
POCKET
MARS
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GAMES




## Contents:

- 35 Project cards (5 types of 7 Projects)
- 5 Building cards
- 4 Spaceship cards
- 28 Colonist markers (7 in each player's color)
- 4 Energy markers
- 4 Reference cards
- 1 Starting player card

# Contents:

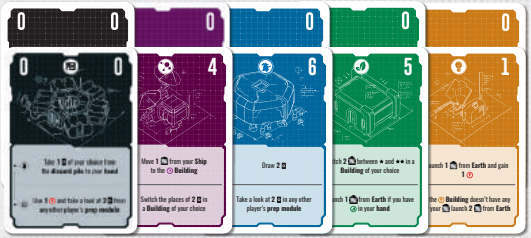
## 1 Starting Player Card



## 6 Reference Cards
## (Including 2 for solo play)




## 35 Project Cards
## (5 types of 7 Projects)



## 5 Building Cards



28 Colonist Markers
(7 in each player's color)





4 Energy Markers

4 Spaceship Cards



## Game objective and rules for 2-4 players:

The main objective in **Pocket Mars** is to settle Mars with your colonists. Players will undertake projects to send their colonists to Mars, where they will work in pre-established buildings to improve and upgrade the colony, as well as build new constructions that will allow the colony to prosper.

The player who best allocates their colonists will score the most points and be victorious.

1 Earth Card



## Game setup [Pic. 1]:

1. Each player chooses a color, and takes the Spaceship card (1) and the 7 colonists in that color. Each player places their Spaceship card on the table in front of them.

2. Each player places 1 of their colonists on their Spaceship (2) and then places their remaining 6 colonists in a common pool on the Earth Card in the center of the play area (3) (henceforth referred to as "Earth") , together with the other players' remaining colonists.

3. Each player places 1 energy marker on the starting level space of the energy track on their Spaceship (4).

4. Place the 5 Building cards face-up in a row, next to each other, in any order. (Leave enough table space beneath them (5) for Project cards to be placed later in the game.)

5. Shuffle the 35 Project cards together to form a single deck, and deal 4 Project cards face-down to each player. Place the remaining deck face-down within easy reach of the players, leaving space beside it for a discard pile (6).
   *Variant: Experienced players may wish to use the Drafting rules described at the end of these rules.*

6. Each player secretly picks 2 of their 4 Project cards and places their chosen cards face-down (side by side) in front of them in their personal tableau. This is called the player's prep module (7). The remaining 2 Project cards remain in the player's hand (8). (Note: A player may inspect the cards in their prep module at any time during the game.)

7. Choose the starting player at random. The starting player receives the starting player card (9) and begins the first round.

Pic. 1

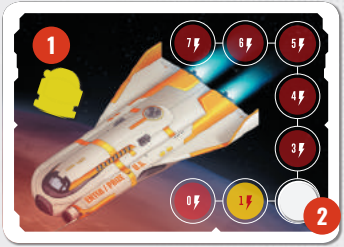

AQUALAB
GREENHOUSE
RADIATION
COMMS CENTER
ENERGY BANK
5
6
7
9
3
7
8
8

## Important terms you will see in the game:

**COLONISTS:** The wooden bits shaped like an astronaut helmet. Represented on rules and cards with or , these symbols have identical meaning and vary only for visual ease on different backgrounds.

**SPACESHIP [Pic.2]:** The card on which a player will place their colonists when instructed to Launch from Earth 1. From there, colonists will go to Buildings on Mars. Additionally, each player must keep track of the energy level of their Spaceship 2.

Pic. 2




**LAUNCH:** This keyword appears on many cards. When a card tells you to "Launch 1 from Earth" It means "move 1 colonist from Earth to your spaceship card."

**EARTH:** The place where all players' remaining colonists reside **[Pic. 1 3 (previous page)]**. In the course of the game, players will pick colonists up from Earth and place them on their Spaceship in order to transport them to one of the colony's Buildings.

**PREP MODULE:** The 2 Project cards in front of each player, placed next to each other face-down **[Pic. 1 7 (previous page)]**. These cards are kept secret from the other players, but each player is allowed to inspect the cards in their own prep module at any time.

**BUILDINGS [Pic. 3]:** There are 5 cards in play called Buildings, and 4 of these Buildings can hold colonists. On these , a space marked ★★ has a limitation on how many colonists that space can hold 3. In a 2 player game, it can hold a maximum of 1 colonist. In a 3 or 4 player game, it can hold a maximum of 2 colonists. Each colonist on such a space at the end of the game will earn 4 victory points. A space marked ★ has no

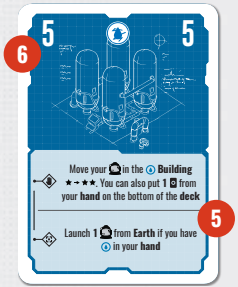
limit to the number of colonists it can hold, and each colonist there will earn 2 victory points at the end of the game. The fifth Building (colored black) is the Habitation Building, and does not hold colonists.
Each Building has a special ability which may be triggered when a player connects a Project card to it. Additionally, 4 of the Buildings have a value of 3 (4), which is referenced when connecting Project cards.

**PROJECT CARDS [Pic. 4]:** These are the core elements of the game. Players will use them to Launch colonists from Earth to their Spaceship, and then move colonists from their Spaceship to Mars. Each Project card has two actions (5) – the top action is triggered when the card is played from a players hand, and the bottom action is triggered when it's played from a prep module. These cards have a value ranging from 0 to 7 (6) – this value is only used when a card is played from a player's own prep module.

Pic. 3




Pic. 4



## The 4 Card rule:

As the last step in each player's turn, starting with that player and moving clockwise around the table, each player ensures that they have exactly 4 Project cards, consisting of 2 cards in their hand and 2 cards in their prep module. To do so, a player undertakes the following steps in order:

- If a player has more than 4 cards in total, they must choose and discard cards from their hand until they have 4.
- If a player has fewer than 4 cards in total, they draw cards from the Project deck until they have 4 total cards. (If at any time the Project deck is empty, create a new deck following the procedure described on page 10.)
- If a player has fewer than 2 cards in their prep module, they must choose cards from their hand and place them in their prep module until they have 2 cards in their prep module once more.

At the end of this step, each player must have 2 cards in their hand and 2 in their prep module. Always remember that cards from your hand go to the prep module, but not the other way around. Once you place a card in your prep module, you can't swap it with another one from your hand. Choose wisely!

## Golden rule:

If the text of a card contradicts the text of these rules in any way, the text of the card takes precedence.

## Playing the game:

The game consists of a series of rounds divided into players' turns. Within each round, each player takes **one** turn, beginning with the starting player and moving clockwise around the table. In a turn, the active player must perform exactly one of the five available actions. As the last step in each turn, players complete the 4 card rule described earlier.

Once a round has been completed, players check if the endgame condition is met, in which case the game is finished and the winner is determined. Otherwise, proceed to the next round which again commences with the starting player.

## In your turn, you must perform one of the five following actions:

- Play a Project card from your hand.
- Play a Project card from your prep module.
- Play a Project card from any other player's prep module.
- Launch 1 from Earth.
- Gain 1 energy by discarding a Project card from your hand or prep module.

### Play a Project card from your hand

Play a Project card of your choice from your hand and trigger its top action. Discard that Project card.

***Example:*** *Filip plays a Project card with a value of 6, which tells him to 'Draw 2 cards'. He draws 2 Project cards from the Project deck and now has 3 in his hand and 2 in his prep module. As the last step in his turn, Filip must ensure he has exactly 2 Project cards in his hand and 2 in his prep module. As such, he chooses 1 of the Project cards in his hand and discards it, placing it face-up on the Project discard pile.*

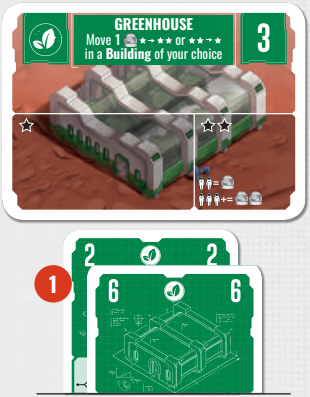
### Play a Project card from your prep module [Pic. 5 (next page)]:

Play a Project card from your prep module, connecting it to a Building of the same color by placing the Project card face-up beneath that Building. If there's already a Project card there, place your card on top of it, leaving just the value of the previously played card visible **[Pic. 5 1]**. Then, perform the following steps in order:

1. Compare your card's value with the value of the card directly underneath it. If your card is the first one connected to a Building, compare its value to the Building value instead. If your card's value is is higher, you may move 1 of your colonists from your Spaceship onto the Building, placing it on the space marked ★.
   **Important: The Habitation Building does not have spaces designated for colonists. Ignore this step when you connect a Project card to that Building.**

2. You may trigger the Project card's bottom action. If you can't fulfil the requirements of an action however, you can't trigger it (for example, if you don't have enough energy to pay for the action).
3. You may trigger the Building's special ability.

Pic. 5




These steps are independent of each other, and are resolved separately, but if any or all are resolved, they must be resolved in this specified order; move colonist, execute card effect, execute Building effect.

Remember: If your Project card's value is not higher than the underlying card's value, you may still use the two remaining options.

***Example:*** *Matt plays an card from his prep module and places it below the Building of the same color and on top of a previously connected card so that only the previous card's value of 7 is visible. Since his card's value is only 1, he cannot beat the value of the card directly underneath his, which means he will not be able to move 1 of his colonists from his Spaceship to the Building. However, the action on the card allows him to launch 2 from Earth and place them on his Spaceship if he does not have any colonists in the Building. He triggers it, as the only colonist in the Building belongs to Filip. Finally, Matt uses the Building's special ability to gain 1 energy. Next, he draws 1 card from the Project deck (following the 4 card rule) and decides to place an card from his hand into his prep module.*

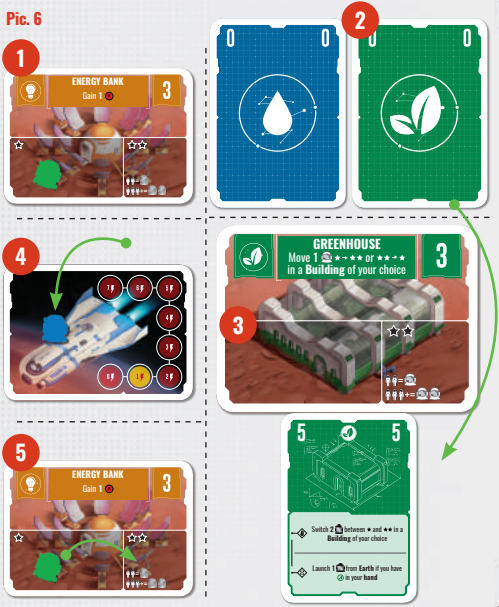
## Play a Project card from any other player's prep module

Play a Project card of your choice from another player's prep module. Turn the chosen card face-up and connect it to a Building of the same color, in the same manner as you would if it were from your own prep module. Then perform the following steps in order:

1. The player who owns the Project card may trigger its bottom action as if they played it from their own prep module. The player needs to meet the conditions required for triggering the action as usual and/or be able to pay any energy cost required by the text on the Project card.
2. You may use the Building's special ability.

***Example [Pic. 6]:*** *Filip wants to move his colonist in the Building 1 from the space marked ★ to the space marked ★★ as it is worth more points at the end of the game. He can see that Matt placed an card in his prep module by the symbol on its back 2. Filip decides to play that card so he turns it face up and connects it to the Building which does not have any cards connected to it yet 3. This Project card's value is 5 and it beats the Building's value of 3,*

Pic. 6



*although in this case that does not matter. The card's bottom action says that if the player has an card in his hand, he may move 1 colonist from Earth to his Spaceship. Luckily, Matt does have a card with that symbol in his hand, and he picks up a colonist from Earth 4. Filip then uses the Building's special ability to move his colonist marker in the Building from ★ to ★★ just as he planned 5. After this action, Matt is missing one card in his prep module so he draws a Project card from the Project deck. Now, he must choose which of the 3 cards in his hand he will place in his prep module (following the 4 cards rule) before the next player can start their turn.*

**Launch 1 from Earth**

Launch 1 from Earth and place it on your Spaceship. This action cannot be performed if you have no colonists left on Earth.

**Gain 1 energy by discarding a Project card from your hand or prep module**

Choose and discard 1 of your 4 Project cards. Then, increase your energy level by 1, indicated by moving the energy marker on your Spaceship up 1 space. This action can be performed if your energy marker is already at the top space of the energy track, but in this case you would just discard a Project card without gaining energy.

**If the Project deck is empty at any time during the game, immediately create a new Project deck. From the Building sites, take all Project cards that currently lie underneath another Project card, and place them in the discard pile. Then, shuffle the discard pile to form a new Project deck.**

## Finishing the game

At the end of a round, if at least 1 player has all of their 7 colonists placed in Buildings on Mars, the game ends immediately.

**Each player then earns victory points as follows:**

- 1 victory point for each colonist on their Spaceship.
- 2 victory points for each colonist on a Building space marked ★.
- 4 victory points for each colonist on a Building space marked ★★.

- 2 victory points for having at least 1 colonist on each of the 4 Buildings that can hold colonists.
- 3 victory points for having at least 4 colonists in 1 Building.

The player with the highest energy level earns 1 victory point. In the case of a tie, all tied players earn 1 victory point.

Colonists remaining on Earth earn no victory points.
The winner is the player with the most victory points. In the case of a tie, the tied player with the most colonists on Buildings wins the game. If still tied, the tied players share the win.

## Description of Building Abilities:

**Greenhouse** - you may move any colonist belonging to any player in a Building of your choosing from a space marked with ★ to a space marked with ★★, or the other way around.

**Energy Bank** - you may increase your energy level by 1, as indicated by moving your energy marker up 1 space on the energy track on your Spaceship.

**Comms Center** - you may launch 1 of your from Earth and place it on your Spaceship.

**Aqualab** - you may choose 1 of your Project cards from your hand or your prep module and place it face-down at the bottom of the Project deck.

**Habitation** - you may move 1 of your colonists from your Spaceship to a Building of your choice, placing it on the space marked ★ within that Building.

## Variant: Drafting Project cards

During setup, each player is dealt 5 cards face-down. Each player chooses 1 of those cards to keep, and passes the remaining cards to the player on their left. Repeat this process (choosing 1 and passing the remainder) until all players have chosen 4 cards to keep. The remaining cards are shuffled back into the Project deck. Each player then secretly chooses and places 2 of their 4 kept cards face-down in their prep module, and the other 2 cards form their hand.

## Solo variant: Devious Automatics challenge

***One of our competitors, the Devious Automatics (DA) company, believes that it could undertake the colonization of Mars more efficiently through use of their android technology. As our Project efficiency expert, your job is to prove them wrong. We've designed a comprehensive and accurate simulation system to challenge their claim, but so far no one's been able to overcome those pesky androids! You're our last chance. If you can't master it, our colonization program may be doomed!***

The solo game is an advanced variant - you'll need to know the basic rules before reading this. We also recommend playing the multi-player game several times before tackling the solo game.

## Setup:

To begin with, follow all the setup steps defined in the multi-player game (see page 2 of the rules). Then, perform the following steps to setup Devious Automatics (DA):

1. Choose 1 of the 3 unchosen Spaceships as the DA Spaceship and place it in your play area, to one side and separate from your own Spaceship.
2. Take the 7 colonists of the same color as the DA Spaceship. These are DA colonists. Place 5 of them on the DA Spaceship and the remaining 2 on Earth (joining your previously placed colonists there).
3. Place 1 energy marker on the starting level space of the energy track (marked 1 ⚡) on the DA Spaceship.
4. Take 2 Project cards from the Project deck and, without looking at them, place them face-down in front of the DA Spaceship. This is the DA prep module.
5. You are now ready to begin.

## Always keep in mind:

**Whenever you draw a card during the solo game, you must instead take a card of your choice from the DA prep module (which is not immediately replenished). If there are no cards in the DA prep module, only then do you draw from the Project deck as per normal. This holds true even when applying the 4 card rule!**

## Playing the game:

The solo game consists of a series of rounds. Each round is divided into 3 phases, performed in the following order:

- **Architect Phase.**
- **System Failure Phase.**
- **Android Activation Phase.**

At the end of each round, after completing all three phases, if any of the endgame conditions has been met (see page 17), the game ends. Otherwise, proceed to the next round.

## Architect Phase:

During the Architect Phase, you **must** perform one of the five following actions:

**Play a Project card from your hand** - this action is identical to that defined in the multi-player game (see page 6).

**Play a Project card from your prep module** - this action is identical to that defined in the multi-player game (see page 7).

**Play a Project card from the DA prep module** - flip the chosen card from the DA prep module face-up and connect it to a Building of the same color. Then, perform the following steps in order:

- Compare the card's value with the card directly underneath it. Or if this is the first card connected to a Building, compare its value to the Building value instead. If the value of the played card is higher, you may move 1 of your colonists from your Spaceship onto the Building, placing it on the space marked ★.
- You may trigger the Building's ability.
  (Do not resolve any effects for the DA player)

**Launch 1**  **from Earth (placing it on your Spaceship) and discard 1 Project card from the DA prep module**. You must do both. If you have no colonists on Earth, this action cannot be performed.

**Gain 2 energy by discarding a Project card from your hand or prep module -** this action is identical to that defined in the multi-player game (see page 10), with the exception that you gain 2 energy instead of 1.

**Reminder: Apply the 4 Card rule after you've performed your action, and remember that whenever you draw cards, take them first from the DA prep module, and only from the Project deck once the DA prep module is empty.**

## System Failure Phase:

***You're dealing with androids. Face it, there's going to be glitches!***

Take the top 2 cards from the Project deck (not from the DA prep module) and place them face-up in the discard pile. This isn't considered a draw. If there is only one card left in the Project deck, place just that card in the discard pile then move on to the Android Action Phase.

## Android Activation Phase:

***The androids from Devious Automatics are powerful, but they have one major defect. Reliability. Which you'd think would be more of a worry to people, but I guess that's the reason DA spends so much on lovey-dovey feel-good ads every year.***

If there are 2 Project cards in the DA prep module, skip this Android Activation Phase.

If there is 1 Project card in the DA prep module, perform the following steps in order:

1. **Move a DA colonist from the DA Spaceship to the Building matching the color of the DA Project card** (skip this move if the matching Building is the Habitation Building). If there was no DA colonist on the DA Spaceship, move 1 DA colonist from Earth (if any remain) to the DA Spaceship instead.

2. **Trigger the DA Alternative Building ability** for the Building that matches the color of the DA Project card (described on the next page). The card in the DA player's prep module is not revealed and is not discarded.

**Lastly, if there are 0 or 1 Project cards in the DA prep module, take enough cards from the top of the Project deck to refill the DA prep module to 2 cards** and, without looking at them, place them face-down in the DA prep module.

## Description of DA Alternative Building Abilities:

**Greenhouse**: Double Upgrade - The DA gets 2 Upgrades. Each Upgrade either:

1. moves a DA colonist from a space marked ★ to a space marked with ★★ within any Building where that's possible, or
2. moves one of your colonists from a space marked ★★ to a space marked ★ within any Building where that's possible.

For each Upgrade, option **1** must be taken if possible. If not, take option **2** if possible. Any Upgrades unable to be used go to waste.

**Note: In the solo game, the Building spaces have the same colonist limits as the 2 player game.**

**Aqualab**: Spark - Take the top 2 cards from the Project deck (not from the DA prep module - this isn't considered a draw!) and place them in the discard pile.

**Energy Bank**: Overwhelming Power - Increase the energy level on the DA Spaceship by 2. If the DA Spaceship can't increase their energy level, then Spark triggers (see Building above).

**Comms Center**: Recruitment Drive - Move 1 DA colonist from Earth (if any remain) to the DA Spaceship.

**Habitation**: Calculations - Move a DA colonist from the DA Spaceship to a Building of your choice. If there was no DA colonist on the DA Spaceship, move 1 DA colonist from Earth (if any remain) to the DA Spaceship instead. You must optimize the placement of the DA colonists so as to maximise the DA's final score as best you can, so try and place them as if you were playing the DA.

***I mean, those androids are really quite smart, despite the occasional glitch. And the unreliability factor. But don't overthink it... do whatever you think is best, but you don't need advanced math for this. They ain't THAT smart!***

## Game End:

In the solo game, there are 3 endgame conditions:

- You have all of your 7 colonists on Buildings on Mars.
- DA has all of its 7 colonists on Buildings on Mars.
- The DA prep module has fewer than 2 cards ( and cannot be refilled from the Project Deck).

**Note: If there are no cards in the Project deck, don't create a new Project deck. Per the above, the Project deck running out of cards helps create an end-condition for the solo game!**

## Game End Scoring:

You earn victory points using the same rules as the multi-player game (see page 10 of the rules).

DA earns victory points using the same rules but with the following changes:

- DA earns 4 victory points (instead of 2) for having at least 1 colonist on each of the 4 Buildings that can hold colonists.
- DA gains 5 victory points (instead of 3) for having at least 4 colonists in 1 Building.
- DA gains 2 victory points (instead of 1) if it has the highest energy level. In the case of a tie, DA gains 2 victory points while you still earn your 1 victory point as usual.

You win the game if you score more points than Devious Automatics. ***And guarantee you keep your job... not to add any pressure or anything.***

### Difficulty levels:

If you'd like a greater challenge, the difficulty level of the solo game may be increased as follows:

**Super-droid Level** - During Setup, place 6 DA colonists on the DA Spaceship and 1 on Earth.

**Cyborg Level** - During Setup, place 7 DA colonists on the DA Spaceship and none on Earth.

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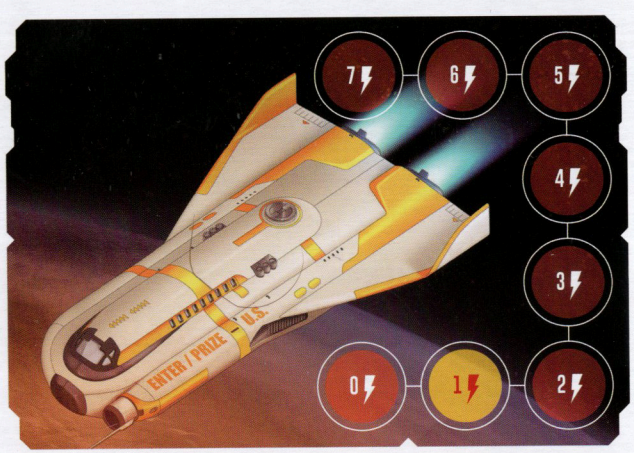
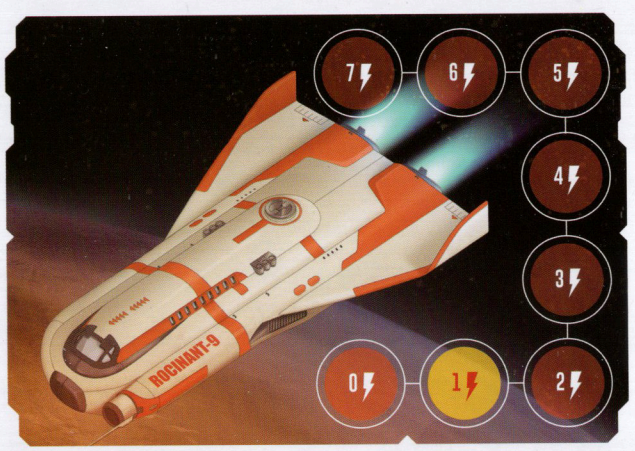
10+ 1-4 15-30

## HABITATION

Move 1 from your **Ship** to a **Building** of your choice






## AQUALAB

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Put 1 from your **hand** or **prep module** on the bottom of the **deck**

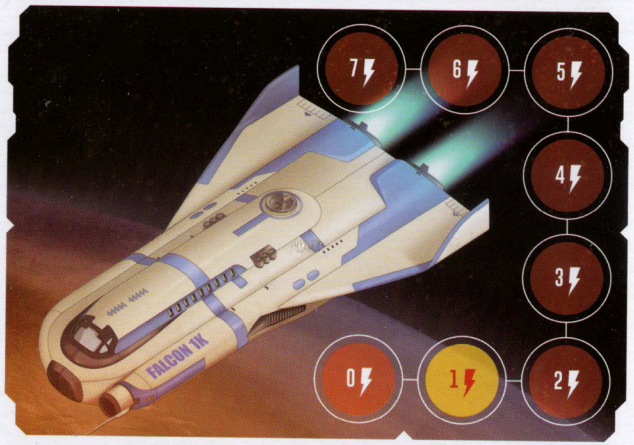



## ENERGY BANK

3

Gain 1




## GREENHOUSE

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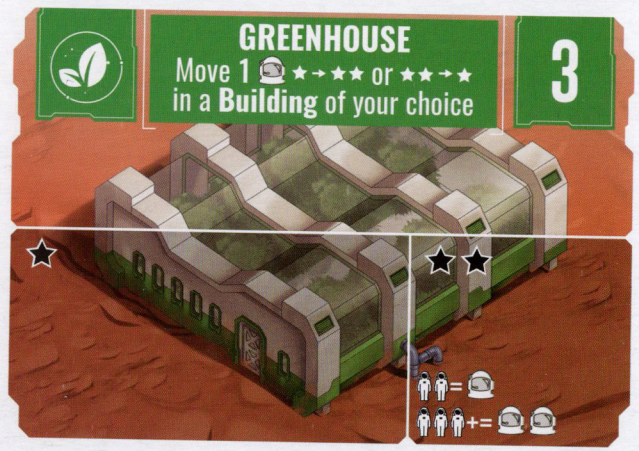
Move 1 ★→★★ or ★★→★ in a **Building** of your choice



## COMMS CENTER

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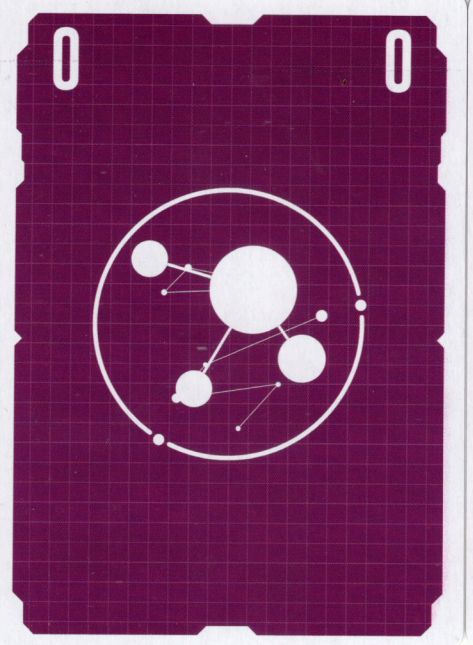
Launch 1 from **Earth**



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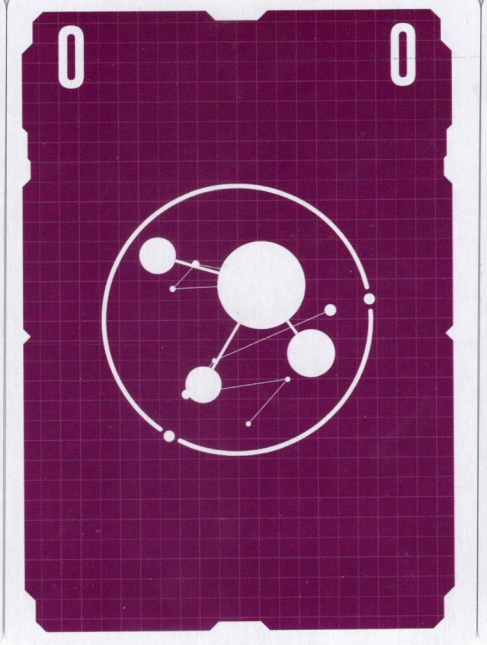
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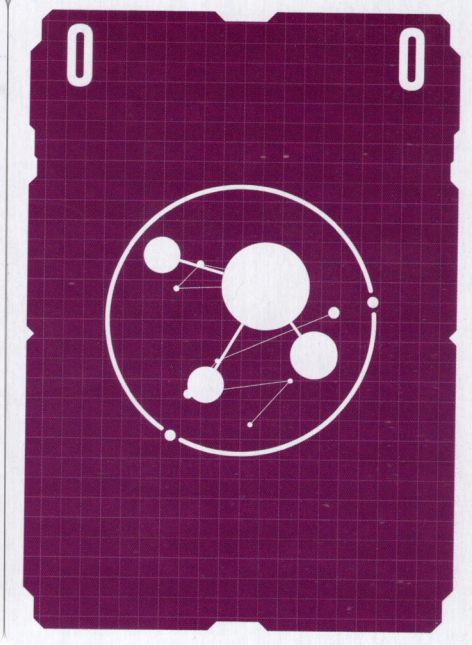
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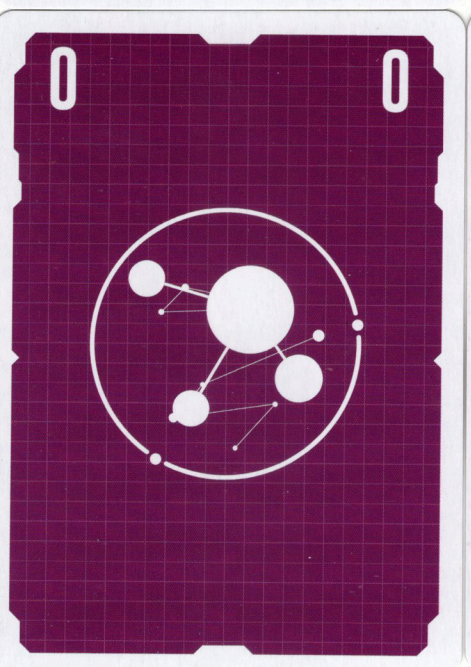
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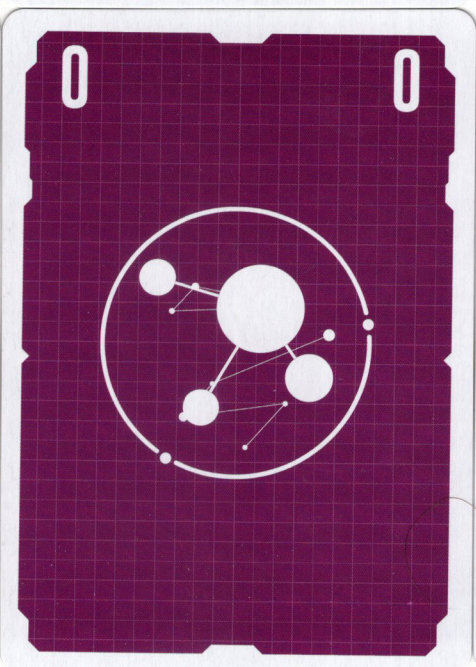
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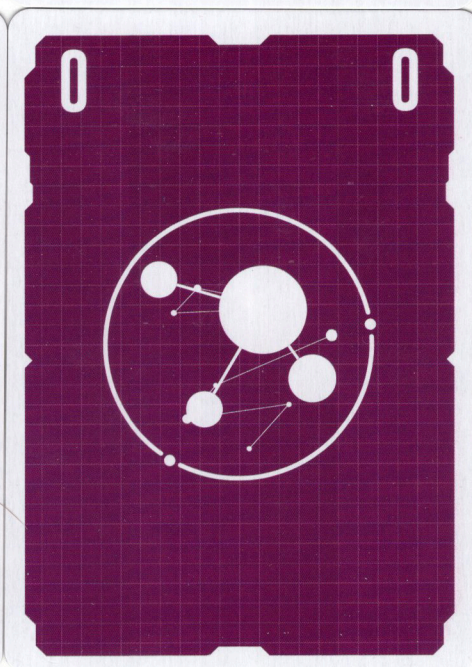
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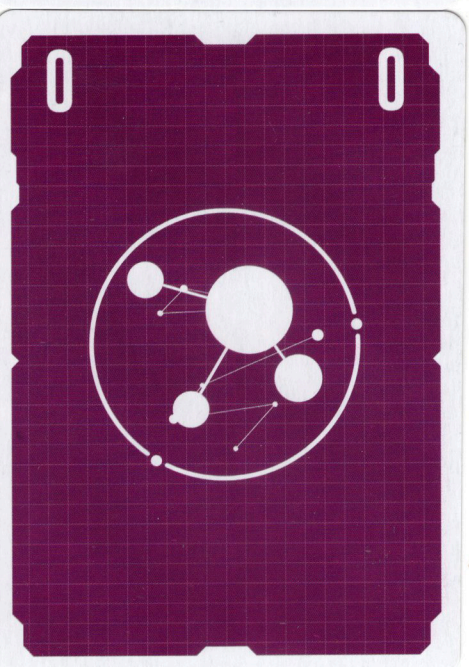
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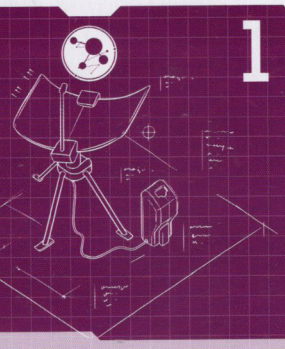
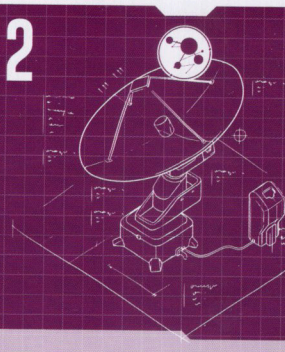
1 1



Take 1 from **Earth** and gain 1

If the **Building** doesn't have any of your Launch 2 from **Earth**

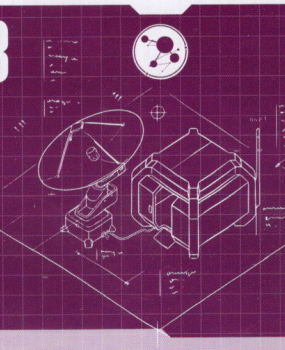
2 2



Draw 2 keep one of them and add the other face down to the corresponding **Building**

Take 1 of your choice from the **discard pile** to your **hand**

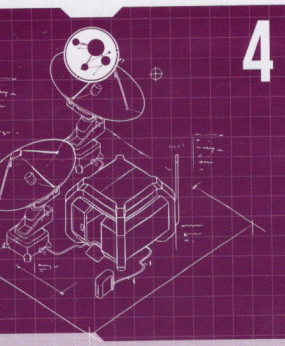
3 3



Launch 2 from **Earth** if you don't have any on your **Ship**

Discard from your **hand** and launch 2 from **Earth**

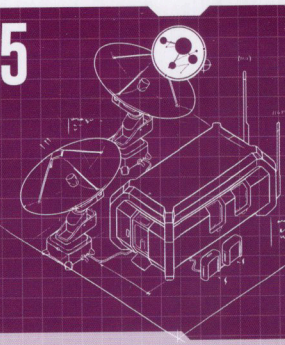
4 4



Move 1 from your **Ship** to the **Building**

Switch the places of 2 in a **Building** of your choice

5 5



Move your in the **Building** ★→★★★ and launch 1 from **Earth**

Launch 1 from **Earth** if you have in your **hand**

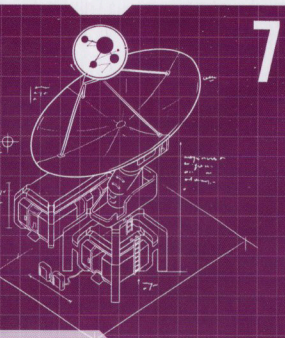
6 6



Launch 1 from **Earth** and gain 2

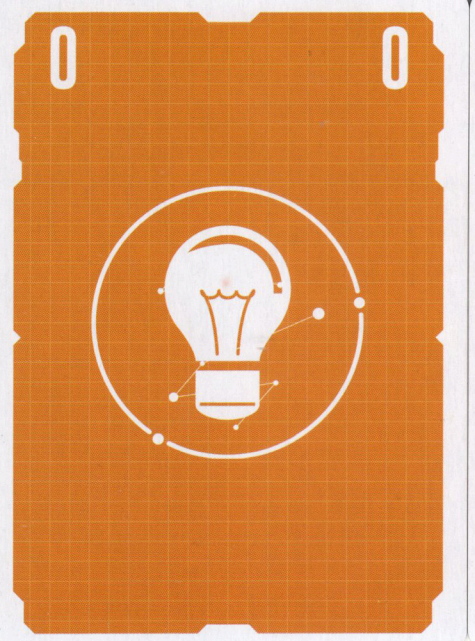
Move your from any **Building** back to your **Ship** and gain 2

7 7



Launch 2 from **Earth**

Launch 1 from **Earth** if you have in your **hand**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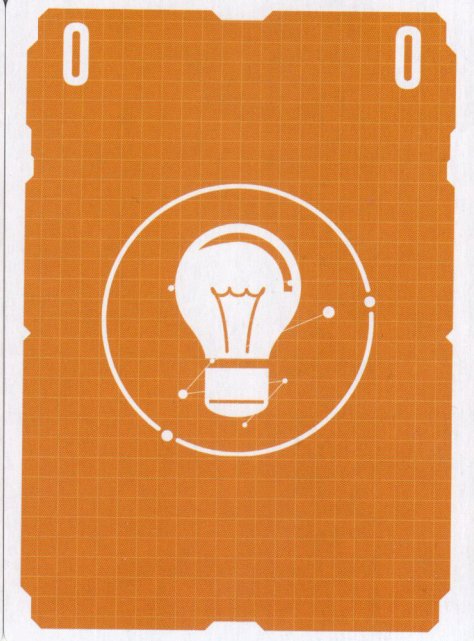
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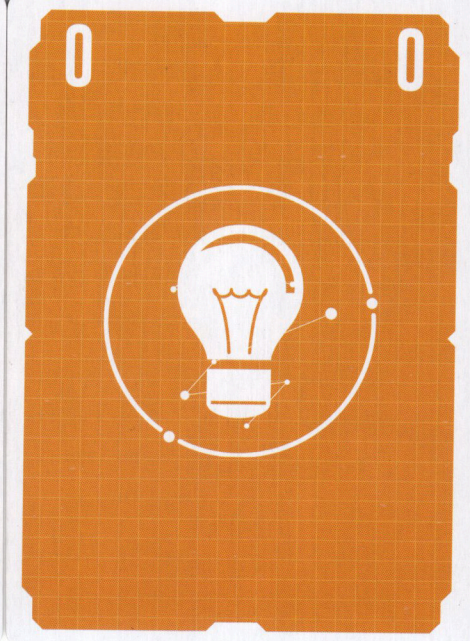
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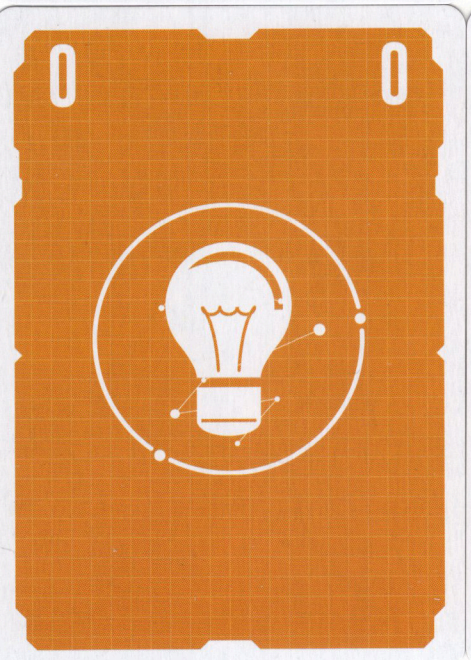
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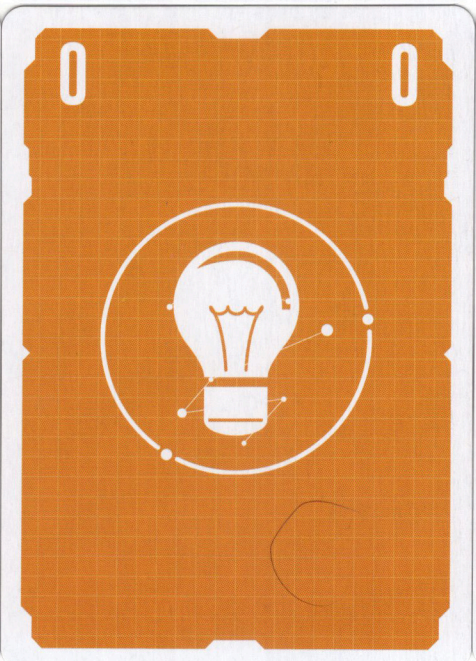
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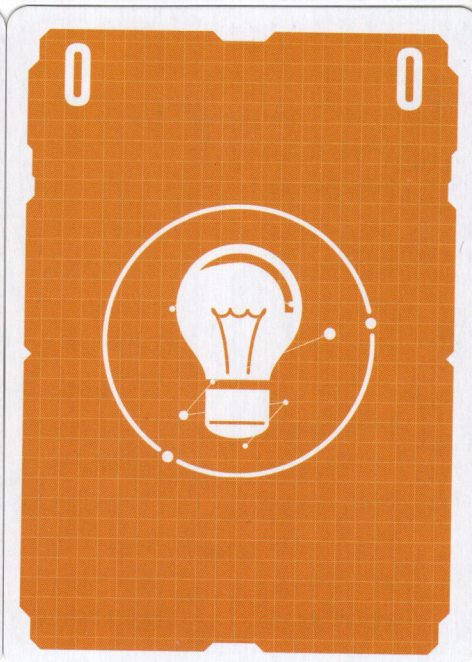
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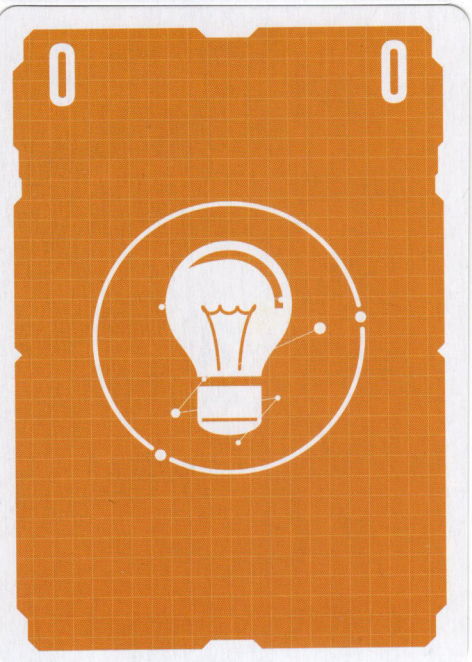
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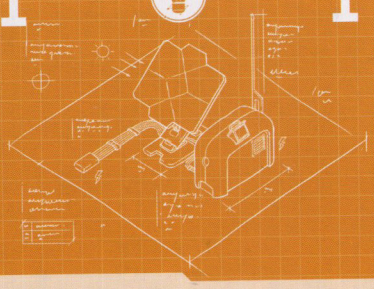
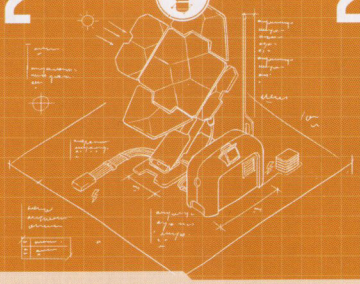
1 1



Launch 1 from **Earth** and gain 1

If the **Building** doesn't have any of your launch 2 from **Earth**

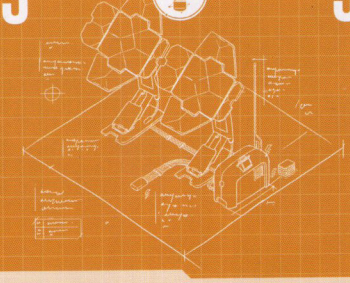
2 2



Draw 2 keep one of them and add the other face down to the corresponding **Building**

Gain 2

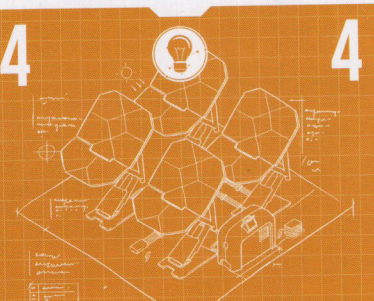
3 3



Launch 2 from **Earth** if you don't have any on your **Ship**

Gain 2 if you have at least 2 on your **Ship**

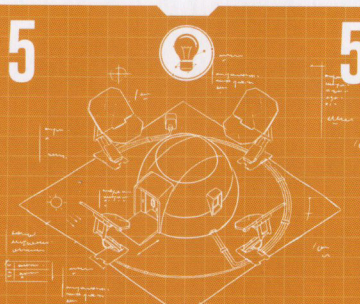
4 4



Move 1 from your **Ship** to the **Building**

Use 2 and launch 2 from **Earth**

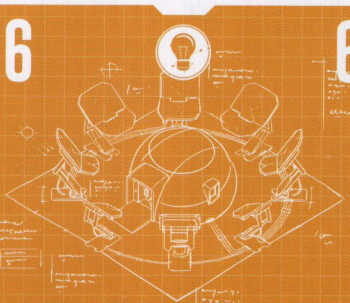
5 5



Move your in the **Building** ★→★★ and gain 2

Launch 1 from **Earth** if you have in your **hand**

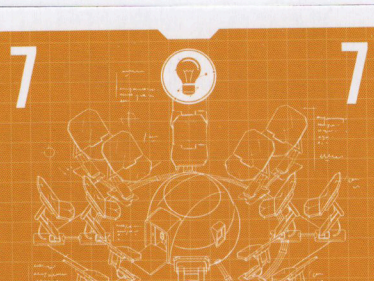
6 6



Use 3 and move up to 2 from your **Ship** to **Building**

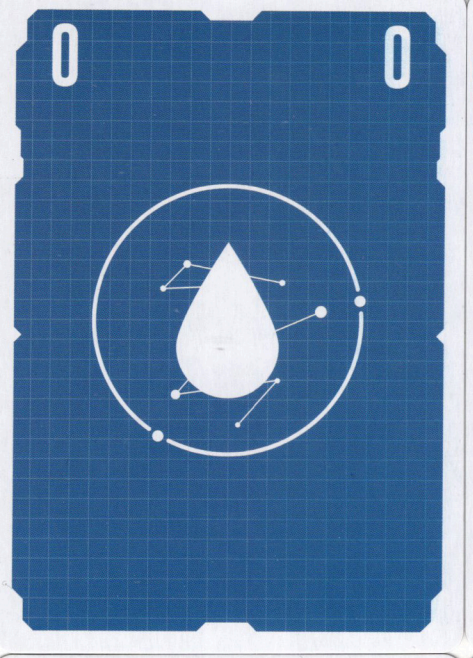
Use 2 and turn the top face down in a **Building** of your choice

7 7



Gain 2 and do 1 more action

Launch 1 from **Earth** if you have in your **hand**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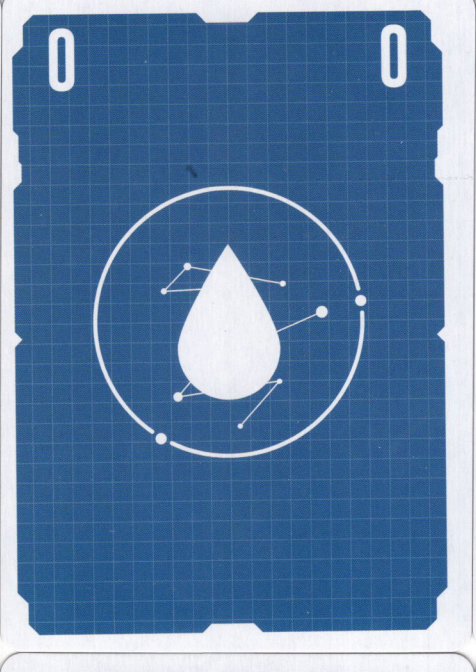
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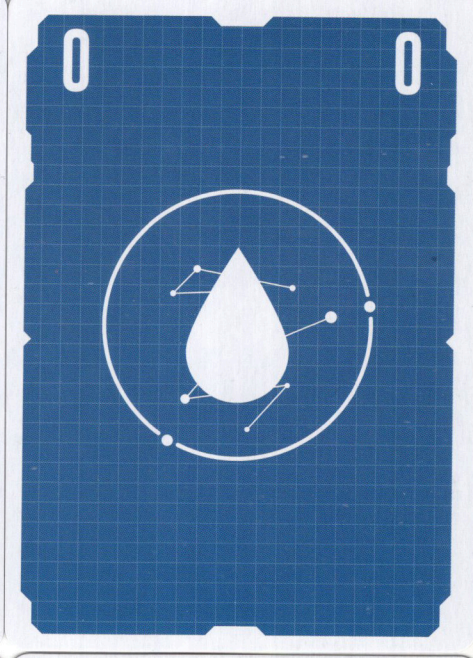
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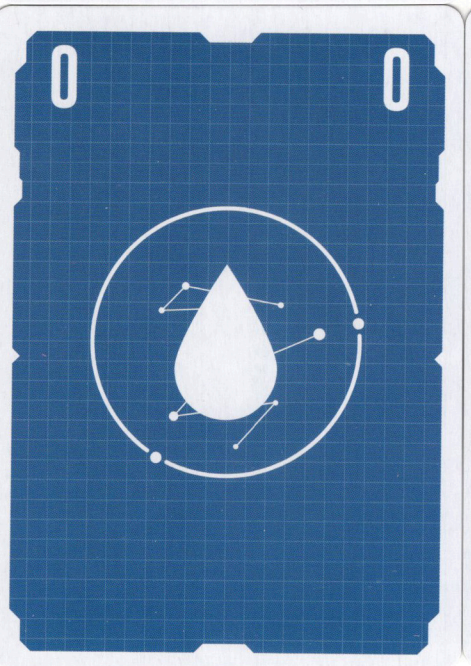
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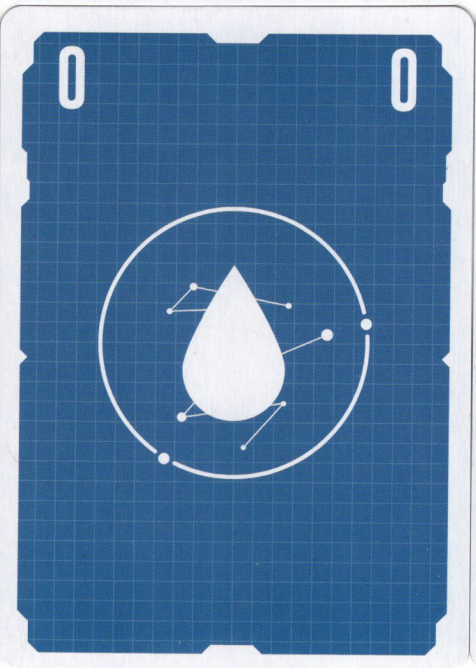
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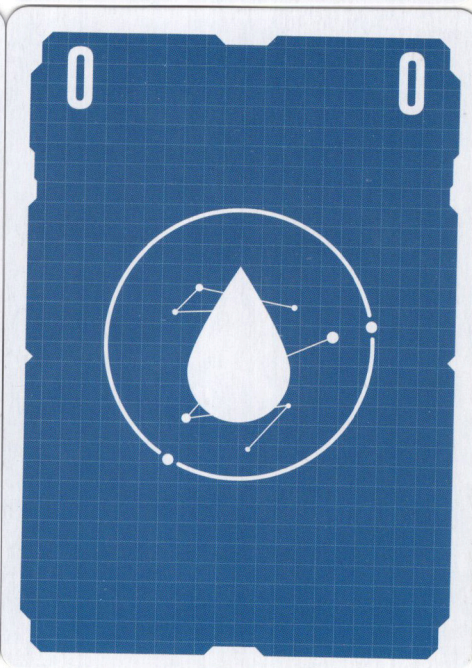
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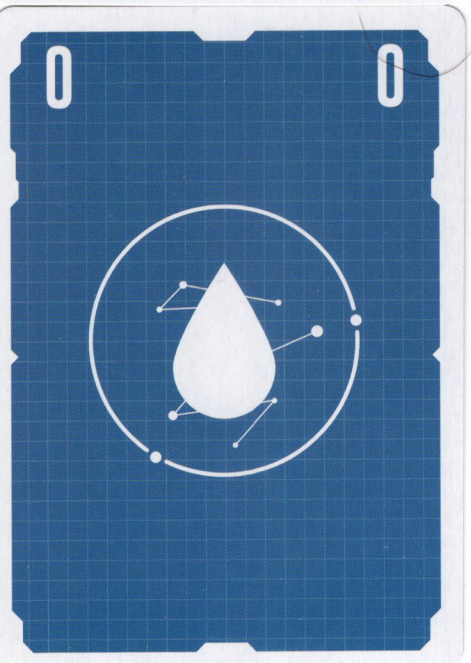
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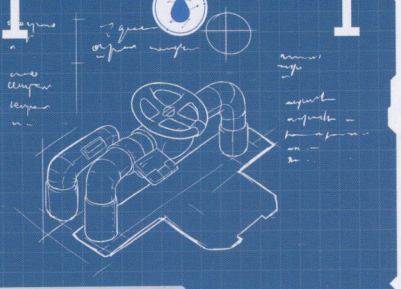
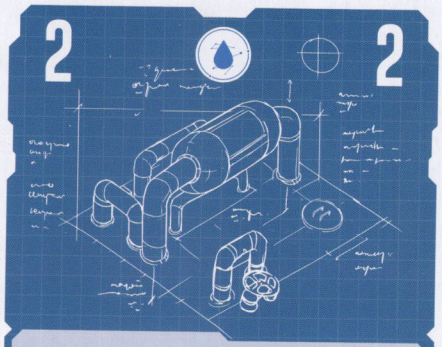
1 1



Launch 1 from **Earth** and gain 1

If the **Building** doesn't have any of your take 2 from **Earth**

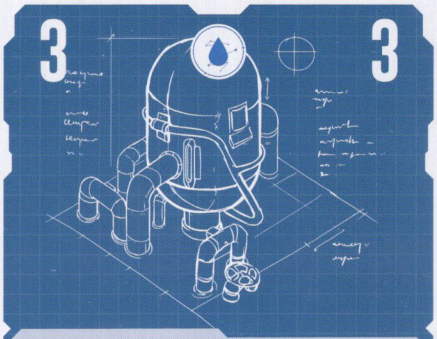
2 2



Draw 2 keep one of them and add the other face down to the corresponding **Building**

Take the top from a **Building** of your choice and put it in your **hand**

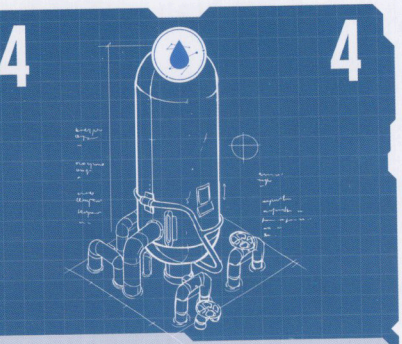
3 3



Switch 1 from your **prep module** with 1 from another player's **prep module**

Discard from your **hand** and move 1 from **Earth** to the **Building**

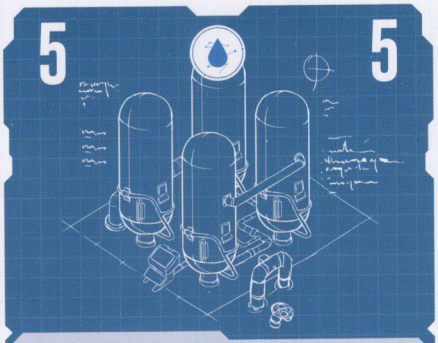
4 4



Move 1 from your **Ship** to the **Building**

Use 2 and put up to 2 from your **hand** on the bottom of the **deck**

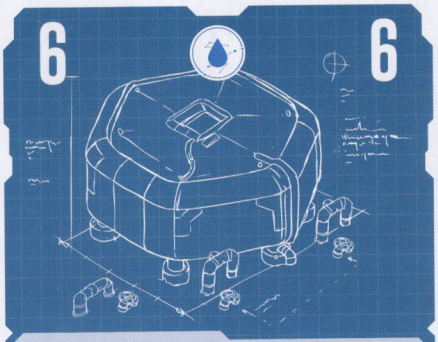
5 5



Move your in the **Building** ★→★★. You can also put 1 from your **hand** on the bottom of the **deck**

Launch 1 from **Earth** if you have in your **hand**

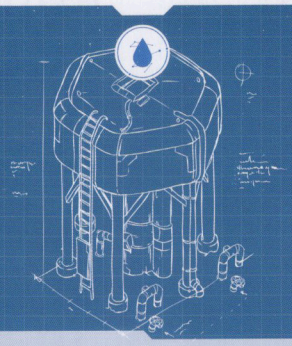
6 6



Draw 2

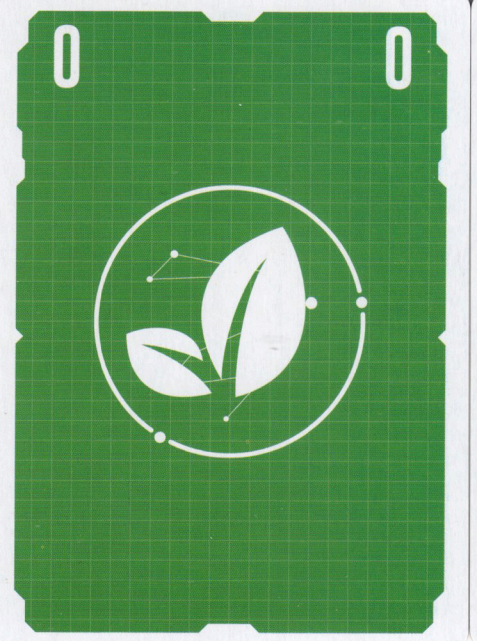
Take a look at 2 in any other player's **prep module**

7 7



Draw 2

Launch 1 from **Earth** if you have in your **hand**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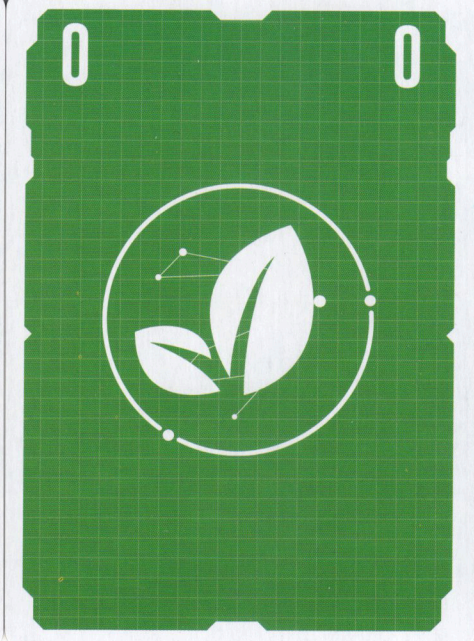
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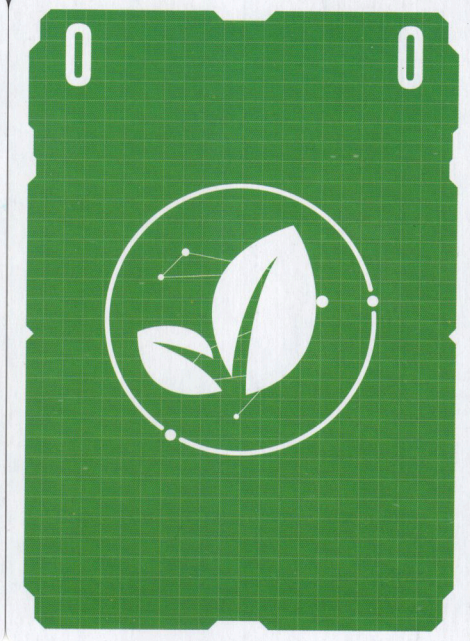
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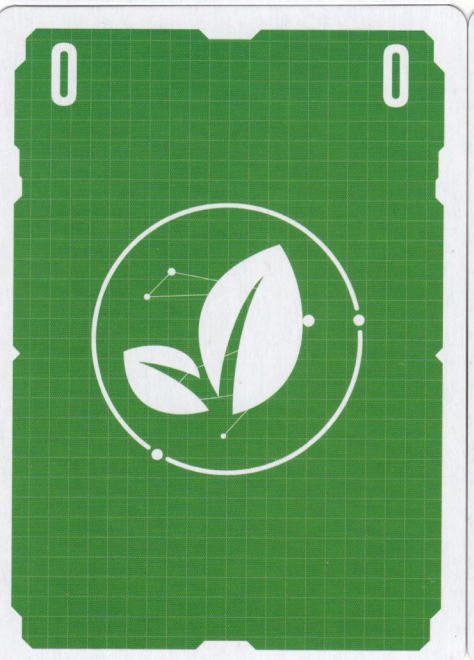
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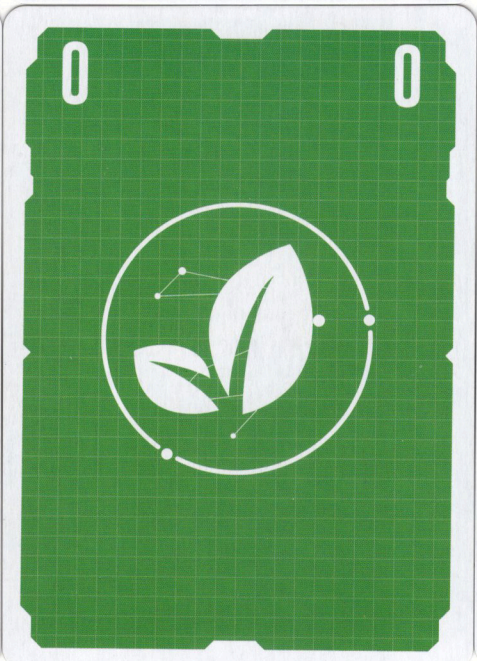
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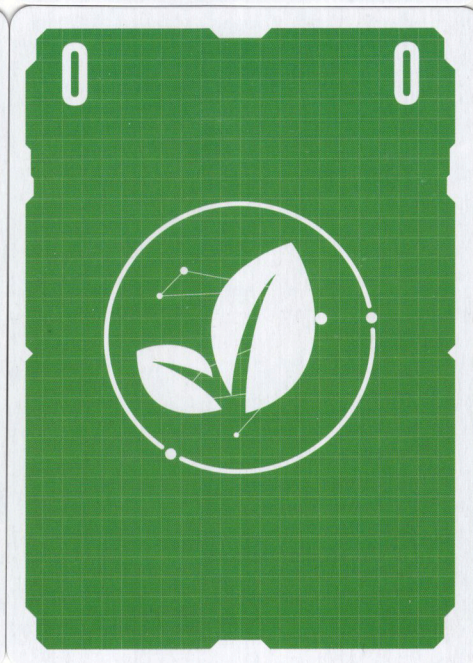
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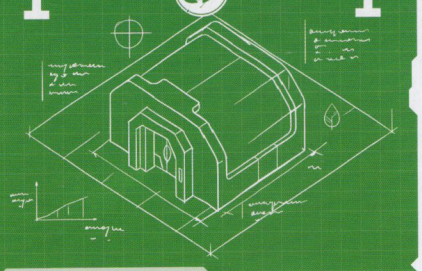
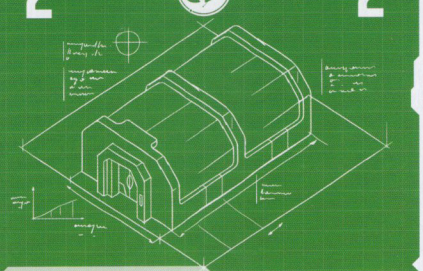


Launch 1 from **Earth** and gain 1

If the **Building** doesn't have any of your take 2 from **Earth**

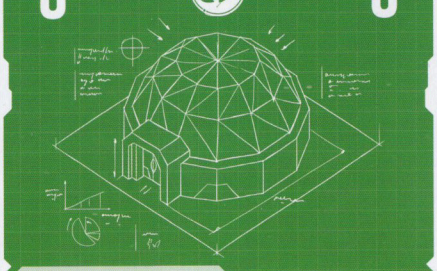
2 2



Draw 2 keep one of them and add the other face down to the corresponding **Building**

Launch 1 from **Earth**

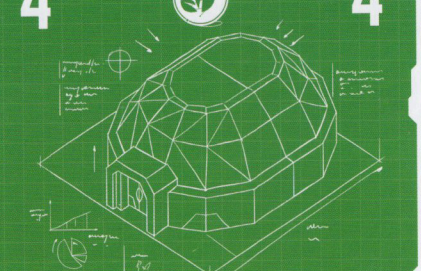
3 3



Launch 2 from **Earth** if you don't have any on your **Ship**

Use 1 and Launch 1 from **Earth**

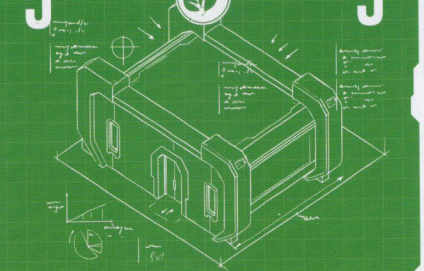
4 4



Move 1 from your **Ship** to the **Building**

Use 3 and move 1 ★→★★ or ★★→★ in a **Building** of your choice

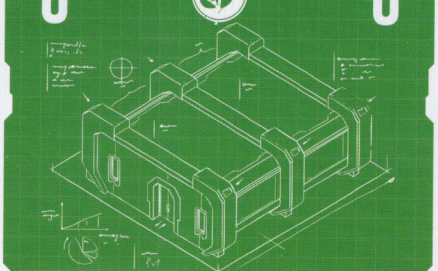
5 5



Switch 2 between ★ and ★★ in a **Building** of your choice

Launch 1 from **Earth** if you have in your **hand**

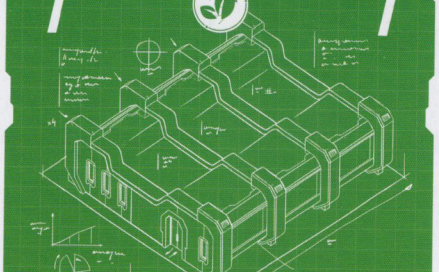
6 6



Move 1 from your **Ship** to a **Building** of your choice

Move your ★★→★ in a **Building** of your choice and gain 4

7 7



Move 1 from your **Ship** to a **Building** of your choice

Launch 1 from **Earth** if you have in your **hand**

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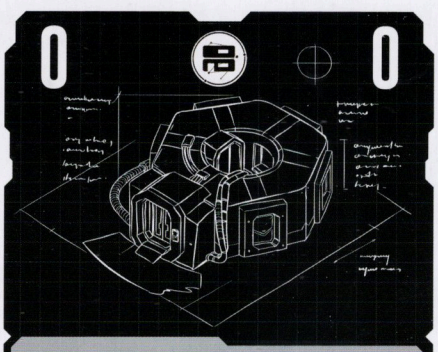
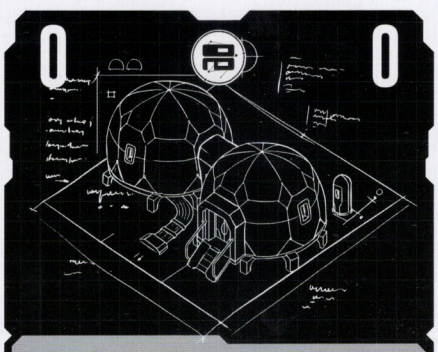


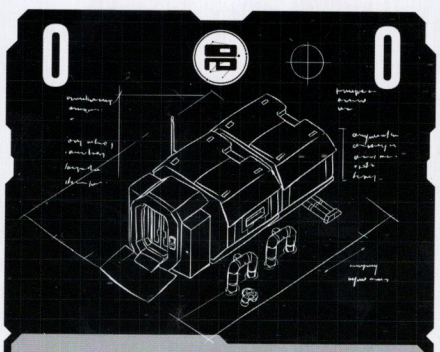
Gain 2

Use 1 and take a look at 2 from any other player's **prep module**



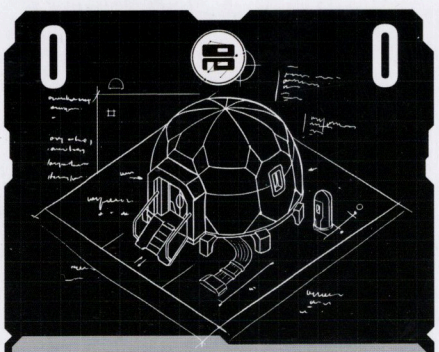
Gain 2

Use 1 and launch 1 from **Earth**



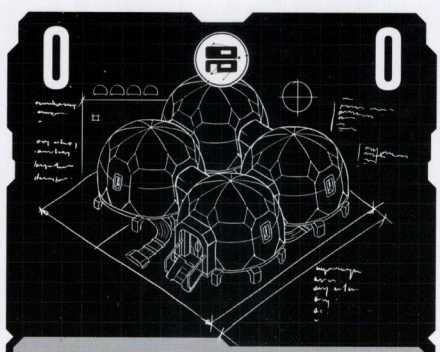
Take 1 of your choice from the **discard pile** to your **hand**

Use 3 and move 1 from your **Ship** to a **Building** of your choice



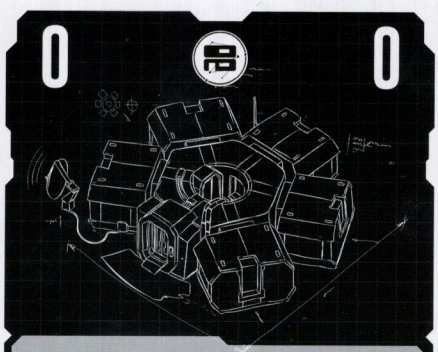
Switch 1 from your **hand** with 1 in your **prep module**

Use 3 and move 1 from your **Ship** to a **Building** of your choice



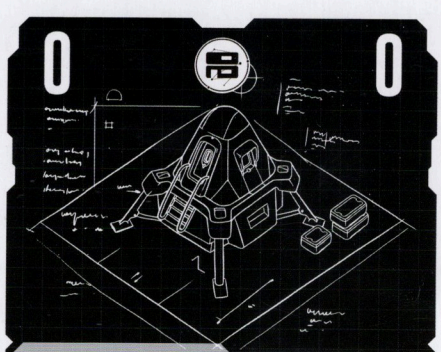
Take the top from a **Building** of your choice and put it in your **hand**

Use 1 and take a look at 2 from any other player's **prep module**



Take 1 of your choice from the **discard pile** to your **hand**

Use 1 and take a look at 2 from any other player's **prep module**



Switch 1 from your **hand** with 1 in your **prep module**

Use 1 and launch 1 from **Earth**

## Victory points at the end of the game

**1. For every on your spaceship: 1 victory point**

**2. For every placed in the Buildings on Mars:**

- 2 victory points for each on space marked with ★
- 4 victory points for each on space marked with ★★

**3. Player with the highest energy level, or in a case of a tie, all tied players gets: 1 victory point**

**4. Victory points for the skillful placement of :**

- 2 victory points if you have at least 1 in each of the 4 suited Buildings
- 3 victory points if you have at least 4 in any Building

## Available Actions

**1. Play a project from your hand**

- trigger the top action ( )
- discard that after triggering the action

**2. Play a project from your prep module**

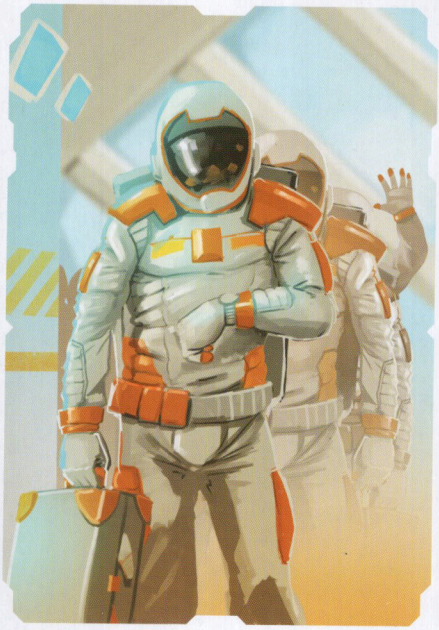
- place it underneath the Building of the same color as the
- if played value is higher, you may place a on that Building
- you may trigger the bottom action ( )
- you may trigger the Building's special ability

**3. Play a project from any other player's prep module**

- place it underneath the Building of the same color as the
- the owner of the may trigger its bottom action ( )
- the player who played that may trigger the Building's special ability

**4. Launch from Earth**

**5. Discard a from your hand or prep module and gain 1**



## Solo Game Human Player Scoring

**1. For every on your spaceship: 1 victory point**

**2. For every placed in the Buildings on Mars:**

- 2 victory points for each on space marked with ★
- 4 victory points for each on space marked with ★★

**3. Player with the highest energy level, or in a case of a tie, all tied players get: 1 victory point**

**4. Victory points for the skillful placement of :**

- 2 victory points if you have at least 1 in each of the 4 suited Buildings
- 3 victory points if you have at least 4 in any Building

## Solo Game DA Alternative Building Abilities

**Greenhouse : Double Upgrade**
**The DA gets 2 Upgrades**

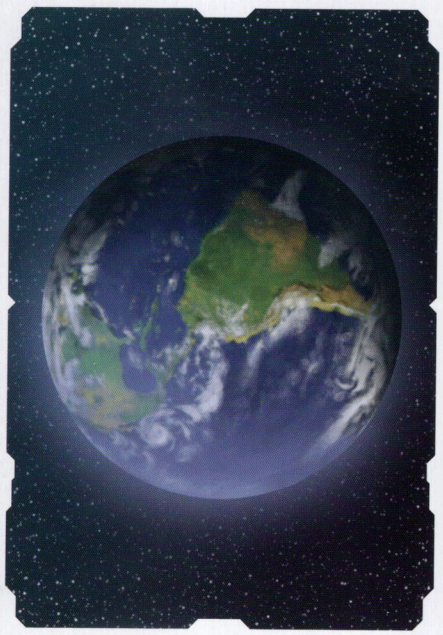
- Move a DA from a ★ to a ★★
- Move a human from a ★★ to a ★

**Aqualab : Spark**
Take the top 2 from the project deck and place them in the discard pile

**Energy Bank : Overwhelming Power**
Increase the level on the DA Spaceship by 2. If DA is full, then trigger Spark (see Building above).

**Comms Center : Recruitment Drive**
Move 1 DA colonist from Earth (if any remain) to the DA Spaceship.

**Habitation : Calculations**
Move a DA from the DA Spaceship to a Building of your choice. (Try to score DA as many points as possible.) If there is no on the DA Spaceship, Launch 1 DA from Earth



## Solo Game - Available Actions

**1. Play a project from your hand**

- trigger the top action ( )
- discard that after triggering the action

**2. Play a project from your prep module**

- place it underneath the Building of the same color as the
- if played value is higher, you may place a on that Building
- you may trigger the bottom action ( )
- you may trigger the Building's special ability

**3. Play a project from the DA prep module**

- place it underneath the Building of the same color as the
- if played value is higher, you may place a on that Building
- you may trigger the Building's special ability
- The DA player gets no effect from either the Building or the

**4. Launch from Earth and discard 1 from the DA pre module**

- you must do both (if you have no on Earth this action cannot be performed)

**5. Discard a from your hand or prep module and gain 2**

## Solo Game DA Player Scoring

**1. For every on DA spaceship: 1 victory point**

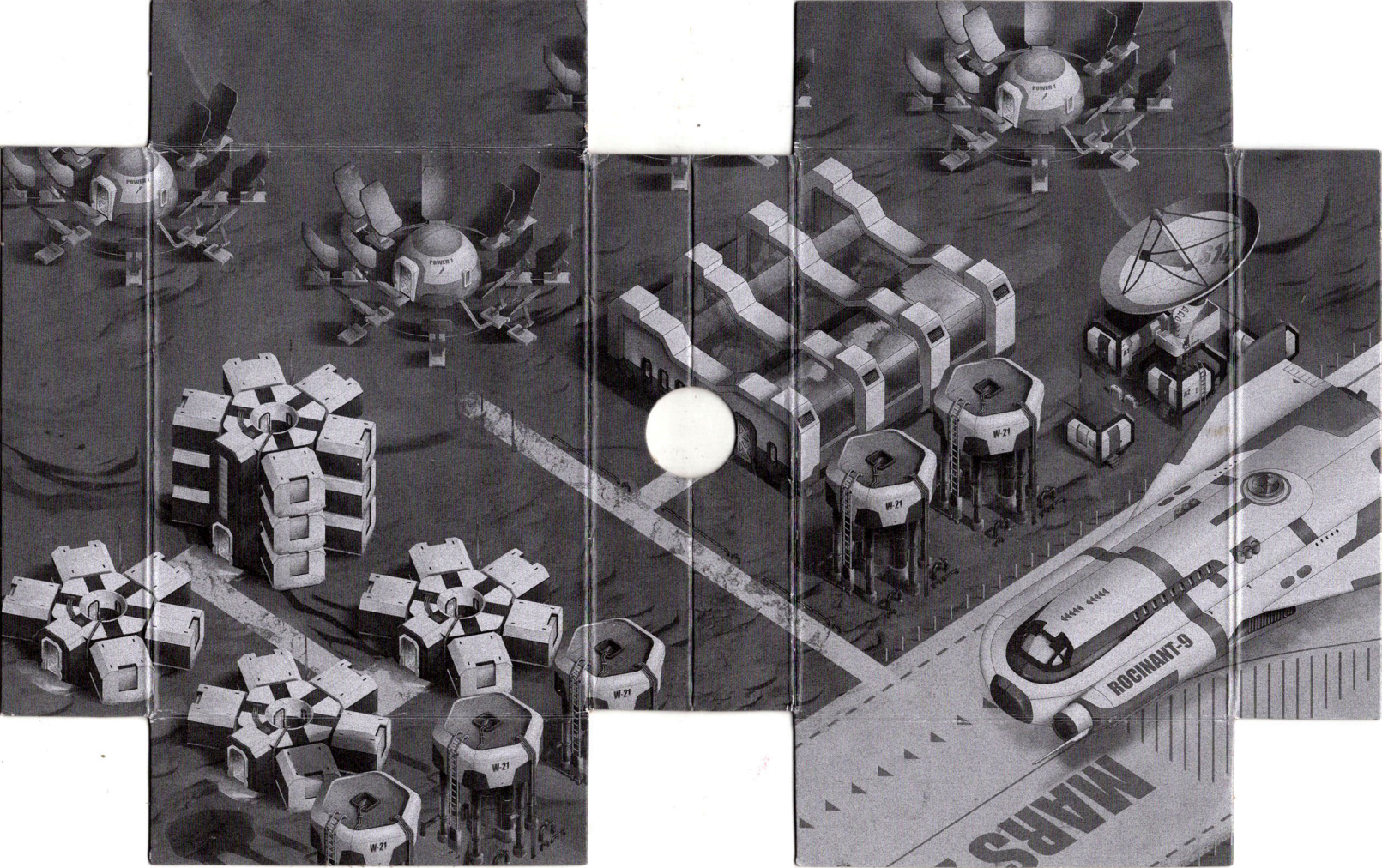
**2. For every placed in the Buildings on Mars:**

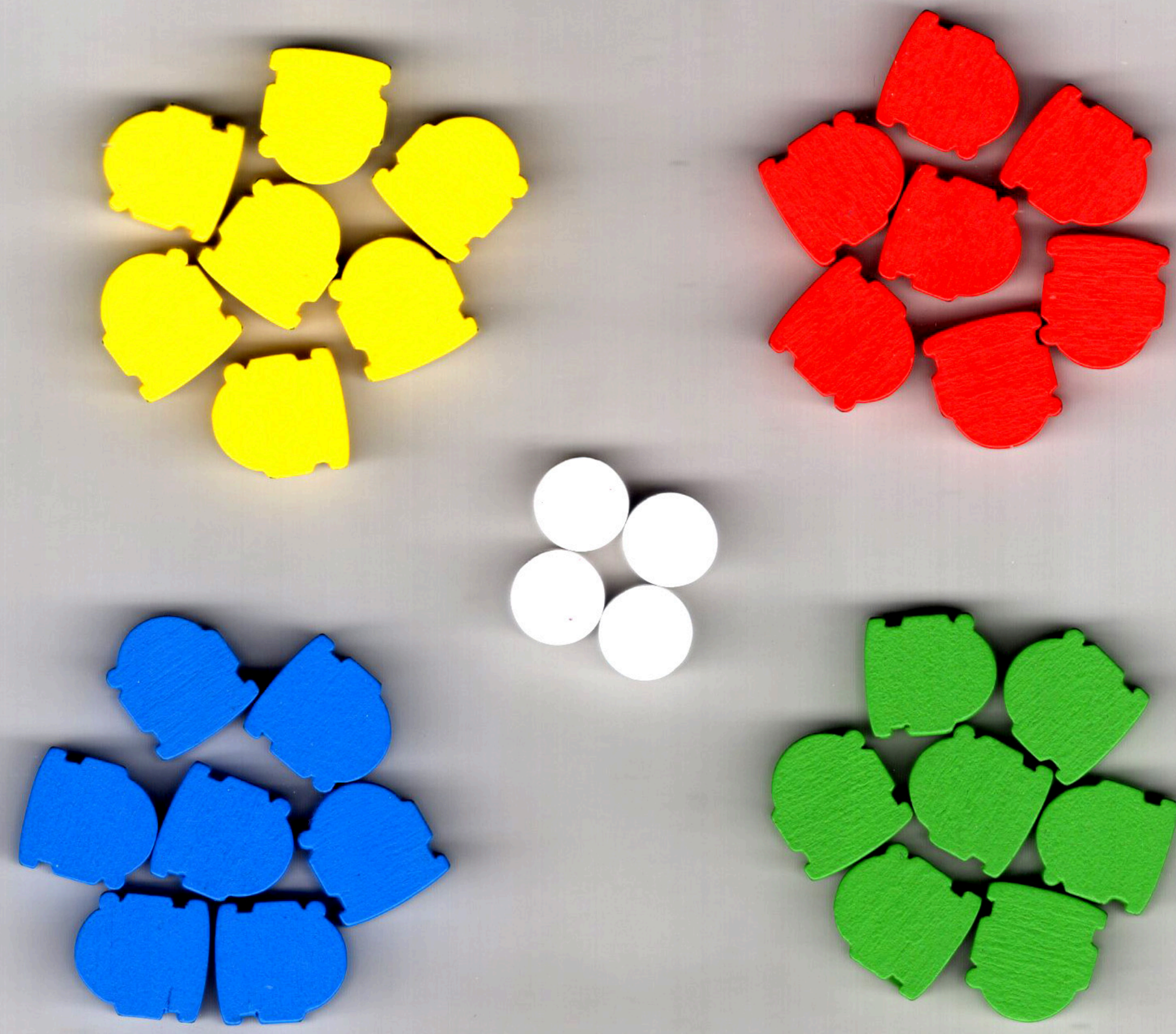
- 2 victory points for each on space marked with ★
- 4 victory points for each on space marked with ★★

**3. If DA Player has the highest energy level, DA scores 2 victory points**
**In the case of a tie, DA scores 2 victory points and human player scores 1 victory point**

**4. Victory points for the skilful placement of :**

- 4 victory points if you have at least 1 in each of the 4 Buildings
- 5 victory points if you have at least 4 in any Building


POWER 1
POWER 1
POWER 1
W-21
W-21
W-21
W-21
W-21
W-21
ROCINANT-9
MARS



# POCKET MARS

Board & Dice

For a long time now, Earth hasn't been a perfect place to live. That's why you and the other architects were sent to Mars. Your objective is to set up an infrastructure for the first colonists who will arrive on the red planet and start a new chapter for mankind.

Pocket Mars is a fast paced and wildly dynamic game. Don't let the short playtime fool you; this filler has depth! Short and easy to understand rules combined with multi-use cards make for exciting and varied gameplay!

In the world of big games about Mars everybody should have one that fits in their pocket.




GREY FOX GAMES

- **49** cards (63mm x 88mm)
- **28** colonist markers
- **4** energy markers
- Rulebook

10+ 1-4 15-30


GAME DESIGNER
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ART DESIGNER
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Not suitable for children under 3 years as small parts may be swallowed.


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