

Setup

1. Each player takes Agency board, 4 spacecraft cards, and tokens
2. Draw Mission cards by game level
 - Easy Game: 5 Easy
 - Medium Game: 4 Easy, 2 Medium
 - Hard Game: 3 Easy, 3 Medium, 2 Hard
 - Very Hard Game: 1 Easy, 4 Medium, 4 Hard
3. Layout Location cards per diagram (pg 9). For multi-card locations, shuffle and pick one. Put Unexplored side up on board.
4. Set out remaining cards by type. Shuffle Outcome deck.
5. Put calendar marker on 1956.

Goal of the Game

Be the agency that has completed the most valuable missions at the end of 20 years.

Game Round

Each round of gameplay represents 1 year.

1. Resolve Start-of-Year Missions
2. Everyone gets \$25
3. Take turns starting with lowest scoring Agency, then clockwise
4. On Earth, repair all damaged components and heal incapacitated astronauts
5. Check off-Earth astronaut survival
 - Any incapacitated astronaut dies
 - Each agency draws Life Support outcome card per undamaged capsule in space. If check fails, capsule is damaged, or no Life Support advancement, all astronauts in capsules die.
 - Astronauts consume supplies. 1 supply feeds 5 astronauts in single spacecraft. Unfed astronauts die.
6. Remove 1 time token from spacecraft. When last token is removed, resolved any hazards and complete missions.

Player Turn

Take any number of actions in any order. At end of turn, automatic maneuvers take place.

Research an Advancement

Pay \$10, take advancement card, place # of outcome cards on top

Buy Component

Purchase component for price listed. Some have required advancement and can't be bought without indicated advancement.

(Dis)Assemble a spacecraft on Earth

Gather up components and group on a spacecraft card. Place spacecraft token on Earth. May consist of any components as long as there are enough seats for any astronauts aboard.

Disassemble spacecraft on Earth by doing the above in reverse order.

Perform maneuver

A spacecraft with time tokens cannot maneuver

1. Determine

$$thrust_required = spacecraft_mass * maneuver_difficulty$$

2. Discard rockets / fire ion thruster to generate thrust. Draw outcome cards as necessary.
3. If enough thrust generated, move spacecraft to new location. Otherwise, remains where it is.
4. Evaluate maneuver hazards in order listed

Ion Thrusters

Generate unit of thrust per year of travel. Don't discard when used. Can only be used for maneuvers that take at least 1 year.

Automatic Maneuvers

Maneuver with difficulty of exclamation mark is an Automatic maneuver. At end of turn, spacecraft automatically performs that maneuver. May deliberately perform such maneuver during turn, no thrust required.

Multi-Year Maneuvers

Hourglass symbol represent maneuver that takes more than 1 year to complete. Generate thrust as normal, move spacecraft token to destination, then put time token per hourglass on spacecraft. When all time tokens are removed, spacecraft has arrived. Maneuver with hourglass in parentheses don't require time tokens but then can be used.

Faster/Slower Maneuvers

Maneuvers can be completed faster by using more thrust. Double difficult to complete in half as many years, rounded up. Maneuvers of at least 1 year can be completed slower but difficulty remains the same.

Dock spacecraft

Combine two spacecraft in same location with Rendezvous advancement without time tokens. Draw outcome card, put all components on one spacecraft card, and remove other spacecraft token.

Separating is same in reverse but may have time tokens. If separation result sin astronauts not having a seat, cannot perform.

Full Rendezvous Testing

Whenever you have a spacecraft that can dock and separate repeatedly you may declare that you are fully testing Rendezvous. Reveal outcomes and resolve. May pay to remove outcomes like normal. Failures stop testing, successes do not. If only 1 success left, remove for free.

Survey unexplored location

Some maneuver hazards result in location exploration. If spacecraft survives to face such maneuver hazard, look at other side of location card. May turn face up or destroy spacecraft to not reveal.

Surveying advancement allows exploration of unexplored location if probe/capsule is in location with maneuver that has an exploration hazard. May test surveying on already explored locations. May turn card face up or may not without destroying spacecraft. Time tokens prevent surveying. Suborbital flight cannot be surveyed, Solar Radiation may be surveyed.

Collect Sample

Spacecraft with undamaged probe/capsule or healthy astronaut and no time tokens may collect sample from solid body (planets, moons, asteroids) locations.

Use Astronaut Skills

- **Mechanics:** Repair all damaged components for 1 supply. Life Support minor failures act as a success (still cost \$5 to discard).
- **Doctors:** Heal all incapacitated astronauts (other than self) for free.
- **Pilot:** Landing and Rendezvous minor fails

Co-operate with another agency

You can give another agency unassembled components, money, or an entire spacecraft (replace card and token). Can share research (other agency takes one of same advancement card with same # of outcomes as on yours).

Consider selling extra payload space, separate it into another spacecraft, then give it back.

Missions

A Mission card must be taken when its conditions are met. Take card and keep near Agency card. All other Agencies get \$10.

- **Probe:** Probe/capsule must reach location undamaged and must not be destroyed upon reaching destination.
- **Survey:** Reveal unexplored location first. Either travel there or with Surveying Advancement.
- **Sample Return:** Samples can be collected from surface of any solid body. Sample must be brought back to Earth. Extraterrestrial Life is a type of Sample Return mission from location with life.
- **Manned Space Flight:** Astronaut must be sent to location and back to Earth alive. Good health not required.
- **Space Station:** Keep astronaut alive in Space for 1 year. No requirement to bring astronaut home.

If multiple agencies complete Start-of-Year mission give to player with least points.

Maneuver Hazards

Solar Radiation

When performing maneuver look at Solar Radiation card for radiation level. For each astronaut, roll d8. Incapacitated if roll \leq *radiation_level * years_of_maneuver*. Radiation is calculated at start of maneuver when time tokens are added not throughout maneuver.

Atmospheric Entry

Damaged capsules or capsules without head shields (Aldrin, Eagle) are destroyed along with astronauts aboard by atmospheric entry. Working capsule with heat shield draws outcome from Re-entry advancement. All other components are unaffected.

Landing

Draw outcome from Landing advancement. Don't have Landing, spacecraft destroyed. (Landing maneuvers) don't require a Landing outcome draw but one may be performed instead of landing safely.

Other Hazards

Other symbols require you to look at location card with relevant symbol in middle. Suborbital Flight requires an astronaut to be aboard.

Misc.

Space

An location that is not Earth is considered Space (including Suborbital Flight)

Drawing an Outcome

When using an advancement, draw outcome card to determine result. After resolving result, may discard. \$5 to discard any failure, \$10 for success. Otherwise, shuffle back into outcome pile. If only one outcome is left, may leave face up. May remove for free if success.

Never draw multiple outcomes at once. Always resolve each fully. Each use of advancement, including duplicate items, requires a separate draw.

Unlisted Attributes

If a component doesn't have a value for an attribute it has a value of 0.

End Game

Game ends when calendar marker goes past 1976, one agency has enough points to be unbeatable, or all missions completed.