

# CONDENSED RULES

**SETUP** Each player takes a space agency card, along with that agency's spacecraft cards and matching spacecraft tokens.

**Missions** Sort mission cards: easy, medium, hard. Shuffle each set. Draw missions for the game you want, put the rest away:

EASY GAME 5 easy missions

NORMAL GAME 4 easy, 2 medium

HARD GAME 3 easy, 3 medium, 2 hard

VERY HARD GAME 1 easy, 4 medium, 4 hard

**Locations** Lay out location cards. For each location with multiple cards, turn them all face down ("unexplored" up), shuffle, draw one without looking at the other side, put the rest away without looking.

**Other** Set out components, advancements, money by type. Shuffle outcome cards face down. Set out time tokens, eight-sided die. Set out calendar with its marker on 1956.

**Limits** If you run out of components, money, or time tokens, you may add more. If you run out of outcomes, shuffle the discarded outcomes as the new deck.

**SCORING** When you complete a mission, take the card; all others collect \$10. Missions are worth their face value in points.

Lost astronauts: -2 points each at end of game. If a mission becomes impossible, remove it.

**START OF YEAR** Everyone now has \$25.

Check each start-of-year mission to see if anyone has completed it, from the lowest-value mission to the highest. If multiple agencies have completed the same mission, award it to the agency with the fewest points, breaking ties randomly. Turn in samples for money/research.

Agency with the lowest score in missions (break ties randomly) takes their turn first, proceeding to the left until everyone has had as many turns as they like.

**ON YOUR TURN** Do as many actions as you like, in any order, then automatic maneuvers take place. Actions: research, buy, assemble/

disassemble, maneuver, dock/separate, survey, collect, repair/heal, co-operate.

**Research** Pay \$10, take an advancement. Add as many outcomes from the deck as it requires, without looking.

**Drawing an Outcome** When you try to do an action using an advancement, draw a random outcome from it, then do what it says. If there are no outcome cards left on the advancement, it is a success.

Some outcomes require you to choose a component on a craft and damage it. If a component is already damaged, or if it has no damaged side (supplies and samples) you have to choose a different component to receive the damage. If the craft has no components that can receive damage, the craft is destroyed.

After dealing with the results, either pay to discard the outcome (paying \$5 for a failure or \$10 for a success) or else shuffle the outcome back in with any other outcomes on that advancement, face down.

If this is the only outcome left on the advancement, you may leave it face up. If it is a success, you may discard it for free.

Never draw multiple outcomes at once. If you need to draw multiple outcomes, draw one, deal with its results, return it or pay to discard it, then draw again, and so on.

You could receive a component that requires an advancement you do not have. When you need to draw an outcome from it, gain the advancement with a full set of outcomes on it.

**Components** Pay the listed price to take a component. If there is no price, it cannot be bought. Some components require you have an advancement before buying them. Components start with undamaged side up.



**Assembly/Disassembly** Assemble/disassemble only on *Earth*. To assemble, take one of your spacecraft cards not in use, place some of your unassembled components on it, place that craft's token on *Earth*.

Disassembly: same in reverse.

Never have more astronauts aboard than seats.




**Maneuvering** Each location lists one or more


maneuvers from there to another location. To maneuver, a spacecraft needs to generate thrust: at least as much as the mass of the craft times the difficulty of the maneuver.


Discard rockets to generate their listed thrust. Fire ion thrusters for listed thrust times the number of  of the maneuver, on  maneuvers only. *Success*: cannot use thruster again this year.


Once you have enough thrust, move the craft's token to the new location.



A craft with any time tokens cannot maneuver.

 For each  on the maneuver, add a time token to the spacecraft card, more if you like. (): add as many time tokens as you like.

Double the difficulty: halve the number of , rounded up. This may be repeated. Decide time of maneuver before firing rockets/thrusters.

 Look at *Solar Radiation* to find the radiation level. For each astronaut on board, roll the die. If the roll is less than or equal to the radiation level times the number of years of the maneuver, the astronaut is incapacitated.

 Declare which astronauts are in which capsules. All damaged capsules and those w/o heat shields are destroyed, along with astronauts in them. For each working capsule with heat shields, draw an outcome from *Re-entry*.

 Draw an outcome from *Landing*. If you do not have *Landing*, the spacecraft is destroyed. (): landing hazard is optional. Landing on *Ceres*: draw the outcome upon arrival.

**Other Symbols** Look at the other side of the relevant location to see what happens. Reveal it to everyone or else the craft is destroyed.

**Automatic Maneuvers** Automatic maneuvers have a difficulty of zero, but are written with an exclamation mark. If a spacecraft is in a location with an automatic maneuver at the end of your turn, it performs the maneuver then. If a maneuver leads to *Lost*, the spacecraft is destroyed.

**Rendezvous** Must have *Rendezvous*.

Dock two craft in the same location into one; merge components onto one spacecraft card, remove the extra card and token. Draw outcome from *Rendezvous*.





Separate: same in reverse.

Cannot dock if either has any time tokens.

Cannot dock/separate on *Earth* or in *Suborbital Flight*.

**Surveying** Must have *Surveying*. Working probe/capsule lets you look at any location whose hazard is faced by leaving your location.

**Collecting** Must be on a solid body. Working probe/capsule/astronaut lets you collect a sample: take the sample card and add it to your spacecraft. If the location lets you collect supplies, you may do so.

**Skills**  lets you heal all other astronauts on board.  lets you consume one supply to repair all non-astronaut components on board. If  is on board, minor failure of *Life Support* acts as success. If  is on board, minor failure of *Landing* and *Rendezvous* acts as success, major failure acts as minor.

**Co-operation** You may give another agency money, unassembled components, or spacecraft. You may share research: they get the same advancement, starting with as many outcomes as yours has. Other agencies may do the same.

**END OF YEAR** After agencies have taken as many turns as they like, the year ends.

On *Earth*, repair damaged components and heal incapacitated astronauts. Incapacitated astronauts off *Earth* die.

Each agency draws an outcome from *Life Support* for each capsule they have off *Earth*. If the result is a failure (or if they do not have *Life Support*), all astronauts aboard the capsule die. If a spacecraft has multiple capsules, the astronauts on board may survive in capsules that successfully provided life support, limited by the number of seats.

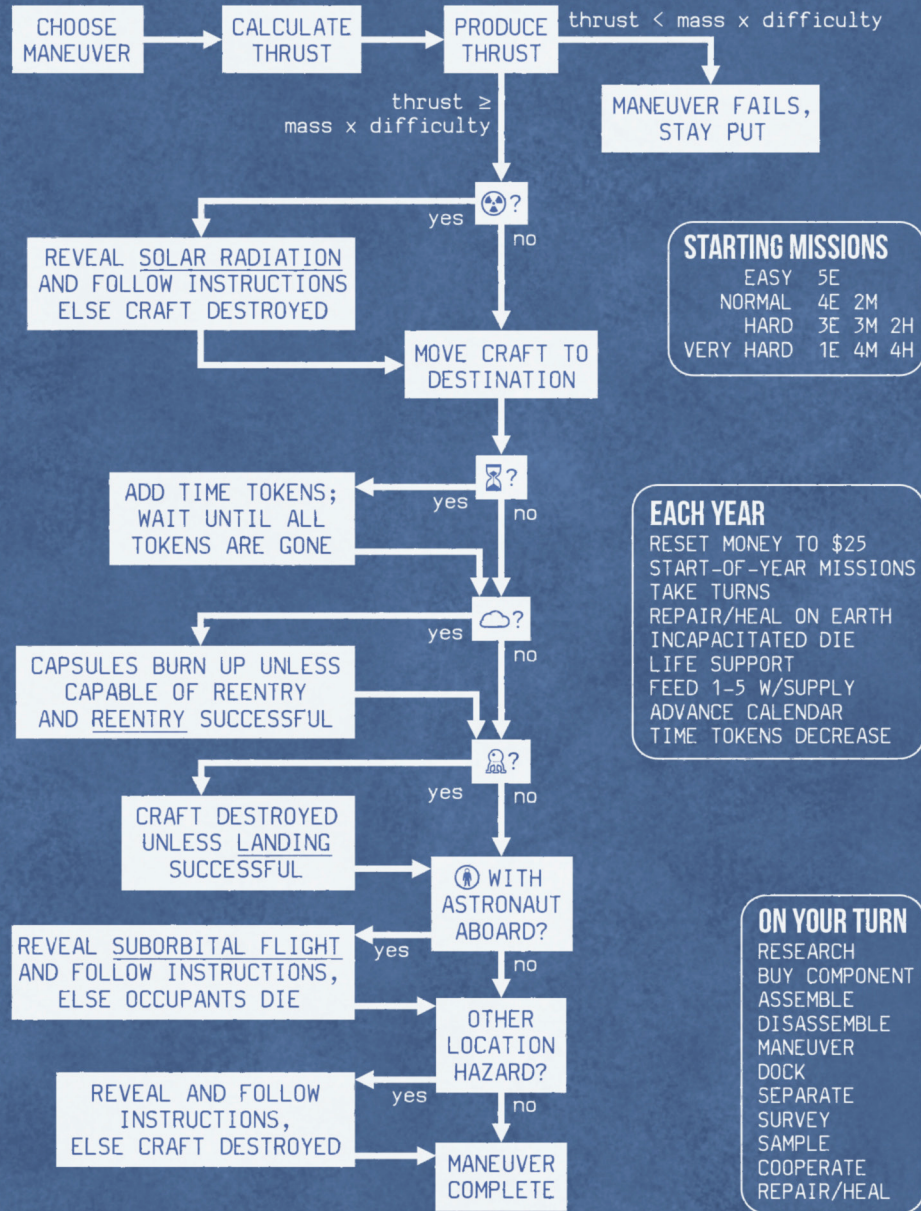
Astronauts off *Earth* consume supplies; one unit of supplies is enough for up to five astronauts. Any such astronaut who is not fed dies. Move the calendar marker to the next year. If it is past 1976, the game ends.

Remove one time token from each craft w/any.

**END OF GAME** Game ends after 1976 or someone has an unbeatable lead, or no missions remain. Winner has the highest score.



# MANEUVER STEPS



## Mission Example Sending a Probe from the Earth to Mars Fly-By for Mars Survey

LEAVING EARTH™ — MANEUVER PLANNING

MANEUVER	DIFF.	PAYLOAD MASS	ROCKETS
Earth Orbit to Mars Fly-By (3 yrs.)	3	1	3x Juno Mass: 3
Sub-orbit to Earth Orbit	5	4	Soyuz Mass: 9
Earth to Sub-orbit	3	13	Soyuz Mass: 9
Earth Orbit to Mars Fly-By (3 yrs.)	3	1	Ion Thruster Mass: 1
Earth to Earth Orbit	8	2	2x Soyuz Mass: 18
Earth Orbit to Mars Fly-By (2 yrs.)	6	1	2x Ion Thrusters Mass: 2
Earth to Earth Orbit	8	3	3x Soyuz Mass: 27

COMPONENT MASS  
1 JUNO 10N EAGLE PROBE SAMPLE 2 VOSTOK 3 APOLLO 4 ATLAS 6 PROTON 9 SOYUZ 20 SATURN  
SUPPLIES EXPLORER 2 GALILEO 3 ALDRIN 4

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### SYMBOLS

- SOLAR RADIATION
- MANNED FLIGHT
- ATMOSPHERE
- LANDING
- PILOT
- MECHANIC
- DOCTOR
- TIME
- MASS
- THRUST
- SEATS

### ACTIONS

- RESEARCH • BUY
- (DIS)ASSEMBLE • MANEUVER
- DOCK/SEPARATE • SURVEY
- SAMPLE • REPAIR • HEAL
- CO-OPERATE

### MAX PAYLOAD MASS

	JUNO	ATLAS	SOYUZ	SATURN
DIFFICULTY 1	3	23	71	180
2	1	9 1/2	31	80
3	1/3	5	17 2/3	46 2/3
4		2 3/4	11	30
5		1 1/2	7	20
6		1/2	4 1/3	13 1/3
7			2 2/3	8 2/3
8			1	5
9				2 2/3

### MAX PAYLOAD MASS: ION THRUSTERS

	1E	2E	3E	4E	5E	6E	7E	8E
DIFFICULTY 1	4	9	14	19	24	29	34	39
2	1 1/2	4	6 1/2	9	11 1/2	14	16 1/2	19
3	2/3	2 1/3	4	5 2/3	7 1/3	9	10 2/3	12 1/3
4	1/4	1 1/2	2 3/4	4	5 1/4	6 1/2	7 3/4	9
5		1	2	3	4	5	6	7
6		2/3	1 1/2	2 1/3	3 1/6	4	4 5/6	5 2/3
7		3/7	1 1/7	1 6/7	2 4/7	3 2/7	4	4 5/7
8		1/4	7/8	1 1/2	2 1/8	2 3/4	3 3/8	4

**YEARLY** RESET TO \$25 • START-OF-YEAR MISSIONS • TURNS  
REPAIR/HEAL ON EARTH • INCAPACITATED DIE • LIFE SUPPORT  
FEED 1-5 W/SUPPLY • CALENDAR +1 • TIME TOKENS -1