MISSION CONTROL

WELCOME TO THE CONTROL ROOM, COMMANDER!

The goal of the game is to Discover Destinations with the help of your Crew of Astronauts, Build Technology, and be the first person to reach 200 Research Points (RP). You can also spend RP to Activate Technology for different effects.

Familiarize yourself with the different cards and terms in this instruction manual. There are also some helpful Instruction Cards with your deck to help you keep track each turn. Set them beside your playing area for reference.

(2—4 players) 50 cards per deck per player. 34 "Crew" cards (14 Destinations, 12 Astronauts, 8 Technology) and 13 Events (2 Historic, 2 Special, 3 Direct, 3 Duration, 3 Sudden. Note: Sudden Events are only used for games with more than 2 players), and 3 Instruction Cards.

For detailed instructions and additional Historic Event Cards, please visit **bcsrc.ca/missioncontrol**

PLAYING A GAME

For the first few games, try playing without Event Cards to get familiar with gameplay. When you add the Events back, make sure all players are using the same number of Events. If using Special Events, players MUST include both. (If only 2 Players, remove the Sudden Events from the Deck.)

Shuffle your deck and Draw a hand of seven cards. Make sure you have at least one Planet and one Astronaut in your opening hand. If you don't, reveal this to the other player(s), shuffle that hand back into your deck and draw seven new cards. If your opening hand has any of the three Sudden Events (Meteor Shower, Supernova, Asteroid Field) or either of the Special Events (Black Hole, Eclipse) remove those cards from your hand and draw cards until you have seven again. Then, shuffle the removed Events back into your deck.

Now you're ready for the first turn! Decide who goes first (e.g. flip a coin, play rock, paper, scissors, or choose oldest or youngest player).

START OF TURN

Each turn begin by counting your **RP per Turn**. On the first turn, you will not have any Destinations or Technology in play, so you can skip this step. You will start with 0RP.

Draw a card (If playing a 2 Player game, the Player who goes first does not Draw a card.)

You may then take the following actions. Only one card of each type (except Events*) may be played per turn:

Discover a Destination (On your first turn, you have to play a Planet. To play a Moon, you must have a Planet in play. Destinations are played next to each other, not stacked.)

Deploy an Astronaut (There must be a Destination in play to place your Astronaut on.)

Move an Astronaut (There must be a 2nd Destination for your Astronaut to Move to.)

Build a Technology (There must be an Astronaut in play to Build Technology.)

Spend RP to Activate Technology and take further game actions.

Events* can be played at any time during your turn. Any number of Events can be played in a turn.

END OF TURN

FIRST TURN EXAMPLE: Planet > Astronaut > Technology (if you have) **> Events** (if you have)

GLOSSARY OF TERMS

Build: Playing a Technology from your hand

Deploy: Playing an Astronaut from your hand

Discard: Placing a card either from your hand or from play into your Discard pile face up

Discover: Playing a Destination from your hand

Draw: Taking the top card of your deck and putting in your hand

Move: Moving an Astronaut from one Destination to another. There must be a second Destination in play

Research Points (RP): The points gained from Destinations and Technology at the start of each turn or when you Deploy or Move an Astronaut. Can be spent to activate Technology. 200RP is required to win the game.

Scan: You may look at the top card of your deck and place it on the top or bottom. This does not count as drawing a card.

SECOND TURN EXAMPLE: Count RP > Moon > Technology (if you have**) > Astronaut** (if you have) **> Events** (if you have)

CARD TYPES — Only one card of each type per turn*

DESTINATIONS

Provide RP at start of turn.
Planets: Provide 1 RP.
Moons: Provide 2 RP. If matching Planet is in play, gain +5RP.

ASTRONAUTS

Provide RP on Deploy/Move. Need a Destination to Deploy.
No limit of Astronauts per Destination.
Doctor: You may place an Astronaut card from your discard pile onto the top of your deck. +4RP for each Doctor.
Engineer: Draw a card, discard a card. +3RP for each Technology.
Scientist: Draw a card. +1RP for each Card in Hand.
Scout: Scan. This Unit may Move 2 times per Move. +3RP.

TECHNOLOGY

Provide RP at start of turn. Need Astronaut to Build. Each Technology may only be activated once per turn by paying the RP cost.
Mine: 15RP: Draw 2 cards, discard a card. +2RP per turn for each Engineer.

Hospital: 10RP: Add 1 Move for this turn. +2 RP per turn for each Doctor.
Lab: 20RP: Draw 2 cards. +2 RP per turn for each Scientist.
Observatory: 20RP: Draw 3 cards and place 2 from your hand on top of your deck. +2RP per turn for each Scout.

*EVENTS (5 TYPES)

Interactive cards that effect the other player(s). Events go into the Discard pile when played. You can use any number of Events per turn. Other than Sudden Events or the Special Event, Black Hole, Events may be played when the Player chooses.

1. Direct Events

Asteroid: A player of your choice with two or more Destinations places one of their Destinations in the discard pile.
Meteoroid: A player of your choice places one of their Technology cards in the discard pile.
Lost Signal: A player of your choice discards a card. If they cannot, -10RP.

2. Duration Events

EMP: Until your next turn, other players cannot Activate or Gain RP from Technology.

Gravity Well: Until your next turn, other players cannot Deploy or Move Astronauts.
Radiation: Until your next turn, other players cannot Gain RP from Destinations

3. Sudden Events

Occur when they are Drawn from the deck.
Asteroid Field: All players with two or more Destinations place one of their Destinations in the Discard pile.
Meteor Shower: All players place one Technology of their choosing in the Discard pile.
Supernova: All players discard a card. If they cannot, -20RP.

4. Special Events

Total Eclipse: Take an extra turn after you complete this one. (Can be played whenever the Player chooses.)
Black Hole: When you Draw this card, end your turn immediately: take no further actions, do not draw or discard cards. (Astronauts still gain RP.)

5. Historic Events

Provide +20RP when played. Two Historic Event cards are included in your deck:
Canadarm   **Lunar Landing**

ALTERNATIVE GAMES

Mission Match (1—2 player memory game) Lay out 4 cards of each type face down (4 Astronauts, 4 Planets, 4 Moons, 4 Techs). A player flips over two cards looking for a match. If cards don't match, return them to the table face down and the next player goes. If cards do match, remove those cards and take another turn. Player with the most cards wins.

Go on a Mission (2—4 players) Remove Event cards from each player's deck. Each player draws a hand of 7 cards from their deck. Any discarded cards are piled face up, next to the deck. At the start of each player's turn, they draw one card. Each player is trying to complete Missions.

A Mission is completed by placing a Planet, Moon, and Astronaut from their hand onto the table. If a player draws a Technology, they may play it during any of their turns to draw a card and discard a card. First player to complete 4 missions wins the game.