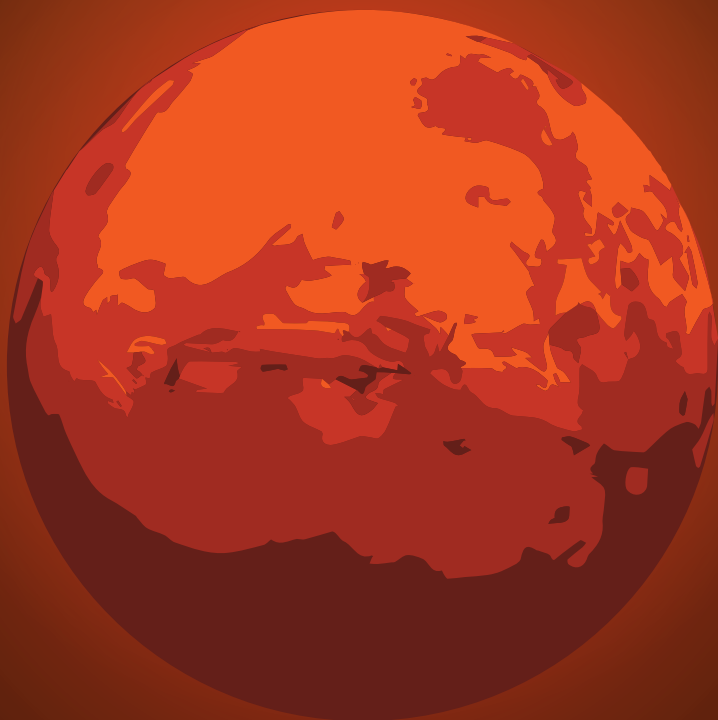


RACE TO THE RED PLANET

R U L E B O O K



OBJECT OF THE GAME

In *Race to the Red Planet* your goal is to complete a mission to Mars. Once you reach Mars, you become a Martian and must eliminate everyone. The last player standing is the champion.

MATERIALS

14 Pirates (red pieces) + 6 Ships (colored pieces)
+ 1 Gameboard + 2 Dice + 8 Ship Cards + 60
Science Cards + 60 Event Cards + 50 Salvage
Coins

GAME SETUP

1. Roll a die to see who goes first. Turns move clockwise. Next, shuffle the Science and Event Cards and place them facedown in their respective positions. Place the top 3 Science Cards face up in the numbered positions next to the Science deck. Place 4 Salvage Coins on each S file and keep the rest of them close.
2. Each player must place a pirate anywhere on the board. Players **may not** place a pirate on the surface of Earth.
3. Each player must choose a Ship Card at random, they will keep this for the rest of the game. Place the remaining Ship Cards to the side, you will not need these again.
4. All players may place their pieces anywhere on the starting Earth tile, this acts as a **single space** from which players can **leave anywhere**.

THE GAMEBOARD

- + Green grid lines outline tiles that are on Earth's surface
- + Blue grid lines outline tiles that are affected by the **gravity** of a celestial body



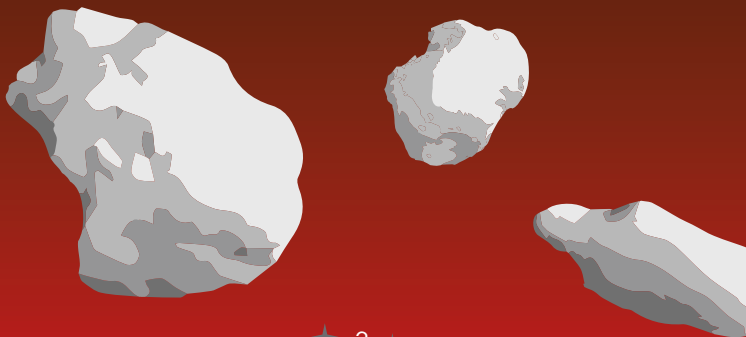
- + The small arrows on each of these tiles indicate the direction in which gravity will move a player's piece at the **end of that player's movement**
- + Diagonally hatched tiles indicate an overlap between gravity fields and have **no gravitational pull**
- + Bold white lines outline the rim of the Debris Field; S tiles are included in the Debris Field
- + The ISS, all moons, and all asteroids **cannot be moved through** and any player who ends their turn on these tiles will **crash**
- + Tiles labeled with the letter S allow the player to acquire 4 additional Salvage Coins (but can only be used **once per game**)
- + Any player cannot utilize more than **1 S** tile per game
- + Red grid lines outline the gravitational field of Mars, ending a turn in this area will result in death for any **non-Martian** player
- + Mars acts as a **single space** from which players can leave **anywhere**

M O V E M E N T

- + Roll a die to move; you may only move **orthogonally**. If the player **rolls a 1** they do not move and instead **draw an Event Card**.
- + A player **cannot** go back over a tile that they have already passed through during their turn (ignoring the effects of gravity).
- + In order to move **off** of a Debris Field tile, players **must roll a 1** with the **second die**. Each **Science Card** they possess increases the numbers that they can roll. **Rolling off of Debris Field tiles takes place after the movement die has already been rolled.**

*Example: A player with **2 Science Cards** can roll a **1, 2, or 3** to successfully roll off of a Debris Field tile. This is because they have 1 Ship Card and 2 Science Cards.*

- + Gravity **moves players 1 tile** towards the center of its field at the **end of their movement**.
- + If gravity moves the player onto the ISS or any celestial body, the player **dies**.



DEATH

- + In the event of any death, players will **return to Earth** (or Mars if they are a Martian)
- + Dying in the **Debris Field** allows the player to collect **4 additional Salvage Coins**
- + Crashing into the ISS or any celestial body results in death and, **with the exception of Earth**, the collection of 1 Salvage Coin
- + If a player dies as a result of an **Event Card**, they gain **2 additional Salvage Coins** when they are sent back to Earth

PLAYER STATS

- + Movement and combat cannot be **increased** by any more than 2 or **decreased** by any more than 1



- + Combat buffs apply to human players **as well as** pirates
- + After acquiring **5** Science Cards, a player is no longer affected by gravity and can freely pass through the Debris Field
- + After acquiring **10** Science Cards a player gains +1 combat, **ignoring the cap**
- + After acquiring **15** Science Cards a player gains +1 movement, **ignoring the cap**

C O M B A T


- + Players must attack each other if the aggressor ends their turn on the same tile as another player



- + Players must roll a die when in combat. The player who rolls the higher number wins and collects **3 additional Salvage Coins**
- + The losing player dies and goes back to Earth, **collecting nothing**
- + In the event of a tie **the defender always wins** (and still gets their spoils)
- + In order to engage in combat with a pirate, the player must move **through** the tile that the pirate is on
 - + A player must roll a **4 or higher** in order to kill a pirate and continue their move, rolling a **3 or lower** will result in **death** for the player
 - + Upon defeating a pirate, remove the pirate from the board and collect **2 additional Salvage Coins**
 - + If a pirate defeats a player in combat, **place 1 Salvage Coin on that pirate's tile**. These Salvage Coins may **accumulate indefinitely** until the pirate is defeated. The player who defeats this pirate collects the accumulated Salvage Coins **and** the default 2.

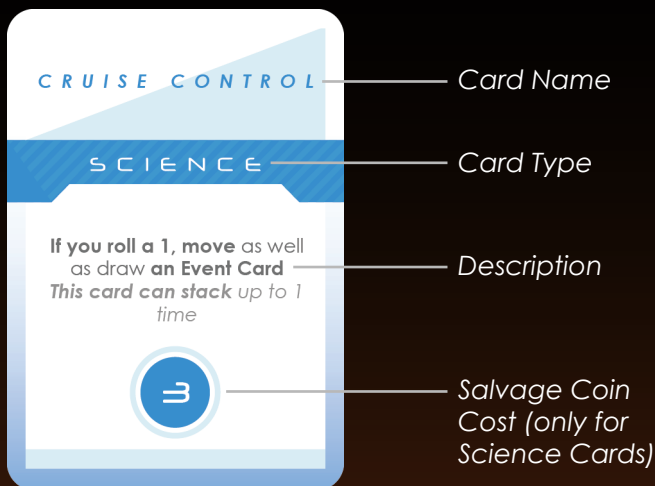


CARDS AND COINS BASICS

- + Event Cards are discarded after they are read unless the card says otherwise
 - + Reshuffle the deck of Event Cards if they run out
- + When the deck of Science Cards runs out, any actions that would normally yield a player an additional Science Card no longer do
 - + The Science Cards of players who have been eliminated are **no longer in play** and are **not** placed back into the Science Card deck
- + Salvage Coins can be spent in 3 ways: 
 - + Players may spend 2 Salvage Coins to **negate** any Event Card that **they draw**
 - + Players may spend 4 Salvage Coins to gain the **top** card of the Science Card deck
 - + Players may spend a certain number of Salvage Coins indicated on the card to gain that Science Card **at any point during their turn**

*Special Occurrence: Players **cannot** use the repair bot Event Card to repair themselves in an area where they would **naturally** die. This includes the Martian atmosphere, the ISS, and any celestial bodies.*

CARDS



- + If a player has a card that allows them to move as well as draw an Event Card when rolling a 1, they must move **before** they draw their Event Card
- + If a player rolls a 1 from a re-roll Event Card, they must draw **another** Event Card
- + Cards that only take effect when **attacking** are only useful to the **aggressor** in combat
- + Cards that only take effect when **defending** are useful to the **victim** in combat
- + Replace any face up Science Cards that players purchase with the current **top card** of the Science Card deck



VICTORY

- + When a player reaches Mars they must draw **5** additional Science Cards **off of the top of the Science Card deck**. They are now a Martian. There **can** be multiple Martians.
- + The goal of a Martian is to eliminate the remaining players; a player must be the **last player left** in order to win.
 - + When a Martian defeats any other player in combat, the defeated player is **eliminated from the game** and can no longer play
- + All Martians are immune to the atmosphere of Mars
- + Any **normal player** who defeats a Martian in combat may collect **4** additional Salvage Coins afterwards
 - + If a Martian is defeated in combat by a normal player they must start their next turn on Mars and **wait 1 turn** before leaving
- + A **tie** between 2 **Martians** in combat will send the attacker back to Mars **without eliminating them**.



ACKNOWLEDGEMENTS

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SPECIAL THANKS

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