a Ship, gain an extra number of Colonists up to the level of the Tech.



EFFICIENT UPGRADING

Whenever you are performing an Upgrade (Main action, Executive action, or as a benefit), upgrade a number of extra Buildings up to the level of the Tech.



LSS REWARDS

Whenever you construct an LSS Building whose marker is below the Colony level marker, gain the reward depicted above that column and one of the other benefits shown in the top left of the LSS.



OP equal to the level of your most-developed Tech tile (a Tech's level is listed above the tile.)



2 OP for each Ship in your Hangar.



2 OP for each Advanced Building marker you have on Mars.



2 OP for each Mine where you have a Colonist or an Advanced Building marker.



2 OP for each Bot you have on Mars.



2 OP for each Discovery tile your Rover has collected.



2 OP for each Shelter you have on Mars.



1 OP for each Colonist in your Living Quarters.



Use up to 2 Movement points to move your Bots. You may spend Crystals to gain additional Movement points.



Gain 1 Mineral.



Gain 1 Crystal.



Retrieve a Colonist from any Action slot or from your Working Area.



RESEARCH TILES/DISCOVERY TILES



Research tiles are placed on the map during setup. They can be collected by your Rover if it ends its turn on a hex with one of them. You can never have 2 Research tiles of the same color/letter.



Develop 1 Tech tile twice, or two Tech tiles once each, at no cost.

Discovery tiles are added to the board during the game. They can be collected by your Rover if it ends its movement on a hex with one of them. When collected, gain the benefit of the tile immediately. If the benefit has a cost and you cannot pay that cost or gain at least part of the benefit, you cannot end your movement on that hex and cannot take the Discovery tile.



Construct the depicted type of Building. Tech required if size 2 or greater.



Construct any type of Building, paying normal costs. Tech required if size 2 or greater.



Gain the indicated number of the depicted Resources.



Develop 1 Tech tile twice or 2 Tech tiles once each, paying normal costs.



Take up to 2 Blueprints.



Take 1 Tech tile, paying normal costs.



Upgrade up to 2 Buildings, paying normal costs.



Gain 3 Crystals.



Hire 1 Scientist card or take 1 Earth Contract, paying normal costs.



Take up to 2 Resources/Crystals from the Warehouse and place them in your Storage/Depot.



SCIENTIST CARDS

There are 6 different **Scientist cards** in the game. Scientists can be sent to work in Advanced Buildings that match their specialty. A Scientist working in an Advanced Building allows that Building's Executive action to be used (by the owner of the Advanced Building and the owner of the Scientist) without paying Crystals. At the end of the game, Scientists score 3 OP per specific type of Advanced Building on the map (of any player).



THE GEOLOGIST

Cost: Move 2 Colonists from your Living Quarters to your Working Area.
Works in: An upgraded Mine.
End of Game: 3 OP for each upgraded Generator on Mars.



THE R&D ENGINEER

Cost: 2 Minerals.
Works in: An upgraded Generator.
End of Game: 3 OP for each upgraded Water Extractor on Mars.



THE HYDROLOGIST

Cost: 2 Batteries.
Works in: An upgraded Water Extractor.
End of Game: 3 OP for each upgraded Greenhouse on Mars.



THE BIOCHEMIST

Cost: 2 Water.
Works in: An upgraded Greenhouse.
End of Game: 3 OP for each upgraded Oxygen Condenser on Mars.



THE GEOCHEMIST

Cost: 2 Plants.
Works in: An upgraded Oxygen Condenser.
End of Game: 3 OP for each upgraded Shelter on Mars.



THE SYSTEMS ENGINEER

Cost: 2 Oxygen.
Works in: An upgraded Shelter.
End of Game: 3 OP for each upgraded Mine on Mars.



EARTH CONTRACTS

Earth Contract cards enter the game after the first Scientist is taken from the display. They cost 1 Crystal to take.

At the end of the game, you will score OP if you completed the contract. If not, you will lose OP.



UPGRADE

At the end of the game, if you have an Advanced Building marker on a Complex of the depicted type that is at least size 4, you earn 12 OP. If not, you lose 6 OP.



DELIVER

You may place items of the depicted types on this card during the game. Once placed, they cannot be removed but do not count towards your storage limit. If all of the Resources depicted are on the card at the end of the game, score 9 OP. If not, lose 4 OP. Minerals cannot be used as another type of Resource for completing a Contract.




BLUEPRINTS LEVEL 1

These Blueprints upgrade Buildings of any size. They earn/lose you 3 OP at the end of the game depending on whether they are built or not.



1. CONSTRUCTION YARD


- When obtained: Gain 1 Mineral – Upgrades a Mine
- Matching Scientist – **Geologist**

Advanced Building Action: Upgrade 1 Building following normal rules. May use Tech. For each  you send to your Working Area, you may perform 1 additional upgrade.



3. AUTOMATED PRODUCTION


- When obtained: Gain 1 Battery – Upgrades a Generator
- Matching Scientist – **R&D Engineer**

Advanced Building Action: Each of your Mines/Advanced Buildings produces 1 matching Resource (or 1 Crystal if a Shelter). For each  you send to your Working Area, one of those Mines/Advanced Buildings produces once more.



5. PRIVATE SHIP


- When obtained: Gain 1 Water – Upgrades a Water Extractor
- Matching Scientist – **Hydrologist**

Advanced Building Action: Welcome 1 Ship. It costs 1 Plant and 1 Water, and brings 2 Colonists and 1 Bot or 3 Colonists. For each  you send to your Working Area, Welcome 1 additional Ship. You can use the “Increased Colonist Capacity” tech to enhance this card. You may not have more Ships than the current LSS level.



7. BIOMARKET


- When obtained: Gain 1 Plant – Upgrades a Greenhouse
- Matching Scientist – **Biochemist**

Advanced Building Action: Take 1 Crystal or 1 Resource from the Warehouse. For each  you send to your Working Area, take 1 additional Resource or Crystal.



9. OXYGEN TANK


- When obtained: Gain 1 Oxygen – Upgrades an Oxygen Condenser
- Matching Scientist – **Geochemist**

Advanced Building Action: Take 1 Tech tile from the Tech Grid, as per normal rules. For each  you send to your Working Area, take 1 additional Tech tile.



11. CASINO


- When obtained: Gain 1 Crystal – Upgrades a Shelter
- Matching Scientist – **Systems Engineer**

Advanced Building Action: Gain 2 Crystals. For each  you send to your Working Area, gain 1 additional Crystal.



2. METAL DEPOSIT


- When obtained: Gain 1 Mineral – Upgrades a Mine
- Matching Scientist – **Geologist**

Advanced Building Action: Construct a Mine following normal rules. Tech required if creating or increasing the size of a Complex. Each  you send to your Working Area counts as 1 additional level of Tech.



4. WIND TURBINES


- When obtained: Gain 1 Battery – Upgrades a Generator
- Matching Scientist – **R&D Engineer**

Advanced Building Action: Construct a Generator following normal rules. Tech required if creating or increasing the size of a Complex. Each  you send to your Working Area counts as 1 additional level of Tech.



6. MOISTURE VAPORATOR


- When obtained: Gain 1 Water – Upgrades a Water Extractor
- Matching Scientist – **Hydrologist**

Advanced Building Action: Construct a Water Extractor following normal rules. Tech required if creating or increasing the size of a Complex. Each  you send to your Working Area counts as 1 additional level of Tech.



8. HYDROPONIC FARM


- When obtained: Gain 1 Plant – Upgrades a Greenhouse
- Matching Scientist – **Biochemist**

Advanced Building Action: Construct a Greenhouse following normal rules. Tech required if creating or increasing the size of a Complex. Each  you send to your Working Area counts as 1 additional level of Tech.



10. CONCENTRATOR


- When obtained: Gain 1 Oxygen – Upgrades an Oxygen Condenser
- Matching Scientist – **Geochemist**

Advanced Building Action: Construct an Oxygen Condenser following normal rules. Tech required if creating or increasing the size of a Complex. Each  you send to your Working Area counts as 1 additional level of Tech.



12. GYM

- When obtained: Gain 1 Crystal – Upgrades a Shelter
- Matching Scientist – **Systems Engineer**

Advanced Building Action: Construct a Shelter following normal rules. Tech required if creating or increasing the size of a Complex. Each  you send to your Working Area counts as 1 additional level of Tech.



BLUEPRINTS LEVEL 3

These Blueprints upgrade a Building within a Complex of at least size 3. They earn/lose you 5 OP at the end of the game depending on whether they are built or not.



13. MINERAL MINE

- When obtained: Gain 1 Mineral – Upgrades a Mine
- Matching Scientist – **Geologist**

Advanced Building Action: Score 2 OP.



15. RADAR

- When obtained: Gain 1 Battery – Upgrades a Generator
- Matching Scientist – **R&D Engineer**

Advanced Building Action: Place one of the Discovery tiles from the Exploration space onto this card (replace that tile with a new one). Then, gain the benefit of that tile. For the rest of the game, the Action of this card is to gain the benefit of that Discovery tile.



17. RESEARCH LAB

- When obtained: Gain 1 Water – Upgrades a Water Extractor
- Matching Scientist – **Hydrologist**

Advanced Building Action: Develop 1 of your Tech tiles up to 2 times or 2 Tech tiles one time each, paying normal costs. For each you send to your Working Area, develop a Tech one additional time, paying normal costs.



19. ECO RESORT

- When obtained: Gain 1 Plant – Upgrades a Greenhouse
- Matching Scientist – **Biochemist**

Advanced Building Action: Choose either Orbit or Surface. Retrieve all of your colonists from Action slots on the chosen side.



21. RECYCLING BOTS

- When obtained: Gain 1 Oxygen – Upgrades an Oxygen Condenser
- Matching Scientist – **Geochemist**

Advanced Building Action: Spend up to 2 Movement points to move your Bots (you may spend Crystals to move further). For this movement, treat your Bots as if they were Rovers (they can collect Crystals, Research tiles, and Discovery tiles). Normal rules for collecting tiles apply.



23. LIBRARY

- When obtained: Gain 1 Crystal – Upgrades a Shelter
- Matching Scientist – **Systems Engineer**

Advanced Building Action: Take 1 Blueprint. For each you send to your Working Area, take 1 more.



14. BIOLAB

- When obtained: Gain 1 Mineral – Upgrades a Mine
- Matching Scientist – **Geologist**

Advanced Building Action: Take 1 Earth Contract from the display paying the cost.



16. BUILDER DRONE AI600

- When obtained: Gain 1 Battery – Upgrades a Generator
- Matching Scientist – **R&D Engineer**

Advanced Building Action: Upgrade a Building anywhere on the map (the building zone of your Bots is unlimited for this action). You can use the "Efficient Upgrading" Tech to enhance this card.



18. AQUEDUCT

- When obtained: Gain 1 Water – Upgrades a Water Extractor
- Matching Scientist – **Hydrologist**

Advanced Building Action: Move up to 2 Colonists from your Working Area to your Living Quarters.



20. TRADE MARKET

- When obtained: Gain 1 Plant – Upgrades a Greenhouse
- Matching Scientist – **Biochemist**

Advanced Building Action: Spend 1 Resource from your Storage and take any 2 non-Mineral Resources from the general supply. For each you send to your Working Area, take 1 additional Resource.



22. AERIAL ELEVATOR

- When obtained: Gain 1 Oxygen – Upgrades an Oxygen Condenser
- Matching Scientist – **Geochemist**

Advanced Building Action: Travel to Orbit, performing the travel steps as normal. If you do this before your Main action, perform your Main action in Orbit.



24. COMMAND CENTER

- When obtained: Gain 1 Crystal – Upgrades a Shelter
- Matching Scientist – **Systems Engineer**

Advanced Building Action: Move your Rover a number of hexes up to the highest level of Rover Tech in play. For each Crystal spent, move it 1 additional hex. This does not count as using the Tech, so the owner does not gain any benefit.



PRIVATE GOAL CARDS

If you meet the requirements of a card, you can play it on your turn, before or after your Main or Executive action, to gain one of the rewards depicted. You can only play one Private Goal during the game. Alternatively, a Private Goal card may be discarded from your hand and used as if it were a Crystal, except for when completing Contracts.



Goal: Have 4 Blueprints, built or not.
Reward: Develop 2x at no cost
or Upgrade up to 2 Buildings at no cost.



Goal: Have 3 Mines with either one of your Colonists or one of your Advanced Building markers.
Reward: Develop 2x at no cost
or gain 3 Minerals.



Goal: Have an Advanced Building marker on a Complex of at least size 4.
Reward: Develop 2x at no cost
or take 2 Colonists from your supply into your Living Quarters.



Goal: Upgrade 3 Advanced Buildings.
Reward: Develop 2x at no cost
or gain up to 3 Resources (not Minerals).



Goal: Have 7 Colonists in your Living Quarters.
Reward: Develop 2x at no cost
or Welcome a Ship at no cost.



Goal: Have 3 Ships in your Hangar.
Reward: Develop 2x at no cost or travel to Orbit
or to the Colony performing the travel steps as normal. If you do this before your Main action, perform your Main action in your new location.



Goal: Have 1 Scientist and 1 Earth Contract completed.
Reward: Develop 2x at no cost
or take 1 Earth Contract from the display at no cost.



Goal: Have 3 cubes in the Progress area.
Reward: Develop 2x at no cost
or retrieve 2 Colonists from any Action slot and/or your Working Area.



Goal: Have 3 Shelters.
Reward: Develop 2x at no cost
or take 2 Colonists from your supply into your Living Quarters.



Goal: Have 3 Discovery tiles taken from the map with your Rover.
Reward: Develop 2x at no cost
or Move your Rover up to 5 spaces – you may spend Crystals or use Tech to move it further.



Goal: Have 4 Resources of the same type (not Minerals).
Reward: Develop 2x at no cost or take an Earth Contract from the display at no cost.



Goal: The Colony must reach level 3;
Reward: Develop 2x at no cost
or Move your Rover up to 5 spaces – you may spend Crystals or use Tech to move it further.



Goal: Have at least 5 Tech tiles. Your initial Shelter Tech tile counts towards this.
Reward: Develop 2x at no cost
or retrieve 2 Colonists from anywhere on the board and/or your Working Area.



Goal: Have 2 Research tiles.
Reward: Develop 2x at no cost
or take a Scientist card at no cost.



Goal: Have 3 Tech tiles on the indicated spaces of your Lab.
Reward: Develop 2x at no cost
or take up to 3 Crystals from the supply.



Goal: Have 2 Advanced Building markers, in 2 different Complexes of at least size 3.
Reward: Develop 2x at no cost
or Upgrade up to 2 Buildings at no cost.

MISSION CARDS

Each card depicts the number of times (for 2/3/4 players) the requirement on the left needs to be met for the Mission to be complete. Every time you contribute to a Mission, gain the reward (1 or 2 Crystals). Once completed, you cannot earn Crystals from Missions.



Mission complete: 5/5/7 Research tiles are taken from the map.
Reward: Gain 2 Crystals.



Mission complete: 8/8/10 Advanced Buildings are on the map.
Reward: Gain 1 Crystal.



Mission complete: 5/7/9 Discovery tiles taken from the map by Rovers.
Reward: Gain 1 Crystal.



Mission complete: 8/11/14 cubes are placed in the Progress area.
Reward: Gain 1 Crystal.



Mission complete: 2/2/3 Earth Contracts are completed.
Reward: Gain 2 Crystals.



Mission complete: 10/10/13 Blueprints are taken from the display.
Reward: Gain 1 Crystal.



Mission complete: 3/4/5 Bots are placed on the map; Initial Bots don't contribute towards this.
Reward: Gain 2 Crystals.



Mission complete: 7/11/12 Techs are taken from the display.
Reward: Gain 1 Crystal.



Mission complete: 4/4/5 Scientists are taken from the display.
Reward: Gain 2 Crystals.

IN GAME SCORING

1. Construct an LSS Building that is below the Colony level marker.
2. Construct the first LSS Building of each type.
3. At Colony level up, score the Progress area.
4. Activating the Mineral Mine Advanced Building.

TIP:

Constructing LSS Buildings at the right time provides you with Resources, OP, and a benefit. It is one of the most important things in the game. It also speeds up the end of the game.

END GAME SCORING

The end of the game is triggered once 3 Missions are completed (modified by Colony level). Finish the current round and then play 1 more round. Skip the Shuttle phase in the final round.

	Progress area	0 to 11 OP.		Techs in the Lab	1 to 9 OP for each Tech in your board.
	Private Ships	3 OP for each Ship in your hangar.		Advanced Buildings	3/5 or -3/-5 OP for each Advanced Building you have.
	Colonists	0 to 21 OP for your highest occupied Living Quarters.		Scientists	3 OP for each Advanced Building on Mars (from any player) of the indicated type.

Note: Before the Colonists scoring, move all Colonists from the side of the board where your Player marker is, and from your Working Area, back to your Living Quarters.

	Earth Contracts	9/12 or -4/-6 OP for each Contract you have.
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COLONY LEVELS

The Colony level increases as the LSS buildings are constructed.

Every time the Colony levels up

1. Move the Colony Level marker one row up; **2.** Refill empty Tech Grid spaces with new Tech tiles; **3.** Refill the Warehouse (only 2 rows in 2-player games); **4.** The maximum number of Private Ships each player may have is increased by 1.

1st Colony level up - Level 2.



1. Score Progress area; **2.** When the Shuttle travels, place it on Travel space 2; **3.** Remove all Blueprints in the display. Then add the top 12 cards from the Blueprint deck into the display.

2nd Colony level up - Level 3.



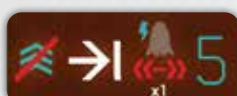
1. Score Progress area; **2.** The number of Missions required to trigger the end of the game is reduced by one. **3.** When the Shuttle travels, place it on Travel space 3; **4.** Remove all Lvl-1 Blueprints in the display. Then add all remaining Lvl-3 Blueprints to the display.

3rd Colony level up - Level 4.



1. Do not score the Progress area; **2.** The number of Missions required to trigger the end of the game is reduced by one; **3.** The Shuttle stops moving.

4th Colony level up - Level 5.



1. Do not score the Progress area; **2.** The end of the game is triggered; **3.** The Shuttle travels one last time during the Shuttle phase (does not matter where it is in the track) and is then removed from the game.

If the Colony levels up a 5th time, nothing happens.

EXECUTIVE ACTIONS

Once a turn, before or after your Main action, you can take 1 Executive action.



Cost: 4 Crystals
Develop Tech once at no cost.



Cost: 4 Crystals
Move your Rover up to 2 spaces – you may spend Crystals and/or use Tech.



Cost: 3 Crystals
Upgrade a Building tile.



Cost: 3 Crystals
Take 1 Blueprint.



Cost: 3 Crystals
Gain 1 Mineral.



Cost: 2 Crystals Use up to 2 Movement points to move your Bots. You may spend Crystals to gain additional Mp.



Cost: 2 Crystals
Take 1 Resource from the Warehouse.



Cost: 2 Crystals or a matching Scientist
Use an Advanced Building action.

DESIGNER TIPS

- Construct one or more LSS Buildings as soon as you can.
- Don't let one player upgrade the first Colony level alone.
- Construction is the main source of points during the game.
- Don't try to do everything. Stay focused.
- Contribute to the Missions, it provides you with Crystals.
- Keep in mind the movement of the Shuttle.
- Make sure you have a Ship to travel on your own if you need to.
- Traveling is a question of timing.
- If you have to, use the Landing pod.

Ways to get Crystals

Note: Crystals gained during a turn are kept at the bottom of the Depot and cannot be used that turn. You get them at the start of your next turn.

Construct a Shelter; Construct a Building and get the Crystal benefit from LSS; Collect them with your Rover; Contribute to the Missions; Visit the Warehouse; Benefits from a space in your Lab; Gamble at the Casino; Get some Blueprints; Production when you travel to orbit.

Getting Resources

Construct a Building; Visit the Warehouse; Benefits from a space in your Lab; Executive Action; Advanced Buildings; Production when you travel to Orbit.

LABORATORY BENEFITS

You may receive the benefit of a space when you cover it with a Tech tile.



Take 1 Crystal or 1 Resource from the Warehouse.



Gain 1 Crystal from the general supply.




Gain 1 Mineral from the general supply.




Use up to 2 Movement points to move your Bots. You may spend Crystals to gain additional Movement points.



Upgrade 1 Building following normal rules. May use Tech. For each  sent to your Working Area, you may perform 1 additional upgrade.



Take a Blueprint from the display. For each  you send to your Working Area, take 1 additional Blueprint.