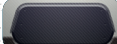




### GAMEPLAY

1. Do as many actions as you wish
2. (optional) Launch a Mission
3. Refill your Hand

### ACTIONS

#### ● BUYING CARD FROM THE DISPLAY

Pay the indicated cost    with:

- *items listed on cards from your Hand*



Computer



Composite  
Materials



Biotech-  
nology






Science  


and/or

- *achievement tokens you have on player board.*



Any of the three resources

( or  or ) you can use once per turn  
(do not discard it after use, flip it)



\$20 you can use once per

turn (do not discard it after use, flip it)

Put all used and bought cards into your Playing Area.  
Immediately draw a new card to replace it on the display.

**LIMIT:** You can buy only one Engine card per turn.

Threat card's price rises during the game, for each player individually, as indicated on the Victory Track.

#### ● PLACE CARDS ON

- *Mission Plan (one card)*  
Pay **\$10**. Cards with monetary value can pay to put themselves as well as other cards.
- *Launch Pad (only if there is a card on Mission Plan)*  
Pay **\$10** per each card placed. Cards with monetary value can pay to put themselves as well as other cards.  
You can pay for multiple placements with single card.

Restrictions:

You cannot place any card that does not have any item (e.g. Threat card).

▶ You cannot place more than one Asset card with the same name.

▶ You cannot divide money from one card or Achievement token between buying cards and placing cards.

#### ● DISCARDING CARDS

You can discard any cards from your Hand and from your Launch Pad.

You can also discard your Mission Card from your Mission Plan (with all cards from your Launch Pad being discarded as well).

# LAUNCHING A MISSION

## 1. CHOOSE YOUR DESTINATION



Earth



Moon



Mars

## 2. COUNT ROCKET POINTS FROM



- cards on your Launch Pad and
- your Achievement tokens







Rocket points

If the sum is lower than required, then the mission cannot be launched and your turn ends immediately. Otherwise, proceed to the next step.

## 3. ADVANCE THE ROCKET TOKEN

Advance one space for each  when you fly to ,

 when you fly to ,

and  when you fly to .

Moreover you can advance one space for every unused Science token.

You may apply any of the *during launch* effects from cards in your Launch Pad.

## 4. SHUFFLE THE MISSION SUCCESS DECK

## 5. DRAW MISSION SUCCESS CARD

- Advance the Rocket token as many spaces and indicated on the card. Then decide to:
  - ▶ Continue Mission (draw another Mission Success card up to the Destination limit)
  - ▶ Abort Mission – discard cards from Launch Pad equal to one less than number of Mission Success cards drawn.

- After drawing all Mission Success cards:

- ▶ If you **fail** to reach the target number of spaces

$$\text{Earth} = 8, \text{ Moon} = 10, \text{ Mars} = 13$$

you must discard all cards from your Launch Pad.

- You can leave or discard your Mission card.

- ▶ If you succeed, you gain the Achievement token and put mission token on the corresponding space on the board. Add VPs.
- ▶ Mission card is removed to Junkyard and all cards from the Launch Pad are discarded.

## 6. RETURN THE ROCKET TOKEN TO THE '0' SPACE ON THE MISSION TRACK.

## END OF TURN

- Move all cards from Playing Area to Warehouse.
- Draw cards from HQ to refill your Hand (6 cards\*).
- If there are not enough cards in your HQ, draw as many as you can and reshuffle your Warehouse to form a new face-down HQ deck.

\* You can increase your max. Hand size with Achievements.