MISSION to MARS

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Summary sheet for the *Mission to Mars* board game

The story in this game is about you being a Managing Director of a space explorer company. Your task is to build your Space rocket, launch it to space and be the first to land on Mars. You move on the "Earth" section of the game board to build your Space rocket and collect Energy resources, and you launch the Space rocket on the "Space" section of the board. You move on both using Energy resources, so no dice is needed. Neither are there any printed cards or money.
This is an intelligent and fun family game.
For 2-5 players / From 10 years / Takes 45 -60 minutes.

Features that stand out

Here are some key features of the game:

- There are 2 different sections on the game board: "EARTH" and "SPACE". You build your Space rocket and collect Energy resources on "EARTH", and you fly to Mars on/in "SPACE"
- No money, dice, or language (no printed cards etc). Easy to adapt for new markets
- Multiple strategies can be applied to win: Fast or slow, lots of debt or no debt, obstruct others or not etc
- Co-operate to slow down a player who seems to be in the lead
- Management of resources is essential: limited access to Energy resources, Restrictors and Stardust

Test players comment

This game has been test played multiple times by different people and found to be interesting starting from schoolchildren up to high level corporate executives. Here are some comments: "Easy in concept but versatile to play". "No roll the dice and move"-game. "The winner can be a surprise for all at the end of the game". "Very nice with the 2 different sections, "Earth" and "Space", on game board".

The game contains:

- 1 game board with sections for "EARTH" and "SPACE"
- 5 Game Pawns/ Managing Directors
- 20 Space rocket parts in 4 different layouts (engine, fuel tank, crew module, Mars lander)
- 5 Space rocket Skeletons (a pole where to stack your Space rocket parts)
- 40 Energy resources (black cylinder)
- 20 red Restrictors (red cylinder)
- 15 green curved Facilitators and 5 green straight Facilitators
- 20 Stardust (orange stars)

A short video can be found on YouTube: https://youtu.be/IzL10C7XLSU

The rules can be found here: https://www.dropbox.com/scl/fi/19okcqvt70pkfi43l6ob7/Rules-Mission-to-Mars-eng-v2.0-pdf.pdf?rlkey=na9uqzyd23hdddxahbiisfttr&st=krw8b919&dl=0

Same game but another interpretation = RABBIT RACE

You do not like the idea of a race to Mars? No problem. The same game functionality can be used to produce a totally different game. I call it "RABBIT RACE". In this game you are a Rabbit working in a Kitchen Garden. You must collect 4 different vegetables but be aware of the Fox your opponent can put in front of your path. Your energy source is carrots. When you have collected your vegetables, you must move them from the Stable through the wood on the Path to the Farmers Market. Be aware of the Boulders your opponents can roll on the path to prevent your journey. The first to reach the Farmers Market and is free of "carrot debt" is the winner.
Same game functionality but totally different feel!

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