

Mars Colony

Introduction

Mars colony is a team-player game for children that is played in a park or forest by using ropes (oxygen tubes) to connect players and trees. The trees supply the players with oxygen which is needed to survive in the Mars environment.

The goal of the game is to build a colony by transporting resources from boxes to their destinations without getting disconnected from the oxygen supply. There is a time limit in which the mission needs to be completed.



Contents

1	flag	6	building boxes
6	ropes (oxygen tubes)	5	ressource boxes
6	belts	12	building cards
12	connectors	45	ressource tokens

Set-up
(done by the
chaperon)

Pick a tree in the middle of the play area. This is the flag tree.
Wrap the flag around that tree. Estimate the average distance between the flag tree and the surrounding trees. Adjust the rope length according to the suggestions below. Place the building boxes and resource boxes around the outer margins of the play area. The resource boxes should be placed a little bit further from the flag tree. Put the building cards and tokens into their boxes. Each resource box should contain only one type of resource.

Buildings and required ressources

Dorm	metal, glass, plastic
Lab	energy, energy, plastic, water
Factory	metal, metal, energy, plastic
BioFarm	metal, glass, water, water
SolarPanel	metal, energy, glass, glass
Storage	metal, glass, plastic

<i>Distance between trees</i>	<i>Suggested rope length</i>
3 m	1.5 m
5 m	2.5 m
7 m	3.5 m etc.

Example

6 players (ages 6-8)

4 building boxes with 1 building card inside each

5 resource boxes with 9 tokens inside each

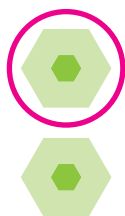
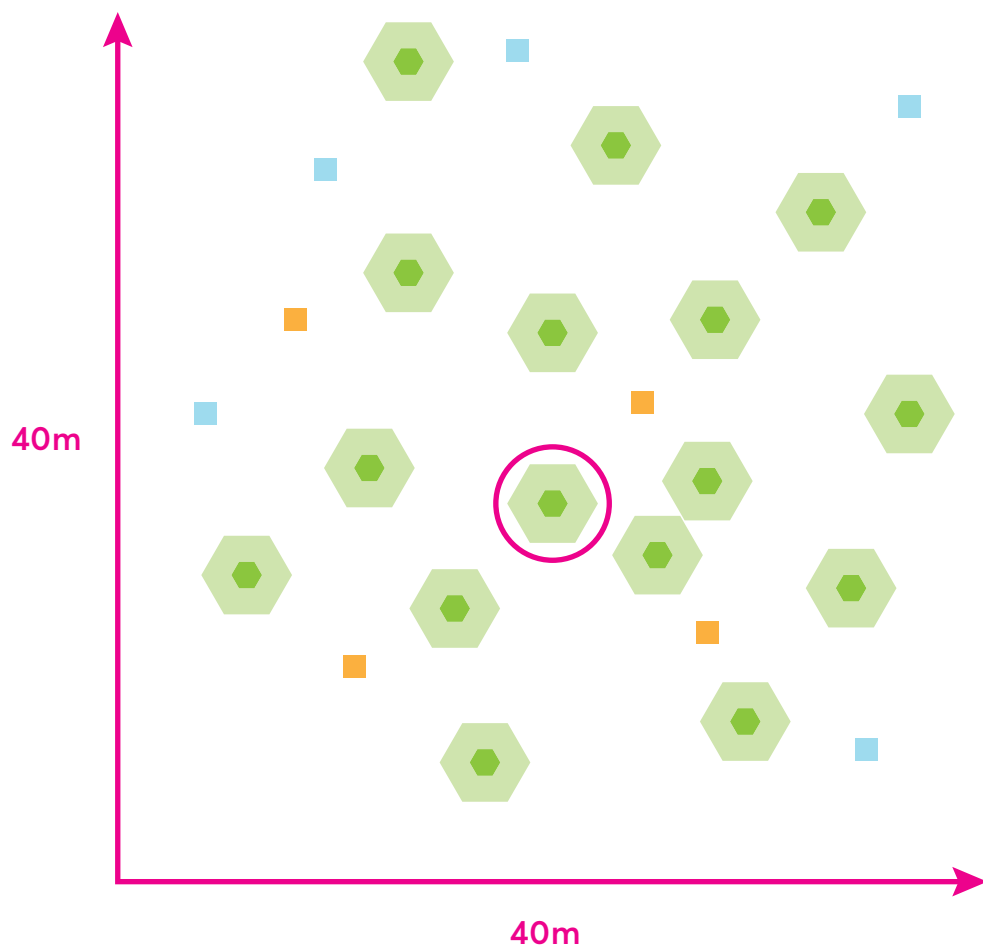
40m x 40m play area

16 trees in play area

7m average distance between trees

30 minutes play time

Example of
what the play
area and
set-up might
look like



Flag tree

Tree



Ressource box



Building box

Playing the game

The players attach themselves to trees (oxygen pillars), either alone or in chains of up to four players. When the chaperon starts the timer, the players begin to explore the play area. They can move freely as long as they are connected to the rope (oxygen tube), and the rope is connected to a tree directly or through other players. The number of players in one chain must never exceed four persons.

The players start building the colony by carrying the tokens from the resource boxes to the building boxes. One player may carry only one token at a time. It can be carried from one box to another, but it cannot be handed over to another player.

If a player accidentally disconnects from the oxygen supply, he or she needs to attach to the nearest tree and count to 20. If a whole chain of players disconnects from the oxygen supply, or the chain is too long, they all need to attach to the nearest tree and count to 20.

More buildings can be added for a longer gameplay. Each extra building adds about 3-10 minutes to the game length, depending on the number of players and the size of the play field. The more players, the larger the size of the play area, the longer the length of the game.

Game length estimations

4 players	20-30 minutes
7 players	30-40 minutes
> 10 players	40-60 minutes

The length of the oxygen tube can be adjusted to make it easier or more difficult, depending on the age of the players.

Ideas and variations

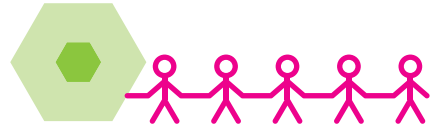
In larger groups, one player can be appointed scout. He or she can move freely in the play area without an oxygen tube, to explore the area and provide information to the other players. However, he isn't allowed to carry any ressources.

You copy? I copy. *Only players attached to the oxygen pillars (trees) are allowed to speak.*

Recon Squad. *Anyone could become scout, by leaving his oxygen pipe attached to the tree. He can't breathe or talk until he attached back (same tree, where he disconnects). If he failed, or there are 2 scouts, penalty applied.*



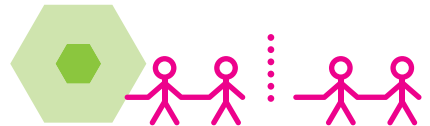
1 - 4 players in one chain



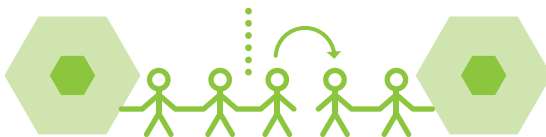
> 4 players in one chain



Connecting to a new tree
and separating from chain



Disconnecting from chain
before connecting to
another tree



Moving from one chain to another