

Each Year

- Production: (*w/Astronaut*) Hydroponics, (*w/CO₂*) Fuel Generators, (*w/Mechanic*) assemble Ground Habitats
- Reset Agencies to \$30 (*Base Game: \$25*)
- Start-of-Year Missions, turn in Samples
- **Action Turns**
- (*On Earth*) free repair of Components (*incl. Astronauts*)
- (*In Space*) Astronauts die if incapacitated, lack of life support, or not fed.
- (*In Space*) Mental health roll per Astronaut if alone or if >½ of seats on ship are full. 1 → incapacitated.
- Remove Time Tokens, resolve Hazards on arrival.
- End-of-year Hazards.
- Advance Year Marker

Scoring

Take Mission card upon completing. Rival Agencies immediately gain \$10. Cannot complete duplicate Missions. Occupation Mission remains in play (*take point tokens*). If a Mission becomes impossible, remove from play. Simultaneous completion → award to least VP. Tuck dead Astronauts. -2/-6/-12/-20/... VP at end.

Drawing Outcomes

Shuffle Outcomes deck on Advancement, draw one, resolve effect (*Success, Minor Failure, Major Failure*), pay to remove Outcome card (*if desired*).

- Repeat entire process if drawing multiple cards.
- If only one card remains, leave it face up after drawing it (*remove for free if Success*).

Action Turns

Take turns until all Agencies pass in a row (*lowest score starts*). Perform any number of actions on your turn, then resolve Automatic Maneuvers if applicable.

- Damaged Components cannot be used for actions.
- Actions requiring a Spacecraft at a Location cannot be used if Time Token(s) on Spacecraft.
- All ga are unlimited.

Research

Take Advancement if prereq. met. Pay indicated cost (*usually \$10*), create mini-deck of Outcomes (*usually 3*).

Buy Component

Pay listed price, take Component card. Cards in front of you are on Earth. Cannot purchase a Component without a price or without prereq. Advancement.

Assembly/Disassembly

(*On Earth*) Add or remove Components from Spacecraft placards. Add or remove corresponding Spacecraft token to Earth. **Note:** Each Astronaut must have a seat.

Rendezvous

(*In Space, with Advancement*) Combine two Spacecraft into one, or split one Spacecraft into two. Draw one Outcome per action. Cannot dock with Time Tokens, but may split.

Survey

(*With Advancement, using Probe/Capsule*) Look at a Location card if it is a Hazard printed on a Maneuver at your current Location. (*Optionally*) reveal it. May Survey already revealed Locations for testing purposes. **Survey once per turn** per Probe/Capsule if at a Location with an Automatic Maneuver (*e.g, a flyby*).

Explore Feature

(*Either Maneuver to **revealed** Location or with Rover & Advancement at Location*). If room at Location, draw and add a Feature to Location. If Pilot present in **any spacecraft**: draw two pick one. **If Rover:** Rover must be only Component in Spacecraft.

Collect

(*With Probe/Capsule/Astronaut*) Take a Component from current Location (*usually a Sample*) and add to Spacecraft.

Heal

(*With Doctor*) Spend 1 Medical Supplies (*or free at Medical Module*), heal all other Astronauts on Spacecraft.

Repair

(*With Mechanic*) Spend 1 Spare Parts, repair all non-Astronauts on Spacecraft.

Complete Experiment

(*With Scientist at Science Module at Mission Location*) Flip “Ready” Experiment to “Finished”. (*return Component to Earth to complete Mission*).

Co-Operate

Trade (*anything except Missions and dead Astronauts*) with other Agencies (*if Trading Agencies*) or Joint-Ventures.

- Traded Advancements get a matching # of Outcomes.
- (*if you don't own corresponding Advancement*) Traded Components that draw from an Outcome deck when used either automatically fail or (*rockets only*) grant Advancement for free when used.

Create Joint Venture

Spend \$10, take Joint Venture (*JV*) charter and divide shares as agreed-upon between you and at least one other Agency. Shareholders may take actions on behalf of the JV if no other shareholder vetoes. JVs may not own advancements; use Outcome deck of acting Agency when required. JVs may not own shares in JVs. JV's do not receive money at start-of-year. JV's neither receive nor give money when they complete Missions. JV VP are divided between shareholders at game end (*do not round*).

JV shares may be bought or sold to the bank for \$=[*VP earned by JV round down*]. Shares can be traded between Agencies as negotiated. A player with 100% ownership must immediately dissolve JV, claiming ownership of all assets.

(*If playing with JV*) Agencies may not perform Co-Operate unless they own at least one share in a JV, except to purchase a share in a JV. Afterwards, may trade with any other Trading Agency or JV.

Maneuver

Follow steps for a Maneuver printed on current Location:

- 1) Calculate req. Thrust = Diff. x Mass
- 2) One at a time, use Rockets. May choose to stop after each use. If Thrust produced \geq req. Thrust, Maneuver succeeds. Otherwise, remain in place.
- 3) Move Spacecraft token to destination.
- 4) Resolve Hazard and Time symbols in order printed.



Add one Time Token to Spacecraft per hourglass. Remove one Time Token at the end of each year. A Spacecraft with Time Tokens may not Maneuver, dock with Rendezvous, or perform any action that requires being at a specific Location.

You may double the difficulty of a maneuver to place half as many Time Tokens (*rounded up*). You may do this any number of times (*quadrupling, etc.*). You may add any number of extra Time Tokens (*for use with Ion Thrusters*). If '()', the Maneuver takes no time but Time Tokens may be added.



(If the “Solar Radiation” Location is not revealed) Look at the “Solar Radiation” Location. You may reveal it; if you do not, destroy this Spacecraft. (when revealed or if already revealed) Resolve the Radiation Hazard printed on the “Solar Radiation” Location.



Assign Astronauts (*if any*) to specific Capsules. Damaged Capsules and Capsules without heat shields are destroyed. Other Capsules each draw a “Re-Entry” Advancement Outcome. Non-Capsule Components are unaffected.



Draw one “Landing” Advancement Outcome. Destroy Spacecraft if Advancement is unowned. If '()', the Hazard is optional (*e.g. in order to test your Advancement*).



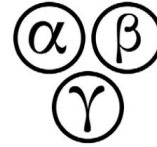
Draw one “Aerobraking” Advancement Outcome. Destroy Spacecraft if Advancement is unowned.



Look at the corresponding Location card. If unrevealed, either reveal it or keep it hidden and destroy this Spacecraft. Then resolve any Hazards printed on the Location.
(Note: The “Suborbital Space” Location is only looked at and resolved if an Astronaut is on the Spacecraft and may not be revealed by Surveying)



This Maneuver is only available only if the matching symbol is shown next to the current year. You may **not** change the time this maneuver takes by doubling the difficulty or slowing down for Ion Thrusters. (*ignore if not playing with Outer Planets*)



When an *Outer Planets* location is revealed, shuffle any Explorable Mission cards with a matching Greek letter, draw one, and add it to the available Missions.

Notes:

- Resolve symbols printed after [Time] only and immediately when the last Time Token is removed at the end of the year.
- A destroyed Spacecraft immediately stops resolving symbols (*e.g., a Spacecraft that fails to land cannot reveal a Location*).
- Automatic Maneuvers (*Marked with '!*) must be undertaken by Spacecraft at that location at the end of your **turn** (*not year!*).
- An incapacitated Astronaut is immune to further damage, but will die if not healed by the end of the year.
- Astronauts are Components, and may be damaged by effects that instruct you to damage Components.
- Components that do not have a “damaged” side on their card cannot be damaged.
- If an effect instructs you to damage a Component but all Components on the Spacecraft are already damaged (*or cannot be damaged*), the Spacecraft is destroyed.

Astronaut Abilities



Boosts results of “Landing” and “Rendezvous” Advancements by one step (*max*). When exploring Features, draw 2 and choose 1 if Pilot is in any Spacecraft at Location.



Can consume Spare Parts to repair Components. Prevents Minor Failure (*not Major*) when using “Life Support” Advancement. Can build Ground Habitats.



Can consume Medical Supplies to heal Astronauts (*free if at Medical Module*)



Can finish Experiments or complete “Sample Return” Missions at a Science Module.