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SPACE MISSIONS



Rules

SPACE MISSIONS

PLAYER: 1-4

PLAYING TIME: 60-90 Minutes

AGE: 14+

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SPACE MISSIONS

Introduction

1969 - the year when man reached the moon. You experience the time before the first manned lunar landing as a member of a space agency. You will train astronauts, assemble rockets and launch them into space. The ultimate goal is to successfully land a man on the moon. If you test your systems well and train your crew for all situations, you have a good chance of getting there. However, you must always be prepared for unpredictable challenges.

Who will be the first to bring their astronauts not only safely to the moon, but also just as safely back to Earth?

Component List

- 1 Game Board
- 4 Mission Control Boards (1 per player color)
- 28 Spacecraft (7 per player color: 2 rockets, 2 satellites, 2 capsules, 1 lunar module)
- 44 Player Markers (11 per player color)
- 1 Year Marker (black)
- 12 Training Tokens
- 28 Astronaut Tokens
- 4 Inspection Tokens
- 22 Mission Cards
- 11 Scenario Cards
- 136 Mission Control Cards (34 per player color)
- 12 Event Cards
- 24 Specialist Cards (6 per player color)
- 16 Fuel Tokens
- 50 Enhancement Tokens (5x10)
- 5 Scoring Tiles
- 8 Media Tokens
- 10 Bonus Tiles
- 12 Automa Cards (for solo mode)
- 8 Player Aids (German / English)

All resources are limited. For example, if a rule says that you can take two fuel token, but there is only one left, you will only get the remaining one.



Player colors



Reading Notice

Text written in blue contains background information or comments on the game rules. Both are irrelevant for the actual game.

Game Setup

Place the game board in the centre of the table and distribute the game material on it as follows:

1 EVENT CARDS

Randomly select 3 of the 6 Event Cards marked with an asterisk (*) and put them back in the box without looking at them. Take the 3 remaining cards and the 6 event cards without an asterix, shuffle them and place them as a face-down draw deck on the designated space on the game board.



2 BONUS TILES

In the first games you should use the bonuses printed on the game board, i.e. you do not need the extra Bonus Tiles. In later games, you can place the Bonus Tiles randomly, or select them according to your preferences. Put the remaining Bonus Tiles back into the box.



3 MISSION CARDS

There are 22 missions numbered 1 to 8, i.e. each mission comes in different variants (8.0, 8.1, etc.). For the first games you should use the 0 variant of all missions (1.0, 2.0, etc.).

Once you are familiar with the game, you can select the missions at random. Shuffle all Mission Cards. Take a card and place it on the appropriate space on the game board according to its number. If the field is already occupied, put the card back into the box and take the next card. Continue this way until all 8 spaces on the board are filled with missions numbered 1 to 8.

Always place the Mission Cards with the green front side up on the game board.



Front side

Back side



Game Setup

4 MEDIA TOKENS

For the first games, you should place the Media Tokens on the missions #3, #5, #6, and #8, face down. Once you are familiar with the game, you can set the media missions according to the procedure described in chapter "Scenarios" (p. 20).



Back side

5 YEAR MARKER

Place the black Year Marker on the year 1962 of the **timeline**.

6 7 8 9 10 PLAYER MARKERS

Each player gets 10 Player Markers in the color of his choice.



The youngest player becomes the starting player. He places 1 Player Marker on the space far left ("1.") on the bottom row of the **sequence bar** 6. All other players follow clockwise and place their marker on the next free available space.

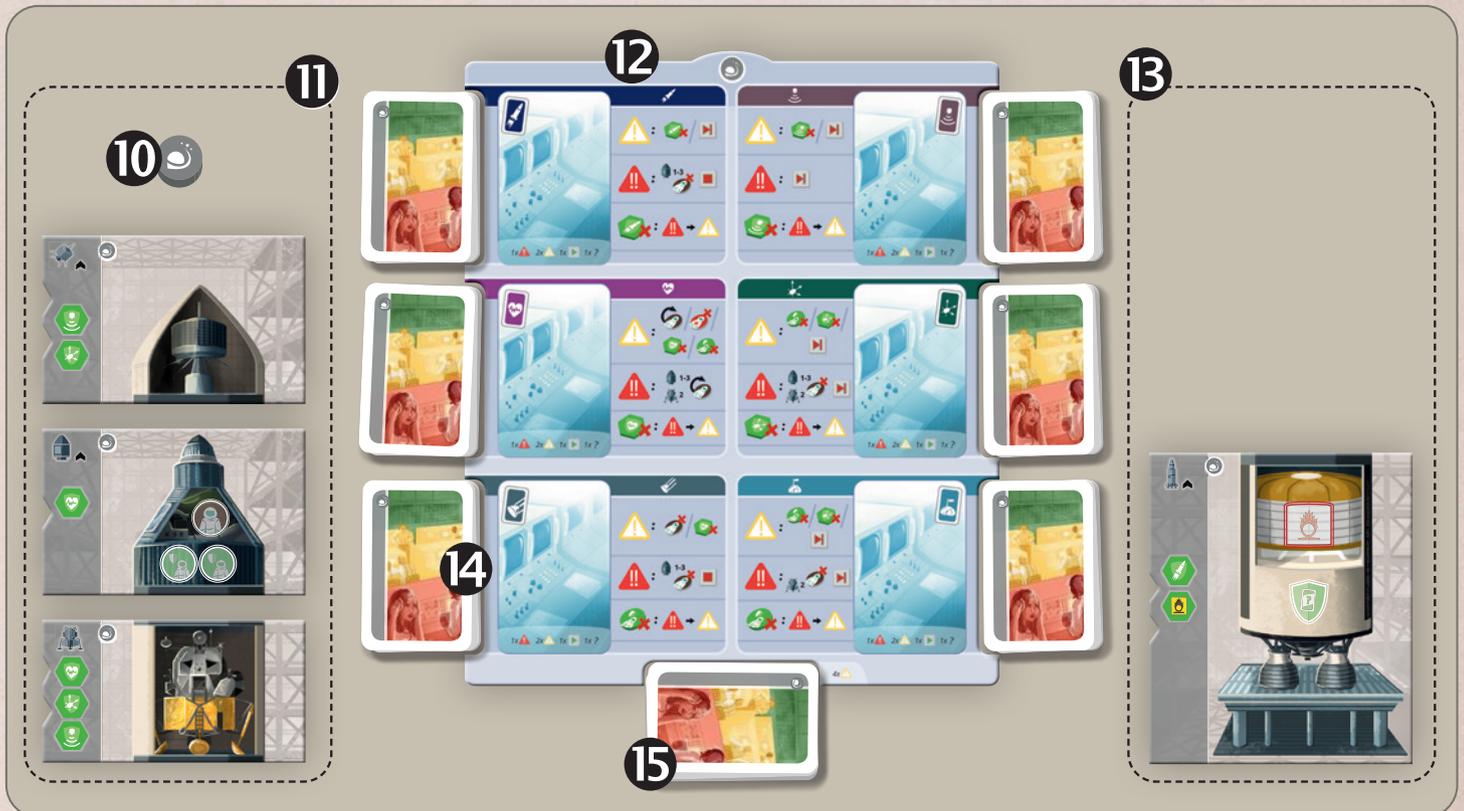
Each player places 1 Player Marker on **field "10" of the victory point bar** 7, and one on **field "0" 8** on each **success bar**. Each player also places a Player Marker on the space far left 9 of each **development bar**. Place the remaining marker in your **personal area** 10. You will need it later to mark the mission you want to perform.

MISSION CONTROL

Each player takes the Mission Control Board 12 in his color and places it in front of him in his personal area.

PERSONAL AREA

To the left of the Mission Control Board is the assembly area 11. It contains your personal supply of markers and spacecraft. To the right of the board is the launch area 13.



Game Setup

SPACECRAFT

Each player takes the spacecraft of his color and places the satellite (level 1), the capsule (level 1) and the lunar module in his assembly area **11**. The backs of satellite and capsule of level 1 show a simple rocket tip. Place the rocket (level 1) in the launch area **13**.

Place the remaining spacecraft (rocket, satellite, capsule) face up (level 2) next to the game board as a supply. Level 3 is on the back side.

Rocket
(level 1)



Satellite
(level 1)



Capsule
(level 1)



Lunar
module



MISSION CONTROL CARDS

Each player takes the 34 Mission Control Cards in his player color, consisting of 6 major problems, 18 minor problems and 10 No Problem Cards.

Place the following cards face down on each of the 6 technology spaces of the Mission Control Board **14**:

1x major problem, 2x minor problem, 1x no problem

Place 4 minor problem cards face down below the Mission Control Board **15**. They form your personal draw pile.

Now each player shuffles the remaining 6 Mission Control Cards (4x no problem, 2x minor problem) and places 1 card face down on each of the 6 technology spaces.

Now shuffle each individual technology deck.



Back sides in 4 player colors



Minor
problem



Major
problem



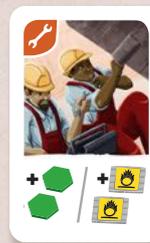
No
problem

SPECIALIST CARDS

You perform actions with the help of specialists. There are 6 different professions. Each player takes the 6 Specialist Cards in his color.



Back sides in 4 player colors



Mechanic



Tester



Scientist



Engineer



Astronaut



Spy

Game Setup

VARIOUS TOKENS

Place the remaining game material as a general supply next to the game board.



Front side:
healthy



Back side:
injured

Astronauts



Inspection Tokens

Inspections protect against some events.



Fuel Tokens

Fuel is needed for each mission.



Training Tokens

Training is a prerequisite for astronauts to solve problems during a mission

ENHANCEMENT TOKENS

Enhancements make your spacecraft more reliable and powerful.



Control
backup



Thrust
backup



Sensor
backup



Life support
backup



Extra tank
containing fuel

Depending on the player order, you take tokens from the general supply:

- the **2nd player** takes 1 Enhancement Token of his choice
- the **3rd player** takes 1 Fuel Token
- the **4th player** takes 1 Fuel Token as well as 1 Enhancement Token of his choice



With the help of **inspections**, assembly errors can possibly be detected and still eliminated in time.

Simulator training enables the astronauts to react to problems and unforeseen situations in order to bring the mission to a successful end.

Playing the Game (Overview)

One round corresponds the duration of one year, and consists of the following phases:

1. Perform actions (see page 13)
2. Reorder Sequence Markers (see page 14)
3. Announce Missions and prepare rockets (see page 14)
4. Shuffle Mission Control Cards (see page 15)
5. Trigger events (see page 16)
6. Perform missions (see page 17)
7. Complete missions (see page 18)
8. End of round (see page 20)

The phases are always executed in the listed order. Only once all players have completed a phase you will move on to the next phase.

The game ends with the completion of the round in which the first player has successfully completed mission #8 "Lunar landing". The game also ends after 8 rounds at the end of the year 1969.

Spacecraft (Overview)

Each spacecraft is available to you in the basic version (level 1) from the beginning of the game. Except for the lunar module, all spacecraft have two more powerful levels that you can develop. You can develop level 3 of a spacecraft only after you have developed level 2.

Each spacecraft offers space for enhancements, i.e. for backup systems and extra tanks. You need backup systems to fix problems that may occur during a mission. By using extra tanks, your rocket has more fuel available without having to use a more powerful rocket.

Which spacecraft is required at which level of development for a particular mission is indicated at the top on each Mission Card. Mission Cards are described in more detail in the next chapter (p. 10).



A **rocket** transports payload into space. This can be a satellite, a capsule or a lunar module.



Satellites are unmanned vehicles. They can orbit the earth, pass the moon or even land on the moon. They provide important insights for manned space flight.



The **capsule** makes it possible for astronauts to fly into space and return to earth sane.



With help of the **lunar module**, astronauts can land on the surface of the moon. For this purpose the astronauts move from the capsule to the lunar module.

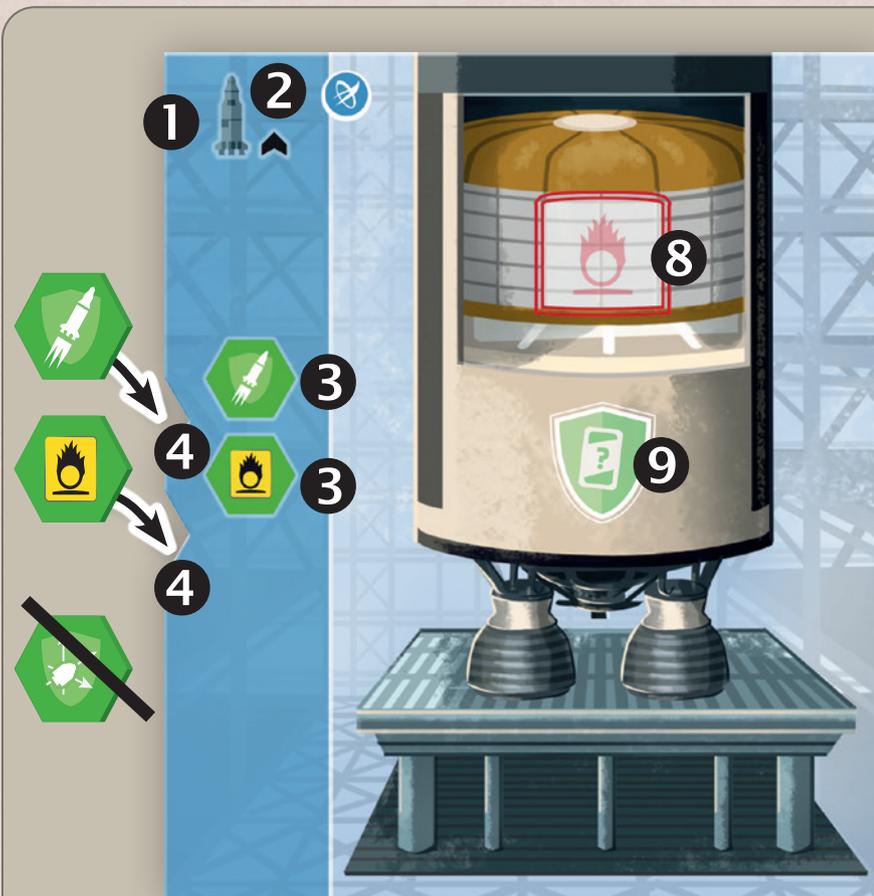
Spacecraft (Capsules & Rockets)



SPECIAL CAPSULE FEATURES

- ⑥ space (seat) for 1 astronaut
- ⑦ space for 1 Training Token

- ① Type of spacecraft
- ② Development level
- ③ Possible enhancements
- ④ Space for 1 Enhancement Token
- ⑤ 1 additional fuel is required for each additional development level



SPECIAL ROCKET FEATURES

- ⑧ Space for 1 Fuel Token
Each space must be occupied with a fuel marker, regardless of the prerequisites on the Mission Card.
- ⑨ Space for an Inspection Token

Missions

You get victory points by performing missions. In total there are 8 different missions **2**. Mission #1 is the easiest, mission #8 is the most difficult one.

To perform a mission, certain **prerequisites** must be achieved **1**.

The mission sequence is described in the **process table** **3**. More details can be found in the chapter "Performing missions" (p. 17).

For a successfully completed mission you get certain **rewards** **4**. If you are the first to successfully complete a mission, you will receive more victory points than the following players **6**.

Each mission belongs to one or more **categories** **5**. For a successfully completed mission, you may move your player markers one space on the **success bars in the appropriate categories** **7**.

At the end of the game, additional victory points will be awarded to the most successful players within each category. The second-placed players also get additional victory points.

The diagram illustrates the components of a mission card and its integration into the game. The **Front side** of the mission card (Mission 6: Mondsonde) includes:

- 1 Prerequisites:** A level 1 rocket, a level 1 satellite, and 3 fuel tokens.
- 2 Number and name:** MISSION 6 Mondsonde 6.0.
- 3 Process table:** A sequence of 4 steps: 1. Launch rocket, 2. Deploy satellite, 3. Deploy satellite, 4. Deploy satellite.
- 4 Rewards:** 1x satellite, 1x satellite, and 7x fuel tokens.

 The **Back side** shows:

- 5 Categories:** Lunar mission and Manned mission.
- 6 Victory points:** 1x for the first player and 5x for the second player.

 Below the card, **7** success bars are shown, each with a category icon and a progress bar from 1 to 8.

MISSION CATEGORIES

Media missions are marked using Media Tokens. In this category, you can only score a mission if you were the first to successfully complete it.



Lunar mission



Manned mission



Unmanned mission

PREREQUISITES

1 Required spacecraft:

You need a level 1 rocket or higher. When using level 1, you need an extra tank, because the tanks of the rocket are not sufficient. Just a level 2 rocket has enough space for the required fuel tokens.

2 Category requirements:

Categories in which you must have already successfully completed at least one mission.



You must have successfully completed at least 1 unmanned **or** 1 manned mission, i.e. in one of the two categories your marker must be at least on field 1 on the success bar.



You must have successfully completed at least 1 manned mission.



You must have successfully completed at least 1 unmanned **and** 1 manned mission.

3 Required Fuel:

Amount of fuel required to perform the mission. If you use a capsule that has a higher development level than indicated on the Mission Card, you need 1 more fuel for each additional level of development. The same applies to satellites.



You need a level 2 capsule or higher.

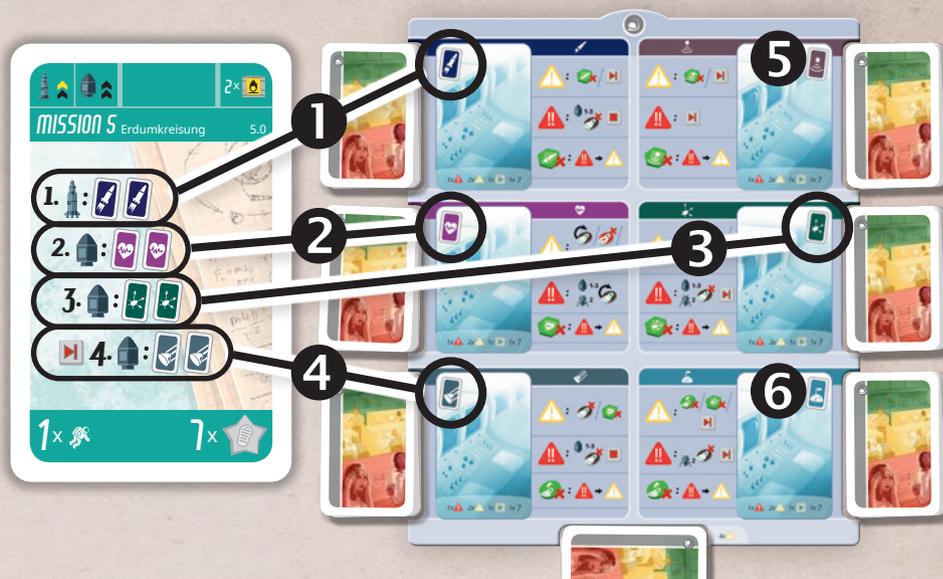
Technologies (Overview)

The success of a mission depends largely on the reliability of the technologies used. These are determined by the process table on the Mission Card. A card deck exists for each technology on the Mission Control Board.

Each of these decks consists of 5 Mission Control Cards at the start of the game.

The number of minor problems per technology is random and varies from game to game. 4 decks contain 2 minor problems, the other two contain 3 minor problems. Each deck contains exactly 1 major problem.

The test action allows you to detect and permanently eliminate problems. Details are described in chapter "Phase 1: Perform actions" (p. 13).



Depending on the technology, problems that occur have different effects on the ongoing mission.

- You can reduce **major problems** to minor problems by using suitable backup systems (**enhancements**).
- Minor problems** can be solved by using suitable backup systems (**enhancements**). Certain problems can also be solved by **astronauts** if they have been prepared for the mission (**training**).
- The **No Problem** Card has no effect on the mission.

- 1 Technology
- 2 Location for the card deck
- 3 Location for drawn Mission Control Cards
- 4 Consequences of a minor problem
- 5 Consequences of a major problem
- 6 How to turn a major problem into a minor

Technologies (Problems)

CONSEQUENCES OF A PROBLEM

 Consume an appropriate Enhancement Token.

 Consume a Training Token. At least one astronaut must still be healthy.

 /  An astronaut is injured. Turn a healthy astronaut to the injured side. If an injured astronaut is injured again, you lose him.

 Your crew suffers as many injuries as there are currently astronauts in the **active spacecraft**. There are 2 astronauts in the lunar module. You can distribute the injuries arbitrarily among the crew, this means that you can also injure a healthy astronaut twice.

 You lose an astronaut, healthy or injured.

 You lose all astronauts in the **active spacecraft**. For the capsule, you lose all astronauts. For the lunar module, you lose 2 astronauts.

 Abort the mission. If there is still at least one astronaut on board (whether healthy or injured), you continue with the process step marked with this symbol. Otherwise the mission ends immediately. In any case, the mission is a failure.

 The mission is immediately over and unfortunately a failure.

Example:

A major problem **1** occurs in the thrust technology.

You lose all astronauts. The **mission ends immediately** **2**.

But you can turn a major problem into a minor one by consuming a Thrust Backup Token **3**.

After that you can solve the minor problem **4** by consuming an additional Thrust Backup Token, and then continue the mission. Otherwise, you must still **abort the mission**, but you will not lose any astronauts.



Round Sequence in Detail (Phase 1: Perform Actions)

PHASE 1: PERFORM ACTIONS

Take your 6 Specialist Cards in your hand. Everyone can play and use up to 5 of these cards in this phase. The starting player begins, all other players follow according to the order on the sequence bar.

The active player has two options, of which he must carry out exactly one:

- Play 1 card from your hand (Specialist Card) and perform action(s)
- Pass

Then it is the next player's turn. The phase ends as soon as all players have passed.

Play 1 card from your hand (Specialist Card) and perform action(s)

Lay the card you played face up in front of you. Put the card **on top** of any Specialist Card you have already played. Only the card you played last is visible.

All cards have several action areas. You must choose one of these areas. Some action areas contain several actions. In this case, you have to perform all the actions listed in the action area in the order they appear (from top to bottom). If an action cannot be executed, the action is still considered to have been performed.

Pass

If you pass, move your sequence marker in the upper row of the sequence bar to the first free space from the left. If you are the first player to pass, you are the new starting player for the next phase.

Put any cards you still have in your hand **under** the other cards in front of you. This ends your phase 1. If you have only 1 card left in your hand, you must pass.



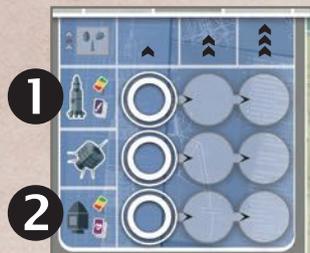
Overview of all possible actions.

- +  Take an **Enhancement Token** of your choice from the general supply and place it in your assembly area.
- +  Take a **Fuel Token** from the general supply and place it in your assembly area.
- +  **Train** your astronauts in the simulator. Take a Training Token from the general supply and place it in your assembly area.
- +  Perform an **inspection**. Take an Inspection Token from the general supply and place it in your assembly area. You can perform this action only if you do not have an Inspection Token yet.

Round Sequence in Detail (Phases 1, 2 & 3)



Develop a spacecraft of your choice. When you develop level 2 of a spacecraft, take the level 2 spacecraft from the general supply. If you are going to develop level 3, simply turn the spacecraft to the side marked level 3. You can only develop level 3 of a spacecraft after you have developed level 2. The level includes all lower levels, which means that you can still use all lower levels of the spacecraft. Also move your marker on the development bar of the corresponding spacecraft to indicate which development level your spacecraft has reached.



Developing a **rocket**, you must also take 1 Mission Control Card from your personal draw deck. Shuffle the card into the deck of your **thrust technology 1**.

Developing a **capsule**, you must also take 1 Mission Control Card from your personal draw deck. Shuffle the card into the deck of your **life support technology 2**.



Test a technology of your choice and **draw a maximum of 3 cards**. From the drawn cards you may **remove 1 major or 1 minor problem** from the game. Return the remaining drawn cards to **any position** in the deck from which you drew the cards.



Test a technology of your choice and draw 2 cards. From the drawn cards you may **remove up to 2 minor problems** from the game. Return any remaining drawn cards to **any position** in the deck from which you drew the cards.



You may use a card played by another player as if you had played it yourself. You may only choose from cards on top.



Take one of your already played specialist cards back to your hand. You can use this card one more time in one of your next turns.



Pass: This action works as if you had passed instead of playing a card. Since the action always occurs in conjunction with another action, you can perform an action AND pass, which may give you a better ranking in the player order

PHASE 2: REORDER SEQUENCE MARKERS

Move the sequence markers from the top row to the bottom row of the sequence bar. This is also the player order for the next phase.



PHASE 3: ANNOUNCE MISSIONS AND PREPARE ROCKETS

According to the new player order, each of you may announce a mission you want to perform in this round. It's up to you to decide which mission to launch and when. However, it is recommended that you launch the missions in ascending order. You can perform each mission as often as you like.

- Place your Player Marker on the intended mission.
- Place the spacecraft needed for the mission in the launch area.
- Place the required Fuel Token on the rocket.
- If you have an Inspection Token, you must place it on the corresponding field of the rocket. You cannot save it for a later mission.
- Take all the enhancements you want to use out of your assembly area and place them at the corresponding notches of the spacecraft.
- If you are launching a manned mission, place an astronaut on each corresponding space of the capsule, healthy side up. Take the astronauts from the general supply. Also, place all the Training Tokens you want to use from your assembly area onto the capsule.

Round Sequence in Detail (Phases 3 & 4)

Check if you meet all requirements to perform the mission:

- Is the development level of the spacecraft sufficient?
- Have you already successfully completed missions in the required categories?
- Are all fuel spaces of the rocket covered with appropriate tokens?
- Does your rocket possess at least as much fuel (fuel tokens and extra tanks) as indicated on the Mission Card? If the development level of your capsule or satellite is higher than indicated on the Mission Card, you will need an additional fuel for each additional development level (see p. 10, section "Missions")

If you don't meet each of the requirements, you can't perform that mission this turn. Return all astronauts to the general supply. Remove the spacecraft (not the rocket) and all remaining token from the launch pad and return them to your assembly area. Maybe you can perform another mission.

Example:

You want to perform mission #5 "Earth orbit". This is why you place your Player Marker on this card **1**.

To be allowed to perform the mission, you must have already performed either an unmanned or a manned mission successfully **2**, i.e. your marker must be at least on field 1 on the success bar of one of the two categories.

For this mission you need a rocket of at least level 1 **3** and a capsule of level 2 **4**.

You need 2 fuel **5** for this mission, but the level 1 rocket only has space for 1 fuel token **6**. With the help of 1 extra tank **7** you increase the fuel load of the rocket to 2.

However, since you want to carry out the mission with a level 3 capsule **8** instead of level 2, you need 1 additional fuel or extra tank **9**. With a level 2 rocket, you would only need 1 extra tank because it has space for 2 fuel token.

You take all the other markers **10**, you want to use from your assembly area and place them on the rocket and capsule.

Take the astronauts **11** from the general supply.



PHASE 4: SHUFFLE MISSION CONTROL CARDS

All players who have announced a mission shuffle the decks of all technologies that will be used in their mission, and only those. Each deck is shuffled separately.

Round Sequence in Detail (Phase 5: Trigger Event)

PHASE 5: TRIGGER EVENT

Take the top card from the event deck and place it face up next to the deck on the game board. The revealed **event** applies to all players performing a mission in this round.

You can still cancel your mission. To do so, remove your Player Marker from the mission and return the Inspection Token back into the general supply, if you have one. You may keep any enhancements, Training Token and fuel.

If you wish to continue your mission, you must now execute the event.



1 Technical problem

If one of the technologies shown **2** is used in your mission, one of your spacecraft loses ONE of the token shown **3**, if available. For some events, you can alternatively consume an **Inspection Token 4**, if available. If you cannot consume any of these tokens, you must abort the mission (see p. 17, chapter "Performing missions") **5**.

In this case, you will not receive any victory points because the mission was aborted before the start of the 1st process step (see p. 18 chapter "Complete missions").

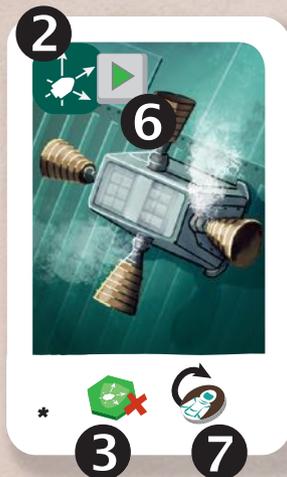
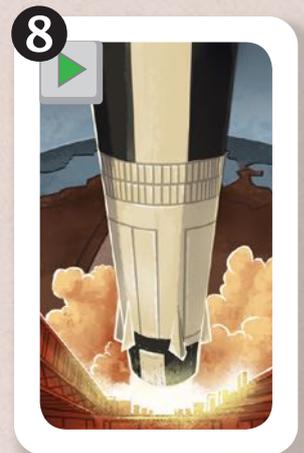
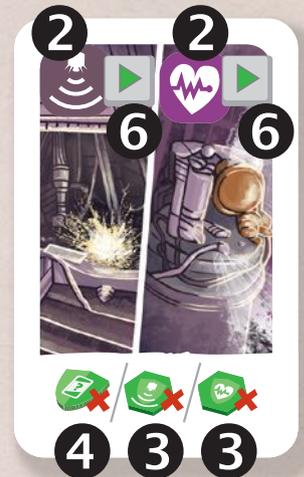
6 Failure of a backup system. The mission goes on.

If one of the technologies shown **2** is used in your mission, one of your spacecraft loses ONE of the token shown **3**, if available. For some events, you can alternatively consume an **Inspection Token 4**, if available. In any case, the mission continues.

7 Astronaut gets space sickness.

Flip one astronaut to the injured side. This event occurs regardless of the failure in the backup system and affects all manned missions performed this turn.

8 The mission goes on without any event.



Mistakes happen during every assembly that can lead to problems during the mission. In addition, unpredictable events can always occur during the countdown and during a mission.

Round Sequence in Detail (Phase 6: Perform Missions)

PHASE 6: PERFORM MISSIONS



You can perform the missions simultaneously. As long as you are not familiar with the game, you should perform this phase one after the other, at least in the first rounds.

Each mission is carried out in **process steps**. Each line of the process table corresponds to a process step **1**. These steps are processed from top to bottom. The **left part** shows which spacecraft is active in a process step. The **right part** shows which **technologies** are used.

From left to right you have to draw 1 card for each technology symbol from the corresponding technology deck. What happens next depends on the card you draw and is described in detail in chapter "Technologies" (p. 11). If there is no card left in the technology deck, continue with the next technology symbol respective process step.

If you lose one or more astronauts during the mission, **reduce your victory points by 2 for each lost astronaut** and return the astronauts to the general supply. If you lose the last astronaut, the **mission ends immediately**.

If you want to solve or mitigate a problem by consuming an Enhancement Token, **this token must be taken from the spacecraft that is currently active**.

If you solve a problem with the help of an astronaut, you must remove one Training Token from the capsule. **At least one astronaut must still be healthy, otherwise you can't use a Training Token**.

Enhancements and trainings are temporary, so they are only valid for one mission. You can only use each enhancement and Training Token once during a mission.

Abort the mission:

If you are forced to **abort the mission** and there is at least 1 astronaut still on board (whether healthy or injured), you proceed directly to the process step marked with this symbol **2** regardless of the mission progress. If there is **no (more) astronaut on board, the mission ends immediately**.



Round Sequence in Detail (Phase 7: Complete Missions)

PHASE 7: COMPLETE MISSIONS

Complete your missions according to the player order.

Mission is a failure,

- if the mission must be aborted. 
- if the mission must be finished immediately. 
- if there are no more astronauts on board on manned missions.



All problems that occur during a mission are logged, analyzed and prioritized after the mission.

The most serious problems are fixed.

In case of failure:

- You get **victory points** according to the process step you have reached, e.g. 3 VP if the mission failed while performing the 3rd process step.
- You may remove 1 card of your choice from the **Mission Control Cards** drawn during the mission.

In case of success:

- Move your Player Markers 1 space forward on the success bars of the specified categories **1 2**.
- Remove an existing Media Token **2** from the Mission Card, if any.
- Take the **victory points** **3** indicated on the mission.
- Flip the **mission** to the back side (grey), if not already done.



Final activities after each mission, regardless of success:

- Take **1 VP** for each healthy astronaut.
- Take a **mission bonus**.
- Put the drawn Mission Control Cards back at **any place** in the corresponding decks.
- **Remove all tokens** from the launch area and put them back into the general supply.
- Put your **Player Marker** and spacecraft (not the rocket) back into your assembly area.

Mission bonus:

If you have performed a mission, you may take one of the two mission bonuses **1** valid for the current year.



Place your Player Marker in the top row of the sequence bar on the first empty space from the left. This determines your player position for the entire next round, regardless of when you pass in phase 1.



Look at the cards of one of your technologies. You may not change the order of the cards.



Look at the top Event Card of the draw deck and put the card back face down on top of the deck. You know the event that will happen in the next round.



Take the indicated token(s) from the general supply and place them in your assembly area.



You may remove 1 card of your choice from the Mission Control Cards drawn during the mission.

Round Sequence in Detail (Phase 7: Complete Missions)

Example:

The example starts with the third process step ① of mission #5 "Earth orbit".

You draw the top card from the Control Technology Deck. This is a Major Problem Card ②.

You give away a Control Backup Token ③ to turn the major problem into a minor problem ④. Since one of the astronauts is still healthy ⑤, you can consume a Training Token ⑥, to eliminate the minor problem as well.

If you didn't solve the minor problem, the mission would be a failure. You would have to abort the mission and continue with the last process step ⑧ to check if the astronauts make it back to Earth. Should the remaining astronaut return to Earth in good health, you would get 1 VP for him. Also, you would get 3 VP for the failed mission, because the mission failed in the 3rd process step.

But the mission continues. You draw another card from the control technology deck. It is a No Problem Card ⑦, which means that the mission continues. You have successfully completed this process step.

You draw a card from the re-entry technology deck. It is a Minor Problem Card ⑨. Since you do not have a Life Support Backup Token to solve the problem, you lose an astronaut ⑩ ⑤ and must immediately give up 2 VP.

You draw the second card from the re-entry technology deck. It is a No Problem Card ⑪. The mission is successfully completed.

Because you have successfully completed the mission, you may move your marker 1 space on the manned mission success bar ⑫ and take 7 VP ⑬. Flip the Mission Card to the back side. For the astronaut who returns healthy, you get 1 VP. All in all, the mission has earned you 6 VP (7 VP + 1 VP - 2 VP).

You may take a mission bonus ⑭ and decide to remove the major problem ② from your drawn Mission Control Cards and remove it from the game.



Round Sequence in Detail (Phase 8: End of Round)

PHASE 8: END OF ROUND

- Each player may take over into the next year as many different tokens as they wish, but no more than 3 identical tokens. Surplus tokens must be returned to the general supply.
- Draw the year marker on the timeline to the next year.

End of Game (Who Is the Winner)

The game ends with the completion of the round in which the first player has successfully completed mission #8 "Lunar landing". The game also ends after 8 rounds at the end of the year 1969.

 At the end of the game, victory points are awarded for the scored mission categories. All players with the **most successful missions in a category** receive 5 VP. All players with the **second most successful missions in a category** still receive 2 VP. All other players and players who have not have successfully completed any missions in this category (the player marker is on field 0) do not receive victory points.

The player with the most victory points wins. In case of a tie, the winner of these will be the first who successfully completed mission #8 "Lunar landing".

Scenarios

Choose one randomly or specifically from the Scenario Cards. It specifies the categories to be scored **1** and the media missions **2** in this game.

Scoring Tiles

Place the Scoring Tiles on the appropriate spaces on the game board according to the Scenario Card.



Front side
(scoring)



Back side
(no scoring)

Media Tokens

Place the Media Tokens on the missions indicated on the Scenario Card.



Back side



Front side

- 1 Categories to be scored
- 2 Media missions
- 3 Scenario number

Return all remaining Scoring Tiles and Media Tokens, as well as all Scenario Cards, back into the box.

If you play a **scenario** that requires the **"Successful missions"** Scoring Tile, all players with the **most successful missions** (sum of unmanned and manned missions) receive 5 VPs at the end of the game. All players with the **second most successful missions** still receive 2 VPs.



Scoring Tile
"Successful
missions"

Scenarios

If you choose a **scenario** with **8 Media Missions**, use the front side of the Media Tokens. When setting up the game, place the Media Tokens on the Mission Cards according to the Scenario Card.

Changes in "PHASE 7: COMPLETE MISSIONS"

The successful completion of a mission may cause the media interest in other missions to suddenly disappear. The number on the Media Token indicates which other mission, if any, will also lose its Media Token. If there is also a Media Token with a number on this mission, the mission indicated here also loses its Media Token, and so on.



Example:

You **1** successfully complete mission #4. Because the mission has a Media Token, you may advance your Player Marker one space in the media category. The crossed-out 3 on the token means that the media are no longer interested in mission #3. This means that not only the Media Token for the successfully completed mission #4 is removed, but also the Media Token on mission #3. This token shows a crossed-out 1, i.e. the Media Marker on mission #1 is also removed.

Player "Blue" **2** takes his turn after you and successfully completes mission #3. However, he can no longer score the mission in the media category, as your success has removed the Media Tokens from missions #4, #3 and #1 **3**. If the player order had been reversed, both of you could have scored your missions in the media category.



Astronaut Module

This module can be combined with both the Experience Module and the Solo Module.

Changes on GAME SETUP

Each player receives 4 astronauts with special abilities in their player color and places them in their personal area. The normal astronauts from the basic game are not needed if you use the astronaut module.

Astronauts (4 per player)



The rest of the game is prepared according to the rules of the basic game.

Changes in "PHASE 3: ANNOUNCE MISSIONS AND PREPARE ROCKETS"

If you are performing a manned mission, place an astronaut on each astronaut space of the capsule, healthy side up. Take the astronauts from your personal supply.

Changes in "PHASE 6: PERFORM MISSIONS"

In the basic game, each astronaut can solve any problem that can in general be solved by an astronaut. In this module, an astronaut can only solve problems in a specific technology.

Example:

Your crew can currently only solve control problems ② but no problems in life support ①, landing ③ or re-entry ④.



Changes in "PHASE 7: COMPLETE MISSIONS"

Return all astronauts to your personal area. All your astronauts are available in every round.

Experience Module

This module can be combined with the Astronaut Module. It cannot be used together with the Solo Module.

Changes on GAME SETUP

- each player places 1 Player Marker on **field "0" of the experience bar ①**.
- Select a scenario in which the category "Manned Missions" is scored at the end of the game **②**. Place the Scoring Tiles on the game board as indicated on the Scenario Card and then flip the Scoring Tile "Manned Missions" so that the side without scoring **③** is visible.



The rest of the game is prepared according to the rules of the basic game.

Changes in "PHASE 7: COMPLETE MISSIONS"

Move your Player Marker on the **experience bar** forward by 1 space for each returned astronaut (healthy or injured), if the mission was a success. As stated in the base game rules, you continue to receive 1 VP for each healthy astronaut returned, regardless of the success of the mission

Changes in "END OF GAME (who is the winner)"

At the end of the game, the new experience category is scored instead of the category "Manned Missions". All players with the **most experience** receive 5 VPs. All players with the **second most experience** still receive 2 VPs.

Solo module

You play against a simulated 2nd player (Automa).

Changes on GAME SETUP

The game is prepared as a 2-person game, with the following changes:

- The Automa does **not** require the following material:
Mission Control Board, Mission Control Cards, Spacecraft Tiles
- Shuffle the Specialist Cards for the Automa and place them as a face down deck next to the game board.
- Place a Player Marker for the Automa on space 10 of the victory point bar and another on space 0 of each mission category.
- Place the Automa's Player Marker on position 1 of the sequence bar, and yours on position 2.
- Take an enhancement of your choice from the general supply.
- Create an **Automa deck**. There are 4 different **Automa Cards** (type 1 to 4). Depending on the desired level of difficulty, the different card types appear in different numbers in the deck:

Normal: 3 x type 1, 3 x type 2, 2 x type 3

Expert: 2 x type 1, 1 x type 2, 3 x type 3, 2 x type 4

Shuffle the cards and place them as a face down draw deck next to the game board.



*Automa Card
back side*

Changes in "PHASE 1: PERFORM ACTIONS"

- Before you play one of your Specialist Cards, you always draw the top specialist card from the Automa's deck and turn it face up. You have the option to copy this card using the spy.
- At the end of this phase, if you used the spy to **return a card back to your hand**, move your Player Marker to **position 2** on the sequence bar (and the Automa Marker to position 1). 
- At the end of this phase, move your player marker to **position 1** on the sequence bar (and the Automa marker to position 2) if you have used the **pass** action or if you have played **less than 5 specialists**. 
- If both of the above conditions apply, or neither of them, the player order remains unchanged.
- At the end of this phase, take all of the Automa's Specialist Cards, shuffle them and place them in a face-down deck next to the game board.

Changes in "PHASE 2: MOVE SEQUENCE MARKERS"

This phase is omitted.

Changes in "PHASE 3: ANOUNCE MISSIONS AND PREPARE ROCKETS"

After determining which mission you want to perform, draw the top card from the Automa deck. It determines which mission the Automa will perform. Place the Automa's Player Marker on that mission.

- The Automa performs one mission each turn.
- The Automa ignores all mission requirements.

Solo module

Automa Card:



- 1 Type (1 to 4)
- 2 Mission executed by the Automa

A card shows one or more possibilities for identifying the mission that will be executed by the Automa. Select the first suitable mission starting from top of the card.



The Automa will perform the SAME mission as you.



The Automa executes the LOWEST mission that has not yet been successfully completed.



Starting from the highest mission already successfully executed, the Automa executes the NEXT HIGHER mission.



The Automa executes the HIGHEST mission that has already been successfully completed. If this does not belong to any category scored at the end of the game, the next lower successfully completed mission is checked accordingly, and so on.

Example:

The Automa would perform the same mission as you 1. Since you do not perform a mission this turn, it performs the highest mission that has already been successfully performed 2. This is mission #2, a manned mission 3. If the category "Manned Missions" is not scored at the end of the game, you must check the next lower mission that has already been successfully performed. There is no such mission in this example.

In this case, the Automa would perform the lowest mission that has not yet been successfully performed 4. This is mission #1 5.



Changes in "PHASE 8: COMPLETE MISSIONS"

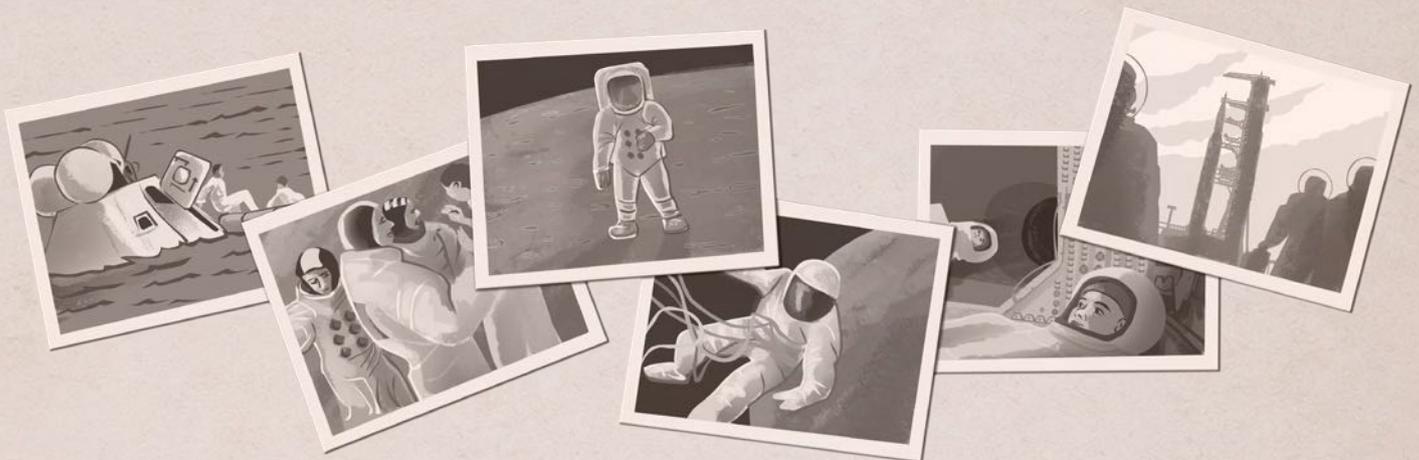
The Automa is always successful executing a mission. For every manned mission it performs, 1 astronaut returns to Earth healthy. Therefore, the Automa always gets 1 extra VP for manned missions. As in the multi-player game, missions are scored according to player order.

Appendix (Dates and Facts about Spaceflight)

DATE	COUNTRY	DESCRIPTION	GAME MISSION
1942	NS-Germany	A4: With a flight altitude of 114 miles, the rocket is the first human-made object reaching space	#1
October 4 th , 1957		Sputnik 1: First artificial earth satellite.	#3
January 31 st 1958		Explorer 1: First artificial earth satellite of the American.	#3
January 2 nd , 1959		Luna 1: Actually, the probe was supposed to hit the lunar surface hard. Instead, the probe followed the moon at a distance of 3,728 miles and provided important data.	#4
March 4 th , 1959		Pioneer 4: Planned flyby of the probe at a distance of 37,282 miles from the Moon.	#4
Oktober 4 th , 1959		Luna 3: First probe to orbit the Moon and provide first images of the Moon's dark side.	
April 12 th , 1961		Wostok 1: Yuri Gagarin is the first man to orbit the Earth.	#5
May 5 th , 1961		Mercury 3: Alan Shepard becomes the first American to perform a suborbital flight.	#2
February 20 th , 1962		Mercury 6: John Glenn becomes the first American to orbit the Earth.	#5
June 16 th , 1963		Wostok 6: Valentina Tereshkova is the first woman in space.	
March 18 th , 1965		Woschod 2: Alexei Archipovich Leonov makes the first spacewalk and barely escapes with his life.	
February 3 rd , 1966		Luna 9: First soft landing of a probe on the moon.	#6
June 2 nd , 1966		Surveyor 1: First soft landing of an American probe on the moon.	#6
March 16 th , 1966		Gemini 8: First successful coupling of two spacecraft.	#7
December 21 st , 1968		Apollo 8: Frank Borman, William Anders and James "Jim" Lovell become the first humans to orbit the moon.	#7
July 20 th , 1969		Apollo 11: Neil Armstrong becomes the first man to walk on the moon.	#8

Appendix (Dates and Facts about Spaceflight)

SPACECRAFT	COUNTRY	WEIGHT	DESCRIPTION
Sputnik 1		176 lb	First artificial earth satellite.
Luna 3		611 lb	First probe to orbit the moon and provide first images of the moon's dark side
Wostok		10,406 lb	The capsule has one seat for 1 astronaut.
Mercury		4,257 lb	The capsule has one seat for 1 astronaut.
Gemini		7,920 lb	The capsule has seats for 2 astronauts and can be controlled by them.
Apollo		66,730 lb	The Apollo spacecraft consists of a command module (12,780 lb), which provides seating for 3 astronauts, and a service module (53,950 lb).
Mondlandefähre		32,331 lb	The Lunar module has seats for 2 people. It allows descent from lunar orbit to the lunar surface and return to the Apollo spacecraft.



Imprint

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Material and equipment are subject to change without notice.

