

# FIRST MARTIANS

ADVENTURES ON THE RED PLANET

## Unofficial Manual Rewrite



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## INTRODUCTION

MCEI [em-kei] — Mars Colonization and Expansion Initiative, established 2016.

An international agency dedicated to sending humans to the Red Planet. In 2029, after 13 years of hard labor, MCEI successfully lands a crew on Mars.

The journey is uneventful. The crew arrives in good health. The preconstructed Habitable Units Block lands intact. The next phase of MCEI's mission — preparing Mars for colonization — begins now.

*First Martians: Adventures on the Red Planet* is a cooperative, story-driven adventure for 1–4 players. You choose a mission for each game, and the players all win or lose the game together by completing the mission's goals. In a campaign, the players' actions and discoveries carry over through multiple missions as you work toward a greater goal.



# COMPONENTS

## Game Board and Tiles



1 game board



4 ID boards (player boards)



13 Facility tiles

19 ROI tiles (Regions of Interest)  
8 ring-1 (small), 8 ring-2 (mid), 3 ring-3 (large)

## Tokens



38 Modifier tokens



18 Morale tokens



3 General Supply trackers



12 Condition tokens



28 Spare Parts tokens

7 Energy Connectors (bolt), 7 Oxygen Filters (O2),  
7 Hardware (gear), 7 CPU (chip)

9 POI tokens (Points of Interest)



26 Objective tokens

12 red, 8 orange, 6 black



8 Upgrade tiles, 4 Multiplication tiles



8 Shutdown tiles

4 energy tiles (bolt), 4 oxygen tiles (O2)

## Missions



3 double-sided Mission sheets

2 campaign booklets

4 campaign envelopes

**SPOILERS! DON'T READ CAMPAIGN BOOKLETS! DON'T OPEN ENVELOPES!**



## Markers and Player Pieces



125 plastic cubes (minimum)  
14 blue (samples), 44 green (working), 28 red (broken),  
24 black (Greenhouses / mission), 15 white (seeds / mission)



12 action dice  
3 green (Explore), 3 gray (Gather / Unwind),  
3 blue (Research / Heal), 3 brown (Build / Manage)



3 Malfuction dice



8 player action pawns (4 pairs)



4 AOM action pawns



HUB miniature  
(Habitable Units Block)



Froggy rover miniature



Scorpio rover miniature



1 First Player token

## Cards



94 Malfuction cards  
26 System Block (red), 28 Living Block (orange), 40 Working Block (yellow)



12 player skill cards

4 double-sided Profile cards

4 AOM cards



8 Upgrade cards



14 Facility cards



8 Direction cards



6 Research cards



# INTRODUCTION

## Modes of Play

Each game of *First Martians: Adventures on the Red Planet* uses a **standalone mission** or a **campaign**. Both game types use the same game mechanics.

In a standalone mission, you choose a **Mission sheet** and set up the game as the sheet describes. Different missions may focus on exploration, research, or building.

In a campaign, you read a **campaign booklet** for information about each mission. You set up each game from your position at the end of the previous game.

The campaign *Welcome to Mars* is a **legacy-style campaign**. This campaign has permanent changes which prevent you from playing it more than once. We recommend you play the game's other missions and campaign before tackling this campaign.



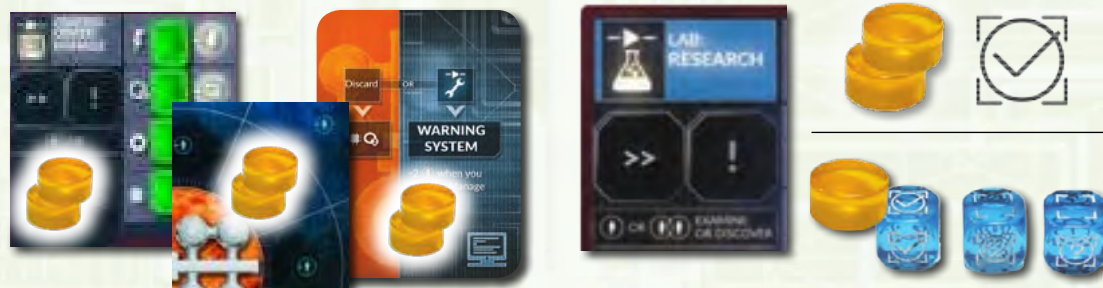
## The App

This game requires the use of an app—available for free on the Google Play Store, Apple App Store, or on our website. You use the app to encounter random events, track your mission progress, and save your campaign progress between missions.

You'll find more information at [portalgames.pl/en/](http://portalgames.pl/en/), including a Windows version of the app, an app instruction manual, and How to Play videos for the game.

## Actions

The game plays over a series of rounds (*also called sols*). Each player controls an astronaut with two **action pawns**. During each round's Action Phase, you place your pawns to choose your actions for the round.



You might place pawns on the Control Center to prevent Malfunctions, place pawns on a map space to Explore it, or place pawns on an Upgrade card to Build it.

You can place 1 or 2 pawns on this action. With 2 pawns, you always succeed at the action. With 1 pawn, you must roll **action dice** with the action. The dice may fail the action, wound your astronaut, or resolve an Adventure.



To take actions outside of the HUB, you must place additional pawns to **travel** to the destination, usually +1 pawn for each ROI tile you travel through. You may need to combine your pawns with other players' pawns or **rovers** to complete long-distance actions.

## Events

When you roll dice for an action, you may resolve an **Adventure** in the app. This is a random story element with different consequences.

Each round begins with an **Event Phase**, when the app reveals a Mission Event. The app may also reveal Adventure Events, which resolve the consequences of previous Adventures.

Mission Events leave actions in the app's **Mission Log**. If you don't take Event actions to resolve events in the log, then you may suffer future consequences.





## Facilities

Most actions are tied to one of the **Facilities**. For example, all Research actions use the Lab Facility.

Each Facility **status** has a green marker when functioning properly or a red marker when malfunctioning. On this Lab, an event described an oxygen leak and placed a red marker on the oxygen status. The astronauts must now pay 1 oxygen from the General Supply each time they take a Research action.

In the Production Phase of each round, you produce energy and oxygen and supply your Facilities. If you don't produce energy or oxygen for the Lab, then it receives a **Shutdown tile**, which prevents you from taking Research actions.



## Winning

The players win at the end of a round after they complete the mission's **mandatory goals**, but there are three ways to fail a mission.

- The mission fails if you don't complete its goals within a **certain number of rounds**.
- An astronaut dies if it takes 6 wounds. The mission fails immediately when **any astronaut dies**.
- You can't win a mission while you fall below its **Threshold**. For example, one mission says that you must have 7 or fewer broken parts (*red status markers*) in the HUB. The mission doesn't fail when an 8th part breaks, but you can't win the mission until you fix one of those parts.
- You can win a mission without completing its **optional goals**. In a standalone mission, optional goals may provide bonuses that help you complete the mandatory goals. In a campaign, optional goals may provide bonuses for future missions.

## SETUP

### I. Board Setup

Place the board on the table with the following components. (*Mission setup may change any of these.*)

**Round Order Track:** Place white marker on Event

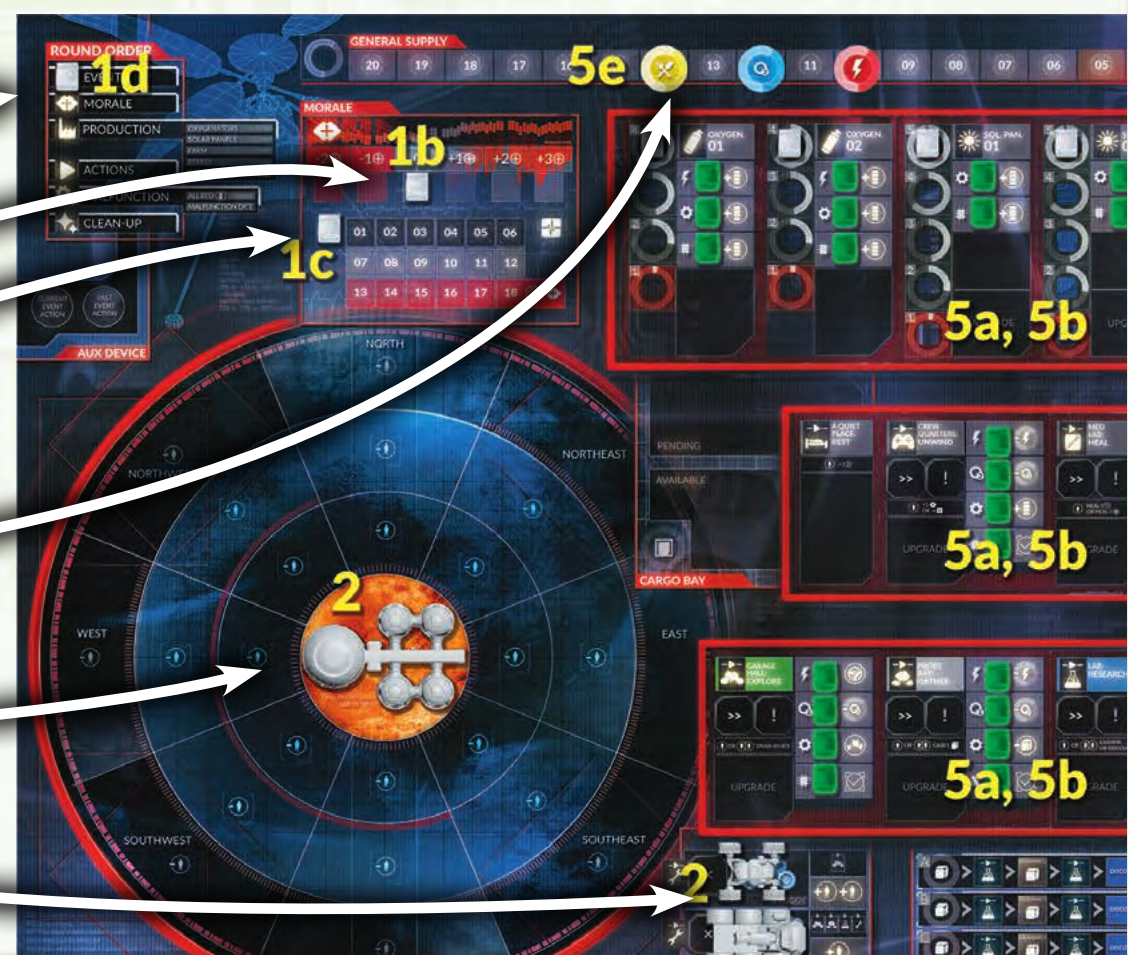
**Morale Track:** Place white marker on #0

**Stress Track:** Place white marker on #00

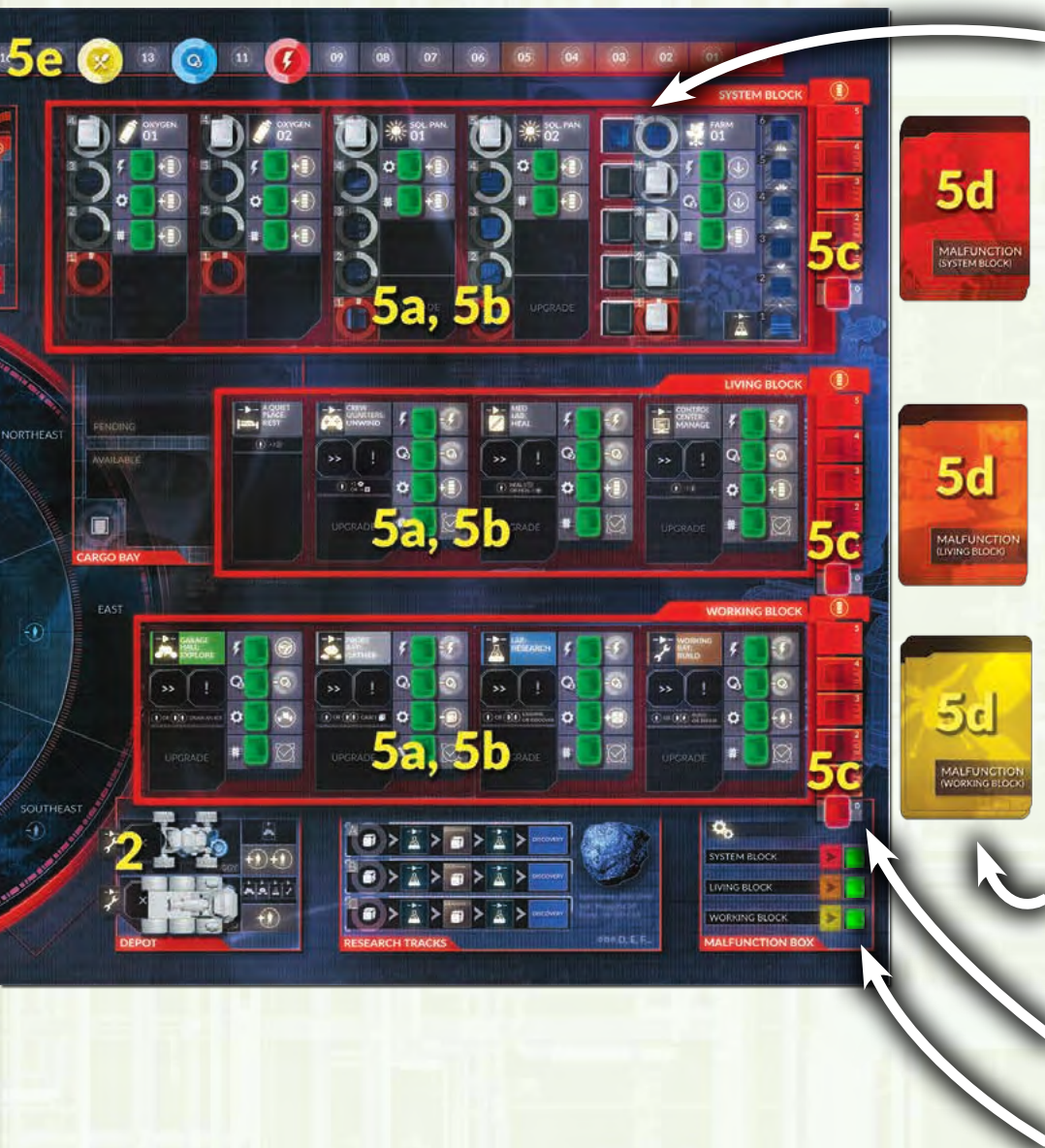
**General Supply Track:** Place energy (*red*), oxygen (*blue*), and food (*yellow*) trackers on #0  
(*Mission setup changes these trackers to give your initial supply*)

**Map:** Place HUB miniature on center space

**Depot:** Place Froggy rover on top space and Scorpio rover on bottom space







**Facility Blocks:** 13 Facility tiles arranged in this order:

- **System Block (top):** Oxygenator 01, Oxygenator 02, Solar Panel 01, Solar Panel 02, Farm 01
- **Living Block (mid):** A Quiet Place, Crew Quarters, Med Lab, Control Center
- **Working Block (bottom):** Garage Hall, Probe Bay, Lab, Working Bay
- **On Each Facility Tile:** Place green marker on each status

**Both Oxygenator and Solar Panel Facilities:**

Place white marker on top space of Production track (*maximum production*)

**Farm 01 Facility:** Place 1 black marker

per astronaut on a space on the Greenhouse track, with 1 white marker on the Plant track beside each black marker (1 Greenhouse and 1 plant per astronaut)

**Malfunction Cards:** Shuffle the red (*System Block*), orange (*Living Block*), and yellow (*Working Block*) cards face-down into separate decks, place each deck beside its Block

**Malfunction Tracks:** Place red marker on #0 of all three tracks

**Malfunction Box:** Place green marker on each line



## II. Components Setup

**Hidden Tokens:** Shuffle each of these components into a separate **face-down** stack, and place each stack near the board.



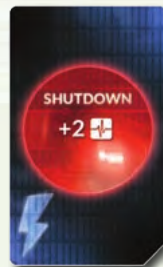
ROI tiles (*Regions of Interest*)  
separated into 3 stacks by size



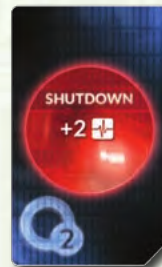
POI tokens  
(*Points of Interest*)



Condition Tokens



Energy ⚡  
Shutdown Tiles



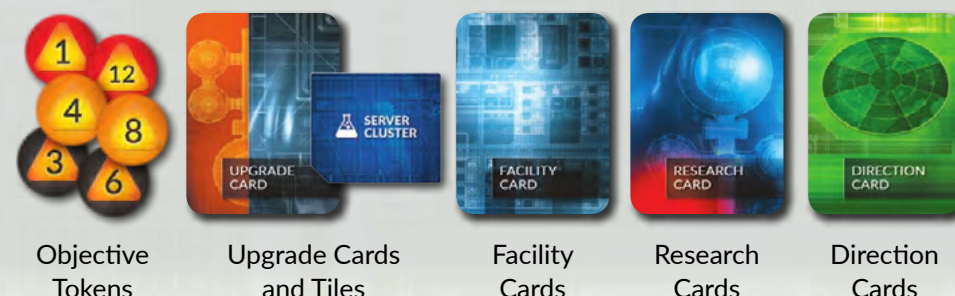
Oxygen   
Shutdown Tiles



**Other Tokens:** Place these tokens face-up in a supply near the board. (Whenever you gain or discard these tokens, you gain them from or discard them to this supply.)



**Mission Components:** Don't add these components to the game unless the Mission setup describes them. (For example, a Mission sheet may tell you to place two random Upgrade cards on the table during setup, and you can then build these Upgrades during the game.)



### III. Player Setup

Each player chooses an astronaut and takes:

- Astronaut's ID board
- Red marker on first space of health track
- 2 Action Pawns (any choice of color)

In a **standalone mission**, all players take all 3 of their astronauts' skill cards. Place them face-up on the table. (In a campaign, you begin with no skill cards—you must unlock these cards during the game.)

Give one player the **First Player token**. You can choose this randomly or choose the player that you want to lead the first round. (The player who holds this token is the First Player. This changes each round.)



#### Health

The red marker on your ID board tracks your health (see *Health* p21).

- When you take a wound, move your health marker 1 space right.
- When a wound makes your health marker pass a Condition icon, you take a random Condition token.
- Your astronaut dies—and you fail the mission—if the health marker moves off of the ID board.

#### Skills

You can use your skills at any time, usually by discarding Morale tokens (see *Skills* p21).

You can use each skill once per round. When you use your base skill, put a black marker on it. When you use a skill card, flip it face-down. Your skills refresh during the Clean-Up Phase.



# SETUP

## IV. Setup for 1–3 Players

Add these changes when playing with fewer than 4 players.

**AOMs:** Choose a number of AOM (*Automated Operating Machine*) cards depending on the number of players:

- **3 Players:** Choose one AOM card.
- **2 Players:** Choose two AOM cards.
- **Solo Play:** Play with two astronauts and all four AOM cards. You may only use **two AOMs each round**.

Each AOM provides one action pawn that any astronaut can use, to compensate for missing actions when playing with fewer astronauts. Place each chosen AOM beside the board with its pawn.

AOMs can only take actions that match their cards' icons (*and untyped actions like Event actions, see AOMs p14*):

- **Green:** Explore
- **Gray:** Gather
- **Blue:** Research / Planting
- **Brown:** Build



**Auto-scanner:** The Auto-scanner lets astronauts use the Med Lab without the Medic's aid. With 1–3 players, place the Auto-scanner Upgrade tile on the Med Lab Facility's Upgrade space. (*Remove this Upgrade card from the Upgrade deck.*)



**One Greenhouse and Plant Per Astronaut:** Begin with 2–4 black markers and white markers on the Farm, depending on the number of astronauts.

**Mission-Specific:** You may have more rounds or resources depending on the number of players. See the Mission sheet.



## V. App & Mission Setup

Launch the app. This section describes setup for a standalone mission (*Single Scenario*).

**Select Mission Type:** The app lists standalone missions as *Building*, *Exploration*, or *Research* missions. We suggest *Building > Make Yourself at Home* as your first game.

**Crew Debriefing:** Tap your chosen astronauts to enable them. Tap an astronaut's name to change it.

**Choose Difficulty Level:** This affects the consequences of events.

**Mission Setup:** Tap the >> button to see each change that the mission makes to setup.

**Mission Story:** Read the story, then tap *Confirm* to begin Round 1 in the Event Phase.



**Mission Sheet:** Place your mission's Mission sheet on the table. Place a white marker on space 1 of its Sol Counter. (*You can also read Mission setup from the Mission sheet.*)

**Aux Device:** You can leave the device with the app near the Aux Device space of the board.



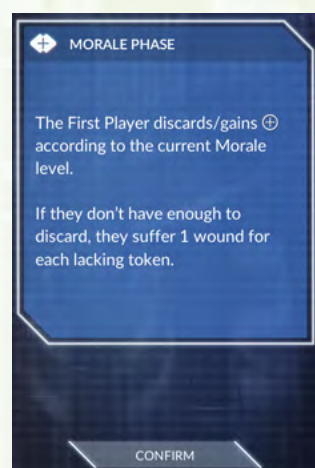


# The Game Round

After setup, the game begins in the first round. Each round has six phases, beginning with the Events Phase.



At the end of each phase, move the Round Order marker to the next phase.



Also advance the app at the end of each phase by tapping the button at the bottom of the screen.



At the end of the round, move the Sol Counter marker (*on the Mission sheet*) to the next round.



## I. EVENTS.

The app increases one Malfunction track and presents events.



## II. MORALE.

The First Player gains or loses Morale Tokens from the Morale track. Take 1 wound for each Morale Token you cannot lose.



## III. PRODUCTION.

Produce oxygen and energy, and supply Facilities. Grow or wilt seeds. Produce and eat food. Increase the Stress track by 1 per astronaut and 2 per Shutdown tile. Resolve hardware status markers in the Working Block.



## IV. ACTIONS.

Players place all of their action pawns. Resolve all action pawns in the action order:

1. **Events:** Resolve Events in the Mission Log. You can only take one action on each Event.
2. **Rest (A Quiet Place):** Gain 1 Morale token.
3. **Unwind (Crew Quarters):** +1 Morale track or -6 Stress track.
4. **Heal (Med Lab):** Heal 1 wound or 1 Condition. Requires the Medic or the Auto-scanner.
5. **Manage (Control Center):** -1 any Malfunction track.
6. **Explore (Garage Hall):** Place an ROI tile on the map.
7. **Gather (Probe Bay):** Move 1 sample cube or Mission token from an ROI tile to the Cargo Bay Pending area.
8. **Research / Planting (Lab):** Advance a sample cube on a Research track, or plant a seed from the Cargo Bay.
9. **Build (Working Bay):** Repair red markers on Facilities, build Upgrades, build Facilities, or build Mission-specific objectives.
10. **Remove Shutdown Tiles:** Place 1 pawn to flip and resolve a Shutdown tile.
11. **Untyped Mission Actions:** Resolve any untyped actions on the Mission sheet.



## V. MALFUNCTION.

Roll Malfunction dice, add Malfunction status penalties, and increase Malfunction tracks. Resolve Malfunctions.



## VI. CLEAN-UP.

**Check Victory Conditions:** You win if you've completed the mandatory goals and remain below the Threshold.

**Each Facility:** Discard tokens in ! space. Move top token of >> space to ! space.

**Cargo Bay:** Move Pending Upgrades to Facilities. Move Pending resources to Available.

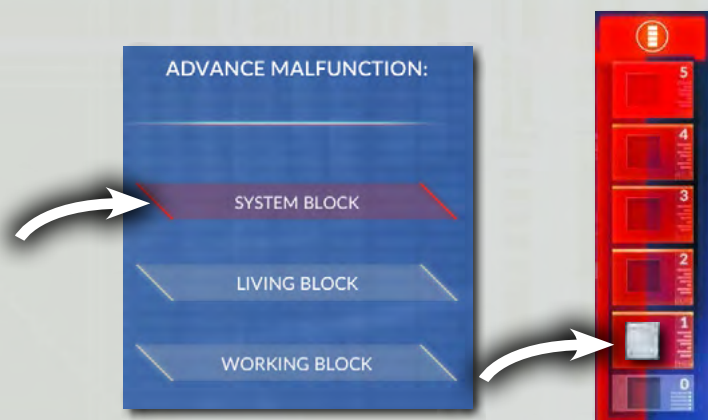
**Skills:** Remove black markers from base skills. Flip all skill cards face-up.

**First Player Token:** Pass to next player to the left.

**Sol Counter:** Advance marker. Begin the next round's Events Phase.



# PHASES: EVENTS, MORALE



In this Event Phase, tap the *System Block* button and increase the System Block's Malfunction track marker by 1.

## LOG ENTRY

[...] *although we're not yet forced to save energy.*

+1 ⚡



## MISSION LOG

### Resourcefulness

Use 1 ⚡ and discard 4 ⊕ as a group to automatically resolve and discard 1 Shutdown tile. Prevents future consequences.

ROUNDS LEFT: UP TO 3

This Mission Event provides +1 Energy on the General Supply track. It then leaves an Event Action in the Mission Log. If you don't take this action during the round, you may suffer future consequences.

## Phase I. Events

All of this phase's steps occur in the app.

### Advance Malfunction Track

The HUB's systems require regular maintenance. Each round, you must increase a Malfunction track's marker by 1, as shown on the app.

A Malfunction occurs when a Malfunction track reaches space #5 (*see Resolving Malfunctions p16*).

### Mission Event

The app presents one Mission Event each round, which may have good or bad consequences. Read the event's story text, then immediately resolve its effects.

The Mission Event now appears in the app's Mission Log. You can take an Event action to resolve the event (*see Event Action p17*).

Some events have no Event actions. Other events may affect your Mission goals, which appear in the Quest Log (*see Completing Goals p22*).

### Additional Events

The app may present other events in this phase:

- **Adventure Events:** If you encountered Adventures in previous rounds, an event may continue those Adventures' stories (*see Adventures p13*).
- **Delayed Consequences:** If you started the round with events in your Mission Log, then those events may resolve, usually with negative consequences. This removes the event from the Mission Log. (*If an event doesn't resolve, it always leaves the Mission Log after 3 rounds.*)
- **Follow-Up Events:** Some events continue the stories of previously completed events. These events may also only affect the player that resolved a previous event or took a certain Event action.

## Phase II. Morale

The Morale track reflects the mood of the crew. It may decrease during stressful events or increase when players take Unwind actions.

This phase only affects the **First Player**. As First Player, you gain or discard Morale tokens as shown by the Morale track marker.

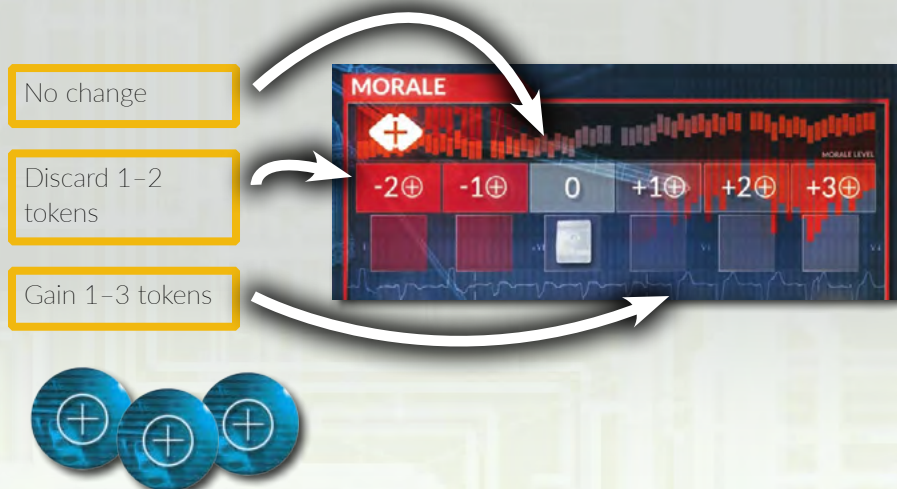
You take a **wound** for each token you can't discard. For example, if the track shows -2, and you have 1 Morale token, then you discard that token and take 1 wound.

### Morale Phase Notes

You can spend Morale tokens to use astronaut skills (*see Skills p21*).

The Morale track marker stops moving if it would ever move below -2 or above +3.

You can't intentionally take wounds to avoid discarding Morale tokens. You must discard Morale tokens if you have any.





# PHASES: PRODUCTION

## Phase III. Production

You begin each game with a supply of oxygen, energy, and food, as described by the mission. In this phase, you produce and spend these resources.

### III-A. Produce and Supply Oxygen and Energy

You begin the game with two Oxygenator Facilities and two Solar Panel Facilities. Each Facility's white marker shows its production.



Oxygenators produce this much **oxygen** this phase.

Solar Panels produce this much **energy** this phase.



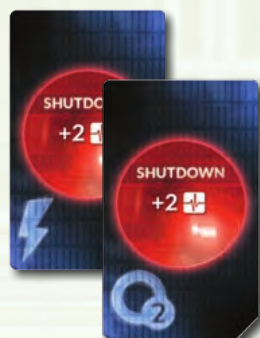
Each Facility with an Energy Connectors ⚡ status needs energy. Each Facility with an Oxygen Filters Q status needs oxygen.

8 basic Facilities need oxygen, and 10 basic Facilities need energy. If you produce 8 oxygen and 10 energy, then these Facilities function normally.



If you produce less than your Facilities use, then you must **shut down** Facilities.

- For each missing oxygen, place a random **oxygen Shutdown tile** on an oxygen-using Facility.
- For each missing energy, place a random **energy Shutdown tile** on an energy-using Facility.
- Place these tiles **face-down** without looking at the other side.



If you produce more than you use, then add **half** of the surplus, rounded up, to the General Supply. (Move the oxygen or energy tracker up on the General Supply track.)



### Shutdown

You can't use a Facility's action if it has a Shutdown tile. You must take an action to remove a Shutdown tile (see *Remove Shutdown Tile p20*).

A Shutdown Facility can't provide or receive any effect. For example:

- If an event lets you choose a Facility for an effect, you could not choose a Shutdown Facility.
- A Shutdown Facility's red status markers have no effect during the Production Phase.
- A Shutdown Facility's Upgrade tiles have no effect.
- You can't place tokens of any kind on a Shutdown Facility.
- A Malfunction card that targets a Shutdown Facility has no effect.
- During the Clean-Up Phase, do not move tokens on the ! space or >> space of a Shutdown Facility.

### Oxygen and Energy Production Notes

You must supply every Facility with oxygen or energy if possible. You can't intentionally shut down a Facility to save more oxygen or energy to the supply.

A Facility with an oxygen Shutdown tile still requires energy (unless it also has an Energy Shutdown tile), and vice versa.

A Facility can have 1 oxygen Shutdown Tile and 1 energy Shutdown tile. It can't have more than one of the same Shutdown tile.

You can't spend oxygen or energy from the General Supply to prevent a Shutdown. You must supply Facilities with oxygen and energy that you produce in the same phase.

If a Facility has a red marker on an Oxygen Filters or Energy Connectors status, you may need to pay oxygen or energy from the supply to use that action. This is not the same as a Shutdown—you must still supply that Facility during the Production Phase.

To pay oxygen, energy, or food from the supply, reduce its tracker on the General Supply track.

If an event increases your oxygen or energy production, you don't immediately remove a Shutdown tile. You must still take an action to remove a Shutdown tile.



# PHASES: PRODUCTION

## III-B. Grow or Wilt Seeds

Each white marker on a Farm's Growth track is a **seed** that grows in this step, provided it has oxygen and energy.



If the Farm's energy and oxygen statuses are green, then your seeds **grow**. Advance each seed by one space.

When a seed grows from space #6, it becomes a **plant**. Place that white marker on the Plant track, beside a black marker.



If the energy or oxygen status has a red marker, then your seeds do not grow. Instead, they **wilt**.

- Move each seed down one space.
- Discard a seed if it wilts from space #1.
- Also move one plant marker to space #6 of the Growth track.



Wilting can be deadly to your base, so you may spend 1 oxygen and/or energy from the General Supply (*matching the red status*) to prevent wilting this phase. This doesn't allow seeds to grow this phase.

Your plants and seeds also wilt if the Farm is **Shutdown**. You can't spend oxygen or energy to prevent this wilting, since you can't pump resources into the Facility.

## III-C. Produce and Eat Food

Your Farms produce **food** in this step.



In this step, each plant (*white marker on Plant track*) produces one food, and each astronaut eats one food.

If you produce less food than you eat, then you must eat food from the General Supply (*decrease the General Supply track's food tracker*) to make up the difference. If you don't have enough food in the supply, then you must **wound** one astronaut for **each missing food**.

For example, if you have four astronauts, and your Farm only has 2 plants, then you must eat 2 food from the General Supply. If you only have 1 food in the supply, then you eat that food and wound one astronaut.

If you produce more food than you eat, then add **half** of the surplus, rounded up, to the General Supply.

## III-D. Gain Stress

Stress is a constant danger in any confined environment. You gain Stress in this step.



Increase the Stress track marker by 1 for **each astronaut** and by 2 for each **Shutdown tile on a Facility**.

Anytime the Stress track marker reaches (*or would pass*) space #18, the tension becomes unbearable and a **fight** occurs. When this happens:

- Each astronaut takes 1 wound.
- Reduce the Morale track by 1.
- Reset the Stress track marker to #00.

## III-E. Resolve Red Markers in the Working Block

If any Working Block Facilities have red markers on their hardware ⚙️ statuses, resolve their penalties in this step.



**Rover:** This penalty may damage the Froggy rover. Roll the green Wound die (*see Action Dice p13*). If you roll a wound, put a Blocked Modifier token (*yellow X token*) on Froggy's X space in the Depot.



You can't use Froggy while it's Blocked. You must repair it with a Build action (*see Build p20*).



**Sample:** Discard 1 blue sample cube from any ROI (*map tile*).



**Stress:** Increase the Stress track by 1. This can trigger a fight.



**Extra Pawn:** Place an Extra Pawn modifier token (*yellow token with this icon*) on this Facility's ! space. This Facility's action requires 1 additional pawn this round.

### Growth and Food Production Notes

You can't spend oxygen or energy from the supply to prevent a Shutdown on the Farm or in any other Facility. You can only spend supply resources to prevent wilting. Each Farm can only wilt once during this phase, even if it has multiple red markers. If you build a backup Farm Facility card, then resolve each growth/wilting separately. If one Farm wilts, the other Farm may grow normally. You must eat food if possible. You can't intentionally wound an astronaut to save food in the supply. Eating does not consume plants or seeds.



## Phase IV. Actions

Players begin this phase by discussing the situation and placing their pawns onto actions.

- There are no player turns. You may place pawns in any order.
- When all pawns are placed, you resolve all actions in action order. For example, all Event actions resolve before any other actions.
- Your team can take most actions multiple times in a round. Actions of the same type resolve in any order. For example, if multiple people Explore different empty spaces on the map, you choose which Explore action resolves first.
- After you resolve an action, return its pawns to their owners.
- This phase ends after all pawns have returned from their actions.

### Placing Pawns

You must place at least 1 pawn on each action you take.



Place 1 pawn on a 1-pawn action to successfully resolve it.



Place 2 pawns on a 2-pawn action to successfully resolve it.



You can place 1 pawn on most 2-pawn actions, but you must roll three action dice when you resolve the action (*see Action Dice*).



You must place 1 additional pawn on an action for each Extra Pawn modifier token on it. When you travel for actions outside the HUB, you must place 1 additional pawn for the icon on each ROI you travel through (*see Travel p18*).



You can combine multiple players' pawns on one action. The player on top of the stack takes the action and takes all benefits or consequences. The other players in the stack are **assisting** and are not affected.

### Action Dice

When taking a 2-pawn action with 1 pawn, you roll three action dice when you **resolve** the action, and you apply the effects of the dice roll as shown below.



**Green:**

Explore



**Gray:**

Gather/Unwind



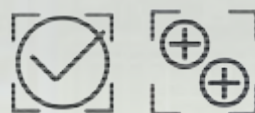
**Blue:**

Research/Heal



**Brown:**

Build/Manage



**Success Die:**

Action succeeds

Or action fails and you gain 2 Morale tokens



**Wound Die:**

Take 1 wound

Or no effect



**Adventure Die:**

Resolve an Adventure

Or no effect

Each set of dice includes a Success die, a Wound die, and an Adventure die. The action **fails** if you don't roll success on the Success die. (*No part of the action takes effect, but you must still pay the action's penalties.*)

You may resolve the dice's results in any order before you finish resolving your action. For example, if you roll a wound and an Adventure, you may want to resolve the Adventure before taking the wound, so that the wound doesn't affect the Adventure.

### Adventures

There are four Adventure icons in the app. To resolve an Adventure, tap the icon matching the die's color, then tap the astronaut taking the action. The app presents a random Adventure, and that astronaut immediately resolves the results.

Some tokens or ROI effects make you resolve an Adventure without rolling dice. Tap the Adventure icon that matches the action's dice color.

Watch for the Adventure to return as an Adventure Event during a future Event Phase.



#### Action Pawns, Dice, Adventure Notes

You can't move or place pawns after you begin resolving actions.

You must use all of your action pawns each round if possible.

Place your pawns where you take the action, not on that action's Facility. For example, for a Build action, don't place your pawns on the Repair Bay—place your pawns on the thing that you want to build or repair.

You can't roll action dice for 2-pawn Event actions.

Action dice do not affect each other. For example, if the Wound die rolls a wound, you take that wound whether the Success die rolls success or failure.

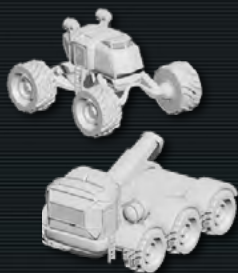
You can't roll action dice for Unwind (Crew Quarters), Heal (Med Lab), or Manage (Control Center) actions. However, you may need to roll the Success die for these Facilities' actions when they have a red CPU status.

You may resolve two Adventures on one action if the action has an Adventure Modifier token and you roll an Adventure on the action dice. If an action has two Adventure Modifier tokens or ROI icons, then you only resolve one of those Adventures.



# PHASES: ACTION

## Rovers



The rover miniatures serve as pawns for actions taken outside the HUB, but they cannot take actions alone. Place the rover with your pawns when you declare the action.

Froggy counts as 2 pawns for an Explore action.

Scorpio counts as 1 pawn for an Explore, Gather, Research, or Build action outside of the HUB.

- You can't use both rovers on the same action.
- After resolving a rover's action, return it to the Depot.
- The rover's X space in the Depot can hold Modifier tokens. These tokens penalize any action using that rover.
- You can't use a rover with a Blocked token (*to repair this token, see Build p20*).

Each Rover can only take one action per round. You can't split Froggy's pawns into different Explore actions, and Scorpio can't affect multiple actions on the same ROI tile.

You can combine multiple players' pawns or AOM pawns with a rover on one action. The top pawn of the stack always takes the action.

Scorpio can't drive inside any Facility, including Facility cards, so you can't use Scorpio to Build Upgrades or Facility cards.

A rover can have multiple Blocked markers. You can't use a rover until you remove all of its Blocked markers.

The Garage Hall doesn't directly affect the rovers. If the Garage Hall is Shutdown, then you can't take Explore actions, but you can still use Scorpio for other actions outside of the HUB.

## AOM Pawns



Each AOM gives your team one additional action pawn (*see Setup for 1-3 Players p8*). Any player can use this pawn on any action matching the AOM card's icon or on any untyped action, including most Event actions and removing Shutdown tiles.

The AOM can take solo actions or combine with other pawns or rovers.

One astronaut must operate the AOM each round, taking its card and paying any related costs or penalties. This can be a different astronaut each round.

For example, the Build action requires 2 pawns, or 1 pawn and rolling brown action dice. The brown AOM can take Build actions. To take an action with this AOM pawn alone, one astronaut must claim the AOM, roll its action dice, and suffer the dice's consequences.



Build is a 2-pawn action. With an Extra Pawn Modifier token, the action requires 3 pawns to succeed, or 2 pawns and rolling action dice.

To Build an Upgrade card, Red assists Yellow with a second pawn. With 2 pawns, Yellow rolls the action dice and suffers their consequences. This action does not affect Red in any way.



Use separate stacks of pawns for separate actions.

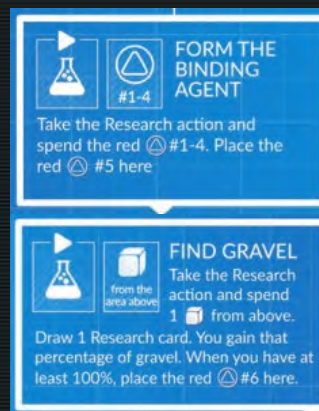
Two different players take Gather actions to pick up sample cubes on this ROI. Gather is a 2-pawn action, plus 1 pawn for the icon on the tile, so Purple automatically succeeds, and Red must roll action dice.

## Mission Actions

Actions on the Mission sheet often have icons that match a basic action. These actions use the icon's action order and Facility.

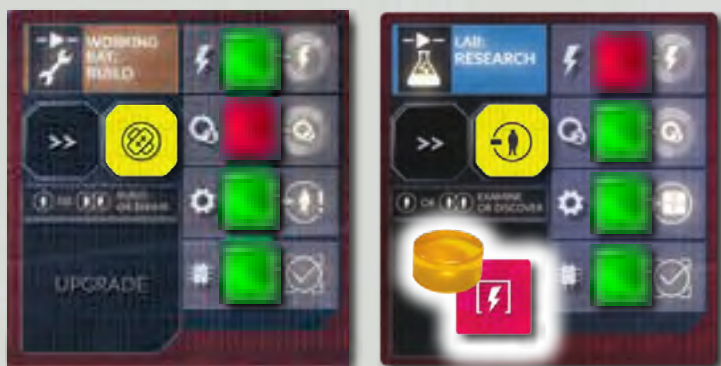
These two Mission actions have the Lab icon. They resolve as Research actions—they require 2 pawns (*or 1 pawn and roll blue action dice*), resolve on step 8 of the action order, and use any costs and penalties on the Lab Facility.

To take these actions, place pawns on the action, not on the Lab itself.





# PHASES: ACTION, MALFUNCTION



Yellow wants to repair the Lab's Energy Connectors status. She places 1 pawn on the Lab for a Build action.

- This action requires an Energy Connectors spare part. Yellow places this with her pawn.
- This action occurs in the Lab, but it's not a Research action, so Yellow ignores the Lab's statuses and tokens.
- Yellow immediately pays 1 oxygen from the General Supply (from the Working Bay's red Oxygen Filters status).
- When the action resolves, Yellow takes 1 wound (from the Modifier token on the Working Bay's ! space).
- Build is a 2-pawn action. Yellow placed 1 pawn, so she rolls the brown action dice. If she fails the action, she returns the spare part to the Cargo Bay. She can't reverse the oxygen and wound penalties.

## Costs, Penalties, and Modifiers

- You pay costs and penalties for the **Facility** related to your action, even if you're not in that Facility when you take that action. For example, when you Build an Upgrade card, you place action pawns on that card, but you still take any penalties on the Working Bay.
- If an action has a cost from the **Cargo Bay**, such as spare parts, seeds, or Objective tokens, place that cost with your pawns when you **declare** the action. If the action fails, return those resources to the Cargo Bay Available area.
- You must pay an action's **General Supply** penalties for oxygen, energy, or food when you **declare** the action. You pay these resources even if the action fails.
- You pay any other action penalties when you resolve the action.
- Modifier tokens on a Facility's ! space affect its actions.
- Most penalty tokens can't double up. If you have multiple penalties of the same type on an action, then you only pay that penalty once. The exception is **Extra Pawn** icons and tokens—you must place 1 extra pawn for each of these icons.



You don't pay a Facility's costs or penalties unless you take that Facility's action.

You must have all of the costs that you need when you declare an action. You can't pay costs with resources that come from other actions in the same round.

You can't take an action if you can't pay its penalties. For example, if you must pay 1 oxygen to take an action, you can't take that action if you have no oxygen in the General Supply.

You must pay an action's penalty for each separate action. For example, if you must pay 1 oxygen to take a Research action, then you pay 1 oxygen for each separate Research action you take.

A Facility's ! and >> spaces and the Depot's X spaces can all hold multiple tokens.

Modifiers on the >> space do not affect a Facility's actions. These Modifiers move to the ! space during the Clean-Up Phase.

## Phase V. Malfunction

After resolving actions, the problems in your Facilities may lead to Malfunctions.

- There are three Malfunction dice, each matching a Facility Block.
- Check the Malfunction Box. Roll each Block's **Malfunction die** if its line has a red marker. The Mission sheet may also order you to roll a die.
- Check the Facilities for each red status marker with a **Malfunction penalty**. Each penalty adds +1 to the die roll for that Facility's Block (even if you didn't roll that Block's die).
- Advance each Malfunction track's marker a number of spaces equal to its die roll and penalties.

Roll the Living Block (orange) and Working Block (yellow) dice

+2 penalties = +2 System Block track

+1 penalty +1 dice = +2 Living Block track (Track stops at #5 and causes a Malfunction)

+1 dice = +1 Working Block track



# PHASES: MALFUNCTION, CLEAN-UP

## Resolving Malfunctions

A Malfunction occurs anytime a Malfunction track reaches (or tries to go past) its top space.

- Draw a Malfunction card from that Block's deck. Immediately resolve its effect, then discard the card.
- Reset that Malfunction track to #0.
- Change the next Malfunction Box line's marker to red (if it wasn't red already).



**Malfunction in:** -> Change line to red

**Working Block:** -> Living Block

**Living Block:** -> System Block

**System Block:** -> Working Block

**Hint:** The System Block uses red cards—as in, “red alert.” System Block Malfunctions can be deadly. Try to prioritize repairs to this block.

## Malfunction Keywords

Each Malfunction card has two keywords. When an effect orders you to resolve a specific Malfunction, reveal and discard cards from the specified Malfunction deck until you reveal a card with that keyword.

For example, if an event asks for a *Working Block Obstacle card*, draw cards from the Working Block deck until you reveal a card with the Obstacle keyword. Resolve that card, then discard all cards that were drawn.

When you draw a **Complication** Malfunction card, it targets a specific Facility (the card's other keyword) and a specific status (the icon shown on the card). Place a red marker on that status in that Facility. If that status is already red, the card has no effect.



## Malfunction Notes

Resolve a Malfunction anytime a Malfunction track reaches its top space. For example, a Malfunction could occur during the Event Phase if a Mission Event advances a Malfunction track.

You can only roll each Malfunction die once in this phase, even if the Malfunction Box and Mission sheet both order you to roll a die.

Shutdown Facilities' statuses do not affect the Malfunction Phase.

If a Malfunction card targets a Shutdown Facility, the card has no effect. You don't need to draw another card to replace it.

If a Malfunction deck runs out of cards, shuffle its discards to refill the deck.

You can't repair red markers in the Malfunction Box unless the Mission sheet states otherwise.

If the app or the Mission sheet tells you to roll a certain Malfunction die, this doesn't change markers in the Malfunction Box unless specifically stated.

Shutdown tiles are unlimited. If you need more tiles, then use a replacement. (And perhaps also, a prayer.)

## Phase VI. Clean-Up

This phase ends the round and resets the board.

- **Check Victory Conditions:** If you've completed the Mission's mandatory goals, the app asks if you remain below the Threshold. If so, then you win the game.
- **Each Facility:** Discard any tokens in the ! space. Then move the top token of the >> space (if any) to the ! space. (Don't remove tokens from ROI tiles or the Depot, unless otherwise specified.)
- **Cargo Bay:** Move each Pending Upgrade tile to the Facility that matches its icon, to the Facility's Upgrade space. Move any other resources in the Pending area to the Available area.
- **Skills:** Discard any black markers on base skills, and flip all skill cards face-up, to refresh those skills.
- **First Player Token:** Pass this token to the next player to the left.
- **Sol Counter:** Advance the marker to the next round.

If this wasn't the last round, then begin the next round in the Events Phase.



# ACTIONS: EVENTS, REST, UNWIND, HEAL, MANAGE

## The Actions

This section explains how to declare and resolve each action.

### 1. Events

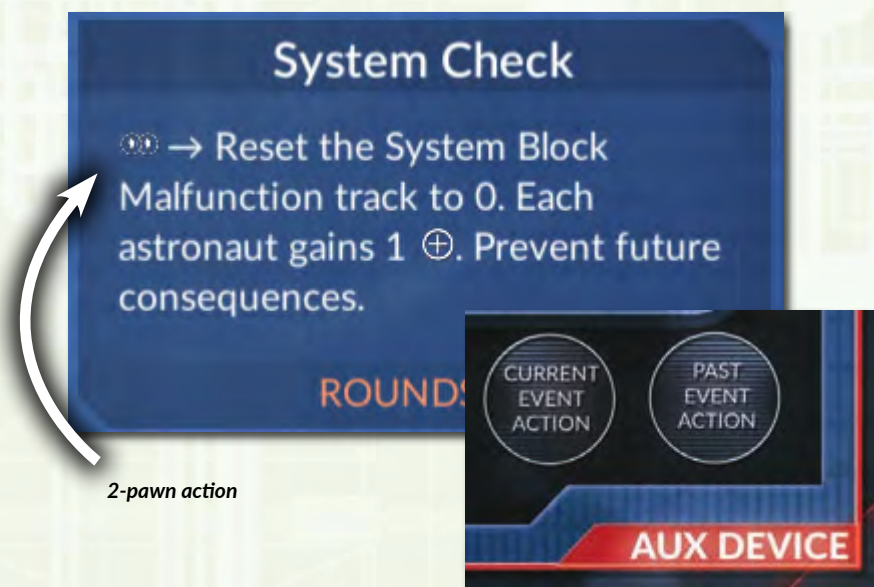
Take this action to resolve events in the app's Mission Log. Players can take multiple Event actions in one round, but only one action for each event.

**Declare:** Place pawns on the Current Event or Past Event space of the Aux Device box. Place 1 or 2 pawns as shown in the event's description. *(You can't roll action dice for this action. You must place 2 pawns for a 2-pawn action.)*

**Resolve:** Tap the event in the Mission Log. Immediately resolve its effects, then tap *Done*. This removes the event from the Mission Log.

If you have multiple past events in the Mission Log, you can use the Past Events space once for each past event.

An event also leaves the Mission Log after three rounds or when the app resolves an event's delayed consequences. Once an event leaves the Mission Log, it can no longer affect you, though it may influence Follow-Up Events that occur in later rounds.



### 2. Rest (A Quiet Place)

Take this action to gain a Morale token for your skills.

**Declare:** Place 1 pawn on A Quiet Place.

**Resolve:** You gain 1 Morale token.

No game effect can force you to roll dice or resolve Adventures in A Quiet Place.



### 3. Unwind (Crew Quarters)

Take this action to prevent fights and low morale.

**Declare:** Place 1 Pawn on Crew Quarters.

**Resolve:** Increase the Morale track by 1, or reduce the Stress track by 6.

You can't increase Morale above +3 or Stress below #00.

### 4. Heal (Med Lab)

Take this action to heal (*see Health p21*). In most 4-player games, the Medic must take part in the action.

**Declare:** Place pawns on Med Lab.

- As the Medic, place 1 pawn. *(The Medic can heal herself without help.)*
- As any other astronaut, place 1 pawn under 1 Medic pawn. *(The Medic takes the action to heal you.)*
- With the Auto-scanner Upgrade, any astronaut can place 1 pawn alone.

**Resolve:** You heal 1 wound or 1 Condition.

- To heal a wound, move your health marker 1 space left.
- To heal a Condition, shuffle its token back into the stack.

When healing, ignore any Condition icons that your health marker passes.

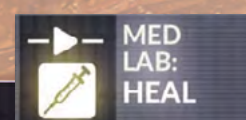
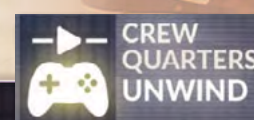
### 5. Manage (Control Center)

Take this action to prevent Malfunctions.

**Declare:** Place 1 pawn on Control Center.

**Resolve:** Reduce any Malfunction track by 1.

Different Manage actions in the same round can reduce different tracks. You can't reduce a Malfunction track below #0.





# ACTIONS: EXPLORE

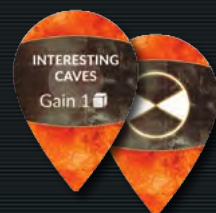
## POI

A POI (*Point of Interest*) is a unique treasure on an ROI tile.

You may discard a POI at any time to gain the resource that it shows, such as spare parts or samples. Place these resources in the Cargo Bay Available area.

Three POIs show Mission icons. The Mission sheet explains how to use these POIs.

You can use a POI immediately after you find it on an ROI tile. Unless stated otherwise, each POI can only be used once.



POI Mission Icons

## Travel

You must travel to an ROI to take actions outside of the HUB.

- Begin at the HUB, then trace a line through revealed ROI tiles to your destination.
- If there are multiple paths to your destination, you may choose your path.
- You take penalties from icons on each ROI you travel through, including your starting tile (*usually the HUB*) and your destination tile. Only the player taking the action (*pawn on top of the stack*) resolves these penalties.



**Extra Pawn:** The action requires 1 more pawn. Each ROI tile has at least one Extra Pawn icon.



**Wound:** Take 1 wound.



**Morale:** Reduce the Morale track by 1.



**Adventure:** Resolve an Adventure of the action's color.



**Rover:** If you used a rover for this action, roll the green Wound die at the end of the action. If you roll a wound, place a Blocked Modifier token (*yellow X*) on that rover's X space in the Depot.



**Impassable:** You can't travel through this ROI's long outer edge. You can enter or exit the ROI from its other edges.

You can't travel diagonally between tiles. You must travel between tiles that share an edge.

You normally return to the HUB after resolving each action, and you don't need to travel to take any actions inside the HUB. The Mission sheet may change this.

You can't travel through unrevealed ROI spaces, except for travelling to an empty space to Explore it. You're not required to use a rover when travelling.

If you travel through two ROIs with the same terrain penalty (*such as two Adventure icons*), you only resolve that penalty once. You may still resolve two Adventures on one action if you travel through an Adventure icon and you roll an Adventure on the action dice.

You must immediately travel as part of an action outside of the HUB. For example, you can't place two pawns to travel to an ROI during one round, then place pawns to Gather on that tile in the next round.

You can't repair a Blocked token in the same Action Phase that you placed it.

## 6. Explore (Garage Hall)

Take this action to add new ROI (*Region of Interest*) tiles to the map.

**Declare:** Place pawns on an empty map space. This space must be adjacent to the HUB or another revealed ROI tile.

- This action requires 2 pawns (*or 1 pawn and roll green dice*).
- The action requires an additional +1 pawn for each Extra Pawn icon you travel through, including the icon on the empty space (*see Travel*).

**Resolve:** Draw a random ROI tile from the corresponding stack (*for ring 1, 2, or 3*) and place it face up on your space.

- Check whether the new ROI has any of these icons:



**Sample:** Place 1 blue sample cube on the ROI for each sample icon. (*Use the Gather action to bring samples to the Cargo Bay.*)



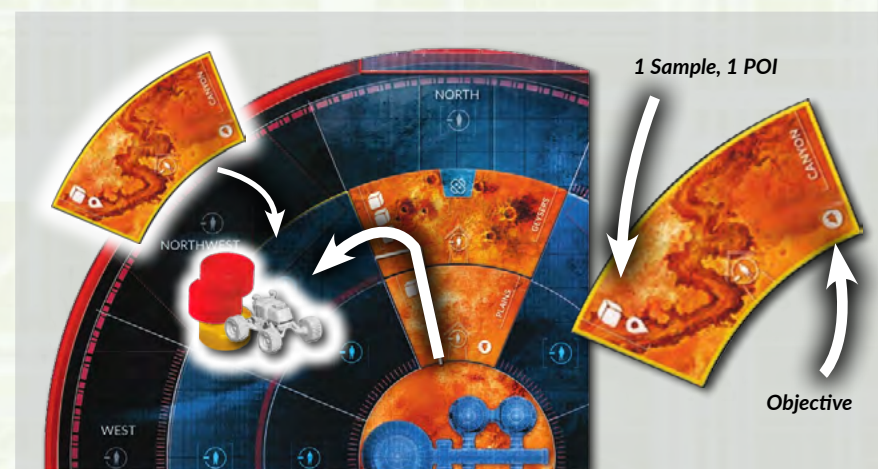
**POI:** Draw a random POI token and place it face-up in the Cargo Bay's Available area.



**Objective:** This is a Mission-specific icon. Check the Mission sheet to see if this icon has any effect.

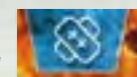
**Terrain Icons:** Extra Pawn icons and any blue-box terrain icons have no effect. (*These icons affect travel.*)

You can't Explore the East and Northeast ring-3 spaces.

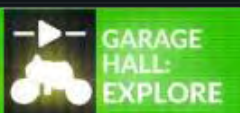


To Explore this ring-2 space, Red travels through two ROIs and into the space. He places 2 pawns to succeed without rolling dice, but he travels through 3 Extra Pawn icons, so he also places 1 Yellow pawn and the Froggy rover (*counts 2 pawns for Exploring*) for 5 total pawns.

Red takes a wound for passing a Wound terrain icon. (*Yellow doesn't take a wound for assisting.*)



Red places a random ROI, the Canyon, on the map. He places 1 sample on the Canyon, adds a random POI to the Cargo Bay, and checks the Mission sheet for the Objective icon.





# ACTIONS: GATHER, RESEARCH

## 7. Gather (Probe Bay)

Take this action to collect sample cubes or Mission-specific tokens from an ROI.

**Declare:** Place pawns on a revealed ROI. Place 2 pawns (*or 1 pawn and roll gray dice*), plus additional pawns for travelling.

**Resolve:** Move one sample or token from the ROI to the Cargo Bay Pending area.

You can't pick up all samples or tokens on an ROI with a single action.

You can't Gather from an unexplored ROI, even if another player plans to Explore that space in the same round.

You normally do not need to Gather resources inside the HUB.

## 8. Research / Planting (Lab)

Take this action to study samples, plant seeds, or advance Mission objectives. All Research actions require 2 pawns (*or 1 pawn and roll blue dice*).

### Research Sample

**Declare:** To Research a sample in the Cargo Bay, place that sample with your pawns on the first space of any Research track.

- To Research a sample that's already on a Research track, place your pawns on that sample.

**Resolve:** Move the sample to the next space—to the *Examined* space after the first successful Research, or to the *Discovery* space after the second successful Research.

- Samples in *Discovery* spaces are **Discoveries**. In standalone missions, Discoveries are used for objectives. In a campaign, the player who Researches a Discovery unlocks a skill card of their choice.

### Plant Seed

**Declare:** Place pawns on the Farm. You must place 1 seed (*a white marker from the Cargo Bay*) with your pawns.

- A Farm can't have more white markers (*seeds or plants*) than it has black markers (*Greenhouses*). You can't take this action if the Farm has equal numbers of black and white markers.
- The #1 space of the Farm's Growth track must be empty, and you can only attempt to plant one seed on each Farm in a round (*because you can only have one seed on the #1 Growth space*).

**Resolve:** Place the seed on the Growth track's #1 space.

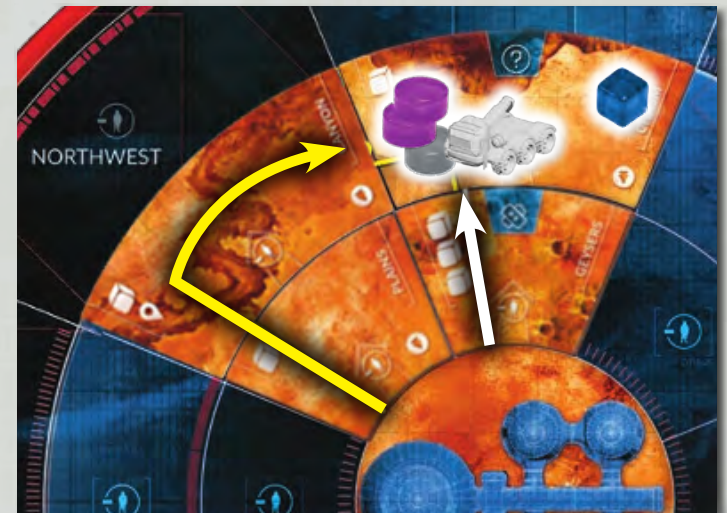
**Failure:** Return the seed to the Cargo Bay Available area.

### Research Other Objectives

The Mission sheet may explain other Research actions. Place pawns where directed by the Mission sheet. If a Mission objective requires you to Research outside of the HUB, you must pay travel penalties.

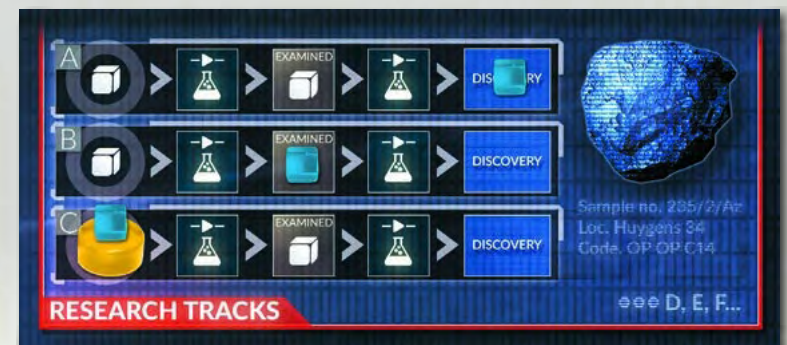
You have unlimited Research tracks. If you need more than 3 tracks, place samples below the tracks shown.

You can have multiple seeds on a Farm's Growth track, but only one seed on each space.

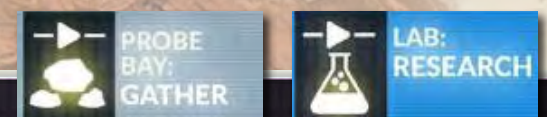


Purple wants to cross the Geysers ROI and Gather a sample in the Chasm. This crosses 2 Extra Pawn icons, so she'll need 4 pawns to automatically succeed. She places her 2 pawns with the gray AOM pawn and the Scorpio rover. She takes a wound from the Geysers's terrain icon and encounters an Adventure on the Chasm.

Purple could also take the long way through the Plains and the Canyon, passing 3 Extra Pawn icons. This avoids the Geysers's Wound penalty, but with only 4 pawns, she would need to roll the gray action dice.



You need two separate Research actions to Discover a sample.





# ACTIONS: BUILD, REMOVE SHUTDOWN TILES

## 9. Build (Working Bay)

Take this action to repair broken equipment, install Upgrades, or assemble Mission objectives. All Build actions require 2 pawns (or 1 pawn and roll brown dice). Pay travel penalties when Building a Mission objective outside of the HUB.

Anything that you Build or repair becomes available at the **end of the Action Phase**.

### Repair Status Marker with Spare Part

**Declare:** Place pawns beside a red status marker in a Facility. Take a matching spare part from the Cargo Bay, such as an O2 spare part to repair an O2 status, and place it with your pawns.



**Resolve:** Discard the spare part, and replace the red marker with a green marker. *(Treat the part as broken until the end of the phase.)*

**Failure:** Return the spare part to the Cargo Bay.

### Repair Status Marker with a Switched Part

**Declare:** Place pawns beside a red status marker in a Facility. Take the green marker from a matching status in any other Facility and place it with your pawns. For example, you could take the green marker from the Med Lab's O2 status to repair the Garage Hall's O2 status.

- Treat the empty status as having a red marker. It is immediately broken and affects other actions this phase.

**Resolve:** Place the green marker on the repaired status. Place a red marker on the empty status in the other Facility.

**Failure:** Return the green marker to the empty status in the other Facility. *(Treat that status as broken until the end of the phase.)*

### Repair Rovers

**Declare:** Place pawns on the Depot, beside a rover's X space. This requires no spare parts.

**Resolve:** Discard 1 token of your choice from the rover's X space.

### Build Upgrade

**Declare:** Place pawns on an Upgrade card. The Mission sheet explains which Upgrade cards are available during the mission.

**Resolve:** Return the Upgrade card to the box. Place the corresponding Upgrade tile in the Cargo Bay Pending area.

### Build Facility

**Declare:** Place pawns on a Facility card. The Mission sheet explains which Facilities are available.

**Resolve:** Place the Facility card on the table beside its Facility block. Unless otherwise specified, a new Facility gets a **red marker** on each status. The Mission sheet tells you the production of a new Oxygenator or Solar Panel or the number of Greenhouses on a new Farm.

You can't repair red markers in the Malfunction Box.

You can't use the Scorpio rover to build Upgrade and Facility cards, since these are inside the HUB. The Mission sheet may specify otherwise.

Treat a Facility card as any other Facility. Facility cards can hold any Upgrades that match a basic Facility. New Facilities may Shutdown if you can't supply them with oxygen and energy. You usually can't Build a Facility and take an action in that Facility in the same round. For example, you can't Build a Farm and plant a seed on it in the same round. You also can't use Build actions to repair a new Facility's status markers in the same round, so those statuses may immediately affect the Malfunction Phase.

When you build or disassemble an Upgrade card, it isn't replaced with a new card, unless specified otherwise. You only get the Upgrades described during setup.

You can't build new Greenhouses on a Farm unless the Mission sheet specifies it.

## Disassembling Upgrades and Statuses

Each Upgrade card has two spare part symbols. You can disassemble an Upgrade card (from an unbuilt Upgrade), returning the card to the box, to gain a spare part matching each of the card's two symbols. You can do this at any time—it is not an action, and you place the parts in the Cargo Bay Available area, so that you may use them immediately.

At the beginning of the Action Phase (before placing any pawns for actions), you may intentionally replace any green status marker in a Facility with a red marker. This provides a spare part matching that status, placed in the Cargo Bay Available area.



## 10. Remove Shutdown Tiles

Take this action to remove a Shutdown tile on a Facility.

**Declare:** Place 1 pawn on a Shutdown tile.

**Resolve:** Flip the Shutdown tile over, and resolve the top section of the tile. You usually need to spend 1 energy/oxygen from the General Supply and roll a certain number with the Malfunction dice. If you succeed, read the bottom section of the tile, which increases your production, and shuffle that tile back into its stack. If you fail the roll, flip the tile back over on the Facility.

This action fails if it requires energy/oxygen and you don't have any in the General Supply.

This action always requires 1 pawn. It ignores the costs and penalties on the Facility.

When you gain energy production, you can add it to any Solar Panel. If all of your Solar Panels have maximum production, then you can't gain that production. The same applies for Oxygenators and gaining oxygen production.

You can place multiple pawns on one Shutdown tile to make multiple attempts to remove the tile.

This is an untyped action, so any AOM can remove a Shutdown tile.



## 11. Untyped Mission Actions

If a Mission action doesn't have an action icon, then resolve it after all other actions.





# ADDITIONAL RULES AND FAQ

## Health

When your astronaut takes a wound, move your health marker one space right on your ID board. Your astronaut dies if you take a wound while your health marker is in the last space.



When the health marker moves past a Condition icon (♥) on the track, you must draw a random Condition token and take its penalty.

You cannot have **two of the same Conditions**. If you draw a Condition token that you already have, then draw a different token and shuffle the duplicate tokens back into the stack.

When your health marker is on the last box of the health track, you're alive, but your next wound kills you.

You can have multiple Conditions at one time and can gain multiple Conditions in a single round.

When you gain a Condition, its penalties do not apply until the end of the current phase. You don't gain Conditions while moving the health marker for healing, but you gain Conditions each time a wound moves the marker over the same Condition icon. You may take a Condition from one icon, heal to pass back over that icon, and then take another Condition when a wound moves the marker back over that icon.

When an effect forces you to take a particular Condition marker, it has no effect if that Condition doesn't exist in the stack.

## Skills

All astronauts have a base skill on their ID boards and three Skill cards. You have all of your astronaut's skill cards in a standalone mission. In a campaign, you earn a skill card when you Discover a sample.



You can use each skill once per round at any time, usually by discarding Morale tokens.

Each time you use a skill, mark it to show that you can't use it again—place a black marker on your base skill, or flip over a skill card. Your skills refresh during the Clean-Up Phase.

You don't need to take an action to use a skill, unless otherwise specified.

If a skill only affects your actions, you can't use that skill when you're assisting an action. All skills take effect immediately unless otherwise specified. For example, if the Geologist uses a skill to gain a sample, put that sample in the Cargo Bay Available area.

You can't give your Morale tokens to other players. You must use your own tokens for your own skills. You can't use another player's skill for yourself.

Astronauts do not begin the game with any Morale tokens.

If you're forced to discard a skill card, you choose which card to discard. You cannot discard your base skill.

**Oh Yes, I Can** requires no pawns, die rolls, or spare parts. It cannot repair a red marker in the Malfunction Box (*which is not a part of the HUB*). You can use this skill on a Facility card in the same round that you Build the card.

**A Shorter Route** negates a terrain effect (*blue-box icon*). It can't negate the Extra Pawn icons on most tiles.

The white cube icon on *Eureka!*, *Precautionary Measures*, and *Joining Forces* is a sample.

## Objective Tokens

The Mission sheet explains how to use Objective tokens. Generally, red tokens track mandatory goals, orange tokens track optional goals, and black tokens have other uses.



When you gain an Objective token, place it in the Cargo Bay Pending area, unless the Mission sheet specifies otherwise.

If an Objective token gives you a sample, spare part, or other resource, you can exchange the token for that resource at any time.

Some missions refer to one token or all tokens in a range. For example, you could fill a request for "an Objective token #1-3" with the #1, #2, or #3 token. A request for "Objective tokens #1-3" requires all three of those tokens. The tokens' numbers do not represent any specific order or hierarchy.

## Direction Cards and Research Cards

Some effects use the 8 Direction cards to determine the direction of a signal or the weight of an object. Other effects use the 6 Research cards to track Objective tokens or determine the results of a Research action.



When you're asked to draw one of these cards, take a random card from the deck, apply the card's effect, then shuffle it back into the deck.

When an effect has you draw more than one of these cards, shuffle each card back into the deck before drawing the next card, unless specified otherwise.

## Modifiers and Penalties

Changes to tokens or statuses take effect **at the end of the current phase**. For example:

- If an Adventure places a Modifier token on the Working Bay's ! space during the Action Phase, it does not affect any Build actions taken during that phase.
- If a Build action changes a red status marker to a green marker in the Working Bay, you still treat that marker as red until the end of the phase.
- If you gain a Condition token during the Action Phase, you don't apply its penalties to your other actions during that phase.

You can't have the **same penalty twice** on any tiles or tokens. For example:

- If you're ordered to place an Adventure Modifier token on the Chasm ROI, ignore that order, since the Chasm already has the Adventure terrain icon.
- If you're ordered to put a Wound Modifier token on a Facility's ! space, ignore that order if the ! space already has a Wound token. (*Don't ignore this for putting tokens on the >> space, since those tokens don't resolve together.*)
- If two astronauts have the *Concentration Difficulty* Condition token, and they share pawns for an action, you only resolve that token's penalty once.
- If a Facility has a Success ☒ penalty, and you roll all action dice for that action, you don't have to roll the Success die twice.
- **Exceptions:** You must place an extra pawn on an action for each Extra Pawn icon. You can roll Adventures and wounds on action dice in addition to Adventures and wounds on tokens or icons.



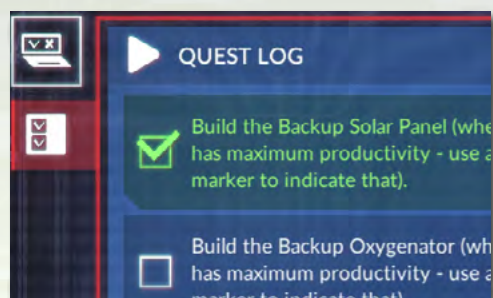
# ADDITIONAL RULES AND FAQ

## Completing Goals

When you complete a goal, tap the app's *Quest Log* button, then tap the goal to mark it complete.

At the end of the round, if all of the mandatory goals (*white text goals*) are marked complete, then the app asks if you remain below the mission's Threshold. If so, then you win the game.

You fail a mission if any astronaut dies or if you don't complete the mandatory goals within a certain number of rounds.



## Campaign Hints

- The campaigns provide an immersive, emotionally engaging experience. The basic mechanics of each mission expand to accommodate the larger story. The plotline and your choices are the most important elements of the campaign.
- When you win a standalone mission, it doesn't matter if you're at full health and good status or if you're barely alive and falling apart. In a campaign, if you barely survive one mission, your astronauts may begin the next mission in a terrible state. Keep the HUB and its occupants in good condition, or your problems will only get worse in later missions.
- Don't use all of your resources immediately. If you use a spare part for a small action in one mission, you may find yourself cursing at the Cargo Bay when you need a part for a vital action in a later mission.
- Seeds take several rounds to grow, often requiring multiple missions. Unlocking skills requires several actions of Exploring, Gathering, and Researching samples. If you don't work on these components in the early missions, you may not have enough time for them during the tumult of the later missions.
- We recommend playing an entire campaign with the same group of players. This way, you own the choices that you make, and you're more likely to make long-term plans.

## Campaigns

*The first few months saw you performing all activities on schedule, more or less. However, you weren't quite prepared for the experience of living on Mars. It's more difficult to keep facilities up and running here than it was in the simulated facility on Earth. But your teammates were chosen for their stamina. You doubled your efforts to keep the HUB in good condition while continuing with your enterprise.*

*The weeks came and went. There were more and more small, unexpected adversities. The everyday tensions of life in cramped quarters slowly drained your colleagues. What started as an exploratory mission is turning into a fight for survival. And the most dramatic events are yet to unfold...*

**SPOILER WARNING! DON'T READ BEYOND THE COVER OF A CAMPAIGN BOOKLET UNTIL YOU'RE READY TO BEGIN THE CAMPAIGN! DON'T READ THE BOOKLET BEYOND YOUR PLACE IN THE CAMPAIGN!**

*First Martians: Adventures on the Red Planet* offers two thrilling campaigns. Each is a series of five missions, about 60–90 minutes each, with a story that continues through each mission.

We suggest you play *The Labyrinth of the Night* as your first campaign. The other campaign, *Welcome to Mars*, is a **legacy-style campaign**, with hidden components that can only be used once. You may want to play this campaign with experienced players. The two campaigns tell independent stories that don't affect each other.

**Setup:** Each campaign mission follows the same rules as a standalone mission, with any changes provided by the app. Players choose their astronauts and AOMs when setting up a campaign's first mission. You can't change astronauts and AOMs between missions.

**Board Positions:** Your game remains from the end of one mission to the beginning of the next, unless the app tells you otherwise. This includes ROI tiles on the map, astronauts' health and Conditions, resources in the Cargo Bay, markers on every track, and every other component. If an Adventure doesn't resolve in one mission, you may see its Adventure Event in a later mission.

**Save States:** At the end of each mission, you can tap the app's *Save Game* button to record your game. The app shows each section of the board and asks you to drag components to where they appear on the real board. For the next mission, tap the *Load Campaign* button in the app's main menu. The app shows you the saved board so that you can set up from your last position.

**Winning Missions:** When you complete a mission's mandatory goals, the app asks if you want to end the mission at the end of the round. You may continue playing to complete optional goals or build other components. After the mission, the app rewards your team with bonuses based on your completed goals. Later missions may be more challenging if you don't complete the early missions' optional goals.

**Losing Missions:** When you lose a mission, the app tells you whether you can deal with your failures and continue to the next mission or whether the HUB is too endangered to continue. If you fail a mission in *The Labyrinth of the Night*, you can always replay it by reloading from your last save state, or you can reset the campaign from the beginning. You may be unable to replay missions in *Welcome to Mars*.



## Miscellaneous FAQ

The **First Player** resolves any disputes among players.

You can't use tokens or components in the **Cargo Bay Pending area**. You must wait until the Clean-Up Phase to move them to the Available area.

If you are **forced to discard** something that you do not have, then you suffer no further effect for it. For example, if an event orders you to lose Morale tokens, you suffer no penalty if you don't have any Morale tokens. The Morale Phase is an exception, when the First Player takes wounds for not having enough Morale tokens.

Markers and tokens are **unlimited**. For example, if you run out of Extra Pawn Modifier tokens or red status markers, and the game orders you to place one of these components, then use the multiplication tiles or substitute a different token in its place.

**Condition tokens** are an exception—you can't be forced to take a Condition that isn't in the stack.

When an effect lets you **redraw** a card, you draw a card, then decide whether to keep that card or discard it. If you discard it, then draw a new card. You must keep the new card.

When you have **duplicates** of a Facility, then any effect that affects that Facility can target any of the duplicates. For example, if an effect puts a Modifier token on one Oxygenator or increases your oxygen production, then you choose which Oxygenator it affects, and it doesn't affect both Oxygenators unless otherwise specified. Facility cards behave the same way if they duplicate a basic Facility.

In a game with 1–3 players, you cannot lose the **Auto-scanner**. If an event orders you to discard one Upgrade, you cannot discard the Auto-scanner, even if it's your only Upgrade.

If the Threshold checks for red status markers, you can't use the **Power Generator Upgrade** to ignore one red marker. The Threshold checks the actual state of the board and doesn't benefit from other effects.

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**Replacement Service:** This game is a quality product. It has been assembled with great care. However, if your copy should lack anything, please accept our apologies and contact us for replacement: [portal@portalgames.pl](mailto:portal@portalgames.pl). Portal Games team wishes you many happy hours with this game.

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













# QUICK REFERENCE


## Round Summary


**I. EVENTS.**  
+1 one Malfunction track, app presents events.

**II. MORALE.**  
First Player gains / discards Morale tokens from Morale track.  
Take 1 wound for each Morale token you can't discard.


**III. PRODUCTION.**  
Produce oxygen / energy and supply Facilities. *(Place Shutdown tile on unsupplied Facility, save half of surplus rounded up to General Supply.)*  
Grow seeds. *(If Wilt status on Farm, wilt seeds, or pay 1 oxygen / energy from General Supply. Shutdown tile causes unpreventable wilting.)*  
Produce and eat food. *(Eat unproduced food from General Supply. Wound 1 astronaut per uneaten food. Save half of surplus rounded up to General Supply.)*  
+1 Stress track per astronaut and +2 Stress track per Shutdown tile.  
*(At space #18: each astronaut takes 1 wound, -1 Morale track, and reset the Stress track to #00.)*  
Resolve hardware  statuses in Working Block.

**IV. ACTIONS.**  
Place all action pawns. Resolve pawns in the action order:  
**1. Events:**    Resolve Events in the Mission Log. Only one action per event.  
**2. Rest (A Quiet Place):**  Gain 1 Morale token.  
**3. Unwind (Crew Quarters):**  +1 Morale track or -6 Stress track.  
**4. Heal (Med Lab):**  Heal 1 wound or 1 Condition. Requires the Medic or the Auto-scanner.  
**5. Manage (Control Center):**  -1 any Malfunction track.  
**6. Explore (Garage Hall):**   Place ROI on the map.  
**7. Gather (Probe Bay):**   Move 1 sample or token from ROI to Cargo Bay Pending area.  
**8. Research / Planting (Lab):**   Advance sample on Research track, plant seed from the Cargo Bay.  
**9. Build (Working Bay):**   Repair red markers on Facilities, build Upgrades, build Facilities.  
**10. Remove Shutdown Tiles:**  Flip / resolve Shutdown tile.  
**11. Untyped Mission Actions:** Resolve untyped actions on the Mission sheet.

**V. MALFUNCTION.**  
If red marker in Malfunction Box, roll Malfunction dice.  
Add status penalties and increase Malfunction tracks.  
Resolve Malfunctions. *(At space #5: draw Malfunction card, reset track to #0, change next Malfunction Box marker to red – Working -> Living -> System -> Working.)*

**VI. CLEAN-UP.**  
**Victory:** Check mandatory goals and Threshold.  
**Each Facility:** Discard ! space tokens. Move top token of >> space to ! space.  
**Cargo Bay:** Move Pending Upgrades to Facilities. Move Pending resources to Available.  
**Skills:** Remove black markers from base skills. Flip skill cards face-up.  
**First Player Token:** Pass to next player to the left.  
**Sol Counter:** Advance marker.

## Dice & Adventure Colors



**Explore:** Green  
**Gather / Unwind:** Gray  
**Research / Heal:** Blue  
**Build / Manage:** Brown

## Status Icons (Red Markers)

**Malfunction Phase:** +1 this block's Malfunction track

**Production Phase:** Seeds wilt

**Take this Facility's action:** Must spend 1 Energy

**Take this Facility's action:** Must spend 1 Oxygen

**Take this Facility's action:** Must roll the action's Success die *(Gain 2 Morale tokens if action fails)*

**Rovers cannot Explore**

**Production Phase:** Roll the green Wound die, put a Blocked token on Froggy's X space if you roll a wound

**Production Phase:** Discard 1 sample cube on any ROI

**Production Phase:** +1 Stress track

**Production Phase:** Put an Extra Pawn Modifier token on this Facility's ! space

## Travel Effects

Apply these effects whenever you travel through an ROI, including starting or stopping on the ROI.


**Requires +1 pawn**

**Take 1 wound**


**-1 Morale track**


**Resolve an Adventure**

**If you use a rover for this action, roll the green Wound die after the Action, put a Blocked token on that rover's X space if you roll a wound**

**The ROI's long outer edge is impassable**

## Modifier Tokens


**Blocked:** This rover or Facility cannot be used

**Take this action:** Requires +1 pawn *(can have multiples on one action)*







**Take this action:** Resolve an Adventure







**Take this action:** When you roll Success on the Success  die, you must reroll that die once and take the new result

**Take this action:** Take 1 wound


**Take this action:** If you used a rover, roll the green Wound die after the Action, put a Blocked token on that rover's X space if you roll a wound

## Common Icons





## Condition Tokens

**Anemia:** You eat 2 food in each Production Phase. *(Take 1 wound for each uneaten food.)*

**Anxiety Attack:** Immediately -1 Morale track, then shuffle this token back into the stack.

**Cardiac Disorder:** One of your pawns can only be used to take the Heal action, to heal this Condition. Your other pawn can take any action. *(You may still need the Medic's help to Heal.)*

**Concentration Difficulties:** When you take an Explore, Gather, Research, or Build action, you must resolve an Adventure. If you assist with these actions, then the astronaut who takes the action resolves an Adventure instead. *(This can't occur twice on one action.)*

**Migraine:** You can't use skills. *(You can spend Morale tokens for other purposes.)*

**Poisoning:** Whenever you would take wounds, you take twice that many wounds.