

Mars Escape

Inventory

16 Action Point Tokens

39 Terrain Cards

12 Player health tokens.

Notepad Paper to keep track of Mineral

4 Character Tokens

90 Random/Enemy/Minerals Cards

25 Enemy health Tokens

Game Setup

From the Terrain Cards Pick Out the Base Card and Tower Card 1. Then Pick out additional Tower card for each player playing the game (i.e. 2 player game will have Tower card 1,2, and 3).

Then Pick Additional Terran Cards for the board shuffle and play face down in the following amounts

2 player game: 21 Cards (Total of 25 cards with Base and Towers 1-3)

3 player game: 25 cards (Total of 30 cards with Base and Towers 1-4)

4 player game: 30 Cards (Total of 36 cards with Base and Towers 1-5)

Shuffle all cards except Tower 1 and Base and make a grid with the shuffled cards:

- 5x5 grid for 1 or 2 player
- 6x5 grid for 3 players
- 6x6 grid for 4 players.

Next Roll a D20 to decide where the base goes. Counting the space from the lower left corner. (If there is an existing card in that spot, replace it and put the face down card in the empty Slot)

Do the Same for the Tower 1 Placement, but start from the upper left corner.

20	19	18	17	16
11	12	13	14	15
10	9	8	7	6
1	2	3	4	5

Example of Base Placement for 2 Player

1	2	3	4	5
10	9	8	7	6
11	12	13	14	15
20	19	18	17	16

Example of Tower 1 for 2 Player Game

Next Sort out the Encounter Cards into three piles. One Random Pile, One Enemy Pile, and One Mineral Pile.

Place All Character on the Base Card and Roll To see who goes first. Play Then Goes clockwise.

Play

Each Player Has 4 Action Points to Spend Each Turn. Players can use Actions Points For the Following actions, which can be executed in any order. You do not have to use all your Action Points.

- Movement (1 AP/per Space)
- Attacking (1 AP)
- Spend 2 Minerals to Build Relay (2 AP)

Movement

To move, spend one action point. If you move to a revealed tiled, nothing happens, but if move onto an unrevealed tiled, flip the tile and draw cards face down from each of the piles based on the reveled tile. And randomly select two of those cards to reveal.

Example: Flat Planes tells you to draw 1 enemy card, 1 random card, and 1 mineral card. Draw those three cards and randomly select two of them.

Note: Mineral cards will add minerals to your team's current stock of minerals. Enemy cards will add either a range or melee enemy. And Random Card will have a special effect depending on the text of the card. This is executed immediately, Do not save random cards.

Attacking

In Order to Attack an enemy, You must be on the space spot as the enemy. It cost 1 action point to attack, and in order to attack, you must roll for accuracy. Rolling 10 or greater on a d20 is consider a hit. Otherwise it is a miss. Rolling a 19 or 20 will count as 2 hits for a player.

Enemies Take Two Hits to Kill.

Players Take Three Hits to Kill.

Enemies Turn

After all player have taken their turns. It is now the enemies turn. The enemy behave in manner similar, but have 2 actions Points instead of 4. The enemy will move in the optimal to attack player.

Melee Enemies must be on the same tile as the player to attack.

Ranged Enemies must be on a tile adjacent to the player to attack.

Enemies will try to avoid player in the shortest amount of time. Avoiding pits and tar pits when possible. Melee Enemies will go on tar pit tiles if the player is on it, but then they be stuck there for the rest of the game. Ranged Enemies will avoid pits if they can get to the player in less turns by going around, and always avoid tar pits.

In the case where the enemy is equal distance from two or more players, or can attack two or more players. Flip a coin or roll a dice to , to decide where the enemy moves/attacks.

Player 1	Ranged Melee
	Player 2

Example: one ranged and one melee enemy start equal distance from two players. Player 1 flips a coin and Player 2 calls head. It is heads, so the melee enemy. Goes towards player 1 and then attacks player 1. The Ranged Enemy uses both action points to attack. Player 2 loses the next coin flip so the ranged attacks player 2. Then Player 1 loses the next coin flip, so the ranged enemy attacks player 1 for its second attack.

Note: If there is three players, you can decide with two coin flips. Having two of the three player flipping a coin, and then loser of the first coin flip face off the remaining player, and the loser of that coin flip is where the enemy would move/attack.

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Winning The GAME! Building Relays

In Order to beat the game, you must discover all Tower cards and connect them to the Base. To Connect the Tower to the base, Towers must be either be adjacent to the base or a relay must be built on each terrain tile between the tower and the base. Each Relay Cost 2 actions points and 2 Minerals to build. Relay can be built anywhere on the board expect tar pits, pits, and Ice terrain cards. Relays can do not have to connect to the base right away.

Note: you can connect to existing towers/relay that have or will connect to the base.

Tower3	Relay	Relay	Tower1	
	Relay		Base	
	Tower2			

Example of Winning Board.

Losing The GAME!

All Players are dead. Sorry, that sucks.

Reference

The Following Tiles have special rules, which should also be on the cards

- Pit: Requires 2 Action Points to move off of. If you don't have enough action points, you must end your turn there. You cannot build a relay here.
- Tar pit: Requires 3 Action Points to move off of. If you don't have enough action points, you must end your turn there. Melee Enemies will go on tar pit tiles if the player is on it, but then they be stuck there for the rest of the game. You cannot build a relay here.
- Ice: Slide to the next tile without spending an action point. If you slide into the edge, choose one of the adjacent tiles that you did not come from. You cannot build a relay here.
- Reveal One Card on Map: Choose one unrevealed tile anywhere on the board, and reveal it. If all cards are revealed, this card does nothing This must be done immediately. This does not cost an action point. Do not draw cards for the revealed tile.
- Reveal adjacent card on board. If all adjacent cards are revealed, this card does nothing. This must be done immediately. This does not cost an action point. Do not draw cards for the revealed tile.
- Move to any space on the board. This does not cost an action point. If the tile is unrevealed, reveal that tile, and draw cards if applicable.