

ROCKETMEN

Martin Wallace

*A fast-paced deck-building tabletop game
of modern space exploration.*

Immerse yourself in a fast-paced race to the final frontier – space. A deck-building confrontation of swift decision-making and tactical choices – Rocketmen gives you the feel of taking a front seat in a technologically wonderful spectacle of space exploration. It's up to your predictive abilities and resource management skills to determine what kind of endeavor will be most suitable for paving the way to Earth's celestial neighbors.

Players gain Victory Points by successfully launching various space missions with main objectives to explore three celestial destinations: Earth orbit, the Moon and Mars. Every successful mission gives players considerable perks: additional Rocket points, extra cash, increased Hand size, and supplementary resources. These, in turn, help them prepare more easily for their future missions.

COMPONENTS

Boards

- 1 game board
- 4 player boards in 4 different colors (white, red, yellow and blue)

Pieces

- 24 mission tokens in 4 different colors (6 per player)



- 4 victory point tokens



- 12 two-sided achievement Rocket point tokens (ongoing benefits) in 4 different colors (3 per player)



- 24 two-sided achievement tokens (ongoing benefits) in 4 different colors (6 per player)



1st Player token
/AI Rocket token



Rocket
token



Moon
token



Mars
token

Cards

- Action cards:



- 48 Mission cards in 4 different colors (12 per player)
- 23 Asset (teal) and 20 Asset (pink) cards
- 15 Engine cards (5 each of 3 types)
- 12 Threat cards (4 each of 3 types)



18 Mission
Success
cards



12 Personal
Goal
cards



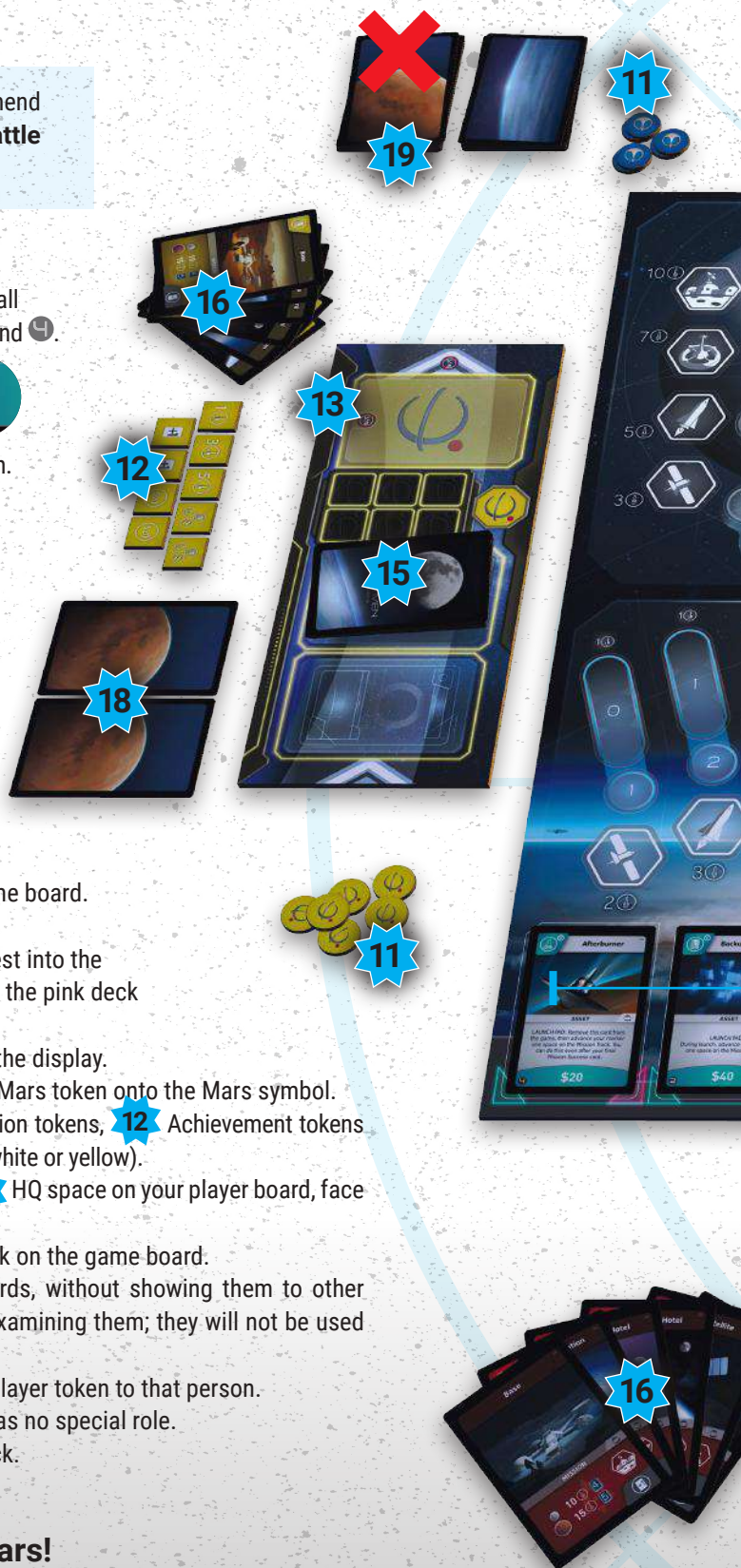
10 Game
Variant
cards



7 Solitaire
cards

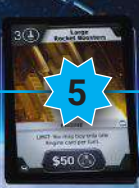
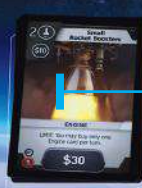
For players who are new to deck building games, we recommend playing a simplified variant of the game which is called **The Battle for Earth**. The rules for this variant are on **page 15**.

- 



- 5** Sort the Engine cards by type into (2 , 3 , 4 ), then put them face up in their designated places on the game board.
- 6** Divide the Asset cards into two decks, teal and pink.
Put all Threat cards with  into the teal deck, and put the rest into the pink deck. Shuffle both decks. Place the teal deck on top of the pink deck on the game board, face down.
- 7** Draw the top six cards from this deck and place them onto the display.
- 8** Place the Moon token onto the Moon symbol and **9** the Mars token onto the Mars symbol.
- 10** Each player: select a set of twelve Mission cards, **11** mission tokens, **12** Achievement tokens and a **13** player board in one of the four colors (red, blue, white or yellow).
- 14** Shuffle your twelve starting cards and place them on the **15** HQ space on your player board, face down. **16** Draw six cards to form your starting Hand.
- 17** Place your Victory token on the "0" space of the victory track on the game board.
- 18** Shuffle Personal Goal cards and give each player two cards, without showing them to other players. **19** Put the remaining cards in the box without examining them; they will not be used during this game.
- 20** Randomly determine the starting player, and give the First Player token to that person.
The starting player does not change during the game and has no special role.
- 21** Place the Rocket token on the "0" space of the Mission Track.
- 22** Place the Variant (page 4) or Solitaire (page 13) cards.

Now you are ready to start the race to the stars!



CARDS and ACTIONS

Action cards

Each Action card has three pieces of information near the top: item **1**, card name **2**, and card type **3**. Items are used to pay for new cards and to boost your rocket attempts. Item types are Monetary value (\$10 \$20 \$30), Rocket points (🚀), Computers (💻), Composite materials (🧪), Biotechnology (🧬), Science (🔬).



Asset, Engine and Threat cards have three additional pieces of information near the bottom: card cost **4**, card effect **5**, and number of players **6**. A card's cost indicates money and items that must be spent to buy the card from the display.

An **Asset card's** effect may describe various possible actions:

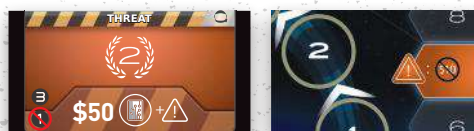
- **DISCARD:** Either play this card as an item or money, or play it to use its ability. Either way, play it as part of a *Discard cards* action.
- **LAUNCH PAD:** You can use the ability of this card only when it is on your Launch Pad. In other situations, you can play this card as an item or money. (★) - this icon denotes cards with Launch Pad efekt. It helps you find them more easily during your launch attempt.
- **WHEN USED TO PAY:** You can use this card's ability when you use it to pay to buy a new card (as part of a *Buy cards from the display* action) or to place a card on your Launch Pad or Mission Plan (as a part of a *Place cards on the Launch Pad and/or Mission Plan* action). You can use an item or money from this card as well as the effect from this card.

Some cards say "**Permanent**"; you don't have to discard these cards from your Launch Pad at any time.

Threat

These cards represent the threats we face as humanity: 🧫 Pandemic, 🌡️ Climate Change, and ⚡ Asteroid Impact. It's not cheap to fight them, but each threat card gives you 2 Victory Points at the end of the game. Their top icons are not items; they are the type of Threat.

A Threat card's price rises during the game, for each player individually, as shown by a player's current location on the victory track. To remind you about that there is an +⚠️ next to the cost of the Threat card. The ⚠️ on the victory track are not cumulative; use only the highest ⚠️ which you have reached.



Example: For a player with 7 VP, each Threat card costs \$10 more.

Engine

LIMIT: Each **Engine card** has a text reminder that you can buy **ONLY ONE** Engine card per turn.

Golden rule

If the text on any card directly conflicts with the rules in this book, the card text takes precedence.

Game Variant cards

Once you are familiar with the game, you can use Variant cards to add some variety. These modify the game rules in various ways or add new options to score additional VPs (in case of a tie for additional scoring, all tying players get the full amount of additional VPs). If you wish to use them, shuffle them, draw two cards and place them on their location on the game board. Remove the remaining ones from the game.

Destination and Location

In Rocketmen, there are three Destinations: Earth orbit , Moon  and Mars . Each destination has several different Locations. There are seven types of location: Satellite , Spaceship , Space Hotel , Orbital Shipyard , Space Station , Asteroid Mining  and Base . Some types of location appear at more than one destination.

There are twelve locations in total: five in Earth orbit, four on the Moon, and three on Mars.

Face up and Face down cards

Wherever cards are face up, you may look through them at any time (including your opponents' cards).

Wherever cards are face down, you cannot look through them at any time.

Player board



Your player board is your main area of play. It has several places:

- A HQ** – Draw cards from here. Cards here are face down.
- B Hand** – This is your Hand of cards. You begin the game with a maximum Hand size of six cards, but it can be modified during the game.
- C Mission Plan** – This is the place for one of your Mission cards. Pay \$10 to place a card here. A card here is face up.
- D Launch Pad** – This is where you construct your rocket. Pay \$10 to place a card here. Cards here are face up.
- E Playing Area** – Your played and discarded cards go here. When you play a card from your Hand it immediately goes to your Playing Area. When you discard a card from your Hand, Launch Pad, Mission Plan or any other place, it always goes to your Playing Area. Cards here are face up. At the end of your turn, move all cards from your Playing Area to your Warehouse (never do it earlier during your turn).
- F Warehouse** – Your used cards are stored here. Cards here are face up.

- G Achievements** (tokens) – You gain achievements from successful missions, as indicated on the bottom right corner of Mission cards. They are stored here and provide ongoing benefits.



Rocket points and Hand size +1 are both cumulative.



Monetary value gives \$20 and Science gives an item ( or  or ); each of these tokens can be used once per turn (after use, token must be flipped face down  ).

- H Junkyard** – This is where you put your cards which you remove from the game. Each player has their own Junkyard. Some cards in your Junkyard may still have game effects and may score points. Your junkyard does not have any specific place; you can put it wherever you want, but keep its cards separate from the rest of your cards. (You can put it at **H**, but this is not obligatory).

PLAYING THE GAME

Players take turns in clockwise order around the table. The active player may do as many actions as they wish, in any order.

Available actions are:

- Buy cards from the display
- Place cards on the Launch Pad and/or Mission Plan
- Discard cards

Launching a mission

When you finish all your actions, you can (but do not have to) launch a mission. You can do it only once per turn, and it ends your turn regardless of the result.

End of a player's turn

Move all cards from your Playing Area to your Warehouse. If you have more cards than your Hand size, then discard excess cards to your Warehouse. Draw cards from your HQ to refill your Hand back to your Hand limit (which starts at six, but can be modified).

If there are not enough cards in your HQ, then draw as many as you can, and then shuffle your Warehouse to form a new face-down HQ deck, and draw the rest of the cards to your Hand limit. If there are still not enough cards, you do not draw any additional ones.

Flip all your used achievement tokens back to their color side.

ENDING THE GAME

The game ends if:

- A player has achieved the threshold score shown on the victory track (18 VPs for 4 players, 21 VPs for 3 players, and 23 VPs for 2 players), or
- A player has placed all six of their mission tokens on mission spaces, and on each Destination (🌐, 🌑, 🌒) is at least one mission token (not necessarily of that player), or
- All players have placed all their mission tokens on mission spaces.

This round is played to completion, i.e. until the last player (just before the player with the First Player marker) finishes their turn, and then the game ends.

At the end of the game add additional VPs from any:

- Bought cards that give you VPs, e.g. Threat - each is worth 2 VPs. If you removed a Threat card to your Junkyard, you still gain its VPs at the end of the game.

- 🌑 and 🌒 tokens (one VP for each token).

- One of your Personal Goals. You can score VPs from only one of your Personal Goal cards; choose one and forfeit the other one.
- Variant Cards (as stated on each particular card; items on cards in your Junkyard count for this purpose).

The player with the highest score is the winner.

If there is a tie, the tying player whose mission is the farthest and on the place with the highest VP award for the first mission there wins (Mars Base > Orbital Mining > Mars Spaceship > Moon Base > and so on). If there is still a tie, the one who completed more missions wins. In the rare case that there is still a tie, the tied players share the victory.

ACTIONS

Buying cards from the display

Select one or more cards from the display to purchase **1**. Pay the indicated total cost with items listed on cards from your Hand **2** and achievement tokens you have on your player board. If you use a card or the achievement token with Science (🔬) then you can use it as any one item indicated on it (🚀 or 🌌 or ⚙️). If a card's cost has (🚀 or 🌌 or ⚙️) then you can pay for it with any one of these 3 items (🚀 or 🌌 or ⚙️). If you use (🚀 or 🌌 or ⚙️) tokens, flip them face down, so you cannot use them in this turn anymore (do not discard them).

Place your newly purchased cards along with cards you used as payment into your Playing Area **3**. If a card has more than one item on it, then both items can be used together to buy cards. If you buy more than one card, you can pay their total price with a combination of cards from your Hand and achievement tokens. You do not receive change for overspending.

If you buy cards or place cards on Mission Plan and/or Launch Pad by paying with a card with the text 'WHEN USED TO PAY', you do not have to use the card's effect immediately; you can resolve the card's effect at any time before you end your turn. Using the effect is optional. Place this card prominently in your Playing Area as a reminder.

For each card you buy from the display, immediately draw a new card to replace it. You can buy as many cards as you wish.

You can buy only one Engine card (regardless of type) during your turn.

You cannot divide the money from a card or achievement token between buying cards and placing cards on your Launch Pad and/or Mission Plan. Buying cards and placing cards on your Launch Pad and/or Mission Plan are separate actions.



Example:

The Red player decides to buy Big Data **1**. Big data costs \$30 (paid with Asteroid Mining, Satellite and Space Hotel) and Biotechnology (paid with Spaceship) **2**. All the cards go into the Playing Area **3** and a new Asset card is revealed and placed on the display.

Placing cards on the Mission Plan and/or Launch Pad

You can place one Mission card onto the Mission Plan **1** on your player board. There can be only one card on your Mission Plan at a time.

IMPORTANT: If you do not have a Mission card on your Mission Plan, you cannot place cards on your Launch Pad.

Mission cards

Each player has twelve Mission cards in their player color.



Each Mission card has information where you can send this particular mission **1**, how many Rocket points **2** you'll need to launch this mission, and how many Mission Success cards you can draw during a launch attempt **3**. Each card has its own symbol **4** with a matching symbol on the game board. The bottom right corner has a symbol **5** showing an on-going benefit, received after this mission succeeds.

The cost to put a card on your Mission Plan or Launch Pad is \$10 per card.

IMPORTANT: Cards with a monetary value can pay to put themselves as well as other cards.

You can pay for multiple placements with a single card or an achievement token if necessary (including the initial Mission card). When you place a Mission card, you do not need to state its intended destination. You can have only one active mission at a time. The card on your Mission Plan does not contribute its item to the booster value; only cards on your Launch Pad can.

If you have a Mission card on your Mission Plan, you can place cards on your Launch Pad **2** to meet the mission requirements. Cards on your Launch Pad with an item matching the destination give you a boost during the start of your rocket:



There are some cards which you cannot place on your Launch Pad:

- You cannot place any card that does not have an item (e.g. Threat cards or cards that only have monetary value).
- You cannot place more than one Asset card with the same card name on your Launch Pad.

There is no upper limit to the number of cards that can be placed on your Launch Pad.

Card art on Mission cards is purely ornamental and does not oblige you to choose a particular destination.

Discarding cards

You can discard one or more cards to your Playing Area. You can discard from your Hand and from your Launch Pad. You can also discard your Mission card from your Mission Plan, but then you must also discard all cards from your Launch Pad.

Example:

The Red player decided to send a Satellite into space, so she places this mission on her Mission Plan (as the Satellite card has it paid for itself) **1**, next she places likewise the Big Data (which also pays for itself) **2**. She wants to place a Base card with  on her Launch Pad, but this card has no monetary value, so she pays for it by spending money from Space Hotel **3**.



LAUNCHING A MISSION

Make your launch attempt by going through the following steps in order:

1. Declare your launch attempt and make sure that the Rocket token is on "0" on the Mission Track.
2. Choose your destination and place your mission token on that destination on the Mission Track (🌍, 🌕, 🌋). The track shows how many spaces you need to advance to fulfill the mission: 🌍=8, 🌕=10, 🌋=13 (any excess does not matter).

IMPORTANT: You can send only one mission to each specific location in space. E.g. you want to send a Satellite mission to Earth orbit, but you already have a mission token on Earth's orbit on a Satellite slot, so you cannot send it there; you could send it to the Moon, instead.

You cannot play cards from your Hand during launch; you can only use cards which are on your Launch Pad.

3. Count the Rocket points from cards on your Launch Pad plus Rocket points from your achievement tokens. You may apply any of the *during launch* effect from cards in your Launch Pad. The sum must be equal to or greater than the value of Rocket points needed to send a specific mission (these numbers are on the Mission card 1 and the game board - different for each Location); otherwise the mission cannot be launched at all and your turn ends immediately.



Example:

A Satellite needs 2 Rocket points to reach Earth orbit and 3 Rocket points to reach the Moon.

4. Initially advance the Rocket token along the mission track as many spaces as the number of item symbols matching your mission destination from cards on your Launch Pad and achievement tokens on your player board. 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. If a card has an item that boosts your launch attempt and a launch effect if you discard it, then you may first advance the Rocket token for the card's item and then discard the card to apply its effect, i.e. you keep the advance gained from the item.
5. Shuffle the Mission Success deck.
6. Draw Mission Success cards one at a time and advance the Rocket token forward as many spaces as each

drawn card indicates 2. You may use effects from the cards on your Launch Pad, e.g. Multi-Purpose Space Suit. There are 18 Mission Success cards in the deck, with this distribution: 1x 4, 4x 3, 6x 2, 5x 1, 2x 0. Your Mission cards show how many cards you can draw during the launch attempt. 3 Depending on your destination, you draw a different number of Mission Success cards:



A mission may end in one of three ways:

- After drawing each Mission Success card, but before drawing the last card, you can **abort** the mission. If you do so, then discard cards (of your choice) from your Launch Pad equal to the number of Mission Success cards you have drawn minus one. (E.g. if you fly to Earth orbit and you've already drawn two cards, but you abort the Mission, then you discard one card from your Launch Pad.)
- If you draw all Mission Success cards and **fail**, then you must discard all cards from your Launch Pad. You can leave your Mission card on the Mission Plan if you wish, or discard it as well.
- If you reach the target number of spaces, the Mission is **successful**. Remove the Mission card to your Junkyard and gain the achievement indicated on the bottom right corner of the Mission card. Place the achievement token on the Achievement area of your player board. Discard all cards from your Launch Pad. Put your mission token on the corresponding mission space on the game board and add your VPs on the victory track. Each mission gives more VPs to the first player to fulfill it.

TIP: After you abort/fail/success and you have to discard any cards from Launch Pad and/or Mission Plan you may place them directly on your Warehouse to speed up your cleaning process. Formally, discarded cards are placed into Playing Area, and at the end of your turn they are moved into the Warehouse.

In addition, whoever fulfills a mission first at a given location (Moon or Mars) takes the Moon or Mars token from the game board; these tokens each give 1 VP at the end of the game.

7. Your turn ends immediately. Return the Rocket token to the "0" space on the Mission Track. Refill your Hand.



During a few turns, Red prepared her rocket and now she's ready to launch - Earth orbit Satellite is her destination.

She has two cards with  on her Launch Pad, so she advances the Rocket token two spaces on the Mission Track. Next, the first Mission Success card drawn is  - the Rocket advances 3 spaces.



With only 3 spaces needed to reach the Earth orbit, Red decides to continue the mission and draws another Mission Success card. Unfortunately it is , so the Rocket does not move.



Now Red has a hard decision. If the mission is aborted, only one card from the Launch Pad will be moved to the Warehouse and she could redo the mission next turn. But Red decides to take the risk and draws the final card. Fortunately, it is , so she places a Red token on the "1" space of the Earth orbit Satellite location , and gains 1 VP on the VP track.



CARD CLARIFICATION



Afterburner: You can use the effect of this card at any time during your launch attempt. Moreover you can use it even after you draw your last Mission Success card (normally after that you cannot play any effects from the cards).



Asteroid Laser Ablation: During your turn, if you have this card in your Hand and there is an Asteroid Impact Threat card on display, you can remove Asteroid Laser Ablation to your Junkyard, take Asteroid Impact from the display for free and place it into your Playing Area.



Backup Systems: If the Backup System's item matches your Destination's symbol, advance your Rocket one space on Mission Track in addition to Backup Systems effect.



Designer Drugs: During your turn, if you have this card in your Hand and there is a Pandemic Threat card on display, you can remove Designer Drugs to your Junkyard, take Pandemic from the display for free and place it into your Playing Area.



Detailed Planning: In step 6 of your launch attempt, you may discard this card, draw the top three cards from Mission Success deck, and reveal them. Choose one of the revealed cards and put the rest aside (do not shuffle them into the Success Deck during this launch attempt). Play the chosen card as your first card during this launch attempt (advance your Rocket as many spaces on Mission Track as is indicated on this card.) If your launch attempt is successful, remove the Detailed Planning to your Junkyard.



Depot: Cards on Depot do not contribute their items to boost your launch attempt, and you can't use their effects, however you may count Rocket point from Depot during your launch attempt.



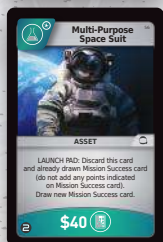
Global Internet: The effect of this card applies when you use it to buy another card, or to place another card (or Global Internet itself) onto your Launch Pad. You can place another card from your Hand onto Mission Plan and/or Launch Pad for free in all these cases.



Government Contract: If you do not have any fulfilled missions this card is worthless and has no monetary value.



Industrial Espionage: This card becomes an exact copy of chosen card i.e. you can use items from it and any card effect, however if the copied card's effect forces it to be discarded or removed, then you must instead discard or remove Industrial Espionage.



Multi-Purpose Space Suit: During your launch attempt, after you draw any Mission Success card, you may immediately discard Multi-Purpose Space Suit to set aside and ignore the just-drawn Mission Success card (do not advance your Rocket any spaces indicated on this card) and draw a replacement. The ignored Mission

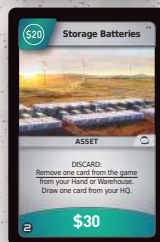
Success card does not count toward your maximum number of Mission Success cards you draw during this launch.



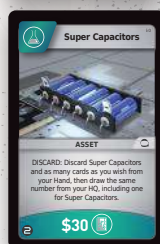
Radiation Shielding: During your launch attempt, if you draw a Mission Success card with 0, you can treat it as if you drew a card with 2; if you do, discard Radiation Shielding.



Solar Energy: During your turn, if you have this card in your Hand and there is a Climate Change Threat card on the display, you can remove Solar Energy to your Junkyard, take Climate Change from the display for free and place it into your Playing Area.



Storage Batteries: First you have to remove another card to your Junkyard and only then you can draw another card from your HQ.



Super Capacitors: You draw one card for Super Capacitors as well.

SOLITAIRE RULES

In solitaire Rocketmen, you compete against an Artificial Intelligence. Select a player color for your AI opponent (take six mission tokens and one VP marker of that color). Set up the game normally with the following exceptions (★ and the numbers below refer to the setup on page 2):

- 2 Remove from the game all cards with ☹ and ☹.
- 6 Divide the Asset cards into two decks, teal and pink. Shuffle Threat cards with 1 into the pink deck. Remove all other Threat cards from the game. Shuffle both decks. Place the teal deck on the top of the pink deck on the game board, face down.
- 8 and 9 Remove 🌐 and 🌐 tokens from the game.
- 18 Remove the Personal Goal card with ☹ from the game, shuffle the rest and randomly draw one card from them. This is your mandatory goal for this game. If you do not fulfill all the tasks from the card drawn, you will lose the game. **IMPORTANT:** You do not get any additional VPs from this card at the end of the game.
- 22 Remove Variant cards from the game.
- 23 Shuffle all Solo cards and place them near the game board.
- 24 Choose a difficulty level - Easy 🌟, Normal 🌟🌟, Hard 🌟🌟🌟. You cannot change the difficulty level during the game. The difficulty level determines which row you read on solo cards.

Play the game as usual, except for these new rules:

1. At the beginning of your turn, if the AI does not have a active mission do these steps:

- a) Draw one card from the solo deck and place it on the left side of the Variant card spot on the game board 1. The row with the difficulty level tells the AI's destination 2 (🌐, 🌐, 🌐).
- b) If the AI already has its mission tokens on all locations at this destination (e.g. the card says Mars, but the AI already has tokens on Mars on Spaceship, Asteroid Mining and Base) then draw a new card, until you get a valid AI destination (discard previous cards).
- c) Place an AI mission token 2 on this location on the game board (at Earth, Moon, or Mars) to remember where the AI is going.
- d) Place the AI Rocket token 🚀 (it is the other side of the 1st Player marker) on the Mission Track. The solo card's row with the difficulty level tells on which numbered space 3 (e.g. on Easy, place the AI Rocket on space 2 on the Mission Track.)
- e) Draw another card from the solo deck and place it to the right of the first card - this tells which type of mission the AI will fulfill 4.
- f) Like in step b), if the mission is not valid (the destination does not have that type of mission, or the AI already fulfilled that mission at this destination), then draw a new card, until you get a valid mission type (discard previous cards).
- g) Advance the AI Rocket by the number indicated on the bottom of this card 5.
- h) If you need to draw a solo card but the solo deck is empty, shuffle all discarded solo cards (except an active destination card) to make a new solo deck.

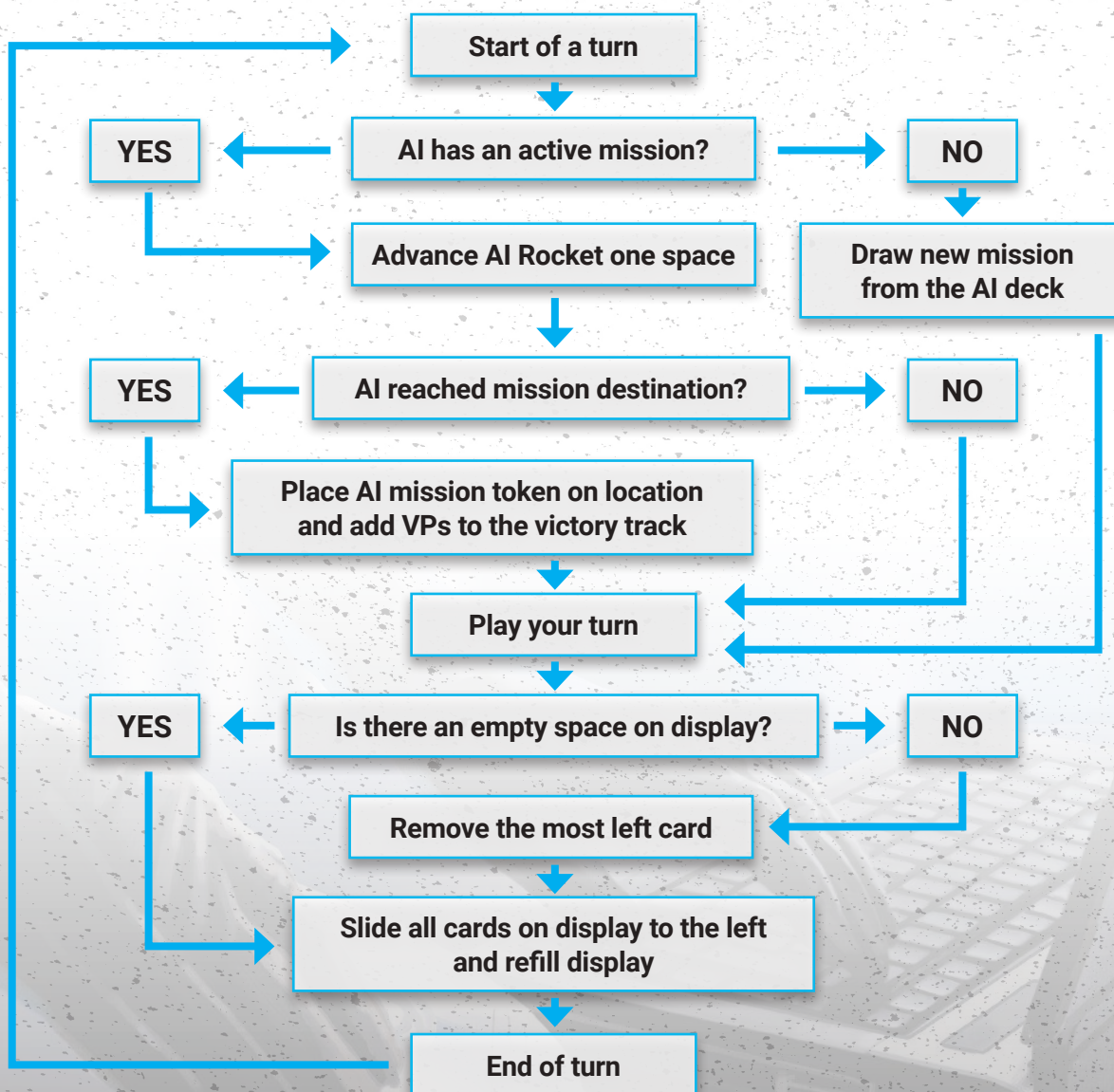


2. At the beginning of your turn, if the AI has an active mission, advance the AI Rocket one space toward its destination. If the AI Rocket reaches its destination, move the AI mission token from the destination to the indicated location and add the earned mission VPs to the AI on the victory track.
3. Play your turn as usual, but if you buy any card from the display do NOT refill it now. If you buy any Threat card, gain its VPs now.
4. Once per turn, you can remove any one card from the display (place it in the AI scoring area), but you must then advance the AI Rocket one space toward its destination on the Mission Track. Do NOT refill the display now.
5. At the end of your turn, if you bought or removed any card from the display, move all cards on the display

to the left and refill the display. If you cannot add any new card to the display because it is full, then remove the leftmost card from the display, move all cards to the left, and refill the display. If there are no more cards to refill the display you do not add any. If you remove a Threat card this way, add its VPs immediately to the AI on the victory track.

6. The game ends if there are no cards on the display, or if there are twelve mission tokens on mission spaces, or if you or the AI place your sixth token on the game board and each location (Earth, Moon, Mars) has at least one token (regardless of player color).
7. If you and AI have equal scores, then the AI wins.

Flow chart of a solo turn



Game Variant - The Battle for Earth

Set up the game as usual (★ and the numbers below refer to the setup on page 2), except:

- ★ **8 and 9** Remove ● and ● tokens from the game.
- ★ **6** Separate the Asset cards into two decks, teal and pink. Remove the pink deck from the game. Take Threat cards with ① and put them into the teal deck. Remove the rest of the Threat cards from the game. Place the teal deck on the board, face down.
- ★ **18** Remove Personal Goal cards from the game. In this variant, each player can fulfill only four missions during the game, and those missions can be sent only to the Earth orbit.

The game ends when any of the players puts their fourth mission token on the game board.

The round is completed, through the last player's turn, and then the game ends.

The other rules are the same as in the standard game.

Credits

Game: Martin Wallace

Creative Director: Jaro Andruszkiewicz

Development: Mariusz Rosik

Graphic Design and Art: Bartłomiej Jędrzejewski, Jakub Fajtanowski, Miłosz Wojtasik

Rules Editing and Proofreading: Waldemar Gumienny, Russ Williams

Production: Michał Ozon, Agata Jurczyszyn

DTP: Krzysztof Klemiński

Playtesters: Joanna Rosik, Agnieszka Jakubowska, Bernard Grzybowski, Klaudia Szymańska, Bartosz Rudkowski, Leszek W. Kowalski, Wojciech Sieroń, Sebastian Adamiak, Steve Deng, Stephen Hurn, Jason Kotzur, Brendan Evans, Michael McIntyre, Chris East, Rob Mulholland, Members of the League of Extraordinary Gamers.



PHALANX

PHALANX CO. LTD

**Craven House, 40-44 Uxbridge Road,
London, W5 2BS, United Kingdom
www.phalanxgames.co.uk**

SUMMARY

ACHIEVEMENTS: All tokens you will acquire during the game from your fulfilled missions:



Rocket points



+1 your max Hand size



Any of the three resources ((M) or (C) or (S)) 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)

ACTION CARDS: All cards you can use during your turn. They have a few types: Mission, Asset, Engine, Threat.

DESTINATION: One of three places on the game board where you can send your mission shown on each Mission card: , , .

ITEMS: Icon on the top left corner of the card:



10/20/30



Computer



Composite Materials



Biotechnology



Rocket points



Science ((M)/(C)/(S))

LIMIT: You can't buy more than one card with "LIMIT" during your turn.

LOCATION: Each of the 3 destinations (Earth orbit, Moon, Mars) has several specific locations, of 7 possible types:



Satellite



Spaceship



Space Hotel



Orbital Shipyard



Space Station



Asteroid Mining



Base

MAXIMUM HAND SIZE: The maximum number of cards you start the game with is six. During the game can be modified.

MISSION CARDS: The only cards that can be placed on your Mission Plan. Used to send a mission.

MISSION REQUIREMENTS: Number of Rocket points needed on your Launch Pad to launch a mission to a Destination.

NUMBER OF CARDS DRAWN DURING LAUNCH ATTEMPT: Maximum number of Mission Success cards you may draw when you perform a launch attempt:

=3, =4, =5.

PERMANENT: You don't have to discard cards with "Permanent" from your Launch Pad.

THREAT CARDS: Threats give no benefit except 2 VPs at the end of the game.

Available actions are:

- Buy cards from the display
- Place cards on the Launch Pad and/or Mission Plan
- Discard cards

LAUNCH attempt summary:

1. Declare your launch attempt.
2. Choose your destination.
3. Count the Rocket points (apply *during launch* effects).
4. Advance the Rocket token (apply *during launch* effects).
5. Shuffle the Mission Success deck.
6. Draw Mission Success cards: Abort/Failure/Success.
7. End of your turn.