TO MARS

The goal of To Mars is to use the Moon as a launch platform to send a spaceship to Mars. You will be able to contribute to this grand project by building structures and solar panels and by sending astronauts to the Mars ship.

COMPONENTS

- **1** TO MARS CORPORATION BOARD
- **4** MARS SHIP SOLAR PANELS
- **9** TO MARS PROJECT CARDS
- **12** MARS TICKETS
- **5** TO MARS CORPORATION TOKENS
- **1** TO MARS REFERENCE CARD (SOLO MODE)
- **1** TO MARS STORAGE BOX
- **THIS** CORPORATION SHEET

SETUP

1. Place the 4 Solar Panels ▦ next to the To Mars board.
2. Place the 12 To Mars tickets next to the To Mars board.

CORPORATION TOKEN

Gain 1 Mars ticket. Tickets are not limited: if you run out of tickets, use a replacement of your choosing.

CORPORATION ACTION

Spend 1 Mars ticket to move one of your structures from the main board to the Mars ship: it is now called a module. Then, gain 3 Credits / 1 Titanium / 1 Rare Earth if you placed respectively a Dome / Workshop / Laboratory. Modules must be placed so they fill the lowest number in the leftmost section (A, B or C), if able. If not, place the module on the next available space, as long as it's the first available space in the leftmost section.

IMPORTANT: *To Mars projects allow players to place modules on the Mars ship another way than with the To Mars Corporation action. When a player places a module on the Mars ship this way, they also gain the associated benefits: 3 Credits / 1 Titanium / 1 Rare Earth if they placed respectively a Dome / Workshop / Laboratory.*

EXAMPLE:

Fabio spends 1 Mars ticket to send his Laboratory from the main board to the Mars ship. Since the top area of the leftmost module has only two spaces left, **Fabio** must place his Laboratory on the bottom area of the ▤ module.
Then, he gains 1 Rare Earth for placing a Laboratory.

MARS SHIP SOLAR PANELS

Players may use their **Build a Solar Panel** (optional) action to build a Mars ship Solar Panel, but only if they own a module in a section adjacent to the Solar Panel.

SEND ASTRONAUTS TO THE MARS SHIP

When a player a player gains an astronaut, they may send it to the Mars ship instead of welcoming it in their base. To do so, the player must own a module adjacent to the astronaut slot where they want to place it. When a player sends an astronaut to the Mars ship, they score the VP indicated on the astronaut slot.

ENDGAME

For each completed section of the Mars ship (with all modules placed and adjacent Solar Panels built, Panel built, whether or not all astronauts slots are filled), the player who contributed the most (with the biggest total module size in this section) scores 10 VP. Then, the second player who contributed the most scores 6VP, if any. Then, the third player who contributed the most scores 3 VP, if any. In case of a tie, the player who placed a module first in the section wins the tie.

EXAMPLE:

At the end of the game, the ▤ section of the Mars ship is completed. **Fabio** has the biggest module size in this section, so he scores 10 VP. **Nestore** comes second and scores 6 VP. **Matthieu** comes last and scores 3 VP.
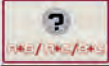The �B section is not completed because a Solar Panel is missing. Hence, no player scores VP.
The ▢ section is not completed at all so no player scores VP either.

GOALS

PLACE AT LEAST ONE MODULE ON 1 SECTION OF THE MARS SHIP (4/2 VP). THE 2 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.

PLACE AT LEAST ONE MODULE ON 2 DIFFERENT SECTIONS OF THE MARS SHIP (8/6 VP). THE 6 VP SLOT CANNOT BE CLAIMED IN 2 & 3-PLAYER GAMES.

PLACE AT LEAST ONE MODULE ON 3 EACH SECTIONS OF THE MARS SHIP (12/10 VP). THE 10 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.

PROJECTS

ROBOTIC ARM
Immediately: Gain 1 Mars ticket.

Ongoing: When you send a module to the Mars ship, gain VP equal to its size.

ENGINEERING SUPPORT
Immediately: Build a structure (pay its cost).

Ongoing: When you build a structure, you may spend 1 Titanium less for each section of the Mars ship where you own a module.

SOLAR CELLS
Immediately: Fund a project (pay its cost).

Ongoing: When you fund a project, you may produce 1 Energy for each Solar Panel on the Mars ship.

ORBITAL ROBOTICS
Immediately: Gain 1 Mars ticket.

Ongoing: When you send a module to the Mars ship, build a Solar Panel there for free. If you cannot build a Solar Panel, gain 1 Rare Earth instead.

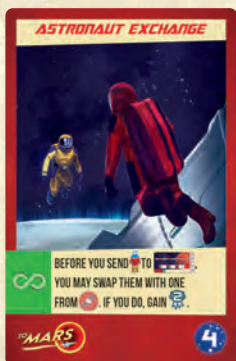## HABITAT MODULE
Immediately: Gain 1 Mars ticket.

Corporation action (once per round): Ship a Dome from your player board to the Mars ship. Gain 3 Credits, as usual.

LAUNCH PAD
Immediately: Gain 1 Mars ticket.

Corporation action (once per round): Spend 1 Mars Ticket to place one of your structures from the crater to the Mars ship and to send an astronaut from the Lunar Gateway.

ASTRONAUT EXCHANGE
Ongoing: Before you send an astronaut to the Mars ship, you may swap them with one from the Lunar Gateway. If you do so, gain 2 Reputation.

ORBITAL ASSEMBLY
Immediately: Build a structure (pay its cost).

Ongoing: When you build a structure, you may build it directly on the Mars ship. If you do so, you may trigger your Domes abilities, but you cannot trigger your Laboratories abilities.

LUNAR SHUTTLE
Ongoing: When you send an astronaut to the Mars ship, gain 2 VP.

Corporation Action: Spend a Mars ticket to retrieve an astronaut from the Mars ship and to place it in your Base.