BRUNO CATHALA AND BRUNO FAIDUTTI
DEREK STENNING

MISSION RED PLANET

RULES



MATAGOT

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2-6 | 60 | 10+

INTRODUCTION

Automated probes sent to the Red Planet just transmitted the first results of their analysis. Their data revealed and abundance of mineral ressources on the red planet, among which two hitherto unknown kinds of ores: Celerium and Sylvanite. Celerium has the capability to become a combustible energy source that is one thousand times more powerful than modern engines, thus paving the way for exploring the rest of the solar system. Sylvanite, a material more dense than anything found on Earth, holds untapped potential of its own.

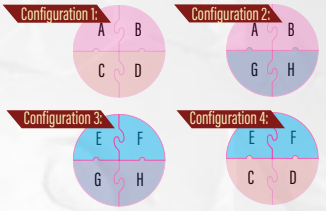
The probes also found higher than planned quantities of ice on the planet's surface. It could thus be used to create an atmosphere, allowing the planet to be fully colonized. You are the leader of a mining corporation, and cannot allow those resources to escape from your hands. Taking control of the main deposits on the Red Planet before your rivals is imperative. From your cosy offices in Beijing, Moscow or New York, your journey cannot wait any longer... to Mars!

ROUND TRACKER

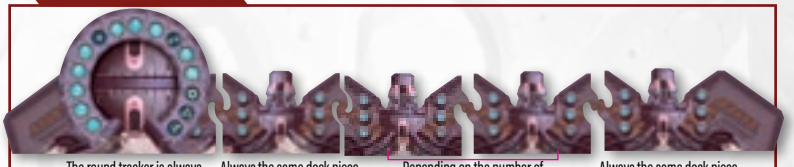


MODULAR GAMEBOARD

Assemble the 4 parts of Mars using one of the 4 following configurations:



ASTROPORT



The round tracker is always placed first on the left

Always the same dock piece after the round tracker (marked as "2" on the back)

Depending on the number of players, there can be up to 4 intermediary dock pieces

Always the same dock piece on the right of the launchpad (marked as "last" on the back)

GAME OVERVIEW

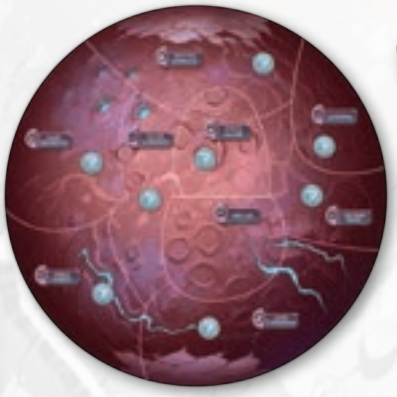
In Mission: Red Planet, two to six players assume the roles of Mars-bound mining corporations in a futuristic universe. Players send astronauts to explore various zones of Mars, compete for majority in their zone, and mine the planet's valuable resources.

OBJECT OF THE GAME

Players can gain points in several ways, such as by mining resources and completing mission cards. At the end of the game, the player with the most points wins.

COMPONENTS

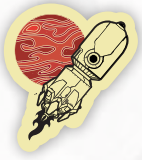
Game Board of Mars



Lost in Space Memorial



First Player token



Round Tracker and Launchpad (to assemble in order)



Phobos



20 Destination Tokens



11 Resource Tokens



5 Ice | 3 Sylvanite | 3 Celerium

132 Figurines



22 dans chaque couleur

86 Point Tokens



40 Ice | 23 Sylvanite | 23 Celerium

36 Ship Cards



54 Specialist Cards



9 for each color

1 Global Mission Card



29 Event Cards



12 Missions | 13 Discoveries | 4 Actions

SETUP

1 **Assemble Game Board:** It consists of the modulable Red planet of Mars as well as Phobos and the Lost in Space Memorial.

2 **Construct Launchpad:** Connect dock pieces so that there are a number of docks equal to the number of players. One of these docks (with "2" on the back) must be attached to the Round tracker on the left, and another one with the end cap to the right-most extremity.

3 **Prepare Supply:** Place the destination tokens within reach of all players, and sort the point tokens into piles by type. Place the "Ice Monopoly" global mission card faceup near the supply.

4 **Prepare Ships:** Shuffle the ship cards to create the ship deck and place it near the launchpad. Draw a number of ship cards equal to the number of players in the game and place them faceup, one ship at each dock of the launchpad.
If a drawn ship has an unknown destination (?), replace it with a new card, shuffling the unknown destination ship back into the ship deck. At least one of the ships must be bound for Phobos. If a Phobos-bound ship has not been drawn, place a Phobos destination token on the ship at the rightmost dock.

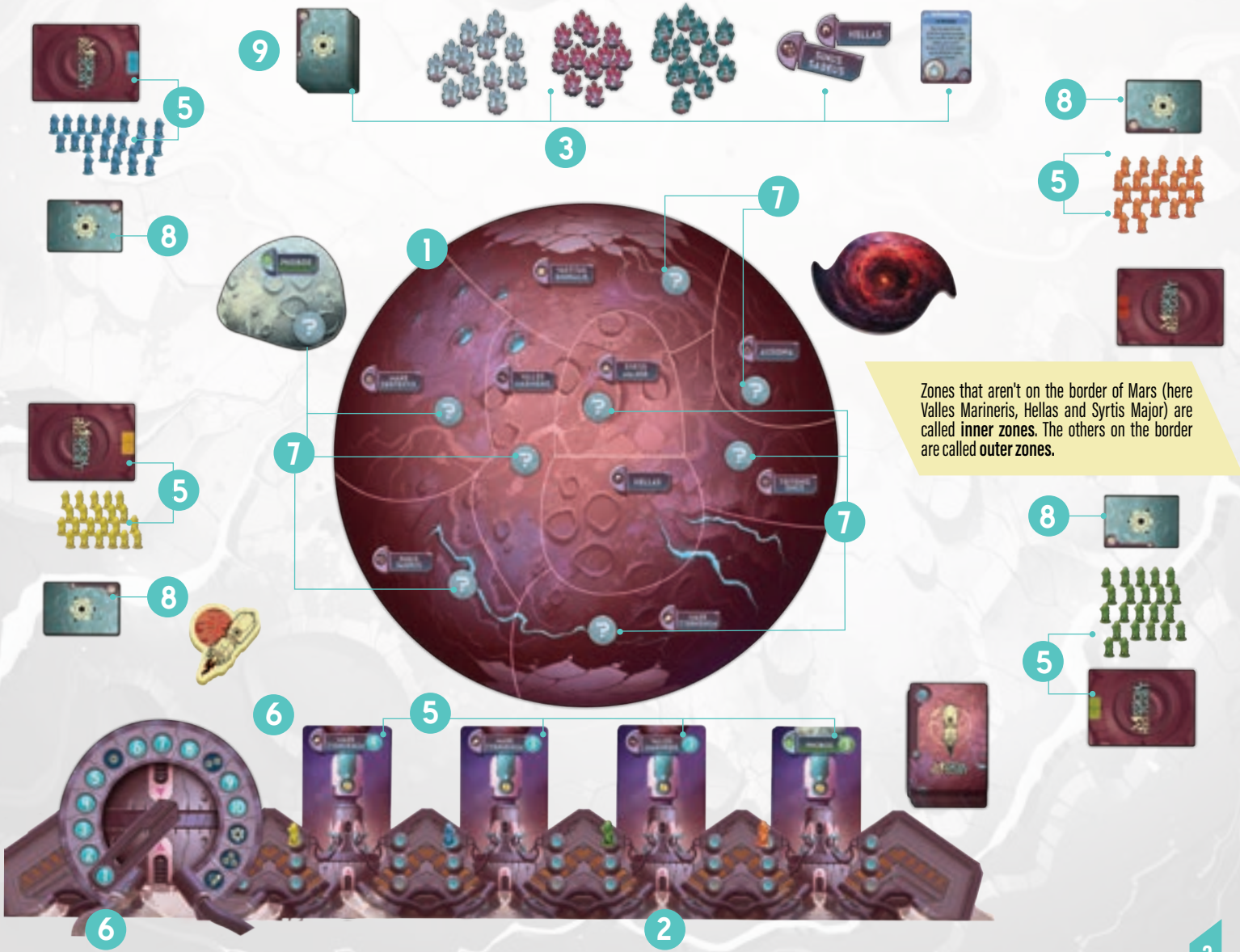
5 **Choose Colors:** Each player chooses one color to use for this game. They gather the nine specialist cards and all of the plastic astronauts of that color. Their starting hand of cards contains all nine of their specialist cards.

6 **Place Starting Astronauts:** Take one astronaut from each player and randomly place one on each ship at the launchpad. The player whose astronaut is on the left-most dock is the first player. They take the first player token as well as the round tracker, setting it to "1."

7 **Place Resources:** Randomly place one resource token facedown in each zone of Mars and on Phobos. There will be one resource token remaining, which is placed facedown near the supply.

8 **Deal Starting Mission:** Shuffle the mission cards and deal two cards to each player. Each player chooses one card to keep, placing it facedown in their play area, and places the unchosen card facedown on top of the undealt mission cards. Chosen mission cards remain hidden from other players until the end of the game.

9 **Create Event Deck:** Shuffle the discovery cards, the action cards, and all remaining mission cards together to create the event deck and place it facedown near the token supply.



PLAYING THE GAME

The game is played over a series of rounds, with a few different phases occurring in between certain rounds. The round tracker displays the order in which the rounds and phases occur.

THE GAME ROUND

There are 10 rounds during the game, each indicated by a number on the round tracker. During a round, each player secretly chooses one specialist card from their hand and, later in the round, resolves its effect. Each specialist card has a unique effect, such as placing astronauts on ships, drawing event cards, or even destroying a docked ship.

A round consists of these six steps:

1- Choose Specialist
2- Resolve Specialist Effects
3- Land Launched Ships
4- Draw New Docked Ships
5- Assign New First Player
6- Advance Round Tracker

1 CHOOSE SPECIALIST

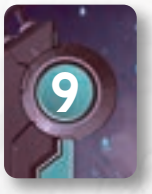
Each player simultaneously chooses one specialists card from their hand and place it facedown in front of them. When all players have chosen their card, continue to the next step.



2 RESOLVE SPECIALIST EFFECTS

During this step, players reveal and resolve their Specialists' effects, and docked ships can become full and launch.

Each specialist card has a number in the upper-left corner of the card, which determines when the card is revealed. The first player begins reciting the "countdown to blastoff," announcing each specialist number starting with the number "9" (the Recruiter). Each player whose facedown card matches the announced specialist number reveals it, flipping it faceup, and resolves its effect. If two or more players reveal the same specialist, they resolve their specialist's effect in clockwise order, starting with the first player.



Order number of a Specialist

After all players who revealed the announced specialist have resolved its effect, or if no player chose the announced specialist, the first player continues reciting the countdown by announcing the next specialist in descending order, and so on until all players have revealed their chosen specialist cards.

When resolving specialist effects, they must be resolved from top to bottom in the order written on the card. Played specialist cards remain faceup in front of the owner and visible for all players to see.

Note: Once a specialist is used, it cannot be used again until the player plays the Recruiter card, which returns all of their played cards to their hand.

A ship is full when the number of astronauts on it is equal to its capacity number. When a docked ship becomes full, it launches. The first player slides the ship card away from the launchpad to indicate that the ship has launched (see images below).



Ship Capacity



Docked *Launched*

Ships launch only if they become full or due to a game effect, such as the Secret Agent. Ships that are not full stay docked at the launchpad.

3 LAND LAUNCHED SHIPS

Each launched ship lands on Mars, unloading all astronauts aboard that ship in the indicated zone. If there is a destination token covering the destination printed on the ship card, the ship instead lands in the zone indicated on the token.

When an astronaut is placed in a zone with a facedown resource token, the resource token is flipped faceup, revealing which resource is present in that zone.

After landing a ship, place it faceup next to the ship deck in the ship discard pile. If it had a destination token, return it to the supply.

4 DRAW NEW TOKEN SHIPS

For each open dock at the launchpad, the first player draws one ship card and places it faceup at an open dock. If the ship deck is depleted, shuffle its discard pile and place it facedown to create a new deck.

5 ASSIGN NEW FIRST PLAYER

The player who resolved their specialist effect last during this round takes the first player token and the round tracker.

6 ADVANCE ROUND TRACKER

The first player slides the gauge clockwise until the pointer lines up with the next notch. The icon visible in the window indicates which round or phase occurs next.

PRODUCTION PHASE

In the game there are three production phases indicated on the round tracker. During a production phase, each zone with a faceup resource token produces point tokens of its resource type equal to the number of dots shown in the production phase icon.



The first production phase produces one point token.



The second production phase produces two point tokens.



The third production phase produces three point tokens.

Then, players receive point tokens based on majority in each zone. If only one player has the most astronauts in a zone, they receive all the point tokens from that zone. If two or more players tie for the most astronauts in a zone, the tied players evenly distribute the point tokens from that zone. Any remaining point tokens stay in the zone and can possibly be won at a later time. If there are no astronauts in a zone, the point tokens stay in that zone.

At the end of each production phase, the first player advances the round tracker to the next notch.

Example: There are two players tied in a zone with three point tokens, so the two tied players each receive one of those point tokens, and the third point token stays in the zone.

Example: There are three players tied in a zone with two point tokens, so the three tied players do not receive any of those point tokens, and those tokens stay in the zone.

REVEAL DISCOVERY PHASE

The first player flips all discovery cards in play faceup. Each discovery card effect resolves during the phase indicated by the icon in the lower-right corner of the card, as shown below.





Reveal Discovery Phase



Third Production Phase



Final Scoring Phase

At the end of the reveal discovery phase, the first player advances the round tracker to the next notch.

FINAL SCORING PHASE

Players reveal their mission cards and determine if they were completed. The player(s) with the most ice point tokens gain(s) points for completing the "Ice Monopoly" global mission. Then, each player calculates their final score as follows:

- They add points from their completed missions.
- They add the total value of all their collected point tokens.
- They add or subtract points from discoveries that affect them.

Players compare final scores, and the player with the highest score wins the game. In case of a tie, the tied player who has the largest quantity of point tokens (regardless of value) wins the game. If there is still a tie, the tied players share the victory.

EVENT CARDS

There are three types of event cards: discoveries, missions, and actions. Event cards are drawn when dealing starting missions during setup and by the Scientist's effect.

Discoveries are scientific phenomenons or geographical features that can be found on Mars. When a player draws a discovery card, they assign it facedown to any outer zone of Mars by physically sliding a portion of the card under the board. At the end of the game, discovery cards provide either a positive or negative effect (e.g., that zone produces more point tokens).



A discovery card assigned to AUSONIA.

Missions are secret objectives that award points to the owner if they complete them. When a player draws a mission card, they look at it and keep it facedown in their play area. It remains hidden until the final scoring phase.

Actions are special effects that can occur at different times in the game. When a player draws an action card, they look at it and keep it facedown in their play area. They keep it hidden until the text specifies when to play it.

DESTINATION TOKENS

Destination tokens are used by the Pilot's effect and by the player who places the first astronaut in a ship with an unknown (?) destination. When either of these situations occur, the active player takes any destination token from the supply and places it on top of the ship's printed destination. This ship is now bound for the destination printed on the token.

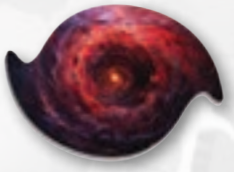


Ship with an unknown destination

The destination token supply is limited to two tokens per zone. When a ship with a destination token lands, return the token to the supply.

LOST IN SPACE MEMORIAL

The Lost in Space Memorial is the final destination of astronauts who couldn't reach Mars during their expedition. The Robot and Soldier effects directly kill astronauts, who are then sent to the Lost in Space Memorial. Also, any astronauts aboard a docked ship that is destroyed by a Saboteur are placed on the Lost in Space Memorial. Lost in Space Memorial is not a zone.



PHOBOS

Phobos acts as an outpost for colonists headed to Mars. It behaves like the other zones on Mars except that it is not adjacent to any other zone and discovery cards cannot be assigned to it.



ICE MONOPOLY MISSION

The "Ice Monopoly" mission is a global mission, meaning it can be completed by any player. During final scoring, the player with the most ice point tokens has completed the mission and gains 9 points. In case of a tie for the most ice tokens, the tied players divide the 9 points among them (rounded down).

CARD CLARIFICATIONS

This section addresses rule questions that may arise during the game.

SPECIALIST CARDS

All specialist effects are mandatory and must be fully resolved, if possible. If it is not possible to fully resolve the effect, then it should be resolved as fully as possible. The Travel Agent's effect, which must be fully resolved or not at all, is the only exception to this rule. Players need to make sure there is still room for their astronauts when placing them on a docked ship.

A player must fully resolve their specialist's effect before any full ships can launch.

Example: The red player chooses the Saboteur. When they reveal it during the next step, there is only one docked ship at the launchpad. They must place one of their astronauts on the docked ship, which becomes full. Then, they must destroy that ship before it launches.

9 **Recruiter:** The player takes all of their played specialist cards back into their hand, including the Recruiter card.

8 **Explorer:** To make a move, the player moves one of their astronauts from its current zone to an adjacent zone. The same astronaut can be moved multiple times. When a player moves an astronaut to a zone with a facedown resource token, they flip that token faceup.

7 **Scientist:** After looking at a facedown discovery card, the player returns it facedown to its assigned zone. If all outer zones already have a discovery card assigned to them and the player draws a discovery card, they discard it faceup next to the event deck and look at a facedown discovery card in play.

6 **Secret Agent:** The player can force a ship that has zero astronauts on board to launch.

5 **Saboteur:** All astronauts on a destroyed ship are placed on the Lost in Space Memorial, and then the destroyed ship is discarded.

4 **Robot:** The "replace" effect can target astronauts in a docked ship, a launched ship, or any zone of Mars (including Phobos) in which at least one of the player's own astronauts is already present. The replaced astronaut is killed and placed on the Lost in Space Memorial.

3 **Travel Agent:** If there is not a docked ship with room for at least three more astronauts, the player ignores this effect and skips their turn.

2 **Soldier:** The "kill" effect can target astronauts in any outer zone of Mars. A player can kill their own astronauts. Astronauts that are moved at the same time are not required to go to the same zone. The player must move at least one astronaut.

1 **Pilot:** The "place a destination token" effect can target either a docked ship or a launched ship. Destination tokens can be placed on top of other destination tokens, thus changing that ship's destination again.

EVENT CARDS

ACTION CARDS

Action cards are kept hidden together with mission cards.

DISCOVERY CARDS

- **Discovery** cards can be assigned to any zone of Mars, except Phobos and inner zones.

Each zone can have at most one discovery card assigned to it, and assigned **discovery** cards cannot be removed, overridden, or replaced.

- **Discovery** cards have effects that can resolve when revealed (during the reveal discovery phase), during the third production phase, or during the final scoring phase.

- **Even Ground** & **Uneven Ground**: These card effects apply only during the third production phase. During the final scoring phase, each player is treated as having their actual number of astronauts in the zone.

- **Mining Incident** vs. **Synergy**: When "Mining Incident" affects a zone that is also affected by "Synergy," "Mining Incident" takes precedence; no point tokens are placed in that zone.

- **Subterfuge**: In case of a tie for second-most astronauts, those tied players evenly distribute the point tokens. In case of a tie for most astronauts, those tied players evenly distribute the point tokens as normal. If only one player has astronauts in this zone, the point tokens stay in the zone.

MISSION CARDS

- A few **mission** cards award the owning player "1/3/6 points" for having "at least 1 astronaut in 1/2/3 of the following zones". Depending on how many zones in which their astronauts are present, the owning player gains points matching the sequence (e.g., if the player is present in only one of the listed zones, they gain 1 point; if the player is present in all three zones, they gain 6 points).

- A few mission cards award the owning player points if they have "the most" of something. If the owning player is tied for the most, the mission counts as being completed and they gain the points indicated on the card.

ICONS FOR PHOBOS AND MARS ZONES

Each zone of Mars and Phobos have a corresponding icon to help locate them on the board when launching ships.



INNER AND OUTER ZONES

Zones that aren't on the border of Mars **(Valles Marineris, Hellas and Syrtis Major)** are called inner zones (marked as ■ in the image). The others on the border are called outer zones (marked as ●).



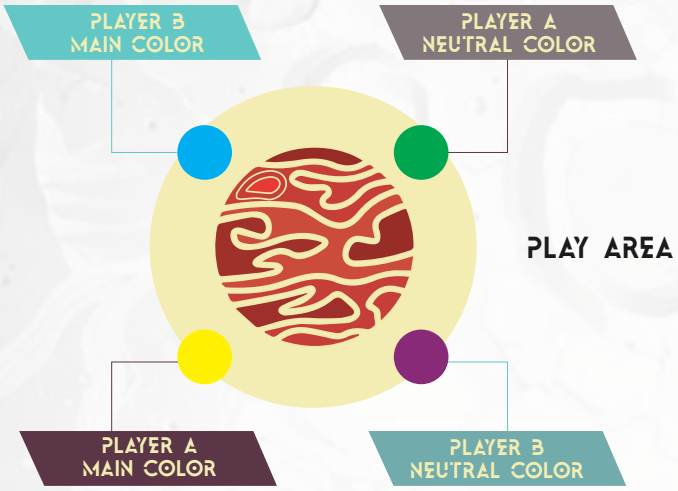
2-PLAYER VARIANT

To play the game with two players, apply the rules changes below.

SETUP

Set up the two-player game as a four-player game with a few minor changes to the steps below, as well as one additional step:

5 **Choose Colors and Arrange Seating.** The players sit next to each other. Each player chooses one color to be their **MAIN COLOR** and the other to be their **NEUTRAL COLOR**. They take the nine specialist cards of both colors and all the plastic astronauts of both colors. They place the components of their main color in front of them and the components of their neutral color across from them (see diagram below).



2-Player Seating Arrangement

8 Deal Starting Mission: Separate the mission cards, shuffle them, and deal two cards to each main color. Each player chooses one card to keep, placing it facedown in their play area, and places the unchosen card facedown on top of the undealt mission cards. Chosen mission cards remain hidden from other players until the end of the game.

10 Prepare Neutral specialist Decks: Each player prepares their own neutral deck. First, remove the Recruiter, Explorer, Robot, Soldier, and two additional random specialist cards from the neutral deck. Shuffle the six removed cards and place them facedown. Then, place the remaining three neutral specialist cards facedown on top of the deck in any order.



PLAYING THE 2-PLAYER GAME

The two-player game plays very similarly to the standard game with a few minor changes.

PLAYING THE NEUTRAL COLOR

Each round, before the player chooses their main color's specialist, they draw the top card of their neutral specialist deck and look at it, without showing it to their opponent. They place that neutral card facedown near its deck and then choose their main color's specialist card, placing it facedown in front of them.

RESOLVING NEUTRAL SPECIALISTS

When resolving a neutral color's specialist effect, the controlling player makes all decisions for that neutral color (where to place astronauts, which ship to destroy, etc.). The controlling player can make a choice that causes their neutral color to kill or replace its own astronauts.

When resolving a neutral Scientist, the controlling player draws the event card. If it is a discovery card, they can assign it to any available outer zone. If it is a mission card or an action card, they return it to the game box without showing it to their opponent.

When resolving a neutral Recruiter, the controlling player first **returns** that Recruiter card to the game box. Then, they shuffle the other eight neutral specialist cards and place them facedown to create a new specialist deck for that neutral color.

Because specialist effects are mandatory, there may arise situations when a neutral specialist effect does not help (or even harms) its controlling player (e.g., the neutral specialist is a Soldier and the only player who has astronauts in outer zones of Mars is the controlling player).

POINTS FOR NEUTRAL COLORS

When resolving event cards, treat the neutral colors as separate players for the purposes of counting resources and scoring points. Neutral colors can complete the "Ice Monopoly" global mission.

When a color receives point tokens, they are placed in that color's play area. Neutral colors receive point tokens for themselves, so they are not shared with the controlling player's main color.

WINNING THE GAME

When players compare final scores, they do so for each color. The color with the highest score wins. If either neutral color has the highest score, then both players lose. Otherwise, the player whose main color has the highest score wins.

In case of a tie between a main color and a neutral color, the main color wins.

In case of a tie between both main colors, the color who has the largest quantity of point tokens (regardless of value) wins the game. If there is still a tie, the tied players share the victory.

QUICK REFERENCE

ROUND SEQUENCE

1- Choose Specialist
2- Resolve Specialist Effects
3- Land Launched Ships
4- Draw New Docked Ships
5- Assign New First Player
6- Advance Round Tracker

PHASE ICONS



1st Production Phase (one token)



2nd Production Phase (two tokens)



3rd Production Phase (three tokens)



Reveal Discovery Phase



Final Scoring Phase

RESOURCE TOKEN DISTRIBUTION

5 

Ice

3 

Sylvanite

3 

Celerium

EVENT DECK COMPOSITION

DISCOVERY	MISSION	ACTION
13	12	4

GLOBAL MISSION

1



CREDITS

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