



family

8+

age

2-4
players45+
minutes

UK

SLINGSHOT TO MARS



- 35 mineral cards - The mineral cards are opened during the game to show for which mineral there is demand at a given time.



- Orbital Track (4 parts) - The players use the Orbital Track to fly to their chosen destinations.

- Game board (5 parts) - The game board represents Mars and its satellite Phobos. Mineral deposits are visible on the surface of both bodies.



- 4 player boards - Each player has a board for their upgrades.



- 50 upgrade tokens - There are three different kinds of upgrades. At the start of the game each player gets 10 points worth of upgrades but they can also be purchased during the game. [See *Using Upgrades*.]



- 48 corporate tokens - Each player has a set of corporate tokens matching their player board. These tokens are used to mark the ownership of a mineral field.

- 1 steel ball - The steel ball represents the ship, which moves on the Orbital Track.



- 20 scoring cards - The scoring cards are used during the final scoring at the end of the game.

Setup

- Before the first game, remove the player boards and all the tokens from the frames.
- Assemble the track on top of the game board as in the picture.
- Each player takes a player board and the matching player tokens. The unused corporate tokens and player boards are set aside.
- Separate the scoring cards from the mineral cards. Place the scoring card deck and the scoring tokens next to the game board.
- Shuffle the mineral cards and check the table below for how many to use. Place the required number of mineral cards next to the game board as a deck, with the planet side up. The rest of the mineral cards are not needed in the game.

- 1 magnet - The players use the magnet as a landing aid as well as a stronger Tractor Beam, which help the ship land in the desired location. (See *The landing aid magnet / Tractor beam*.)



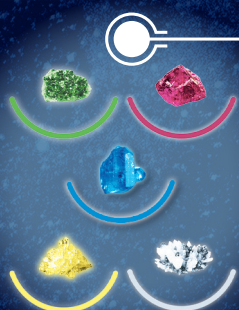
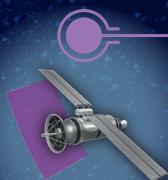
- 48 scoring tokens - The +1 tokens are used during the game to increase the value of different minerals and for the purchase of new upgrades. [See *How to Play*.]

- Keep the +1 tokens and upgrade tokens handy.
- At the start of the game, each player gets to equip their ship with upgrades worth 10 points (see *Upgrade types and cost*). Add a token to your spaceship board for each upgrade you acquire. If an upgrade is running out during setup, those tokens are shared equally between the interested parties.
- Place the steel ball on a random location on the track. During the game, the ball represents the spaceship of the player in turn.
- Turn two mineral cards from the deck and place them on the table so that they are visible to all the players.
- The youngest player starts the game.

Players	Quick game	Normal game
2 players	8 cards	12 cards
3 players	10 cards	15 cards
4 players	12 cards	20 cards

You're about to launch into the orbit of two promising new celestial bodies. Your aim: To establish as many new mineral mines as possible.

Push your ship into motion and hope that it touches down where you want it to. During the game, your objective is to open mines by landing your ship in mineral fields that shows deposits matching at least one of the open cards. You can also try to reach one of the satellites or the freighter to buy more upgrades for your ship or to bulldoze your competitors out of the race for the best deposits.



How to play

1. The open mineral cards show which minerals are in demand at the moment. Always make sure that there are at least two open mineral cards at the start of a new turn.
2. Place the standard landing aid magnet where you want to land (see **The landing aid magnet / Tractor beam**) and use upgrades of your choice if you want (see **Using upgrades**).
3. Launch the ship by giving it a push with the back of your index finger, aiming for the landing aid you placed.

The ship must always travel at least one full round around the track before stopping! If it stops before that, the landing is unsuccessful and you cannot use the space you landed in.

If your ship lands on

- **A mineral field with at least one free deposit that matches a mineral in demand:**

Place one of your corporate tokens on a matching deposit, collect any +1 tokens on the mineral card and place the mineral card in the discard pile.

- **A non-matching mineral field or empty space:**

Place a +1 token from the stock on one of the open mineral cards, because the demand is now higher.

- **The blue satellite:**

Reveal a new mineral card, place a +1 token on one of the open mineral cards, and play another turn.

- **The purple weapons satellite:**

Remove a corporate token of any player from one of the mineral fields, and place a +1 token on one of the open mineral cards.

- **The freighter:**

Collect a +1 token for each type of mineral on which you have at least one corporate token, and purchase more upgrades for your spaceship with +1 tokens earned during the game if you want to. Finally, place +1 token on one of the open mineral cards.

If you land outside the landing aid/Tractor beam location, you **can still use** the space you land on! At the end of your turn, place a +1 token on one of the open mineral cards, as long as you haven't just opened a new mine.

4. Once you've launched your ship and played your turn, it's the next player's turn. Make sure there are at least two open mineral cards on the table and play as before.

Upgrades and how to use them

The upgrades offer you options for how to fly your ship and get the most out of your turn. You can use them to strategize and achieve your goal.

		
Orbiter Choose any starting point when preparing to launch. Cost: 1 point	Control Booster Modify your landing spot 1 field in either direction. Cost: 2 points	Tractor Beam Place the stronger Tractor Beam magnet by your landing spot before launching. Cost: 3 points

The landing aid magnet / Tractor beam

The magnet can be attached to the track by lightly pushing it down, so that it “hangs” off the inner edge of the track.

When turned with this symbol  towards the track, the magnet functions as a landing aid. You can always use the landing aid magnet on your turn with no extra cost.

With this symbol  the magnet functions as the stronger Tractor Beam, which can only be used with the matching upgrade.



Using upgrades

You can use any number or type of upgrades during your turn – if you have them. During the game, you can buy any available upgrades if you land on the freighter and have +1 tokens to spare. Used upgrades are placed back in the stock.

Before launching You can spend an **Orbiter** and choose any starting spot on the track.

After landing

You can prepare a **Tractor Beam**. Place the Tractor Beam magnet in the desired landing space and launch your ship as normal.

If you don't land where you wanted to, you can use one or more **Control Boosters** to adjust your final landing space. Each Booster moves you one field to either side. You can only use the landing space you finally choose to stop in!

Final scoring and winner

The final scoring takes place immediately after the turn during which the last mineral card has been collected.

- Each player gets a 5-point chip for each type of mine they own.
- A player that owns at least one mine of each type gets the corresponding 5-point card.
- For each mineral type, the corresponding 5-point card is given to the player with the most mines. In case of a tie, neither player gets the card.
- The player with the most valuable unused upgrades gets the corresponding 10-point card. In case of a tie, the player with more of the more expensive upgrades gets the bonus. For example, one Tractor Beam scores higher than 3 Orbiters. If the players are still tied, no one gets the bonus.
- Each +1 token is worth 1 point.

The player with the highest total score wins!

Storing suggestion

