

FIRSTMARTIANS

ADVENTURES ON THE RED PLANET












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GOAL OF THE GAME (1/2)

Goal of the Game

- Each mission in First Martians has one or more **MANDATORY OBJECTIVES** to fulfill.
- Some missions in First Martians have one or more **OPTIONAL OBJECTIVES** to fulfill. They are not obligatory to win the game. They provide you with some in game bonuses though.

Example: The 'Make Yourself at Home' scenario has 6 mandatory objectives (red) and 2 optional (orange).

	Build the Backup Solar Panel	Take the Build action. Place the appropriate Facility card next to the board. Remember to fill it with red status markers.
	Build the Backup Oxygenator	Take the Build action. Place the appropriate Facility card next to the board. Remember to fill it with red status markers.
	Build the Backup Farm	Take the Build action. Place the appropriate Facility card next to the board. Remember to fill it with red status markers.
	Plant a new seed	Take the Research action on the Farm. Move 1 seed from the Cargo Bay to the Growth track slot #1.
	Find optimum growth conditions for your plants	Take the Tweaks special action until you reach 100% on the Optimum Conditions track.
	Repair the HUB to meet the Threshold	Take the Build action and spend spare parts to replace red status markers with green ones.
	Find the remnants of two crashed probes: Marsfarer and Stargazer 3	Take the Explore action on the R1-S and R2-S ROIs. In addition to any  you would normally put on those ROIs, also add 1 orange  .
	Collect spare parts to repair the HUB	Take the Gather action on R1-S and R2-S ROIs to move the orange  from that ROI to this mission sheet.

- Each mission has the certain number of rounds (called SOLs). You must finish all Mandatory Objectives before the last round ends.

- ① Number of rounds in a mission may differ depending on the number of players.

Example: The Sol (rounds) Counter in the 'Make Yourself at Home' mission



- Some missions have a **THRESHOLD VALUE**. A Threshold value shows how many Broken Parts (in Facility tiles and Facility cards) you may have at the end of the game.

Example: There are 4 Broken Parts (red cubes) in your Facilities. To meet the Threshold Value of 3, you need to repair at least one Broken Part.



- ① Red cubes in the Malfunction Box and on Malfunction tracks are markers, not broken parts.

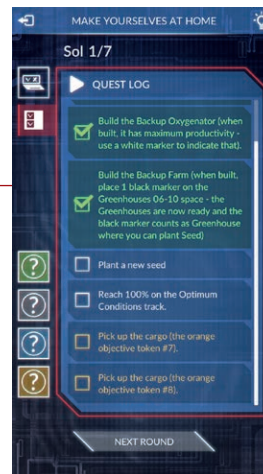
- ① When you finish the last Mandatory Objective, and choose "Next round" in the app, you will be asked if you met the Threshold value or not. Choose **Confirm** if you have met the threshold. Choose **Cancel** if you have not.

If you have not met the Theshold value yet, you must continue to the next round. If there are no rounds left, the app will inform you that you have lost.



GOAL OF THE GAME (2/2)

- If any astronaut dies during the game, the mission is immediately lost.
 - ① Remember to mark in the app, which astronaut has died.
 - When you fulfill an objective, open the Quest Log and check the objective in the app.
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GOAL OF THE GAME > OBJECTIVE TOKENS

Objective tokens

Objective tokens are mission-specific. They are used to track your progress in the mission.

Generally:

- the **RED TOKENS** indicate mandatory objectives,
- the **ORANGE TOKENS** are optional objectives,
- the **BLACK TOKENS** are used in other cases.

When you gain an Objective token, place it where the mission sheet tells you to. If no place is specified, put it in the Pending area of the Cargo Bay and treat it as anything else you gather.

Example: Two orange Objective tokens placed on a ROI tile.

When an Objective token gives you something — for example, a sample or a spare part — put it in available area of the Cargo Bay.

- ① The numbers on the tokens do not reflect the hierarchy of goals.



Direction cards

A deck of 8 Direction cards is used to generate random directions. They may be used, for example, to determine where a signal came from.

Whenever you're asked to draw a Direction card, draw it and check the direction. Then, shuffle the card back into its deck.

Unless otherwise instructed, whenever you're asked to draw multiple cards, draw one, look at it, shuffle it back into the deck, and only then draw another one.

Don't worry about the "Easy", "Medium", and "Heavy" words on these cards. They will be used for some rare in-game effects, and you'll be told exactly when and how to use them.



Research cards

A deck of 6 Research cards is used to generate random numbers: percentages from 15% to 50% and numbers from 01 to 06. They may be used, for example, to generate the number of an Objective token or the amount of what you extract.

Whenever you're asked to draw a Research card, draw it and consult the number or percentage — the effect that instructed you to draw that card will tell you which value you're after. Then, shuffle the card back into its deck.

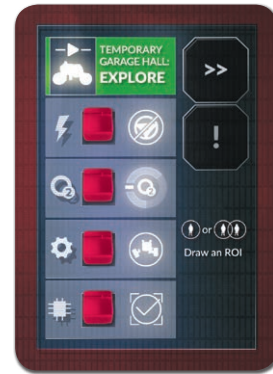
Unless otherwise instructed, whenever you're asked to draw multiple cards, draw one, look at it, shuffle it back into the deck, and only then draw another one.



Facility cards

These cards are used only in some missions. They represent different Facilities players will be able to build.

- When built, a Facility card is treated as a regular Facility for all in game effects unless instructed otherwise by specific mission rules (for ex. you can build **UPGRADES** for Facility cards)
- When built, put Facility card in a corresponding row, next to the board (for example, put Back Up Farm Facility card in the System block row, next to the board)
- When built, Facility card is filled with red status markers only (unless mission says otherwise)
- When built, even if Facility card has red status markers, it is fully operational (for example produces Oxygen, lets you take Heal action etc).
- You cannot build Facility card unless instructed by a mission specific rules (for example Make Yourself at Home mission instruct players to build 3 Facility cards)



Astronauts

In the game, your astronaut is represented by a player ID **BOARD**, **SKILL CARDS** (in stand alone missions), **2 ACTION PAWNS** of your color, and a **PROFILE CARD**.

Your ID board provides information about your astronaut's **profession**, **base skill**, and **HEALTH**.

ACTION PAWNS represent the time you take to perform your actions. To use them, place them on an action you want to take. For how this works, see the **ACTION PAWNS**.

Example: Geologist/Rover OP ID card and 3 Skill cards.



Skills

Skills allow you to spend your **MORALE TOKENS** in order to perform a unique feat, such as rerolling a die or gaining a sample.

- Each skill can only be used **once per round** but at any time during that round.
 - Using a skill does not cost an action.
 - When the game effect tells you to discard one of your skills, you can choose which skill to get rid off.
- Your astronaut's **BASE SKILL** is printed on your player ID board and is available to you in every game. When you use your base skill, put a black marker on its text to indicate you have used it this round.
- Additionally, each astronaut has a set of three **SKILL CARDS**. When you use a skill from a Skill card, flip that card over.
 - In a **standalone mission**, these are available from the beginning of the game
 - During a **campaign**, you need to unlock them first
 - You can use only your own skills. There is no option to use other player's skills.
 - When taking an action, you must be the active player to use your Skills to effect that action. For instance, if the geologist was supporting, they may not use the geologists Reroll ability.

Example: Skill cards set for the Engineer/Mechanic Astronaut.



Action Pawns of different colors



- Skills have immediate effects** — for example, when the Geologist spends 2 Morale tokens to gain 1 sample, that sample is available for research immediately after it was gained.

ASTRONAUTS > HEALTH

Health

Your ID board has a health track — use it to mark your astronaut's current number of wounds.

An Astronaut dies when they gain their 6th wound. The game is immediately over.



Wounds

When a mission begins, insert a red marker in the leftmost slot of your **health track** (on the astronaut's portrait).

Whenever your astronaut suffers a **WOUND**, move the marker on your health track 1 space to the right.



Example: The first Wound your Astronaut gets.

Condition tokens

Note that the health track has some 🩹 icons on it, standing for the **CONDITION TOKENS**. Every time that icon is passed as a result of moving the marker to the right, you also gain a condition token:

- Draw 1 random **CONDITION TOKEN** from the stack and resolve it.
- A player may gain more than one Condition during a round.
- When you are healed (and the marker is moved to the left), do not resolve the effects of passing the 🩹 icon.
 - ① But after you are healed and you pass over 🩹 again by taking a wound, you resolve effects of passing (gain a Condition token)
- Your astronaut can have multiple Conditions at a time.
- Your astronaut can have no more than one of each Condition type (for example, you cannot have two Migraine tokens at the same time). If you draw a Condition you already have, keep drawing until you get one that is different from the ones you currently have, then shuffle the unused tokens back into the stack.
 - ① Each round has 6 phases, and you can get Condition tokens in phases 1-5. If you get your token in the Action phase (eg., after a bad roll), this token's effect does not apply to your other actions this round. If you get a token in, say, the Morale phase (because you suffered wounds for not having enough Morale tokens to discard), this token's effect applies to your actions this round. So the timing is important.
If you gain a Condition token, you do not apply its effects, until the next phase starts.

ASTRONAUTS > HEALTH > CONDITION TOKENS EFFECTS

Condition token effects



ANEMIA - In each round's **PRODUCTION PHASE** that astronaut must eat 2 food portions instead of 1. As usual, they get 1 wound for each portion they cannot eat.



ANXIETY ATTACK - Decrease the group's **MORALE** by 1. Resolve this effect immediately, then shuffle this token back into the stack.



CARDIAC DISORDER - One pawn of that astronaut can only be used to take the **HEAL ACTION** in order to heal that condition. The other pawn of that astronaut can be used to take any action.



CONCENTRATION DIFFICULTIES - If the astronaut with this condition token takes an action, they must resolve an **ADVENTURE**. If they only assist in that action, the astronaut whose pawn is on top of the stack for this action must resolve an Adventure.

- ① You have adventures only when you Explore, Gather, Research and Build. This will have no effect on other actions as they don't have adventures.



MIGRAINE - That astronaut cannot use **SKILLS**, but can spend **MORALE TOKENS** for other purposes.



POISONING - Whenever that astronaut should suffer any number of **WOUNDS**, they suffer twice as many.

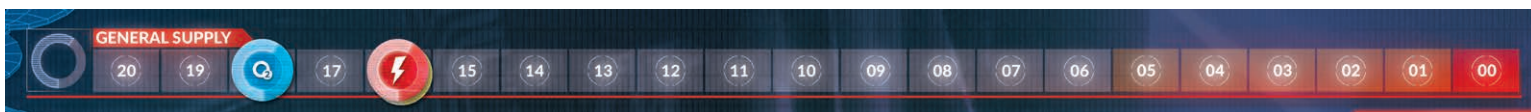
Example: A character with 2 Wounds and 1 Condition token:



General Supply

Your General Supply is where you keep track of your reserves of oxygen, energy, and food.

- ① Place the trackers on the appropriate spots to indicate how much you have in your reserves. The app will indicate how much of each during setup.
- ① Adjust the trackers accordingly as you gain and spend the resources.



Trackers and icons



Food tracker



Food from General Supply icon



O₂ tracker



O₂ from General Supply icon



Energy tracker



Energy from General Supply icon

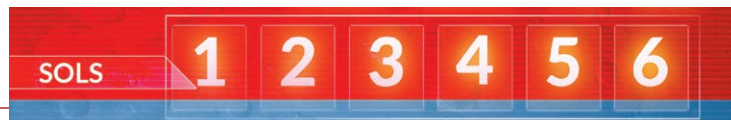
- ① Please remember that when repairing ⚡ and O₂ broken parts, you do not decrease the Energy or Oxygen reserves. In order to repair these parts you have to discard appropriate ⚡ or O₂ (spare parts).

ROUND OVERVIEW

Round Overview

A game of *First Martians* is played over a series of rounds. Each mission sheet has a sol counter to indicate how many rounds there are (1 sol = 1 round).

Example: A mission with 6 rounds (sols).



- In some missions, special effects occur in particular rounds. Check the mission sheet for details.

Example: In the mission players must roll the Yellow Malfunction die in the Malfunction phase starting from round 3.



Each round consists of 6 phases, resolved in the following order:



I. EVENTS. The First Player reads aloud the Event presented by the app and resolves its effect.

Sometimes **EVENTS** have one-off effects, sometimes they affect the entire round, some will even stay with you longer.



II. MORALE. The First Player (only) resolves the effects of the current **MORALE** level.



III. PRODUCTION. Resources (oxygen, energy, food) are **PRODUCED** and used. The effects of Stress and broken ⚙️ in the **Working Block** are resolved.



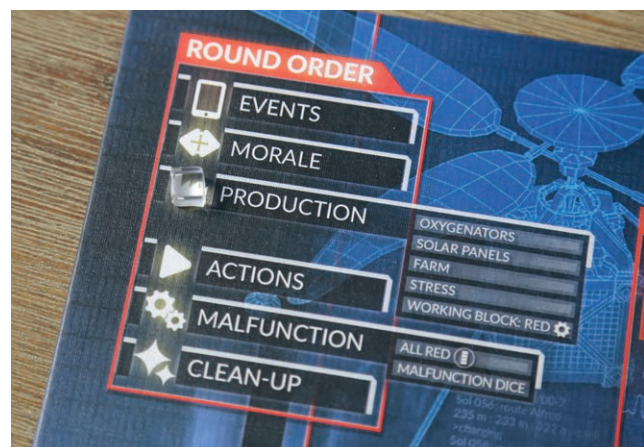
IV. ACTIONS. The players act together to create and execute the best plan of **ACTION** for this round.



V. MALFUNCTION. The First Player rolls the **MALFUNCTION** dice and resolves the results.



VI. CLEAN-UP. **UPDATE** the tokens and markers on the board.



WHEN THE CLEAN-UP PHASE IS OVER:

- Pass the **FIRST PLAYER TOKEN** clockwise to the next player.
- Advance the marker on the sol counter to the next space
- Move the white marker back to the top of the Round Order track. A new round begins.

The app will guide you through the round. After resolving each phase, click 'Next' in the app, and the app will move you to the next phase and present short reminder of all steps in that phase!

Timing of specific actions and events



APPLY IMMEDIATELY:

- **ABILITIES** (you can use them at any moment of the round and resolve immediately!)
- **POI** from an explored ring goes directly into Cargo Bay (you may use them immediately after you explore ROI tile and gain them!)
- Effects from **SHUTDOWN TILES** (Stress is added in the same Production phase as a shutdown tile was placed)
- Effect of the Build action when player **DISASSEMBLE OR SWITCH PARTS** - red status marker in the Facility you took part from is immediately in effect!

APPLY AT END OF THE ROUND:

- **RED CUBE** in **MALFUNCTION BOX** placed during the Malfunction phase (if in **MALFUNCTION PHASE** one of the green markers in Malfunction Box is changed to red, you will resolve its effect in the next round!)
- **GATHERED RESOURCES** (Pending area of the Cargo Bay; stuff you **GATHERED** in the round is not available for you yet! You put it in Pending area of Cargo Bay and it becomes available at the beginning of the next round)

APPLY AT END OF CURRENT PHASE:

- Repaired **FACILITY** (for example if you repaired Hardware part in Med Lab, you won't increase Malfunction track in the Malfunction phase)
- Removed **SHUTDOWN TILE** (when you **REMOVE A SHUTDOWN TILE** in the Action phase, the Facility is available in the Malfunction phase - which may be risky, when you draw Malfunction cards!)
- **CONDITIONS** (for example if you gain a Poisoning **CONDITION** that changes each wound into two wounds - you will start resolving the effect from the next phase!)
- **MODIFIER TOKENS** (for example: Explore adventure added  token on ROI tile. You then Gather on this ROI tile, but you don't resolve the  token yet! It will be in the effect at the end of Action phase!)

I. Events

The App will guide you through the 4 steps of each Event Phase:

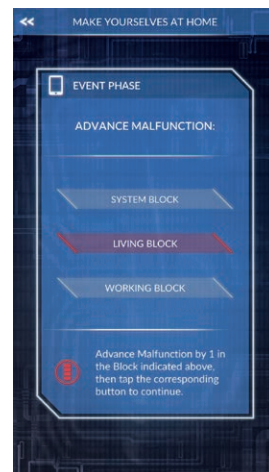
1. **ADVANCING MALFUNCTION TRACK**
2. **RESOLVING ADVENTURE AND/OR FOLLOW-UP EVENTS**
3. **RESOLVING A MISSION EVENT**
4. **GAINING A UNIQUE ACTION**

1. Advancing Malfunction Track

As time goes on, the HUB's condition deteriorates.

The app tells you to advance one of the Malfunction tracks by 1.

Example: Move the Malfunction marker in the Living Block by 1 as indicated on the App screen.



- Advance the indicated track by 1 space.
- **If it reaches space 5** (or should go past it), resolve immediately - **draw a Malfunction card** from the corresponding deck and reset the track to 0. In the Malfunction Box, change the green marker for the next block in the sequence (Working --> Living --> System --> Working) to a red marker.

Example: If the Living Block Malfunction track reaches 5, draw a Living Block Malfunction card and resolve its effects.

- ① After resolving the Malfunction Card, change the status of the next cube in sequence in the Malfunction Box from green to red (as noted above).
- Confirm this has been done by selecting the indicated block in the App.



EVENTS (2/3)

2. Resolving Adventure Events and Follow-Up Events

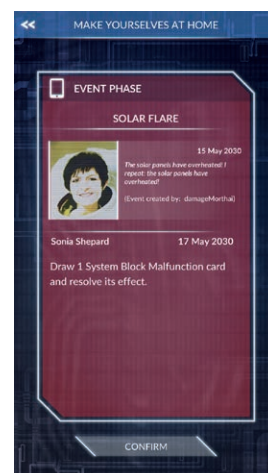
The app will only show one Mission Event per round, but some additional Events may occur as a result of what happened in the past or what action you did or did not take in previous rounds. These extra Events are either **Adventure Events** or **Follow-Up Events**.

When the app presents you with such an Event, follow the instructions on the screen.

The story text provided by an **ADVENTURE** or an **EVENT** might be a clue for you as to its possible consequences.

Adventure and Follow-Up Events, if any, always happen before a regular Mission Event in a given round.

Example of an Adventure Event. Note the red background of the Event.

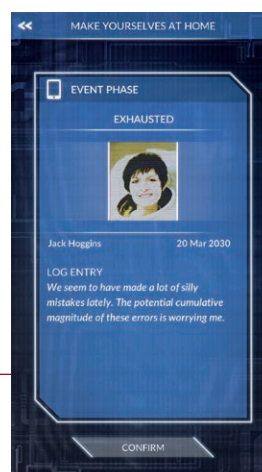


3. Resolving a Mission Event

Mission Events are crucial to the gameplay and push the story forward. Each Event consist of flavor text that builds story and and the in game effect.

- Read the story text and the Event description. Confirm it in the App.

Event story text screen example:



- Resolve the Event effects. Confirm it in the App.

Event effect screen example:



EVENTS (3/3)

4. Gaining a unique action

The Event action follows. The App provides you an event action you can take.

If you don't take it this round, you open yourself up to a possibility of negative consequences starting from the next event phase.

Example of a unique action screen



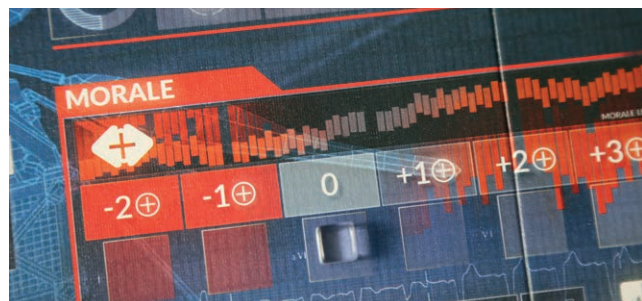
Check the [ACTIONS](#) section for details

II. Morale

Although the Morale track reflects the mood of the entire crew, **ONLY THE FIRST PLAYER** resolves its effects in each round.

- The Morale track ranges from -2 (you are feeling in despair) to +3 (you have the power and vigor to go on). Morale can never go beyond these limits.
 - ① If any game effect ask you to move Morale higher than +3 or lower than -2, nothing happens.

Example: The Morale track with a marker set on the position 0.



- When resolving the effects of the group's Morale, the First Player **gains or discards Morale tokens** as indicated by the current Morale value.
 - ① If the Morale is at 1, 2, or 3, the First Player gains that many Morale token(s)
 - ① if Morale is at -2 or -1, the First Player discards that many Morale token(s).
 - ① Whenever the First Player has to discard more Morale tokens than they have, they discard as many as they have, then suffer 1 wound for each token they lack.
 - ① No one can ever choose to suffer wounds instead of discarding Morale tokens.
 - ① **IMPORTANT:** This is the only time a player should suffer wounds for not being able to fulfill a game demand.
- If the group's Morale is at 0, nothing happens.
- Astronauts begin the game with 0 Morale Tokens and with the Morale level at 0 (some missions may differ and will instruct you during setup)



Morale tokens

The First Player

The First Player token indicates who the First Player is in this round.

- The First Player is the one who resolves the effects of the Morale phase.
- Resolves any disputes among the players.
- Also, some in-game effects refer specifically to the First Player.

First Player token:



III. Production

IN THIS PHASE, CALCULATE AND ADJUST THE AMOUNT OF:

- Oxygen, Energy, and Food (also **GROWTH** of the seeds if any seeds on Growth track)
- Your **STRESS LEVEL**
- Resolve effects of broken parts in the **WORKING BLOCK**
- Some missions have special rules for the Production phase

Oxygen, Energy, and Food

Oxygen, Energy, and Food are your essential resources.

FOOD is produced by the **FARM** (Greenhouses 01-05),

OXYGEN is produced by **OXYGENATORS** 01 and 02,

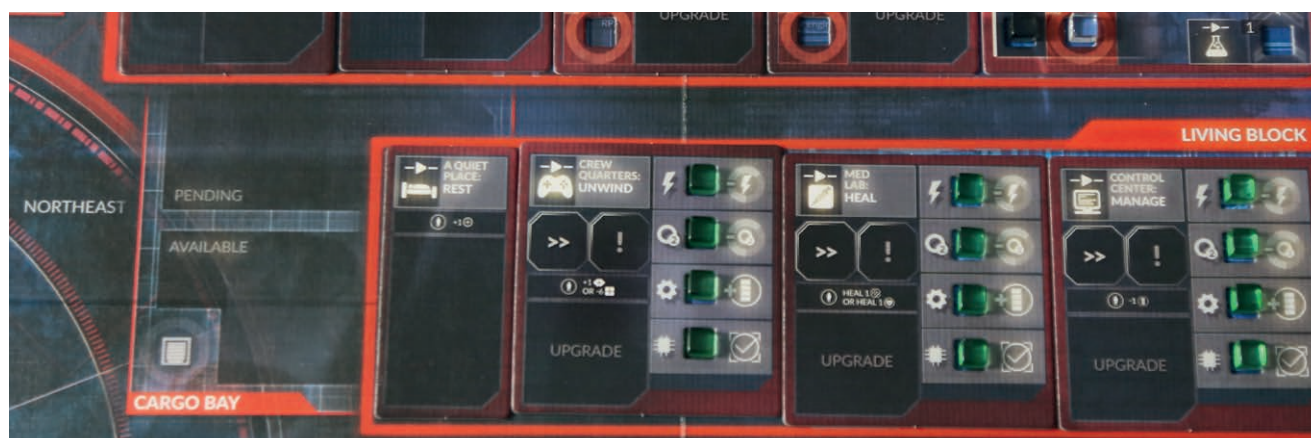
ENERGY is produced by **SOLAR PANELS** 01 and 02.

These resources are produced **EVERY ROUND**.

The resources are then **spent**: Oxygen refills the HUB, energy is used to power the Facilities, and food is consumed.

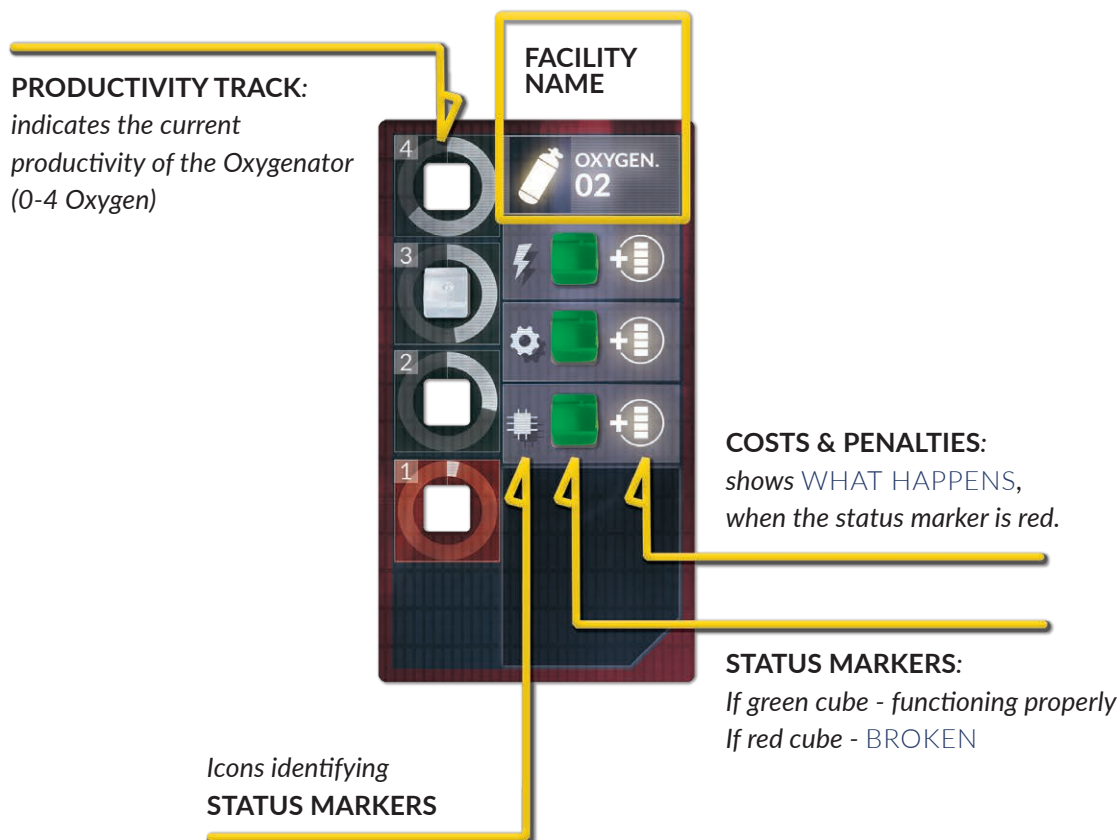
For details check the relevant sections: **GREENHOUSES**, **OXYGENATORS**, and **SOLAR PANELS**.

Example of a System Block, where Food, Oxygen and Energy are produced. White cubes in Oxygenators, Solar Panels and Farm show current Production levels of Oxygen, Energy and Food. In the picture below we see that HUB produces 4+4 of Oxygen and 5+5 Energy and 3 Food. Do not move these white markers unless instructed by game effect.



Oxygenators

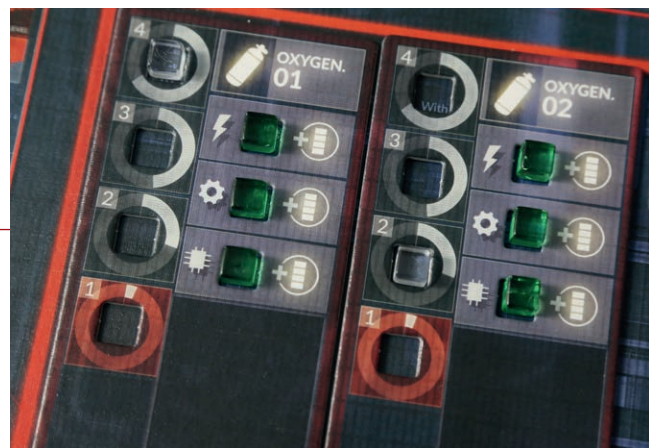
An Oxygenator anatomy



- There are two Oxygenators in the HUB. A white marker indicates the **CURRENT PRODUCTIVITY** of each of them (min = 0, max = 4).
- ① If an effect tells you to break one of the parts in the Oxygenator choose one of the two Oxygenators and break that part. It may also be applied to Backup Oxygenator Facility card.
- Add up the values from both Oxygenators – the sum tells you how much oxygen you produce this round, and therefore how many Facilities you can refill with breathable air.


Example: the two Oxygenators provide 6 (4+2) Oxygen

- If you produce more oxygen than you spend, add half of that surplus (rounded up) to the **GENERAL SUPPLY** (move the oxygen tracker accordingly).





PRODUCTION > OXYGENATORS (2/2)



The use of Oxygen

- The Facilities which need a constant oxygen supply are the ones that have the  icon to the left of the status markers column.





- ① In an average game of First Martians there are 8 Facilities that uses Oxygen. These are: *The Farm*, *Crew Quarters*, *Med Lab*, *Control Center*, *Garage Hall*, *Probe Bay*, *Lab*, and *Working Bay*.
 - ① In an average game of First Martians there are two Oxygenators that produce 8 Oxygen.
 - ① In some missions this will be changed.
- Should you not produce enough Oxygen, some Facilities will become unavailable. See the [SHUTDOWN TILES](#) section.
- ① A red marker next to the  space in the Farm Facility indicates [WILTING](#). You can stop this effect by spending 1 Oxygen from the General Supply ().



- ① A red marker in the Living Block and the Working Block Facilities next to the  icon indicates that each time you take this Action, you must spend Oxygen from the General Supply ().

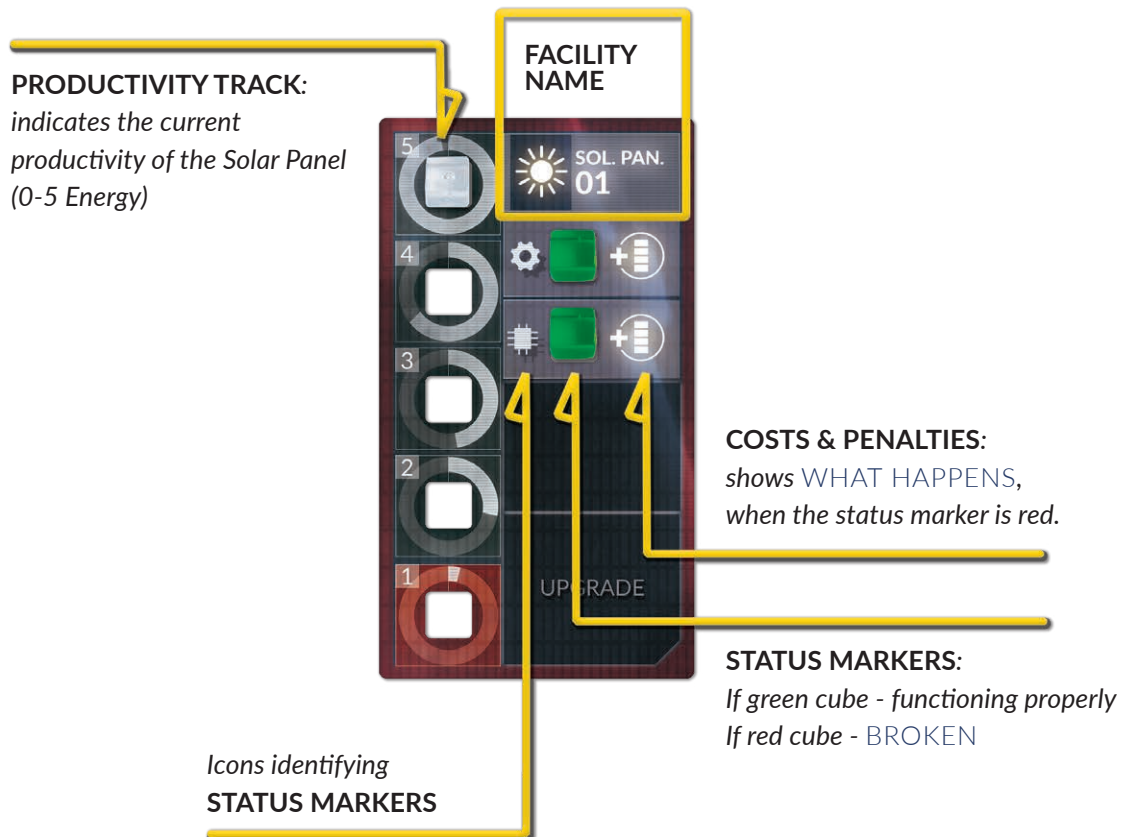
- If you don't have Oxygen in the General Supply, you cannot take this Action.
- If you take more than one action in such Facility during the round, you must spend oxygen for each of these actions.



Example: The scientist places two pawns in the Research lab separately, to perform two separate research actions. When resolving his actions, he must first spend 1  (from the General Supply) and complete his first action pawn. Then he must spend a second  (from the General Supply) when he resolves his second action pawn.

Solar Panels

A Solar Panel anatomy



- There are two sets of Solar Panels in the HUB. A white marker indicates the **CURRENT PRODUCTIVITY** of each of them (min = 0, max = 5).
 - ① If an effect tells you to break one of the parts in a Solar Panel choose one of the two Solar Panels and break that part.
 - ① It may also be applied to Backup Solar Panel Facility card.
- Add up the values from both Solar Panels — the sum tells you how much energy you produce this round and how many Facilities you can power.

Example: the two Solar Panels provide 8 (5+3) Energy

- If you produce more energy than you spend, add half of that surplus (rounded up) to the **GENERAL SUPPLY** (move the energy tracker accordingly).



PRODUCTION > SOLAR PANELS (2/2)

The use of Energy

- The Facilities which need a constant energy supply are the ones that have the ⚡ icon to the left of the status markers column:



- ① In an average game of First Martians there is 10 Facilities that use Energy. These are: *The Farm*, *Oxygenator 1 and 2*, *Crew Quarters*, *Med Lab*, *Control Center*, *Garage Hall*, *Probe Bay*, *Lab*, and *Working Bay*.
 - ① In an average game of First Martians there are two Solar Panels that produce 10 Power.
 - ① In some missions this will be changed.
 - If you cannot power all Facilities, some Facilities will become unavailable. See the [SHUTDOWN TILES](#) section.
 - ① A red marker in the Living Block and the Working Block Facilities next to the ⚡ icon indicates that each time you take this Action, you must spend Energy from the General Supply (⚡).
- If you don't have enough Energy in the General Supply, you cannot take this Action.
 - If you take more than one action in such a Facility during one round, you must spend Energy for each of these actions.





Example: The Farm has a red marker next to the ⚡ icon. As a result Wilting occurs. However the players can prevent wilting for the round by spending one power from the supply. Move the marker on the general supply track down one space. If the players do not fix the broken part this round, they will need to spend power again next round to prevent Wilting.



Shutdown tiles

Not Enough Oxygen/Energy

If in the Production phase, Solar Panels/Oxygenators produce less Energy/Oxygen than number of Facilities than need Energy/Oxygen, you must shut down some Facilities.

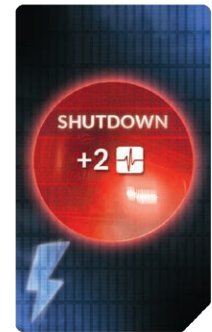
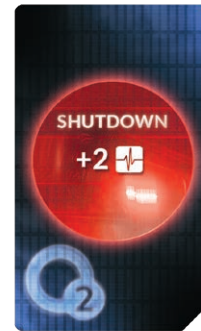
- For each point of Oxygen or Energy you lack, choose 1 Facility to shut down. Put a Shutdown tile on that Facility.
 - ① If you lack Oxygen, place a random Shutdown tile with the  icon on that Facility.
 - ① If you lack Energy, place a random Shutdown tile with the  icon on that Facility.

- The Facility is considered closed. The facility will ignore all game effects (good or bad) until all shutdown tiles are removed.

For example, 10 Facilities need a constant energy supply. If the total Solar Panels productivity is 8, there must be 2 Energy Shutdown tiles lying on 2 of those 10 HUB Facilities.

Example: Crew Quarters and Med Lab with Shutdown tokens:

- Some missions use Facility cards instead of Facility tiles. You can Shutdown them as if they were regular Facility tiles.



Shutdown token effect

- Each Shutdown tile increases Stress level by 2 during the Production phase.
- To remove a Shutdown tile from a Facility, you take the REMOVE SHUTDOWN ACTION.
- If any game effect targets a Facility with a Shutdown tile on it, ignore this game effect.
- No Facility can have more than 1 energy Shutdown tile and 1 oxygen Shutdown tile lying on it at any given time. Such Facilities cannot be used for anything else other than removing Shutdown tiles.


PRODUCTION > SHUTDOWN TILES



Removing the Shutdown tiles

Check the [RELEVANT ACTIONS SECTION](#) for the info.

Additional info

IMPORTANT: When an **OXYGEN SHUTDOWN TILE** is lying on a Facility, that Facility still consumes Energy. When a **POWER SHUTDOWN TILE** is lying on a Facility, that Facility still consumes Oxygen.

Example: If there are 2  Shutdown tiles in the HUB, it consumes 6 Oxygen and 10 energy.

REMEMBER: This is a different effect than a red  /  status marker which, for example, forces you to spend energy/oxygen from the General Supply as an additional cost of your action!

NOTE: Players place Shutdown tiles only if instructed by game effects (for example, not enough production). Players cannot put Shutdown tiles as their choice.

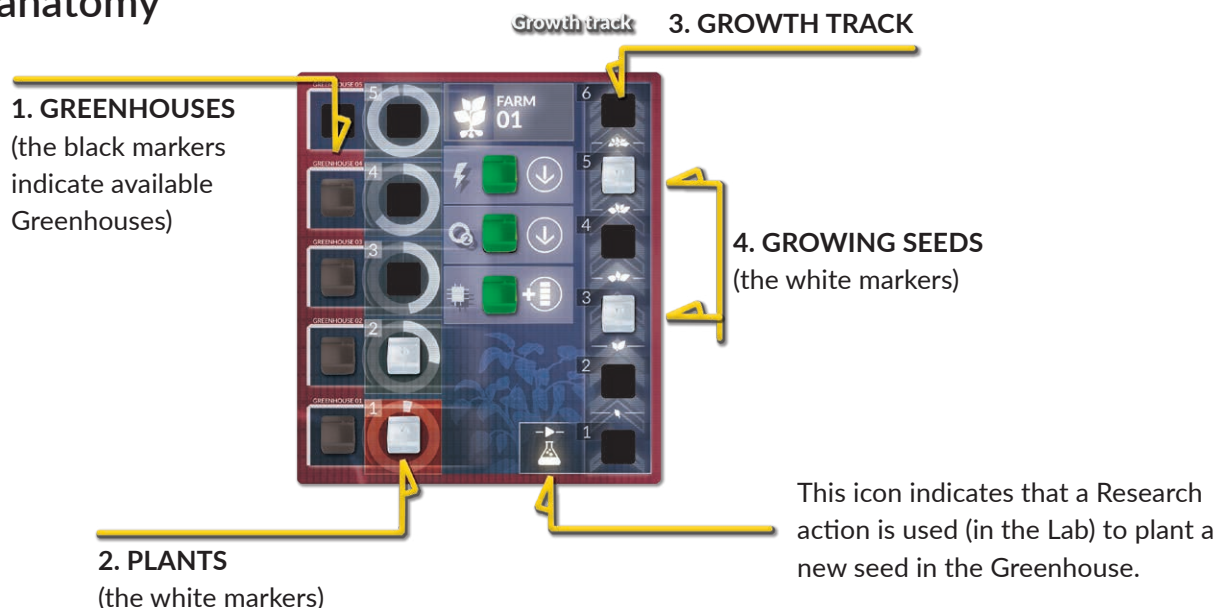
NOTE: Facilities that are Shutdown are immune to other effects targeting them — directly or indirectly

For example, if a Malfunction card has the Probe Bay keyword but the Probe Bay Facility is shut down, discard this card without resolving it.)

- A facility that is already shut down, can still gain a Shutdown tile of other type. For example, if the Crew Quarters has an energy Shutdown tile on it because you do not produce enough energy, it can also get Shutdown if you do not produce enough Oxygen. Both tiles will then need to be removed before the Facility is able to be used again. Both tiles also add 2 stress during the production phase.
- Facility with Shutdown tile(s) is unavailable for the players and they can only take Remove Shutdown action on this Facility.
- If a Shutdown tile is placed on a Facility with any [MODIFIER TOKENS](#) on it, they stay but are not resolved till Shutdown tile is removed.
- Do not move them in the [CLEANING PHASE](#).
- Modifier tokens become active again when a Shutdown tile is removed.

Farm

Farm anatomy



1. Greenhouses

- Each can house a plant or a growing seed
- You need 1 greenhouse to have 1 plant.
 - ① Each mission during setup informs you how many greenhouses you have
 - ① You cannot build more greenhouses unless allowed by special rules of a particular mission

2. Plants

- You cannot have more Plants than you have greenhouses
- Each Plant provides food for 1 astronaut in each Production phase
- You don't remove Plants to feed astronauts
 - ① If any game effect tell you that **WILTING** occurs, move all seeds one space down on the Growth track and then take 1 completed Plant marker and put it in the #6 space of the Growth track.

3. Growth track

- On the #1 space of Growth track you put the seed marker that you planted
- On the #6 space of Growth track you put the Plant marker from your greenhouse if Wilting happened
 - ① In each Production phase **GROWTH** occurs, which means you advance all markers on the Growth track up one space
 - ① If **WILTING** occurs in the Production phase, move all markers 1 space down on the Growth track (instead of advancing them up)
 - ① If a seed wilts below the 1 space, remove it from the game (It has died)

4. Growing seeds

- There can never be more seeds/plants than greenhouses on the Farm
 - ① **PLANTING** new seeds

PRODUCTION > FARM (2/3)

Resolve the Farm in the following order:

1. GROWTH
2. FOOD PRODUCTION
3. ASTRONAUTS EAT FOOD

1. Growth

First, if you have any seeds on the Growth track:

- Move its marker up 1 space on the **GROWTH TRACK**.
- If it was already on the top space (#6) on this track, move it to an **EMPTY GREENHOUSE**.
 - ① If there is Broken part in the Energy (⚡) or Oxygen (O₂) space, **WILTING** occurs instead.

2. Food Production

- You produce as many food portions as you have plants in your Greenhouses.
- Each Greenhouse can hold 1 plant.

Example: In the Farm there are 2 food portions produced (in two out of three available Greenhouses):



3. Astronauts eat food

- **Each astronaut must eat 1 food portion.**
- If there is not enough food produced, you must use food reserves, if you have any in the **GENERAL SUPPLY**.
- If there is not enough food for everyone, you must decide who will not eat. Each astronaut that **DOES NOT EAT** suffers 1 wound for each food portion they should have eaten.
- In rare cases, if you produce more food than you eat, add half of that surplus (rounded up) to the **GENERAL SUPPLY** (move the food tracker accordingly).
- Astronauts can't eat seeds.
- When an astronaut eats, it **DOES NOT** consume the plant. The token remains in the greenhouse space.

PRODUCTION > FARM (3/3)

Wilting

When there is a lack of Energy or Oxygen on the Farm (there is a red status marker next to their icon or a Shutdown tile is placed on the Farm), your plants and seeds will **wilt**.

When this happens, no growth occurs.

Instead, move **all markers on the Growth track** down 1 space (discard a marker if you cannot move it down any further) and move 1 previous fully grown plant marker back to Growth track slot #6.

Preventing Wilting

This can be deadly, so to counter this effect in the phase, you can spend 1 energy and/or oxygen **from the General Supply** (whatever your Farm lacks) to halt the process of wilting for this round. In this case you don't move the markers on the Growth track - neither the Wilting nor the Growth occurs.

No matter if there is one broken part in Farm or two, resolve Wilting only once. If both - Energy and Oxygene parts are broken you do only one Wilting.



Backup Farm

- Some missions instruct you to build a [BACKUP FARM](#).
- The Backup Farm is separate from the Main Farm. This means:
 - Broken parts in one Farm won't cause wilting in the other farm.
 - If you need to resolve an effect on a Farm, always resolve it on the main Farm Facility.

A Backup Farm card:

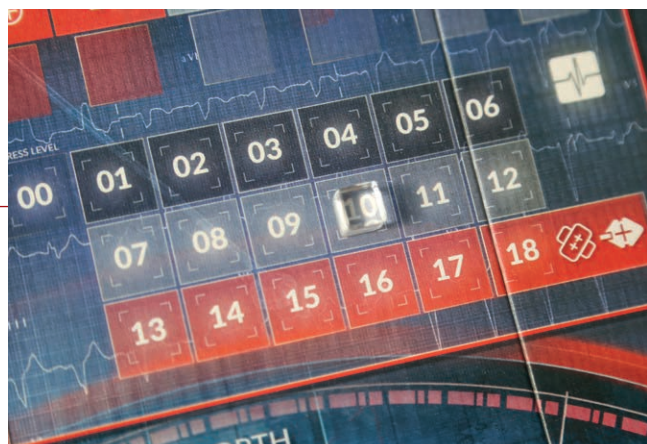


Stress

The more people are crammed into the confined space of the HUB, the more stressful conditions become.

To track the growing tension, use the **STRESS TRACK**.

Example: A Stress track with Stress level 10 marked.



Increasing the Stress level

In the Production phase, move the white marker on this track **1 SPACE FOR EACH ASTRONAUT IN THE GAME** (additional game effects like Shutdown tiles may increase Stress, too).

Whenever that marker reaches space #18 (or would move beyond it), the tension becomes unbearable and a fight takes place. These consequences must be resolved:

- Each astronaut suffers 1 **WOUND**.
- Decrease the **MORALE** Track by 1.
- Reset the Stress Track to #00.

Reducing the Stress level

You can reduce Stress by taking an action in the **CREW QUARTERS**.

Working Block: Red ⚙️

Example: In the Working Block, two Facilities (Probe Bay and Lab) have red ⚙️ status markers:



Resolve the effects of **ACTIVE PENALTIES** indicated by red ⚙️ status markers in the Working Block (if a Facility is shut down, the penalty is not active).

- ① You only need to check the Working Block, not the Living Block or the System Block.
- ① Roll the green Wound DIE. If you roll a ⚡, Froggy is damaged
 - Put a *Blocked* Modifier token on the Froggy x space.
 - Froggy cannot be used this round or in any subsequent rounds until it has been **REPAIRED**.
- ① You can have multiple Blocked **MODIFIER TOKENS** on the Froggy space. You must repair them all to finally be able to use Froggy.








Example of a Froggy with the Blocked token:







- ① Remove 1 chosen sample from any ROI.
- ① Increase the Stress level by 1.
- ① Put the ⚡ token on the Working Bay ! space.
 - ① **IMPORTANT:** Putting a token on ! space means it is active **THIS** round.
 - ① **IMPORTANT:** If there was already a token on ! space, you will resolve them all in this round.





BROKEN PARTS - PENALTIES

Broken Parts - penalties

-  In the **MALFUNCTION PHASE**: move the marker on the corresponding Malfunction track up 1 space.
-  Your plants are dying — resolve the effects of **WILTING**.
-  No **ROVER** can assist in Explore actions.
-  To take this action, you must spend 1 . You don't get it back if the action was unsuccessful.
-  To take this action, you must spend 1 . You don't get it back if the action was unsuccessful.







Example: A player needs to spend 1  if she wants to research the Sample.

-  Even if you used enough pawns for the action to be automatically successful, you must roll the corresponding  **DIE**. If you don't roll a , that action is unsuccessful.

-  Green die: Explore action
-  Gray die: Gather, Unwind actions
-  Blue die: Research, Heal actions
-  Brown die: Build, Manage actions



Icons resolved in the Production Phase

-  (In the Garage Hall) Whenever you use Froggy, roll the green Wound die. If you roll a , Froggy is damaged - put a Blocked Modifier token on the Froggy x space. Froggy cannot be used this round or in any subsequent rounds until it has been repaired. You must take the Build action on that rover to repair it (p. 17).
-  Remove 1 chosen sample from any ROI.
-  Increase the Stress level by 1.
-  Put the  token on the Working Bay ! space.

IV. Actions

How to take actions

1. Players discuss together which actions to take.
2. Then assign their ACTION PAWNS to their CHOSEN ACTIONS.
3. A given Event action can be taken only once; all other actions can be taken multiple times in the same round.
4. Finally, the players resolve those CHOSEN ACTIONS in the order from 1 to 11.
 - ① Action pawns of one astronaut can be assigned to one or more actions.
 - ① Players can combine their action pawns together.
 - ① You must use both of your action pawns (unless an in-game effect tells you otherwise).
 - ① You may use additional pawns, if you have any.
 - ① You can combine your action pawn with your AOM's pawn (or even place the AOM pawn alone) if the type of action matches the type of AOM (or if the action has no type at all)
 - ① You assign the pawns to the chosen actions by placing them in the APPROPRIATE places on the board or the mission sheet.

Type/No Type actions

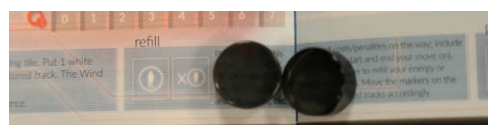
TYPE ACTIONS: There are 8 Types of actions. Many game effects refer to particular Type of the action (for instance Take a Research action). Each Type of the action has a dedicated icon so players can easily recognize them.

- Actions from Facilities:



NO TYPE ACTIONS: In the game there is also many actions that do not have a Type - you will find them when resolving events or some missions.

- Event action
- Mission special action
- REMOVING SHUTDOWN TILE



ACTIONS

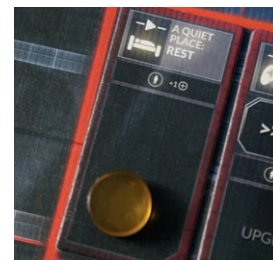
You can assign your pawns to:

1. **EVENTS** – to prevent negative consequences of an Event; unless stated otherwise by the Event itself, its action cannot be taken more than once.
2. **A QUIET PLACE** – to gain Morale tokens.
3. **CREW QUARTERS** – to increase Morale or reduce Stress.
4. **MED LAB** – to heal Wounds or Condition token.
5. **CONTROL CENTER** – to decrease the Malfunction level.
6. **GARAGE HALL** – to explore new ROI tiles.
7. **PROBE BAY** – to gather a Sample or an Objective token.
8. **LAB** – to take the Research action and to plant a new Seed in the Farm.
9. **WORKING BAY** – to repair equipment, build upgrades, etc.
10. **REMOVE SHUTDOWN TILE**
11. **MISSION SPECIFIC ACTIONS**

1.



2.



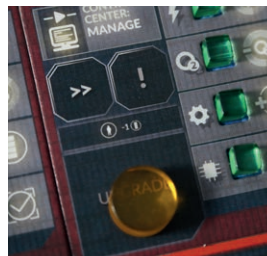
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4.



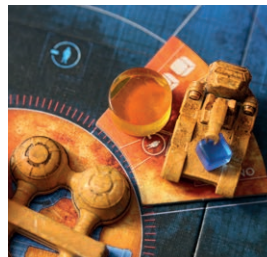
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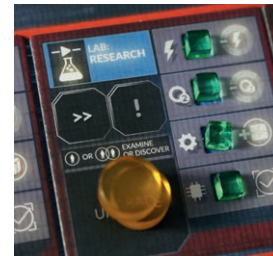
6.



7.



8.



9.



10.



11.



Resolving the actions

After all pawns are assigned, they will be resolved in the order from 1 to 11.

- ① The order of resolving actions depends on the action types (for example, all Research actions are resolved in the same step).

Action pawns

Action pawns represent the way the astronauts perform actions.

When you perform an action, you can dedicate all of your time to it by using **BOTH OF YOUR PAWNS**. This means you will be automatically successful (unless no other modifiers apply) when resolving this action.

Alternatively, you could assign **ONLY ONE PAWN** to an action, meaning you can potentially get more actions done. However, this means you need to roll the dice to determine whether the action is successful or not.

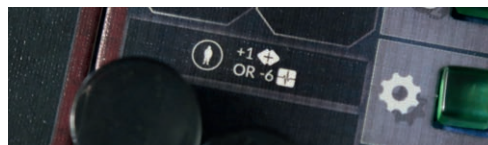
- You have the choice when taking Explore, Gather, Research, or Build action

Actions with required amount of pawns

Some Actions can either be **automatically successful** or **resolved through rolling dice**.



Action that require 1 action pawn to be successful

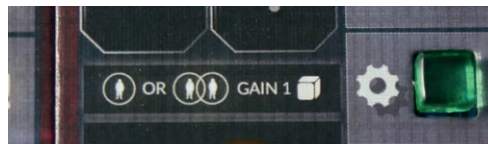


Action that require 2 action pawn to be successful.


OR



You may use 1 pawn and roll the action dice to determine the result.



The numbers of pawns shown in the picture are the **BASE REQUIREMENTS** for a given action. They are often modified by many in-game effects.

For example, you need 1 extra pawn on a given action for each  token affecting that action.

Placing the pawns

- There are **NO PLAYER TURNS IN THIS GAME**. You all cooperate to decide which actions to perform.

Stacking the pawns

Action pawns of one or more players may be used when planning an action, in which case these pawns are stacked.

The pawn on the top of the stack indicates who is taking the action (gaining the benefits, suffering the consequences, etc.); the others are assisting.

The pictures on the right show some examples of attempting the Build action.

- This is one action and no dice are rolled. The purple pawn is taking the action (resolving its effects), the yellow pawn is only assisting.
- These are two separate actions; roll dice for each attempt. Whether the action is successful or not depends on the roll.
- This is the same action taken twice. The purple player is automatically successful. The red player needs to roll the dice to determine the outcome.

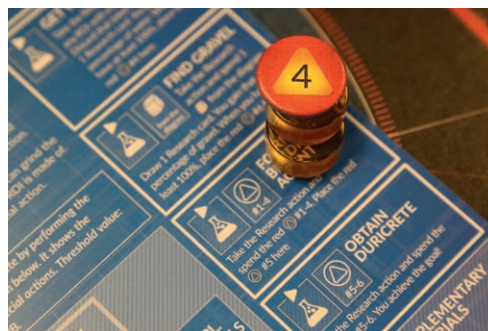
REMEMBER: Each stack of pawns is a separate action!

Place pawns to remember

In *First Martians: Adventures on the Red Planet*, you will declare many different actions and sometimes it may be difficult to remember which pawns were assigned to which actions. Therefore, place your pawns where it reminds you what action you are taking.

Example 1: When you take a mission-specific special Research action, place your pawns and any additional resources on the mission sheet (instead of on the Lab – the normal place for Research actions).

Example 2: When you take the Gather action to pick up a sample outside the HUB, place your pawns on the ROI you want to gather from (instead of the Probe Bay – the normal place for Gather actions) and put the sample you want to gather on top of your pawns.



ACTIONS > ACTION PAWNS > PLACING THE PAWNS (2/2)

Example 3: When you repair a broken part of a Facility, place your pawns next to the status marker you wish to replace (instead of on the Working Bay – the normal place for Build actions).



REMEMBER: No matter where the pawns are, always remember that the actions are resolved in a fixed **ORDER**: If you placed your pawns on the Med Lab to repair one of its broken parts through the Build action, you do not resolve this action in the “Med Lab” step, but in the “Working Bay” step.

Example: In a 4 player game the players placed their pawns on different actions. The Red player places one of his pawns on an Unwind action in Crew Quarters to increase the Morale level. Two players take actions in Command Center. The purple player also placed his other pawn in Med Lab - being a Medic they can heal themselves there. The orange player Explores - he plays his pawn on an unexplored ROI together with the Froggy he uses. The second orange pawn goes to the Lab with an Objective token the player wants to Research. The black player places both of her pawns on a ROI to do a Gather action on the ROI adjacent to the HUB and places the sample he wants to gather on the them.



ACTIONS > DECLARING THE ACTION (1/2)

Action costs & penalties

In addition to basic requirements described in the previous sections, actions will often have a modified cost or a penalty.

The following list shows different factors modifying the cost:

- BROKEN PART in the Facility
- MODIFIER TOKEN on ! space
- MODIFIER TOKEN on a player ID
- CONDITION TOKEN on a player ID
- Feature of ROI (if the action is taken outside the HUB)
- Modifier token on ROI (if the action is taken outside of the HUB)
- Special rule of particular mission

The **COST OF AN ACTION** is what you need to have in order to declare an action (for example, having to spend Oxygen from the General Supply).



A **PENALTY** is the consequence of resolving this action (for example, suffering a wound).

If you cannot pay the action cost (for example, you have no oxygen in the General Supply), **YOU CANNOT TAKE THAT ACTION.**


- **FOR TOKENS LYING ON FACILITY TILES:** If you use a Facility or its action type, add the costs/penalties only for the tokens on the ! space of that Facility.
- **FOR TOKENS LYING IN THE ROVER AREAS:** If you use a rover, add all the costs/penalties for the tokens on the x space of that rover.
- If the mission sheet has a special action, check the Type of this action (for instance Build action) and apply all costs and penalties from the Working Bay (since you are taking a Build action)

ACTIONS > DECLARING THE ACTION (2/2)

Extra items required by an Action


If your action requires anything else, you must have that extra item available **when you declare that action**:

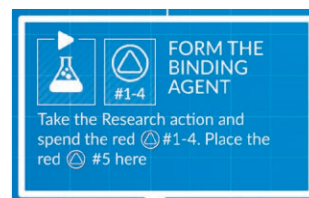
- If you need a **SPARE PART**, place it together with the pawns. If the action is successful, discard that spare part. If the action is unsuccessful, put that part back where it came from.
- If you need to use **RESERVES FROM THE GENERAL SUPPLY**, adjust the trackers when you declare that action. These supplies are spent whether the action is successful or not.

Examples: To do the 'Better Safe then sorry' action you need to spend 1  and perform a Build action.

To do the 'Form the Binding Agent' action you need to spend one of the Objective tokens gained in the game and perform the Research action.

To do the 'Find Gravel' action you need to spend one of the markers available in the mission and perform the Research action.

Example: 'Tweak' action requires  and a successful Build Action in the mission.



IMPORTANT: To declare an action you must have everything needed to resolve the action in the moment of declaration.

Example: You cannot plant a seed and build greenhouse in the same round. In the moment of declaring planting the seed, greenhouse is not built yet!

Example: You cannot fix a broken part and remove a Shutdown tile from the Working Bay. In the moment of declaring a Build action to fix the broken part, the Working Bay is still unavailable.



AOMs

AOMs (Automated Operating Machines) give you additional pawns you can use in your actions.


These pawns are color-coded and can only be used for their specific actions or any action without a type.

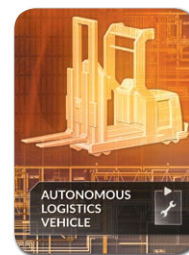
AOMS with the corresponding pawns and Facilities:

The AOMs:

- Can be used to assist other pawns
- Can be used to take an action on their own

AOMs details

- An AOM must have an operator. Put the AOM card next to the chosen player's ID.
- The operator of the AOM is the target of all game effects that would affect the AOM (for instance, if the AOM has an adventure, resolve the adventure as if it happened to the operator)
- AOMs can only be used on actions matching their type (see picture) or any action without a type (see [TYPES OF ACTION](#))
- An AOM pawn may take an action on their own
- An AOM pawn may be combined with other pawns
- Between rounds, an AOM may change its operator
- **IMPORTANT:** An AOM may use a rover if the action is taken outside the HUB.
- You can combine an **AOM** and a **ROVER** to assist you in one action.
- **IMPORTANT:** If an action does not have a type (for example, has the  icon only), you can use AOMs for that action, too.



Rovers

You have two rovers at your disposal to aid you in your actions.

- **FROGGY** reduces the cost of the **Explore** action by 2 🧑
- **SCORPIO** reduces the cost of the **Explore/Gather/Research/Build** action by 1 🧑

Example: the rovers in the Depot

- They do not perform any actions on their own — at least one pawn is needed to operate each of them (whether it's an AOM pawn or an astronaut pawn).
- When a rover assists you in an action, take its miniature and place it together with the pawns declared for that action.
- You cannot combine both rovers when performing a single action.
- You may use a rover with multiple pawns. There is no limit to how many pawns you can send with a rover, but only the pawn on the top of the stack resolves the consequences of the action; the other ones are only assisting.
- You can use a rover as long as the action is taken outside the HUB (you can't drive your rover inside the Facilities!).
 - ① Building backup Facilities, unless specifically stated on the mission sheet, are performed inside the HUB and you cannot use the Scorpio rover.
- After resolving an action in which a rover was assisting, place its miniature back in the Depot.
- When a rover has a Blocked token on it, it cannot be used until **REPAIRED**. A rover can have more than 1 Blocked token in its area — you need separate Build actions to discard each of them.
 - ① If the Garage is Shutdown, you cannot use rovers to Explore, but you can still use you can still use the Scorpio rover to Gather/Research/Build outside the HUB.

Example: Froggy used to explore new ROI.

Example: Scorpio used to Gather a sample.



Rolling Dice

When you spend only 1 action pawn on a Explore, Gather, Research or Build action, you will roll 3 dice.

Action dice come in sets of three. The sets are color-coded and correspond to one of the following actions:

- **EXPLORE** (green),
- **GATHER** (gray; also for the Unwind action if the CPU part is broken in the Crew Quarters),
- **RESEARCH** (blue; also for the Heal action if the CPU part is broken in the Med Lab),
- **BUILD** (brown; also for the Manage action if the CPU part is broken in the Control Center).



Dice in each set

A SUCCESS DIE (☑ DIE):



Success! Apply the action's effect;



No success — gain 2 Morale tokens instead.

A WOUND DIE (⊕ DIE):



Suffer 1 WOUND;



Nothing happens.

AN ADVENTURE DIE (⊙ DIE):



Resolve an ADVENTURE;



Nothing happens.

- The dice results are independent


For example, if you rolled a success, your action was successful even if you need to resolve an Adventure; if you rolled a wound, you must suffer it even if you were successful in your action, etc..

Resolve the effects of your roll in any order before you carry on with your action.

- If you didn't rolled a ☑ on a success die, you will gain 2 Morale tokens.
- ① Remember you cannot use these tokens to re-roll any dice from this roll.

Adventures

Adventures are triggered by many in-game effects, such as:

- rolling a  on a die.
- taking action when ? token is on ! space
- taking action and having condition token with ? icon
- taking action on ROI with ? icon
- special rules of some missions or events

Adventures are always represented by the  icon.

Adventures are action-specific and color-coded: Things that may happen to you when you explore new areas are obviously different from what may occur when you install a Facility Upgrade.

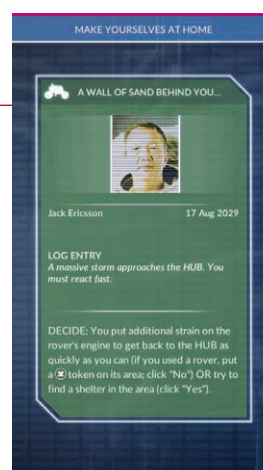
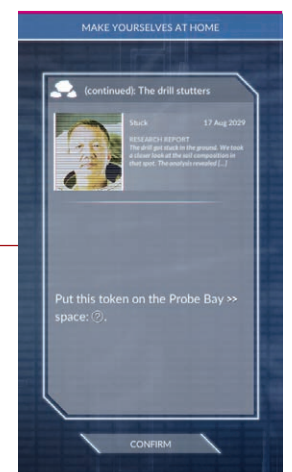
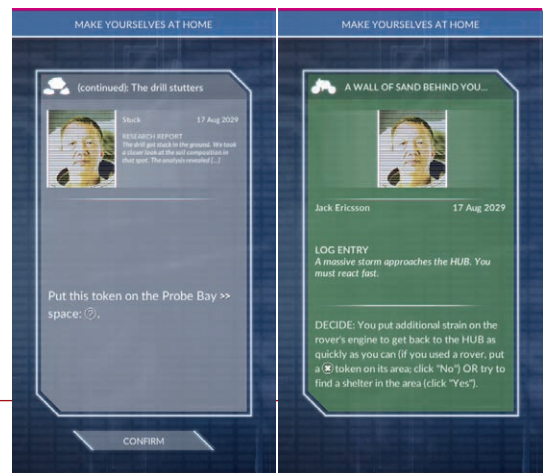
- Brown color is for the Building Adventure
- Green color is for the Explore Adventure
- Grey color is for the Gathering Adventure
- Blue color is for the Research Adventure

When any game effect tells you that you must resolve an Adventure, choose the Adventure type in the app (Explore, Gather, Research, or Build) based on the action you were taking.

Then choose in the app which character was taking the action. An adventure is always dedicated to the character that took the action.

There are 3 basic kinds of Adventures:

- **REGULAR** - something bad happened. You will resolve the effect immediately. Possibly there will be a follow up in one of the future rounds.
- **POSTPONED** - the app tells you that nothing happened. There will be a follow up in one of the future rounds (possibly the very next round!).
- **MAKE A CHOICE** - the app asks you question. Based on your answer, different outcomes can happen.



ACTIONS > RESOLVING ACTIONS

Resolving actions

- If your action was **SUCCESSFUL**, take back your pawns and discard any additional resources that were spent during that action. Apply the action's effect.
- If your action was **UNSUCCESSFUL**, take back your pawns and return any unspent additional resources that were required for the action back to where you took them from. Do not apply the action's effect.

REMEMBER: Supplies from the General Supply paid as the action cost are spent even if your action was unsuccessful.

REMEMBER to always check on the Facility tile all modifiers and penalties that may influence resolving the action:

- **BROKEN PARTS** modify actions
- **MODIFIER TOKENS** modify actions
- Player's **CONDITION TOKENS** modify actions
- **ROI TILES** modify actions

1. Events

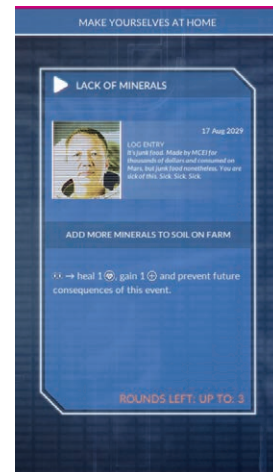
- Each round there is a new special action dedicated to this round's Event available for the players. It is called the **EVENT ACTION**
- A Event action is presented in the app
- Each event action has a specific cost presented in the app.
- Each event action has a specific reward for the players presented in the app
 - ① Some Events have information about new Objectives instead of an action. Check the Mission Log to see what Objectives have been added.
 - ① In rare situations an Event may have no Event Action.
 - ① **REMINDER:** Event actions don't have a type. This means you can an AOM's action pawn to do it (unless it's stated otherwise in the app).

Round limit and future consequences

- Each event action has pre-constructed future consequences. These are additional bad events that may happen in following rounds
- If an event action is fulfilled, future consequences are erased from the game
- If an event action is not fulfilled, at the end of the round the app randomly chooses if future consequences will happen in the following round
- Players have up to 3 rounds to take an event action. After that time, the event and its future consequences are removed from the game
- Future consequences - when occurring - will be presented at the beginning of next event phase with a red background

During the action phase, when you take the Event action, resolve the action as instructed in app and click **DONE**.

When you don't take the Event action, or if you just want to read the Event without taking the action, click **CLOSE**.



Event Action screen

2. A Quiet Place (REST)

- Take this action to **GAIN 1 MORALE TOKEN**.
- To take this action you must spend 1 action pawn.
- Players cannot put Shutdown tokens on the A Quiet Place Facility.
- Any number of action pawns may be spent on this action.

Example: A Quiet Place with a pawn on it.



3. Crew Quarters (UNWIND)

- Take this action to **INCREASE MORALE BY 1** or **DECREASE STRESS BY 6**.
- To take this action player must spend 1 action pawn.
- Any number of action pawns may be spent on this action.
- You can use some action pawns to increase Morale and some to decrease Stress in the same round.
 - ① You cannot increase **MORALE** above 3.
 - ① You cannot decrease **STRESS** below 00.

Example: Crew Quarters with 2 pawns on them:



4. Med Lab (HEAL)

- Take this action to heal 1 **WOUND** or discard 1 **CONDITION TOKEN**.
 - To take this action you must spend 1 action pawn and 1 Medic pawn to assist.
 - The Medic astronaut needs only 1 of her pawns to take this action on herself.
 - When you Heal a wound, ignore the 🩹 icon when you skip it.
 - When you Heal a Condition token, discard it and shuffle it back into the stack.
 - **IMPORTANT:** A Condition token still affects you until the end of the phase in which it was discarded.
- ① If you have the Auto-scanner Upgrade, you do not need a Medic action pawn to assist.
- ① **REMINDER:** Events cannot force you to discard the Auto-scanner upgrade in a 1, 2 or 3 player game
- ① **IMPORTANT:** Since there are only 2 Medic pawns in the game, you can take this action only twice per round (unless you have Auto-scanner Upgrade)

Example: Med Lab with a Medic pawn (Medic can Heal himself):



Example: Med Lab with a Medic pawn Healing Geologist pawn:



5. Control Center (MANAGE)

- Take this action to move a red marker on a chosen MALFUNCTION TRACK down 1 space
-
- ① The minimum value on a Malfunction track is 0.
- To take this action spend 1 action pawn
 - You can take any number of Manage actions in one round. Each of these actions may move a red marker on a different Malfunction track
 - **IMPORTANT:** You cannot use the Manage action to change a red marker in the Malfunction Box.

Example: A Control Center with a pawn:

- With the Upgrade in the Control Center (the Warning Systems) you can move a red marker on a chosen Malfunction track down 2 spaces.



6. Garage Hall (EXPLORE)

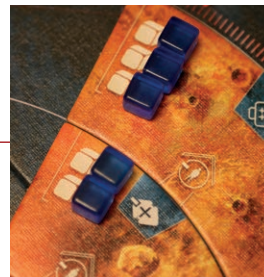
- Take this action to draw a random ROI (Region of Interest) tile from the corresponding stack (ring 1, 2, or 3) and place it face up on the explored space
- To take this action you must spend 1 action pawn (and roll 3 green dice) or 2 action pawns (and the action is automatically successful)
- **IMPORTANT:** Each ROI tile increases the cost of the action (see the DISTANCES AND MOVEMENT).
- When a space is successfully explored, draw a random ROI tile from the corresponding stack (ring 1, 2, or 3) and place it face up on that space.

Example: A pawn and the Froggy placed to Explore:



After you place ROI on a board, you must:

- Place as many samples on that ROI, as there are 🏠 icons



- Draw 1 POI TOKEN and put it in Available area of the Cargo Bay for each POI icon (📍) on that ROI



- Resolve 🚫 effect if there is one in that particular mission



- **IMPORTANT:** The ROI'S TERRAIN'S EFFECT (if any) does not affect you in the round when that ROI is explored and the tile is placed, but it applies in all future rounds.
- **REMEMBER:** You can use Froggy or Scorpio to decrease cost of the Explore action.

① Players **do not** have to use rovers to Explore

- **REMEMBER:** You can only Explore a space adjacent to an already explored space (or the HUB).

ACTIONS > 6. GARAGE HALL (EXPLORE) (2/2)

- **IMPORTANT:** If two or more ROI has the same feature, you resolve it only once.
- If there is a Shutdown token on the Garage Hall Facility you cannot use rovers for the Explore action. You can use Scorpio though for Research, Gather, and Build actions.

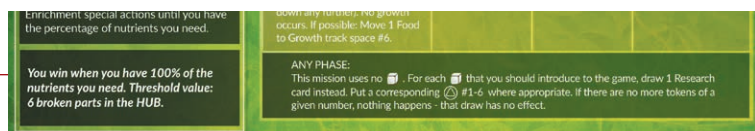
POI tokens

POI (Point of Interest) tokens are special finds that you can discover on newly explored ROIs (the 📍 icon).

Each POI token has its effect written on it or there is one of these icons: 🌀/🌀/🌀. These icons refer to mission-specific finds; consult the mission sheet to see what effect a given POI token has.



Mission POIs example:



When you gain a POI token, put it in the Available area of the Cargo Bay — they are immediately ready to use.

- Unless stated otherwise, each POI token can be used only once — discard it when used.
- When a POI token gives you something — a sample or a spare part, for example — you can replace it with the described reward at any time.

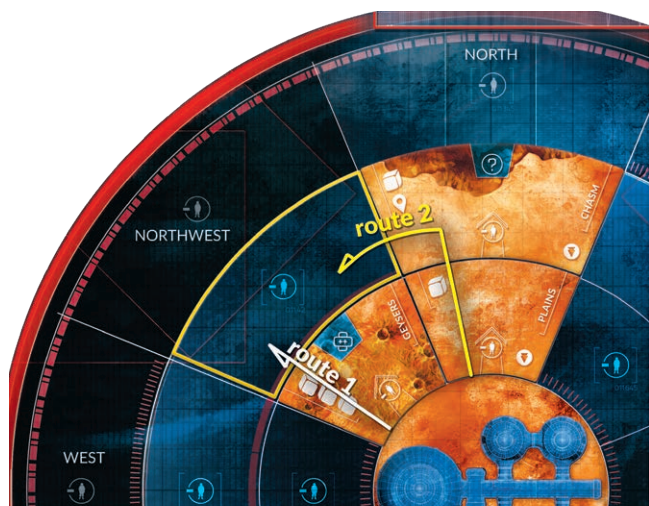
Distances & Movement

- Each time you take **any action outside the HUB**, you **MUST** increase the cost of the action based on the distance from the HUB.
- Whether it is Explore, Gather, Build or any other action, you must increase the **COST** based on the **DISTANCE**.

Routes

- Unless this is changed by an in-game effect, you always start your movement at the HUB.
- To get to a particular ROI tile/space, you need an uninterrupted and explored path leading to that tile/space. If there is more than one way, you decide which route to take. The cost of the movement depends on the chosen route.
- Each ROI tile/space requires you to spend an extra pawn, additionally there can be 🧑‍🚀 tokens on the tiles you move through and/or penalties shown on the ROI tiles (Mountains for example). You must spend all required pawns to reach your target ROI.

*Example: If you want to **explore the ROI marked in yellow**, you may choose one of 2 routes. Route 1 is shorter and requires using 1 additional pawn and taking 1 Wound (the 🧑‍🚀 and 🧨 icons on the Geysers tile). Route 2 is longer, requires 2 additional pawns (the 🧑‍🚀 icon on Plains tile and on the Chasm tile) and resolving an Adventure (❓ icon on the Chasm tile), but you may consider using it if you want to avoid getting a Wound.*

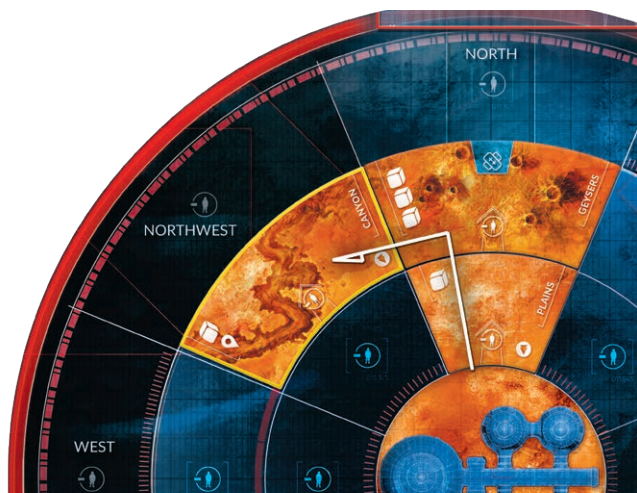


- Each ROI tile/space may have additional **PENALTIES** such as, taking a wound or losing morale. Resolve these effects of all the already explored tiles/ spaces along the way when you complete the action — including the one you end your movement at, and also the one you start your movement from (unless it's the HUB). These penalties are not requirements, but you must pay them if you are able. Please note that the 🧑‍🚀 penalty was already applied with the movement cost.
- If you don't have enough action pawns to complete an action (because of the distance), then you cannot take the action. You are not allowed to travel part of the way this round, and the rest of the way next round.

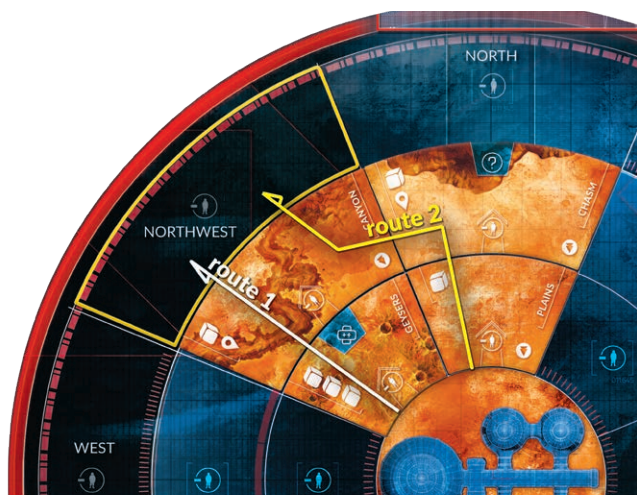
DISTANCES AND MOVEMENT 2/2

In this example, you want to **build a mission item in the area** marked yellow, R2-NW. Let's assume you have the required spare parts. A regular Build action in the Working Bay would cost you 1 pawn (and rolling brown dice to determine the outcome) or 2 pawns (and the action would be automatically successful). So far, not many tiles are explored and there is only one way to get there. You must spend three additional pawns to reach the ROI. You must add these to the regular action requirements: The action costs you 4 pawns (if you want to roll the brown dice) or 5 pawns (if you want your action to be automatically successful). After completing your action, you suffer one wound from R2-N.

- ① Remember you can use Scorpio to help you in the Build action outside the HUB - this way you need 3 or 4 pawns respectively.



In this example, you want to **explore the ROI marked yellow**, R3-NW. The white route is shorter, but the yellow one is potentially safer – you do not have to drive near the Geysers, which saves you from suffering a wound. There are three 🧑 icons on the previously explored tiles on your way and a fourth one on the space you want to explore. So to take this action, you can use 5 pawns and roll the green dice, or use 6 pawns to succeed automatically without rolling the dice. Because you move through the Chasm, the player whose pawn is at the top of the stack must also resolve an Adventure (the assisting players do not).



In this example, you want to explore the ROI. The route goes through a ROI that forces the player to roll the green Wound die (🎲)! The Player rolls and unfortunately he rolls a wound! The rover is now broken. This happens at the end of their action though, they have reached the ROI. Apply all of the additional effects - decrease morale and break the rover.



7. Probe Bay (GATHER)

- Take this action to gain 1 Sample or 1 Objective token from a chosen ROI
- To take this action you must spend 1 action pawn (and roll 3 gray dice) or 2 action pawns (and the action is automatically successful).

Example: the black player is using her 2 Pawns to pick up a Sample.



- When you successfully resolve this action, take whatever you gathered and place it in the Pending area of the Cargo Bay. It becomes available to you at the end of the round
- **IMPORTANT:** Remember to increase the cost of the action by a distance to chosen ROI
- **REMEMBER:** You can use Scorpio to decrease the cost of the Gather action

Example: using the Scorpio to pick up a Sample.

- You can only perform a Gather action on explored ROIs
- When you declare the action, put action pawn(s) on the chosen ROI next to the item you are attempting to Gather (sample or Objective token).
- You may gather only one item with each Gather action, regardless of how many tokens are on the ROI.
- Just like when Exploring, you must still pay all penalties (**WOUNDS**, **ADVENTURES**, etc...) for each tile you move across (and end on) when you take the Gather action.



8. Lab (RESEARCH & PLANTING)

The Lab Facility allows you to take two different actions:

- Research action
- Plant a new seed action

Research Action

- Take this action to Research a sample (move it to Examined or Discovery space)
- To take this action you must spend 1 action pawn (and roll 3 blue dice) or 2 action pawns (and the action is automatically successful).

When you declare this action to examine a sample, use the Research box on the board:

IF YOU WANT TO EXAMINE A SAMPLE FOR THE FIRST TIME:

Take 1 sample from the Cargo Bay and place it on the left space of the topmost empty Research track together with your pawn(s).



IF YOU WANT TO EXAMINE A SAMPLE FOR THE SECOND TIME:

Place your pawn(s) on the research track where that sample is.

Resolving

When you successfully resolve the Research action, move the examined sample to the Examined space (if it was examined for the first time) or to the Discovery space (if it was examined for the second time).

In the campaign mode, you need Discoveries to gain new **SKILLS** for your astronauts.



- ① The number of Research tracks is unlimited. If you need more than 3 tracks, place your next samples below the Research box.

Planting New Seeds

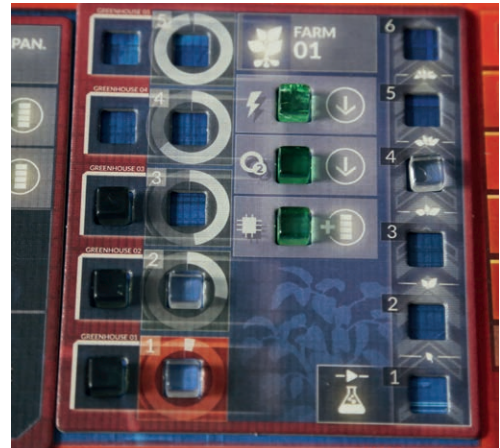
Your **FARM** consists of up to 5 Greenhouses — a **BLACK MARKER** in a Greenhouse slot indicates that Greenhouse is built.

Example: A Farm with 3 Greenhouses built:

Both seeds and plants are represented in the game by **WHITE MARKERS**.

- A white marker in a Greenhouse (the 1-5 track on the left) is a fully grown plant (each Greenhouse can have 1 plant).
- A white marker on the 1-6 Growth track on the right is a growing seed; it does not provide any food until it is fully grown and moved to an empty Greenhouse.

In the example, 2 Greenhouses have fully grown plants, and there is a growing seed on slot #4 of the Growth track.



If the Farm is not full already (there are less white markers than black markers), you can plant a new seed if you have one. Eventually, it will grow into a plant and provide an additional food portion during each Production phase.

- You can only plant a new seed if you currently have a seed in the cargo bay. Not all missions allow you to plant seeds.

Declaring

This action requires **1 pawn** (if you want to roll the blue dice to determine the outcome) or **2 pawns** (if you want your action to be automatically successful). When you declare this action, take 1 seed from the Cargo Bay and place it with your pawns on the Research action space of the Farm.

You can take only one such action per round.

Resolving

When you successfully resolve this Action, insert 1 white marker into slot #1 of the Growth track and discard the seed.

There can be only one seed in any slot of the Growth track, but more than one seed may grow on this track simultaneously, as long as you have enough Greenhouses built to accommodate them.

In 6 rounds, the seed you planted will be fully grown and will provide an additional food portion per round.

9. Working Bay (BUILD)

The Working Bay allows you to take the Build action. You may use this action to repair broken equipment, install **UPGRADES**, or to create mission-specific items.

Repairing broken equipment

If you want to repair broken equipment (replace a red status marker with a green one), you can do this in two ways:

- Use a spare part
- Switch matching parts between two Facilities

The repaired equipment becomes fully operational at the end of the Action phase during which it was repaired.

DECLARING

This action requires **1 pawn** (if you want to roll the brown dice to determine the outcome) or **2 pawns** (if you want your action to be automatically successful). Add any additional pawns for distance if this is done outside the HUB.

Together with the pawns, place any additional resources required for that Build action:

IF YOU USE A SPARE PART:

Take a corresponding spare part from the Cargo Bay and place it together with your pawns where you want to make the repair.

IF YOU SWITCH PARTS BETWEEN FACILITIES:

Take the green marker from where the working part is being removed and place it with your pawns where you want to make the repair.

- ① The part you took the marker from is immediately considered broken (its cost/penalty applies), but the part you repaired becomes operational only at the end of this Action phase.
- ① When you repair a Facility you can take a matching part from any other Facility. It does not have to be in the same block. For example, you can use a part from the Med Lab to repair the Garage Hall.

ACTIONS > 9. WORKING BAY (BUILD) 2/4

RESOLVING

When you successfully resolve this action:

- If you used a spare part: Replace the red marker with a green one where you did your repairs. Discard the spare part token.
 - If you switched a part between Facilities: Move the red marker from what you repaired to where you took the corresponding working part from. Put the green marker (the one you had with your pawns) in the place of that red one.
- ① If it was not successful, return the green marker to the facility the part was taken from

Repairing rovers

You can use the Build action to discard topmost token from the Depot.

For example the Blocked token near the Froggy.

DECLARING

This action requires **1 pawn** (if you want to roll the brown dice to determine the outcome) or **2 pawns** (if you want your action to be automatically successful). Place your pawns in the Depot, next to the rover you want to repair.

RESOLVING

When you successfully resolve this action, discard 1 token from the x space of that rover.



Upgrades

Facilities can be upgraded. The game comes with many **Upgrade cards**, but not all of them may be available in a given mission.

When you set up a mission, the app specifies how many and which upgrades are available during that mission.

Each upgrade is compatible with only 1 Facility (as indicated by the icon in the bottom right corner of each card). The effect of installing a given upgrade is always printed on that Upgrade card.

Example: An Upgrade card with all tiles and tokens it can provide (spare part tokens on the left, Upgrade tile on the right side):



DECLARING

This action requires **1 pawn** (if you want to roll the brown dice to determine the outcome) or **2 pawns** (if you want your action to be automatically successful). Place the pawns on the Upgrade card you wish to install.



RESOLVING

When you successfully resolve this action, remove the Upgrade card from the game. Place the corresponding Upgrade tile in the Pending area of the Cargo Bay. It becomes operational at the end of the round.



Disassembling

Each Upgrade card has two of the following symbols on it: ⚡, ⚙, ⚙, or ⚙. If a given Upgrade card is available to you but you don't intend to install it, you can return it to the box and take the two indicated spare parts instead.

Place them in the Available area of the Cargo Bay — you can use them right away. This can be done at any time during a round and is not considered an action.

You can also replace a green status marker in any of the Facilities for a red one — take the corresponding spare part and place it in the Available area of the Cargo Bay — you can use it right away.

- ① This is not an action but can only be done at the beginning of the Action phase (before declaring any action).
- ① Whether you build or scrap an upgrade card, it is never replaced with a new one. You only get two per game (unless a mission tells you otherwise).

Removing the Shutdown tokens

- To discard a SHUTDOWN TILE, spend an action pawn and flip the tile on the front side.
- Resolve the effect on the front of the tile immediately.
- Each Shutdown tile provides an instruction on what to do to discard it.
- When a Shutdown tile is discarded, shuffle it back into its stack.
- Ignore any Facility tiles with Shutdown tiles on them during the Cleanup Phase.
- If you don't have enough Energy / Oxygen as required on the Shutdown tile, the action is not successful. You don't spend any resources because you can't attempt it further once you know exactly how much you need.
- You can spend any number of action pawns to declare any number of Remove Shutdown actions on one Shutdown tile. If one of the actions successfully removed the Shutdown tile, the rest of the pawns return to the astronauts without being resolved.
- If there is no Energy/Oxygen left in the General Supply, there is no way to remove a Shutdown tile.
- It takes 1 pawn to perform the action
- You can use AOM for this action.

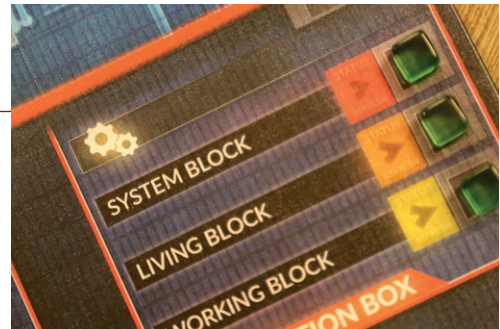


V. Malfunction



In the Malfunction phase, you roll the Malfunction dice and resolve their effects, adding their results to the current Malfunction tracks.

There's a **MALFUNCTION TRACK** on the right of each Facility Block. Each track has 6 spaces numbered 0-5.

The **MALFUNCTION BOX** in the bottom right corner of the main board tells you which Facilities are in danger of malfunction.



To resolve the Malfunction phase:

- First, assemble your pool of Malfunction dice for this round. Consult the mission sheet to see which Malfunction dice (if any) must be rolled.
- You only add/roll a die once, even if it's on the mission sheet and the Malfunction box has a red marker.
- Roll all dice from this pool.
- Then, for each Block: add +1 for each active  penalty in that Block to what you rolled on the corresponding die.
 - ① If you didn't roll a given die, the base result for that Block is 0, but you must still add all active  penalties from that Block.
- Next, accordingly - move the markers up their tracks by the number rolled on the corresponding dice.
- Finally, resolve the effects of the Malfunction tracks, if any were triggered.

Whenever Malfunction reaches or should pass 5, draw 1 Malfunction card from the corresponding Malfunction deck, resolve its effect, put the card in a face-up discard pile next to its deck, and reset the track to 0.

You cannot go above the 5 space, ignore any modifiers increasing the Malfunction level for that track until resolving its effects.

Additionally, if the next Block in sequence has a green marker in the Malfunction box, change it to red: Working Block -> Living Block -> System Block -> Working Block.

MALFUNCTION (2/2)

For example, if the marker lands on space 5 of the Living Block Malfunction track and the System Block has a green status marker in the Malfunction box, change that status marker to red.

Example 2: If the malfunction track is at 4 and we have to add to it 3, it just goes to 5 (maximum). Draw malfunction card and then reset it to 0

If you ever run out of Malfunction cards in any deck, shuffle the corresponding discard pile to form a new deck.

After resolving the consequences of the Malfunction phase, move the white marker on the Round Order track down 1 space and proceed to the Clean-Up phase.

Resolving keywords

Each Malfunction card has a pair of keywords on it.

For example: Complication. Lab.

When you're asked to resolve a card with a certain keyword, draw cards one by one until you encounter the one you need.

For example, if you need to resolve 1 Living Block Obstacle card, draw successive Living Block Malfunction cards until you encounter one with the Obstacle keyword on it. Resolve that card, discard all the others.



Malfunction dice colors

Malfunction dice, just like action dice, are color-coded. This helps you quickly identify which die corresponds to which Facility Block.

But there is more to it than that. Yellow, orange, and red indicate increasingly more deadly consequences of the respective Block's Malfunction. If you can, attend to the System Block first — if these Facilities remain broken, the dangers can quickly become too much to handle.



VI. Clean-Up

In the Clean-Up phase:

- In each Facility: Discard the tokens (if any) from the ! space and move the **topmost** token (if any) from the >> space to the ! space.
- Move everything from the Pending area of the Cargo Bay to the Available area of the Cargo Bay. If there are any Upgrade tiles here, move them to their respective Facilities.
- Move the white marker on the Round Order track back to the top space.
- Discard all black markers from the skills used this round; any Skill cards used are flipped back face up.
- Pass the First Player token clockwise to the next person.
- Move the white marker to the next space of the Sol Counter on the mission sheet.

The First Player clicks the *Next Round* button in the app and it will tell you if the mission has ended. If it didn't, a new round now begins.

- In the Clean-Up phase players do not remove Modifier tokens from any ROI (unless precisely instructed by mission special rules of special game effect).
- If there is a Shutdown tile on a facility tile, do not move any markers on the facility tile. Those tokens remain in place.

Modifier tokens

Modifier tokens trigger a number of in-game effects. They can, for example, force you to use an additional pawn, or to reroll a success die.

Whenever an effect introduces a new Modifier token into play, you will be instructed where to put this token.

Modifier tokens do not act retroactively — they cannot influence an action that was already declared even if it hasn't been resolved yet. They do apply, however, to all future actions until the end of the phase in which they've been discarded.

- If there is token on >> or ! space in Facility and game effect instruct you to put token on that space, put it on top of existing token.

Modifier tokens explanation



Blocked.

- **FACILITY:** This Facility cannot be used this round.
- **ROVER:** This Rover cannot be used until repaired.




Increases the cost of the action taken in a place with such token by 1 pawn.



Resolve a corresponding Adventure when you take this action (does not affect assisting players).

- Green - Explore
- Gray - Gather
- Blue - Research
- Brown - Build




If you needed to roll a Success die for this action and rolled a , you must reroll it once. Only the result of this second roll applies.




You must suffer 1 wound when taking this action (does not affect assisting players).



Whenever you use a rover, roll the green Wound die at the end of the Action phase. If you rolled a , that rover is damaged — add 1 Blocked token to the x space of that rover. You must take the Build action on that rover to repair it.

ROIs effects



Whenever a rover drives to or through this ROI, roll the green Wound die at the end of the Action phase. If you rolled a , that rover is damaged — add 1 Blocked token to the x space of that rover. You must take the Build action on that rover to repair it.



The outer edge of this ROI is impassable — you can go left or right, but you cannot go directly to the more external ring from this ROI.



Whenever you go to or through this ROI, resolve an ADVENTURE (does not affect assisting players).



Whenever you go to or through this ROI, decrease MORALE by 1.



Whenever you go to or through this ROI, suffer 1 WOUND (does not affect assisting players).



You need 1 pawn more for any action involving this ROI.



Ending the Game

Players win and lose together. There are several possibilities:

Victory

- You succeed in your mission if you complete all the **MANDATORY MISSION OBJECTIVES** before the end of the game.
- If the mission has a **THRESHOLD VALUE**, you must be at or below that Threshold.

Defeat

You all lose when:

- At least one of the astronauts dies.
- You run out of time: You failed to complete all of the mandatory mission objectives by the end of the mission.
- You do not meet the Threshold value at the end of the mission (if a mission requires a Threshold).

1-3 PLAYERS


1-3 players

The following changes are introduced when there are fewer than four astronauts in play:

- Begin the game with the Auto-scanner Upgrade tile already in play. Discard the Auto-scanner Upgrade card (so that you don't draw it during setup).
- The Auto-scanner is not considered an upgrade and cannot be removed by an in-game event.
- If there are 3 astronauts in play, for each mission you can choose 1 AOM to help you. Take its card and its pawn.
- If there are 2 astronauts in play, for each mission you can choose 2 AOMs to help you. Take their cards and pawns.
- If you play solo, use 2 chosen astronauts. All AOMs are available to help you, but in each round you can use no more than 2 of them. You may choose them during each round, as you see fit.

Also, many missions have a different number of rounds if they are played with less than 4 players.

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