Earth

START

Atomic-powered rocket designed for a quick trip to Mars

R&D begins

Conventional rocket boost from the moon

Safe landing on Earth
First player to land +200 MPs
Other players get +50 MPs

Approach to Earth
great pictures, +10 MPs

Comet radiation
total for 18 months +120 MPs

Small solar flare +20 MPs

Guinness Record
time in space +10 MPs

Chance

Big solar flare (roll x 10) MPs

Small flare (roll x 5) MPs

Astronomy Discovery +10 MP (name one)

Redesign required Go back 5

Stress from waiting -10 MP

Environmental battle Lose a turn

Radiation leak +1 MP

Redesign Go back 3

Funding lost Lose a turn

Dentist trip 25 x 4 x max= +1 MP

Malfunction Go back 3

Successful Launch from Earth +100 MP

Small solar flare (roll x 3) MPs

Chance

Technology discoveries +10 MP and take another turn

Funding lost Lose a turn

Dentist trip 25 x 4 x max= +1 MP

Small solar flare (roll x 3) MPs

Chance

Chosen as part of the crew +10 MP

Redesign required Go back 5

Safe landing on Earth
First player to land +200 MP
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Chance

Big solar flare (roll x 10) MP and nausea.Lose a turn

Small flare (roll x 5) MP

Astronomy Discovery +10 MP (name one)

Redesign required Go back 5

Stress from waiting -10 MP

Environmental battle Lose a turn

Radiation leak +1 MP

Redesign Go back 3

Funding lost Lose a turn

Dentist trip 25 x 4 x max= +1 MP

Malfunction Go back 3

Successful Launch from Earth +100 MP

Small solar flare (roll x 3) MPs
Successful launch from Earth +150 MP

Small solar flare + (roll x 5) RPs

Chance

Big solar flare + (roll x 10) RPs

Astronomy discoveries +10 MP

Marsian soil protective + (roll x 10) RPs

Water discovered +10 MP and take another turn

Successful launch +10 MP and take another turn

Conventional rocket

Atomic-powered rocket

Approach to Earth Small radiation leak, +10 RPs

Cosmic radiation total for 5 months +60 RPs

Small solar flare + (roll x 5) RPs

Chance

Big solar flare + (roll x 10) RPs

Astronomy discoveries +10 MP

Spouse divorces you, -20 MP

Finished reading all the Great Books +30 MP

Astronomy discoveries +10 MP

Minor flare + (roll x 5) RPs

Long-term weightlessness causes muscle deterioration -10 MP

Chance

Crew discords -10 MP

Safe landing on Mars +50 MP

Earthquake

Environmental battle Lose a turn

Malfunction Go back 5

Successful launch from Earth +150 MP

Big solar flare +100 RPs and nausea, Lose a turn

Technology discoveries +10 MP and take another turn

Astronomy discoveries +10 MP
# Health and Happiness Tally Card

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Total RPs_________  Total MPs_________
Plot your totals on the other side

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Total RPs_________  Total MPs_________
Plot your totals on the other side
You sprained your ankle —
Get an x-ray and lose a turn
(+1 RP)

Scientific Breakthrough!!
Move ahead 5 spaces

Space walking during sudden flare,
+130 RPs
RETURN TO EARTH

President endorses program
Move ahead 5 spaces

(Only if in space; otherwise ignore)

Comet whizzes by —
Sends you off course, lose a turn
But gain +20 MPs for discovery

Hit by orbital debris —
repairs needed, lose a turn
Cosmic ray dose +10 RPs

(Only if in space; otherwise ignore)

Congress Budget Subcommittee
cuts funding. GO BACK 3

Claustrophobia sets in
−20 MPs

(Only before launch from Earth;
otherwise ignore)

(Only if in space; otherwise ignore)

Spacecraft charging anomaly
Damage to communication
Loose a turn

Computer guidance upset
Reboot necessary; lose a turn

(Only if in space; otherwise ignore)
Discover a Black Hole
You name it after your school +20 MPs

Observe planets orbiting a distant star +15 MPs

High Scorer on Tetris +5 MPs

Sick of Space Food! -10MPs

UFO rendezvous
You are happy +10 MPs,
but the crew is worried about your health +10RPs

(Only if in space; otherwise ignore)

APPROACHING ASTEROID!
Roll die to see how close it comes:
6 or 5 Photograph an asteroid +15 MPs
4 or 3 Close call! Stress high -10 MPs
2 or 1 HIT! You die. Remove your marker from the board
(Only if in space; otherwise ignore)
Chance
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