ROCKETMEN
TARGET: JUPITER

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Target: Jupiter is an expansion for Rocketmen. It quickens the pace of the game and expands its horizons to the Galilean moons of Jupiter – each fabulously rich in opportunity, if you can reach them.

The expansion offers three new features for Rocketmen (hereafter referred to as the "base game").

- **Jupiter** – a fourth Destination for you to target, with five Locations.
- **Research & Development** – a new action granting bonuses to help you complete even the most challenging missions.
- **Benefit and Advisor cards** – two new types of cards that offer alternative options and more variety to the base game.

Target: Jupiter also introduces a new solo mode, new rules around removing cards from the display, and a new board and components to support the new features and changes.

Go all out to be the first to Ganymede? Use R&D to develop the most sophisticated rocket? Hire advisors to gain an edge over the competition? Success is in your hands in the race to Jupiter!

COMPONENTS

1 Game Board

Pieces

- 1 Jupiter (1VP) token
- 4 Insight tokens
- 16 Achievement tokens (Computer, Biotechnology, Composite Materials and Science)
- 8 two-sided $10 achievement tokens in 4 different colors (2 per player)
- 20 Success tokens – 12: [1] and 8: [2]
- 4 Success Jupiter tokens
- 20 mission tokens in 4 different colors (5 per player)
- 4 AI R&D tokens

Cards

21 Benefit cards

6 Advisor cards
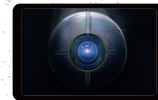
5 Solitaire cards

+Base game replacements:
165 cards

Replacement cards for the base game

To account for changes in the card finish between the different printings of the game, and amendments to certain base game cards (see below), you should replace all the base game cards with the cards provided with this expansion.

The following base game cards are amended by this expansion:

- All *Space Hotel* Mission cards (2 cards per player)
- All Personal Goal cards
- The *Detailed Planning* Asset card

SETUP

Use the new game board provided in this expansion (it replaces the base game board).

Set up as per the base game, with the following additions:

1 Replace for each player the $20 achievement tokens with the $10 tokens (provided with this expansion).

2 Place 1 mission token of each color in the first space of each Research & Development track.

3 Place the green achievement tokens (Computers, Composite Materials, Biotechnology, Science), the Success Jupiter tokens **4** and the Insight tokens **5** on the corresponding icons on the R&D tracks. Place as many of each as there are players in the game.

6 Place the Jupiter (1 VP) token on the Jupiter space on the board.

7 Shuffle all the Benefit cards. Draw 4 cards per player (i.e. in a 3-player game draw 12 cards). Separate those cards evenly into two decks. Shuffle one of these decks into the teal Asset card deck, and the other into the pink Asset card deck. Remove from the game any unused Benefit cards.

8 Shuffle and draw as many Advisor cards as the number of players plus one:
- 5 cards for 4 players
- 4 cards for 3 players
- 3 cards for 2 players

Place them face up next to the board in the dedicated spaces. Remove from the game any other Advisor cards.

9 Each player places one **1** Mission Success token by their player board.

PLAYING THE GAME

Changes to the rules

1. **ENDING THE GAME:** The game only ends if a player has achieved the threshold score shown on the victory track. The other two end of game triggers in the base game (relating to the placement of mission tokens) are ignored.
2. **THRESHOLD SCORE:** The threshold score for ending the game is: 4 players = **25 VP**, 3 players = **28 VP** and 2 players = **30 VP**.
3. **MISSION LIMIT:** There's no limit to the number of missions a player can fulfill. If a player runs out of mission tokens, use substitute tokens.
4. **SCORING VPs:** During the game immediately mark all points scored by the players on the victory track, except for VPs from a Personal Goal, Variant cards, and Mission Success tokens (these will be added at the end of the game).
5. **DISPLAY:** Once on their turn as a free action each player may discard one card from the display and replace it with a new card from the deck. The discarded card cannot be a card placed during that player's turn. The discarded cards are placed next to the board.
6. **SPACE HOTEL:** The Space Hotel achievement provides a $10 token (as provided in this expansion), instead of a $20 token in the base game.

The board

The game board adds new areas: Jupiter (the Destination) **A**; Research and Development (R&D) **B**; and suggested spaces to place the Advisor cards **C**.

DESTINATION JUPITER

Jupiter is the fourth Destination in the game. The board represents this with the Mission Track extending out beyond Mars to a 17th space (Jupiter) **1**.

To launch a mission to Jupiter use your mission cards from the base game. Jupiter has five Locations. You can launch any mission to Jupiter that matches a Location icon there: Base **2**, Asteroid Mining **3**, Space Hotel **4**, Spaceship **5**, and Satellite **6**.

To successfully complete any mission to Jupiter, you need to advance 17 spaces along the Mission Track, drawing up to 6 Mission Success cards **7. The number of Rocket points required is listed next to the target Location **8**.**

Unlike in the base game, each of these Locations has only one space for the placement of a mission token (i.e. only one player can reach a Jupiter Location), and **there is no achievement token reward when you place a mission token**, just VPs **9**.

Prior to launching a mission you can advance the Rocket token along the Mission Track depending on the target Location and the items on your Launch Pad and player board. Unlike in the base game, where all the Locations of a Destination use the same item type, Jupiter's Locations have different corresponding item types:
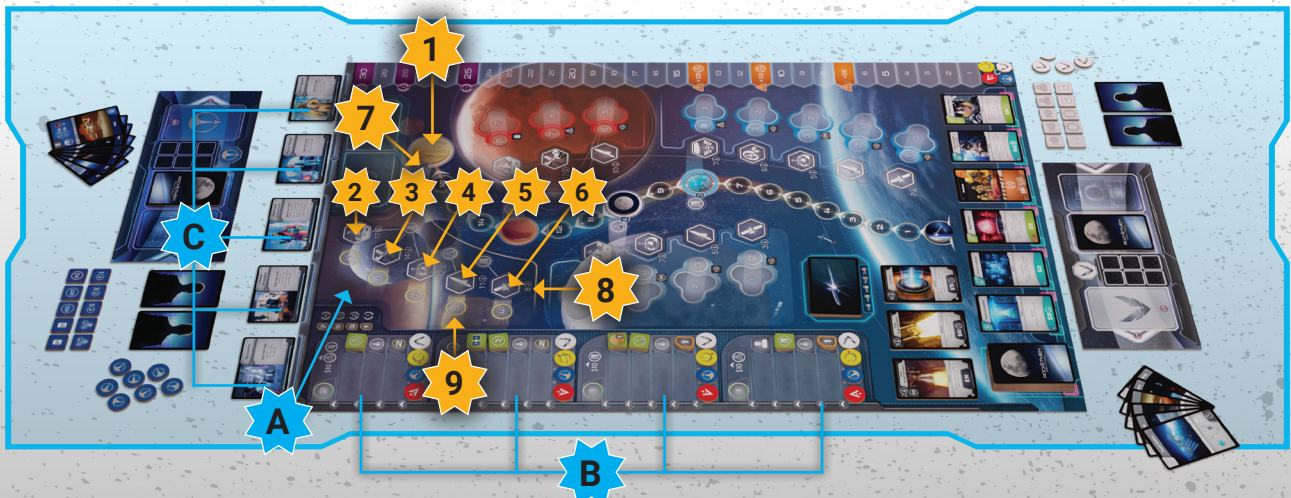
Satellite: **Computers**

Spaceship: **Composite Materials**

Space Hotel, Asteroid Mining, Base: **Biotechnology**

Whoever is first to place a mission token on a Jupiter Location takes the Jupiter token from the Jupiter space and gains 1 VP.

Research & Development

Target: Jupiter introduces a new type of action called Research & Development. On the *Target: Jupiter* board are four tracks representing different areas of research and development opportunity.

Each track has a different investment requirement — a combination of money and items **1**. By paying the indicated monetary and item cost (the same as if buying cards from the display), you move the mission token of your color one space **2** up the track and gain the indicated reward **3**. This reward can be an achievement token, a single-use Mission Success token, or an immediate effect. Only one player's mission token can be placed in the highest space of a track **4**. This space awards an immediate 1 or 2 VPs.

The tracks are not linked — you can advance on each as you prefer. If you meet the requirements, you may advance on multiple tracks as part of the same action, or multiple spaces on the same track, in which case you gain all the rewards from the spaces entered.

R&D rewards

ACHIEVEMENT TOKENS

There are four types of achievement tokens that can be gained. These work the same as achievement tokens gained from missions, and are placed in the achievements area of the player board.

There is no limit on the number of achievement tokens you can have — if you run out of dedicated space on the player board, place any additionally gained tokens nearby.

- 🏺 Gain 1 Rocket token. Use it as per base game rules.
- 🔲🔺🔷🔳 Gain the indicated achievement token. These tokens may only be used to advance spaces on the Mission Track prior to a launch, not to meet other costs.
- 🟩 Gain an Insight token. Prior to launching a mission, you may use it to draw the top two cards from the

Mission Success deck, choose one and discard the other. The chosen card is the first card you draw this launch attempt.

- 🟩 Gain a Success Jupiter token. Prior to launching a mission, if your Destination is Jupiter you may use it to advance your Rocket token one space along the Mission Track.

MISSION SUCCESS TOKENS

🟧🟩 These are single use tokens that are discarded after being played. When you gain them, place them by your player board. When you use a token, you must spend each token as a whole.

During a launch attempt, **any number of Mission Success tokens can be played at once instead of drawing a single Mission Success card.** For each token you play, move the Rocket token a number of spaces along the Mission Track corresponding to the number on the token (1 or 2).

Any tokens that aren't played count towards additional VPs at the end of the game.


Example:
The red player is attempting to launch a Spaceship to Earth's orbit **1**. *She has already drawn 2 of her 3 permitted Mission Success cards for this mission* **2**, *and the Rocket is still 2 spaces away from the Earth's orbit* **3**. *She doesn't want to risk failure, so instead of drawing a third Mission Success card she discards 2 of her tokens* **4** *to advance the Rocket 2 spaces and succeed in her mission* **5**.

IMMEDIATE EFFECT

- 👤 Take an available Advisor card and place it in front of you.
- 🟢1 🟢2 Immediately score 1 or 2 VPs.

*The red player takes a Research & Development action. First, she selects the bottom track. The cost to move up it is $10 and any item (⬛️) **A** . She plays 2 cards, one with $10 and the second with (⚗️) **B** . Having paid the cost, she moves her mission token up one space and places a Mission Success token by her player board **C** . Next, she wants to move up two spaces on the second R&D track. The cost to move a single space is $10 and 1 (🃏) **D** . She plays two cards with a total of $20 and 1 (🃏), and flips her (🃏) achievement token to pay the remaining (🃏) **E** . She moves her mission token up twice. She gains 1 (⚖️) achievement token, placing the corresponding token from her supply onto her player board **F** . Then she gains the (⚗️), taking one of the (⚗️) tokens on the space from the R&D track and placing it on her player board **G** .*
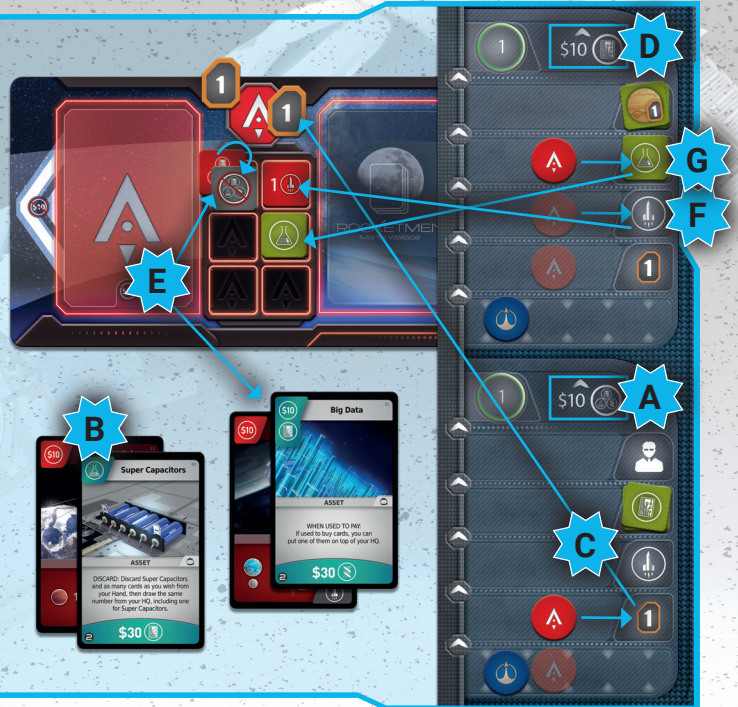
Cards

Target: Jupiter introduces two new types of cards: Benefit and Advisor.

BENEFIT CARDS

Benefit cards are bought from the display. Some Benefit cards have two effects. **During your turn, you can use only one of those effects.** If a Benefit card has to be <u>removed from the game</u> it may be removed from your Launch Pad or from your Hand.

1 Item

2 Card name

3 Card effect (some of the Benefit cards have two effects)

4 Card cost

ADVISOR CARDS

Advisor cards provide you with a bonus effect. If you use this bonus, rotate the card 90 degrees to show it has been used. It cannot be used again until the start of your next turn, at which point rotate back to show it can be used again.

1 Card name

2 Card effect

ENDING THE GAME

The game ends if a player has achieved the threshold score shown on the victory track:

- **25 VPs** for 4 players
- **28 VPs** for 3 players
- **30 VPs** for 2 players

The round this is achieved is played to completion, and then the game ends.

At the end of the game, additional VPs are added to your score from:
1. One of your Personal Goal cards.
2. Variant Cards.

3. Total value of Mission Success tokens* obtained but not used:

   1-2 = **1 VP**; 3-4 = **2 VP**; 5-6 = **3 VP**; 7 = **5 VP**.

Note: It doesn't matter the number of tokens you have, the VP reward is for the combined value on those tokens.

The player with the highest score is the winner.

If there is a tie, the tying player with a mission token on the farthest away Destination, and who achieved the most VPs for completing a single mission, wins (e.g. a player with their mission token on the Jupiter Base Location would win, as no Location awards more VPs than there). If there is still a tie, the player who completed the most missions win. If there is still a tie, the victory is shared.

SOLITAIRE RULES

Setup

Setup as per the solitaire base game, with the following additions:

1. Place 1 mission token of the player's and the AI's color in the first space of each Research & Development track.
2. Add the 5 new Solitaire cards to the Solitaire deck and shuffle it.
3. Place 2 of each of the green achievement tokens (Computers, Composite Materials, Biotechnology, Science) and 2 Success Jupiter tokens on the corresponding icons on the R&D track. **Only place 1 Insight token.**
4. Remove the following Benefit cards from the game: *Mutual Agreement, With A Little Help, Black Market.*
5. Shuffle 4 random Benefit cards into the teal Asset card deck, and 4 into the pink Asset card deck. Remove from the game any unused Benefit cards.
6. Shuffle and draw 2 Advisor cards and place them face up next to the board in the dedicated spaces. Remove from the game any other Advisor cards.
7. Place the 4 AI R&D tokens next to the board.
8. Place one [1] Mission Success token by the player board.
9. Place one [1] Mission Success token by the Solitaire deck. This token belongs to the AI.

Playing the game

Play using the solitaire rules from the base game, with the following exceptions:

After you place an AI mission token on a Destination space (point **1. (c)** in the base game solitaire rules), place an AI R&D token on that space (under the mission token) and on any Destination spaces before that space that do not already have an AI R&D token.

Example: The AI is heading to Mars ⭐1, so place AI R&D tokens on Earth's orbit, the Moon, and Mars ⭐2.

When the AI Rocket token reaches a space with the AI R&D token, remove that token and move the AI mission token on the corresponding R&D track up by one. Earth's orbit is the lowest track (nearest to the display), the Moon is above it, Mars is above that, and Jupiter is the highest track.

AI bonus on the R&D tracks

1 2 Anytime the AI mission token reaches a space with one of these tokens, take the token and place it next to the Solitaire deck (where the **1** token was placed during set-up). The AI does not use them, but gains VPs from them at the end of the game.

Anytime the AI player token reaches a space with this rocket icon, depending on the track, remove one of the following Engine cards from the game:

- **Earth's orbit track:** 1 Small Rocket Boosters
- **Moon track:** 1 Large Rocket Boosters
- **Mars track:** 1 Ion Drive
- **Jupiter track:** 3 different Engine cards (i.e. 1 Small Rocket Boosters, 1 Large Rocket Boosters, 1 Ion Drive)

When the AI mission token reaches the space with one of these tokens, take the token and place it by the AI's Mission Success tokens. Subsequently, anytime the AI starts a new mission, advance it 1 space on the Mission Track prior to a launch depending on the Destination.

When the AI mission token reaches the space with this icon, randomly remove 1 of the Advisor cards from the game.

1 When the AI mission token reaches the space with this token, take it and place it by the AI's Mission Success tokens. Subsequently, anytime the AI starts a new mission and is heading to Jupiter, advance its Rocket 1 space prior to launch. This token has no other effect.

2→1 If the AI mission token reaches the space with this icon and has an active mission, draw 2 cards from the Solitaire deck and advance the AI Rocket on the mission success track by the higher number indicated on the bottom of one of the cards (the number under the mission type). If the AI does not have an active mission, ignore this effect.

1 2 When the AI mission token reaches a space with these icons, the AI immediately scores 1 or 2 VPs.

Ending the game

The game ends if there are no cards on the display, or the player or AI has achieved the threshold of 30 VPs. The round this is achieved is played to completion, and then the game ends.

At the end of the game, award additional VPs for the player and AI from Mission Success tokens, as per the standard game (see page 6).

If you have a higher score than the AI you win, otherwise the AI wins.

Fully immerse yourself in the game by clicking on this QR code – you'll be taken to a Spotify playlist that we have specially curated for when you play Rocketmen.