

Mars Horizon: Blast Off!

(Draft Rules Document 16/05/19)

Note: This document is a work in progress and is not the final version of the rules.

The images used in this document are not the final cards/tokens etc. that will be included in the game. We welcome your feedback, if you would like to get in touch, email admin@aurochdigital.com

Game Summary

Mars Horizon is a game about the space race and, ultimately, the race to Mars. Whichever Agency plants the first boots on the red planet wins the race, and the game!





The aim of the game is to win the space race by completing the first crewed mission to Mars, helping humanity becoming a multiplanetary species. To achieve this you'll be running a space agency, growing and directing it to design and build rockets then launching them on missions. Missions can give you Prestige, Money and Research. These can then be used to advance your space agency ever onwards and upwards until it is ready to undertake the ultimate mission; putting people on Mars

Game Contents

Cards:

- 58 Agency Cards (15x Era 1, 15x Era 2, 28x General)
- 7 Milestone Cards (3x Era 1, 4x Era 2)
- 18 Launch Cards
- 4 HQ Cards
- 4 Help Cards
- 2 Space Race Timeline Cards (for Solo and Coop games only)

Tokens:

- 50 Money Tokens  (30x \$1, 10x \$3, 10x \$5)
- 40 Research Tokens  (20x R1, 10x R3, 10x R5)
- 10 Blueprint Tokens 
- 30 Prestige Tokens (20x P1, 10x P3) 

Agency Tokens (6x 4 different colours) 

Dice:

2 six sided dice

Components



Milestone Cards

Completing **Milestones** is the main objective of Mars Horizon: Blast Off!

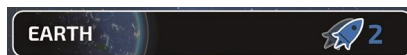
Each Milestone card has a **Mission Destination** and a **Rocket Capacity**. This shows what kind of rocket is needed to complete it.

There are three types of Rocket.

(Rocket 1 logo) - Level 1 Rocket Capacity

(Rocket 2 logo) - Level 2 Rocket Capacity

(Rocket 3 logo) - Level 3 Rocket Capacity

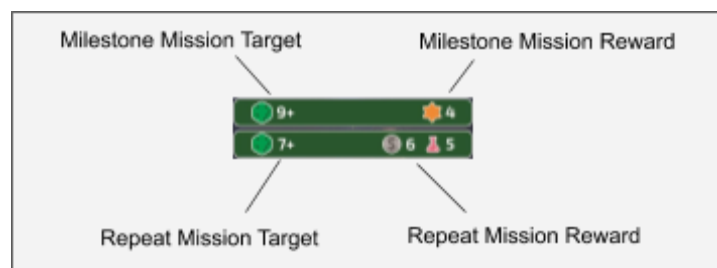


The example shows an *Earth* mission and a Level 2 Rocket Capacity.

Rockets can complete missions with a lower or equal requirement, but not higher.

For example: an *Earth (Rocket 2)* Vehicle can complete *Earth (Rocket 1)* Milestones, but not *Earth (Rocket 3)* ones.





Milestone Cards have two different **Mission Profiles**, The first is for the **Milestone Mission** and the second for **Repeat Missions**.



Each Mission Profile shows a Reliability Target and a reward:



Until a Milestone has been claimed players will use the **Milestone** Mission Profile. In this case:



The first player to complete a **Milestone Mission** claims it by putting one of their **Agency Tokens** (  ) on the card to mark that they have completed it, and earns the Milestone Reward, usually **Prestige** (), shown on the **Milestone** Mission Profile.

Players can attempt a Milestone at any time after it has been claimed by a player, but all subsequent attempts use the second profile, for example:



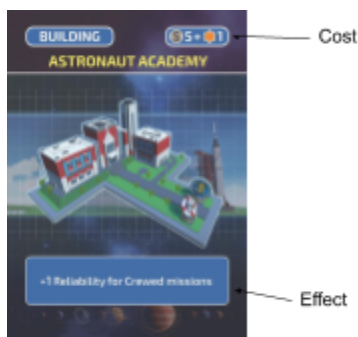
Missions launched on an already claimed Milestone are called **Repeat Missions**. Repeat missions are easier (as they have a lower Reliability Target) but give no Prestige Tokens. They will however, allow the completing player to earn either  or  rewards.

If a Mission Reward shows two different resources, the player who completes it must choose only one of the rewards shown, they don't get both.

Agency Cards

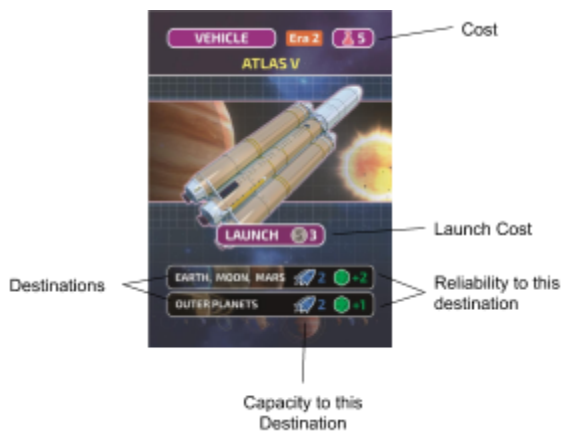
Agency Cards are bought from the pool in the centre, and have different effects and conditions depending on their type.

Most agency cards have a cost, shown at the top of the card, which must be paid before claiming the card.



Buildings

Buildings are placed face up in front of the player that bought them. Their effects only apply to their owner.




Vehicle Designs

Vehicle Designs are placed face up in front of the player that bought them.

Until a Vehicle Design is first launched it can only be used by the player who owns it.

To represent this, place a **Blueprint**  token on it to represent that it cannot be used by other players.

When a vehicle is first launched by its owner the Blueprint token is removed. That vehicle is now available for other players to use.

Vehicles have a **Reliability** rating, e.g.  +2 which acts as a bonus to the dice roll when you **Launch** a mission. Reliability is shown for each destination the vehicle can reach.

Vehicles also have a Destination & Rocket Capacity (Level 1 to 3) showing the reach and power of the vehicle.



Operations

Operations cards have their effects applied immediately.

Operation cards have an ongoing effect and stay in your hand. Some Operations cards stay with a player throughout the game, whereas some must be discarded at the end of Era 1.

The card's cost is indicated at the top right. When an Operations card is purchased, it is placed face up on the table in front of the player that bought it. The Effect text indicates when this card should be removed from the game and placed in the discard pile.

Diplomacy


Diplomacy cards have their effects applied immediately.

Diplomacy cards must be discarded from the game after their immediate effect has been resolved, unless otherwise specified.

BOXOUT

Some cards have additional costs or requirements in their Effect text.

If this cannot be fulfilled immediately, the card cannot be bought.

For example, the **Licensed Tech** card requires the player buying the card to give one other player 2 . If they do not have enough, this card cannot be picked up.



Mission Destination & Capacity
Mission Target & Reward

Missions

Mission cards allow you to conduct extra missions to earn Prestige outside the normal milestones.

Missions work almost identically to Milestones: They include a **Destination** and **Capacity**, and players must launch rockets to claim them.

Once a Mission has been successfully attempted and the reward claimed, the card is discarded.

Installations

If this card is available from the pool, then, immediately after a successful mission you can attempt to launch an Installation, before the next player takes their turn.

After successfully launching the Installation, keep this card in your hand. They have ongoing effects.

Key Concepts



Agency Cards & Agency Deck

You will need to buy and collect **Agency Cards** from the pool to improve your Agency and better your chances of being the first to Mars. The Agency Cards are the Buildings, Missions, Vehicle Designs, Operations and Diplomacy cards that make up the **Agency Deck**.

Eras

This game is played over two Eras. In Era 1, you will build up your pioneering new Space Agency by buying Agency Cards. You must also race against other agencies to take your first giant leap; the Moon. When any Agency first achieves this Major Milestone, Era 1 ends. Then you must push your agency even further. Era 2 is all about the race to make humanity a multiplanetary species and step foot on Mars.

Income ( or )

As you progress through the game, you will collect income in money  or research  by completing missions and/or income at the end of your turn. Spend this income on buying Agency Cards.

Launch

When you're ready to attempt a Mission or Milestone, you will use your Vehicle Design to build a rocket and launch it into space. To initiate a Launch, draw 3 cards from the Launch Deck (Count them down as you draw them! 3...2...1...) then roll dice to calculate your final Reliability total. If the Launch Cards say 'Go!' and your Reliability Total is equal or higher than the Reliability Target; your launch was a success! For more detailed information about the Launch, see page (INSERT PAGE NUMBER HERE)

Blueprints

Until a Vehicle Design is first launched it can only be used by the player who owns it. This is indicated by placing a Blueprint token on the new Vehicle Design as soon as it has been purchased. Once it is used, the Blueprint token is removed. Now, other players can freely then use the same Vehicle Design for mission, paying the Launch Cost to the owner.

Milestones

Milestones indicate the significant achievements that pave the way to Mars. They must be achieved in order beginning at 1. Like Missions, successfully Launch your Vehicle Designs to claim this card. When you have reached this Milestone, place your Agency Token on it for all to see. Other players can attempt repeat Milestones to gather income.

Major Milestones

The Major Milestone is the final Milestone of each Era.

Each of the Era's Milestones must be completed before the Major Milestone can be attempted.

When Era 1's Major Milestone has been achieved, Era 2 begins. The game ends as soon as Era 2's Major Milestone, Mars Landing, has been successful.

Destination & Rocket Capacity

Vehicle Design, Mission, Milestone and Installation cards all have a specified Destination. For Vehicle Designs, this indicates the furthest possible Destination that this Vehicle is capable of travel to. Accompanying this is a number and icon that shows the Rocket Capacity. Vehicles can complete missions with an equal or lower requirement, but not higher. For example: an Earth (Rocket 2) Vehicle can complete Earth (Rocket 1) and Earth (Rocket 2) Milestones, but not Earth (Rocket 3) ones.

Playing the Game



Introduction

A game of Mars Horizon is played over a number of short turns. On your turn you'll either buy a card to build up your Agency or launch a Mission using a Vehicle Design you've bought or loaned from another player.

The aim of the game is to complete Milestones, key moments in the space race, with the winner being the first player to complete the final milestone: Landing on Mars.

Setup

1. Give each player the following:

- 1 **HQ** card
 - 4  and 3  tokens,
 - All the Agency tokens of one colour, and the matching Help Card
2. Place all the other tokens within easy reach of all players.
 3. Place the **Milestone** cards for **Era 1** on the table, left-to-right: Milestone 1, Milestone 2 and Major Milestone, face up.
 4. Separate the **Agency Cards** into three piles: Era 1, Era 2 and non-era cards. Gather all the **Era 1** cards, add in and shuffle 10, random, **non-era** Agency cards. This is your **Agency Deck** for this Era.
 5. Deal 8 cards from the Agency Deck face up into the centre of the table and place the rest of the deck face down in easy reach.
 6. Now select the turn order (see below)...

Select Turn Order

This is done by starting with the player who's birthday is closest to that of a famous space pioneer. To determine that date roll one dice:



1 or 2 - Valentina Tereshkova (6th March)



3 or 4 - Helen Sharman (30 May)

5 or 6 - Neil Armstrong. (August 5th)




The turns then proceed to the left of that person.

The Turn

- Each player, in turn, takes the following steps:
 1. Choose *one* of the following:
 - Buy an **Agency Card** from the centre by paying its cost, and draw a new card to replace it.
 - Attempt a **Mission**
 - Or **Pass** your turn.
 2. Take **Income**: either 2  or 2 
 3. Play then moves to the player on their left.

If a player has chosen to Pass this turn, they collect either 4  or 4 .





Buying an Agency Card


To buy a card from the centre pay the  ,  or  cost, shown at the top right of the card. Then, either place on the table in front of you or immediately resolve the effect described on the card. See the *Components* section for more details on each card.

Whenever you buy a card, replace it with a card from the Agency Deck, so that there are always 8 cards face up in the centre.

Launching a Mission

Players can launch Missions to Milestone cards or Mission cards.

1. Choose a **Milestone** or **Mission** to attempt.
 - A Milestone can only be attempted if all previous milestones have been completed.
 - If a Milestone has been claimed, any player can attempt it but must use the second Mission Profile.
2. Choose a **Vehicle Design** that meets the **Destination** and **Capacity** requirements for the mission. Note that you can use other players vehicle designs, as long as they do not have a Blueprint  token.
 - A Vehicle can reach any **Destination** closer than its max destination, For example, a Vehicle that can reach *Mars* can also complete *Earth* and *Moon* missions.
 - The Vehicle **Capacity** must be equal to or larger than the capacity requirement on the Milestone card. For example: a Moon [2] Vehicle can launch to missions of Moon [2] and Moon [1], but not Moon [3] or Earth [3]
3. Find the Mission Reliability Target, e.g. 
 - Note that Milestone cards have two Reliability Targets, one for the Milestone itself and the other for Repeat Missions
4. Work out the total **Reliability** of the Vehicle, taking into account the Vehicle itself (e.g. ) and adding any effects from Agency cards.
 - *Optional:* You can Spend **Prestige**  tokens to increase Reliability. Players may spend either 1 Prestige to gain a +1 Reliability bonus, or 3 Prestige to gain +2.
5. Pay the Launch Cost, as shown on the Vehicle card.

- If the Vehicle Design belongs to another player, give that player an additional 1  on top of the usual launch cost paid to the bank.
6. **3... 2... 1...** While counting down from 3, draw three cards from the **Launch deck**, one at a time, resolving each before drawing the next, including adding or removing any bonuses or penalties to your Reliability.
 7. **Launch!** Roll the dice to launch! If the roll, plus your final **Reliability** equals or beats the Reliability Target number, the Mission is a success!
 - If the mission was a Milestone, place one of your Agency tokens on that milestone, and gain Prestige as shown on the card. That mission is now available for any player to attempt as a Repeat mission.
 - If the mission was a Repeat mission, choose either the Research or Money reward shown on the Repeat mission section of the card.
 - If the launch Failed, gain [1 Research]. Even a failed mission can provide useful information!

The End of an Era

When the Major Milestone, Moon Landing Crewed, has been successfully achieved by any player then Era 1 has ended:

1. Remove all remaining agency cards from the table and put them in the discard pile.
2. Remove all cards marked Era 1 from your hand and put them in the discard pile. Keep your non-era cards.
3. Place Era 2 Milestones on the table, face up and in order, above Era 1 Milestones so that both are clearly visible (as Players can continue to attempt Era 1 repeat missions to gain rewards).
4. Take all the Era 2 agency cards and shuffle in 10 non-era agency cards to create the new Agency Deck.
5. Deal 8 cards from this newly shuffled Agency Deck face-up into the centre of the table and place the rest of the deck face-down in easy reach.

The person who successfully attempted Moon Landing Crewed goes first.

Winning the Game

The first player to successfully complete the Major Milestone of Era 2, Mars Landing Crewed, ends the game immediately and wins. Victory happens as soon as the mission is completed, no matter who still may have a turn left this round - so move fast!

Solo & Coop Rules

Goal

The aim of the solo and coop rules are to complete the Mars Landing Crewed Major Milestone before the Space Race Timeline reaches the end. If you complete the final Milestone before the date shown on the timeline, you win!

In this game mode you can have 1 or 2 players, so either playing as solo, if two players, as a cooperative pair. (This is inspired by the European Space Agency, who are a group of national space agencies such as the UK Space Agency, who work together to achieve amazing things!)

Setup

- 1) Lay the Space Race timeline to one side of your play area and put a token on the first year, 1952
- 2) Pick an agency to play. This could be the place where you live or from the European Space Agency member states: Austria, Belgium, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Ireland, Italy, Luxembourg, The Netherlands, Norway, Poland, Portugal, Romania, Spain, Sweden, Switzerland and the United Kingdom. Or you can pick your own!
- 3) Place the money, research and prestige tokens in an easy to reach place.
- 4) Remove all of the following Agency Cards.
 - **All** Diplomacy cards
 - Test Launch
 - Lab Exchange
 - Translation Office
 - Tech Exchange Office
 - Remote diagnostics
 - Hall of Fame
- 5) Shuffle all remaining Era 1 and non-Era Agency Cards together to form the **Agency Deck** and place them face down
- 6) Place the Era1 **Milestones** on the table in front of you, face-up and in order from left to right: Major Milestone 1, Major Milestone 2, ending with the **Major Milestone**
- 7) Deal 4 Agency Cards from the Agency Deck these are your draw cards, place face-up in a row from left to right.



When the Major Milestone of Era 1, Moon Landing Crewed has been achieved, move on to Era 2.

To begin Era 2



- Follow Setup but replace all Era 1 Agency Cards and Milestones with Era 2
- Place token at the start of Era 2 Space Race timeline
- Continue to play the game as described above

The Turn

Each player takes a turn which consists of the following, in this order:

- 1) Each player must choose ONE of the following actions to perform:
 - a) Buy **any number** of Agency Cards (up to the value of resources you have)
 - b) Attempt a Launch.
 - c) Pass the turn for double income of one resource type.
- 2) Roll a dice to see if a face-up Agency Card from the draw cards is permanently removed from game. Do this by rolling a dice - if it is 1 to 4, remove the card in that position from the draw cards. If 5 or 6 then no cards are removed this turn.
- 3) Place the remaining Agency Cards in the discard pile next to the Agency Deck. When the agency deck is empty these are shuffled and reused.
- 4) Take income as normal (either 2  or 2  - you can't mix!)
- 5) Move the Space Race counter to the next year in the timeline
- 6) Turn passes clockwise to the next player (if coop mode) or back to the start if solo.

Additional Rules

- Cards that are discarded after being played (Operations, Missions etc) are removed from the game and cannot be accessed again.
- This means that there should be two different discard piles: one for cards that have been removed and one for unused Agency Cards that will be reshuffled when the Agency Deck runs out.
- Completing Milestones for the first time **never** grants Prestige rewards, prestige can only be earned by completing Mission Cards in the agency deck. Repeat missions of milestones, however, work as normal and grant either  or  in the same fashion as the main game.

Ending the Game

- If you complete the final Major Milestone, Mars Landing Crewed, before the date shown on the timeline, you win!
- If you fail to reach any Milestone on or before the date shown on the Space Race timeline, you lose the game.
- It may, through cards being removed, become impossible to complete the game. If this happens, you lose.

Era 2

- Follow Setup but replace all Era 1 Agency Cards and Milestones with Era 2.
- Place token at the start of Era 2 Space Race timeline.
- Continue to play the game as described above.



FAQ

Spending Prestige

Prestige gained from completing Milestones, among other things, can be spent in two ways:

- Increase Reliability for a Launch by spending either:
 - 1 Prestige for +1 Reliability
 - 3 Prestige for +2 ReliabilityPrestige spent this way must be spent BEFORE drawing Countdown cards.
- On cards which have a Prestige cost in addition to the Research or Money cost.


Agency Cards



- Engine Test is attached to a particular vehicle design, and works no matter who's using the vehicle.
- Only one Engine Test can be attached per Vehicle.
- If a card has a displayed cost of 0  or 0  it can be picked up without spending any money, however any additional costs shown on the card text must still be paid as normal.

Space Race



Space Race is a Diplomacy Card but it's a little different to the others. It has a delayed effect rather than an immediate one. Keep this card in face-up in front of you until someone reaches the next milestone. Resolve the Effect and then discard after use.

Launch Cards

- You can only get 1  from failed launches, no matter how many rolls or rerolls you make

- Press Attention: A player can only lose  if they have any to lose, card effects cannot take you below 0 
- Launch: You only gain +1 Reliability for drawing three GO cards. Other positive cards do not count towards this.

Mixed Income

- When players gain income from the end of a turn or completion a Mission, they cannot opt to take a mix of  or  - they must declare one type of income and only take that to the value indicated.

Further Information

Mars Horizon - The Video Game
TBC

About Auroch Digital
TBC

Credits
TBC

Backers
TBC