



ENHANCE
GAMES

SURVIVAL
GUIDE

MIGRATION: MARS



L O R E

THE FIRST humans to proudly step foot on Mars searched for suitable ground to set up a base. A large, mostly flat region was designated for potential colonization and the team began converting one of the transport vessels into a central life support structure.

Due to the impracticalities of transporting large quantities of material from Earth, much of the future building resources must be excavated from Martian land.

During the survey for mineral deposits, the scout team discovered what appear to be ancient ruins. Within these ruins they found stone structures and symbols arranged in a way that suggested intelligent life may have previously been present.

Further within these treacherous catacombs, a bed of unique crystal formations illuminated the sprawling tunnels. Samples of this crystal were taken back for study.

The team exited the ruins just in time to witness a meteorite strike within a kilometer of their transport Rover. Shaken, the scout team quickly mapped out the designated terrain, set up four transmission beacons for the next arriving explorers, and began their journey back to Earth.

CRYSTAL samples were sent to the World's top scientists for testing. No other mineral on Earth came close to sharing its properties. When small amounts of energy were applied to the crystal, it exponentially replicated the power. Although every lab found conclusive results, no two groups shared an explanation as to how it accomplished this feat. However, one thing was clear. Mars proved to have the resources to sustain long term human inhabitants.

The wondrous crystal was officially named Olympium.

With a proven, successful path to Mars, and troves of Olympium sitting beneath the surface, Martian land is now the most coveted resource on Earth.

AS EARTH grows steadily over populated, contaminated, and diminished of resources, the project to begin building on Mars has been expedited.

Four major organizations won the bid to sponsor the first pioneers to permanently stake claim to Mars. An agreement was signed. The first organization to successfully populate a healthy, functional city on Mars will be rewarded as governing body over the new planet. As these teams successfully build housing and support buildings to sustain colony growth, Earth will continue to migrate waves of volunteers to become citizens of Mars.

NOW, you have been chosen to lead one of these four competing Factions, in a race, to establish the first permanent human colony.

You will be given the amount of supplies simply to establish a base and begin excavating minimal resources. It is up to you to grow your facility, expand operations, and stay alive!

Your sponsors will send a quarterly shuttle with additional supplies and people to help your mission. If you are able to export Olympium back to Earth, you will receive additional support.

GOOD LUCK AND GODSPEED!

H O W T O P L A Y

OVERVIEW

Objective: Grow your colony in order to accept more citizens from Earth. The first player to reach (5) population, then complete a final Supply Stop, wins the game!

Warning: The area is prone to meteorite strikes. Events may occur that derail your strategy. Build your support system and prepare for damage and loss of resources.

The Board: The Exploration Track travels around the board's edge. This is where your ROVER team will traverse to collect mined resources, engage with ruins, and experience events.

The hex grid in the center is the terrain. This is where you build your colonies.

Build: Different structures produce certain assets and/or allow specific functions.

Build out from your HEADQUARTERS, but be aware of the building criteria (*Building Rules p7*). Some structures require different parameters to operate.

You may only build once per turn so choose swiftly and wisely. Remember this is a race!

Reach the EMBASSY and open up (1) additional population housing for your faction.

Reach any of the RUIN PASSAGES and you increase Olympium collection.

Olympium is a unique resource. It can be acquired at an Ancient Ruin. It can be used as a wild card for any 1 Resource (**Metal**, or **Water**, or **Stone**).

Olympium can also be exchanged using an EXPORT STATION to acquire other assets from the TREASURY:

2x Olympium = 1 Supply (Med Pack, RCU, or FUEL CELL)

4x Olympium = 1 Population

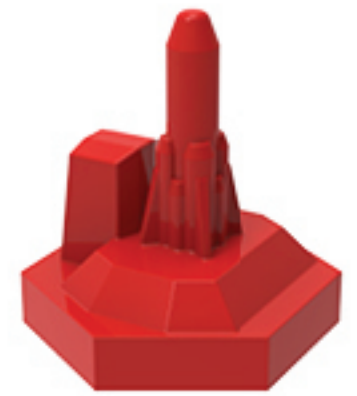
Reference Column



ROVER



1 FLAG represents
1 POPULATION



EXPORT STATION



EMBASSY



RUIN PASSAGE



OLYMPIUM CARD

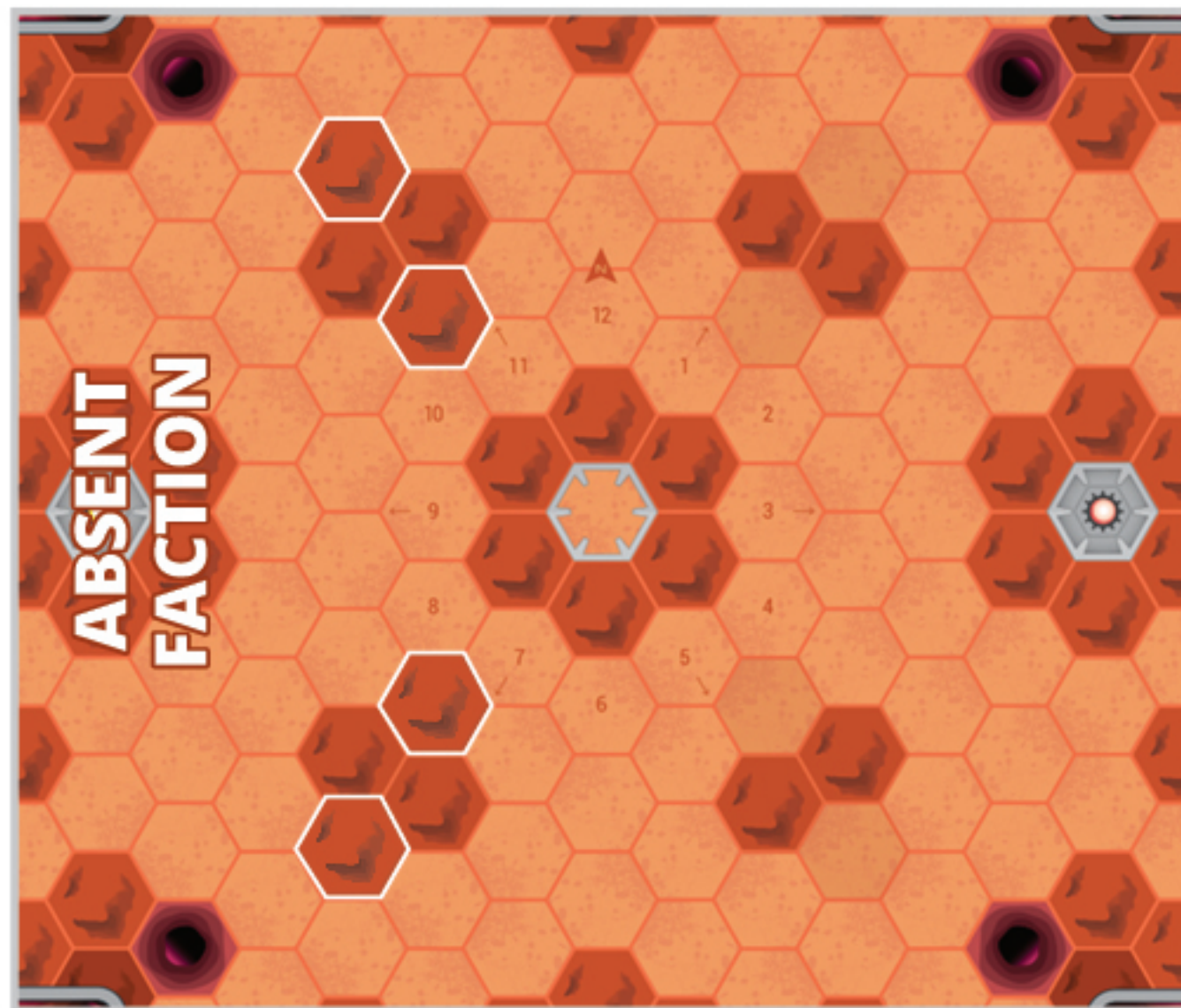
HOW MANY PLAYERS

Migration Mars is a 2, 3, or 4 player game.

If playing with less than 4 players, add (rocky) TERRAIN OVERLAY tiles to shaded areas on the board.

4 PLAYERS No terrain overlays are used.

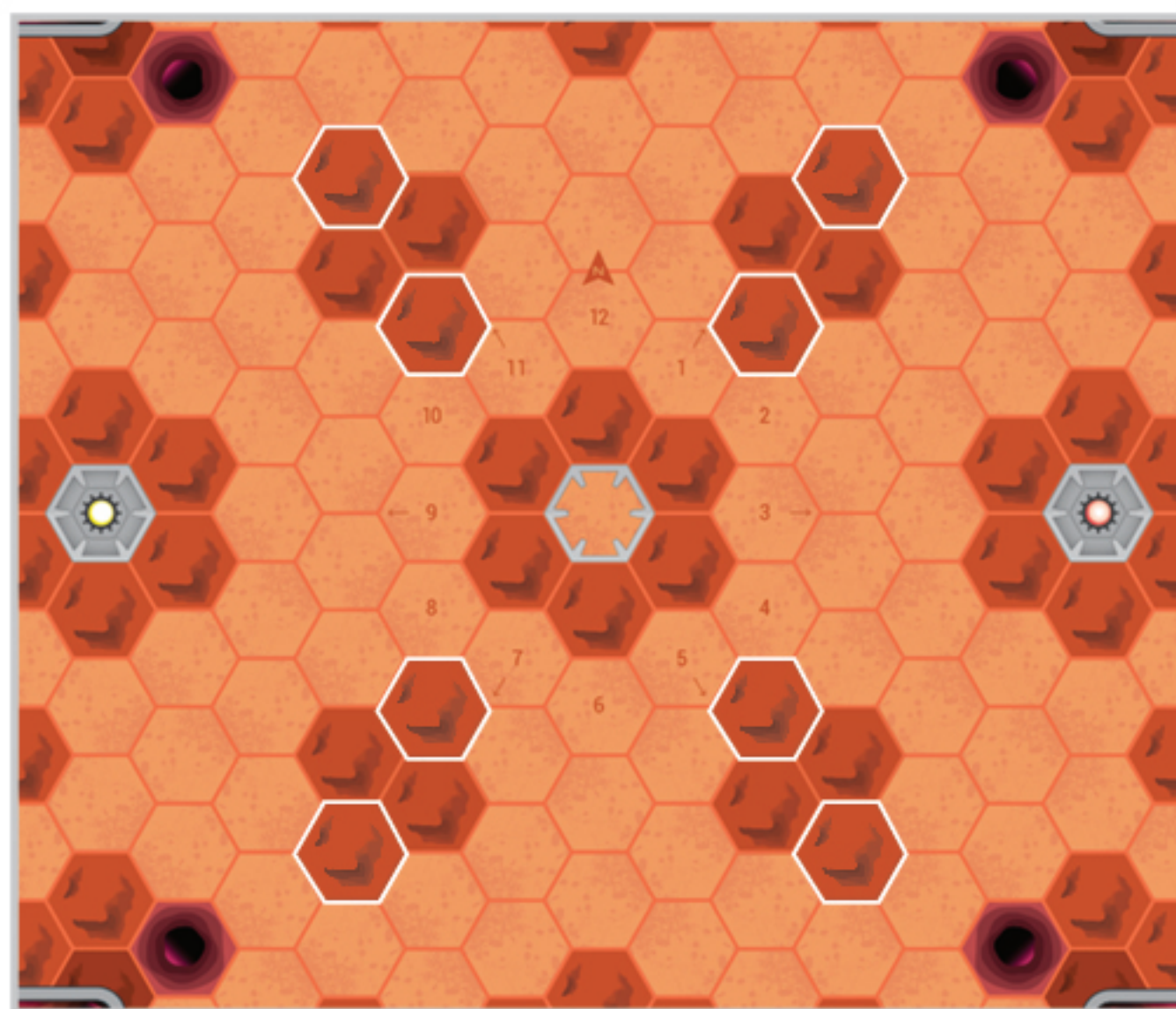
3 PLAYERS add **four** (rocky) terrain overlays on the side of the absent faction.



3 player setup example with **4 Terrain Overlays**.

2 PLAYERS add **eight** (rocky) terrain overlays.

2 players may choose any faction (across or side-by-side)



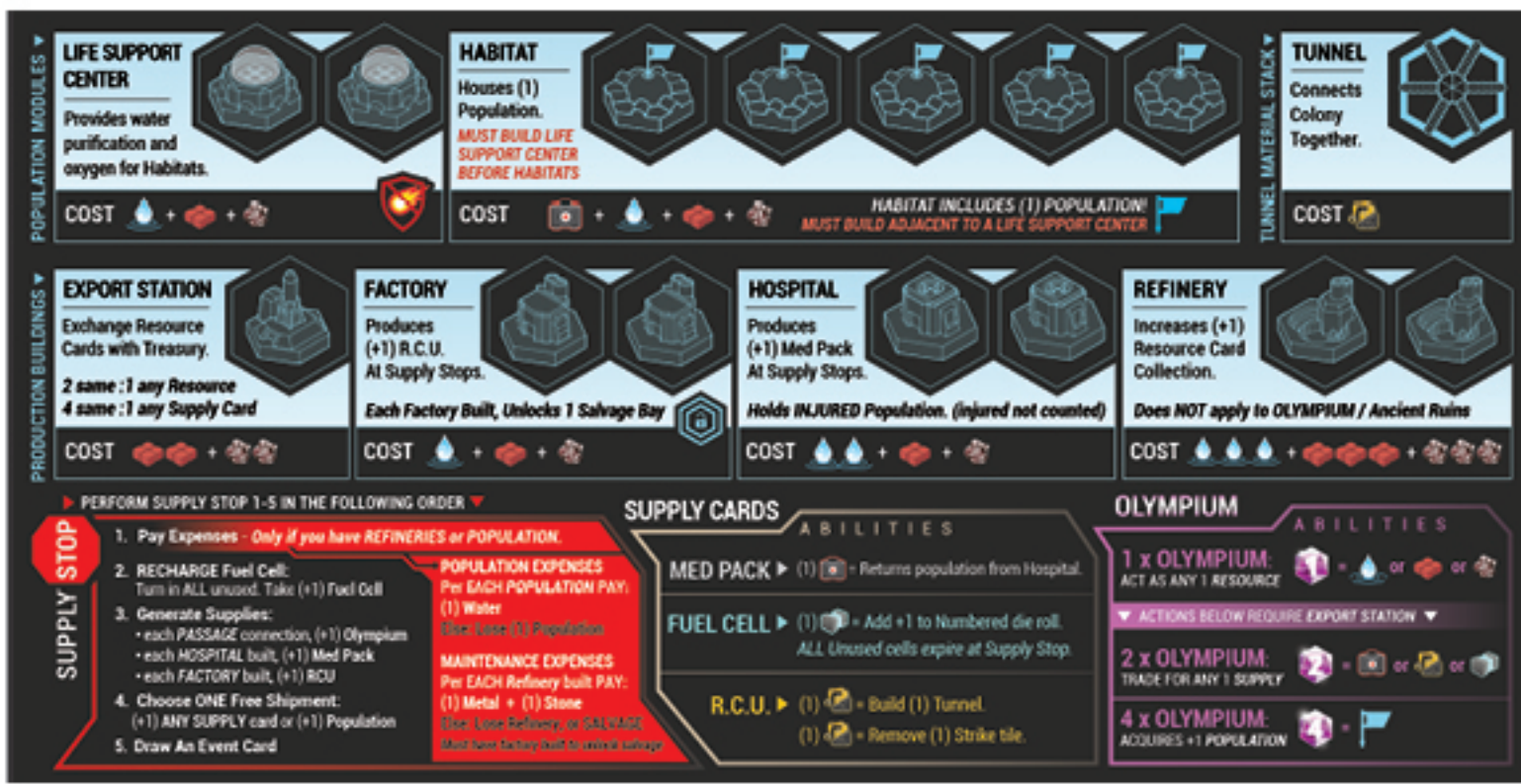
2 player setup example with **8 Terrain Overlays**.



TERRAIN OVERLAY
TILES

SETUP

- Place each **ANCIENT FORTRESS** on the 4 corner ruin bases.
- Place all HEADQUARTERS (HQ) onto their landing base.
- Place the **EMBASSY** in the center hex-space on the terrain. (For Embassy function see Population p10)
- Shuffle the **Event Cards** and stack face down.
- Load asset cards into the **Treasury Station** card holder.
- Players choose factions and position their inventory of buildings onto their PLAYER MATS for later purchasing.



ANCIENT FORTRESS



RUIN BASE



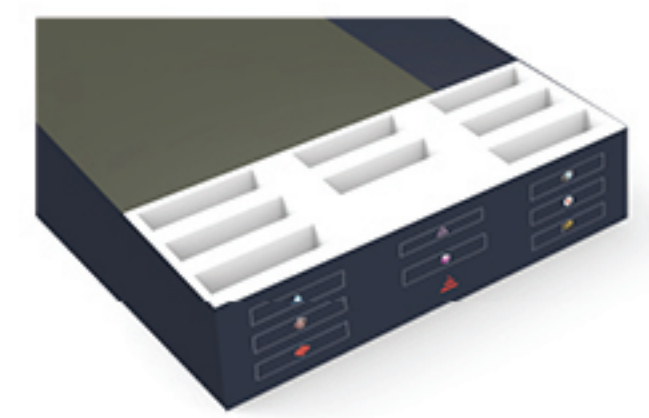
HEADQUARTERS (HQ)



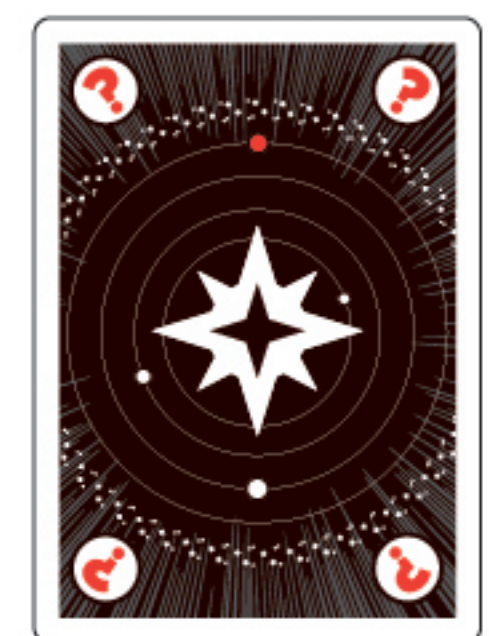
HQ LANDING BASE



EMBASSY



TREASURY STATION



EVENT CARDS



Red d12

ARRIVAL SUPPLIES

Each player begins with the following assets:

- 2 - Stone Resource Cards
- 2 - Metal Resource Cards
- 2 - Water Resource Cards
- 1 - Olympium Card
- 1 - Med Pack Supply Card
- 1 - RCU Supply Card
- 1 - Fuel Cell Supply Card
- 1 - Starting Tunnel (built at game start)

START

- Place all ROVERS onto their factions Supply Stop.
- All players, build (1) starting TUNNEL onto any one hex-space adjacent to their HQ. (see Building Rules p7)
- Everyone, roll the **Red d12**. Highest roller goes first. Then continue player turns clockwise from the starting player.

ON YOUR TURN

Turn phases 1, 2, 3, must be performed in order:

1. COLONY ACTION: UNLIMITED

During this phase you may; relocate population, utilize saved events, export/exchange assets, and/or propose trades. *(see Trading p8)*

2. BUILD ACTION: 1 PER TURN

During this phase you may either; purchase and build structures, build a TUNNEL, or pay to remove Strike Tiles.

ONCE YOU BUILD YOU MAY NOT PERFORM COLONY ACTIONS UNTIL NEXT TURN.

3. ROLL ACTION: ONCE YOU ROLL, YOU MAY NOT PERFORM ANY PRIOR ACTIONS UNTIL NEXT TURN.

Roll both the NUMBERED DIE and COLLECTION DIE at same time. Traverse your ROVER clockwise around the Exploration Track.

The COLLECTION DIE indicates the amount of resources you collect, PLUS an additional Resource Card for each REFINERY you have built. *(Example: 2 on Collection die + 1-Refinery built = 3 Resources)*

NOTE: COLLECTION DIE and REFINERIES do NOT apply to Ancient Ruins or Supply Stops.



NUMBERED DIE



COLLECTION DIE

Only applies to mineable spaces



EXPLORATION ROVER



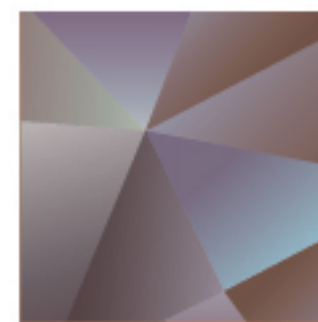
REFINERY



Water
Mineable
Resource



Stone
Mineable
Resource



Metal
Mineable
Resource



If you land on another player's Supply Stop, choose ONLY ONE of any Resource Card, then draw an Event Card.

Once the Event is completed, place the used card at the bottom of the Event deck pile.



Land on a Ruin corner, follow the Ancient Ruin guide card for a chance at a special bonus.

(see Ancient Ruins p14, or guide card for bonuses)



You may use a FUEL CELL to add +1 to your NUMBERED die roll.

You may combine multiple FUEL CELLS on one roll.

Pass the DICE to the player on your left when your turn is complete.

BUILDING CRITERIA

ONLY (1) building action per turn.

TERRAIN



Flat Terrain - light-red spaces

All Structures can be built upon flat terrain.



Rocky terrain - dark-red spaces

Only TUNNEL or FORTRESS can be built on rocky terrain.

RUIN PASSAGE



Nothing can build upon a Passage.

If a colony reaches a hex-space adjacent to a passage, gain +1 Olympium at supply stops and specific ruins.

METEORITE STRIKE TILES



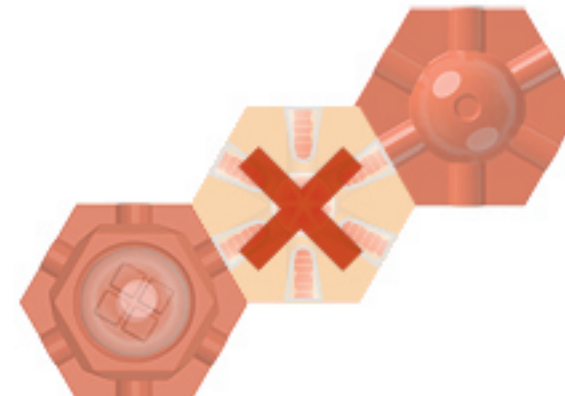
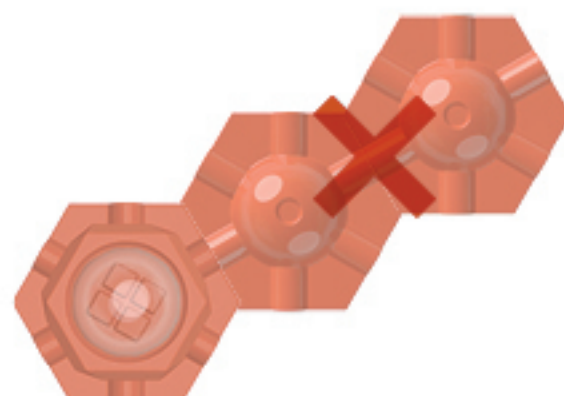
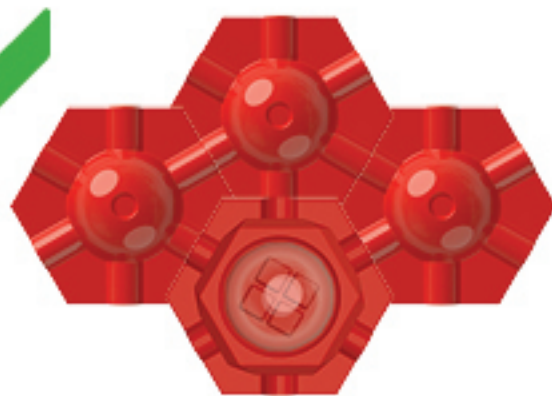
Nothing can be built upon Strike Tiles.

Can be removed from terrain with (1) RCU payment

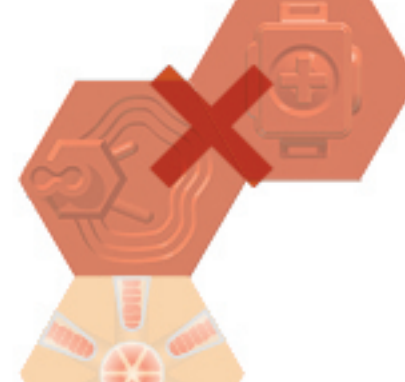
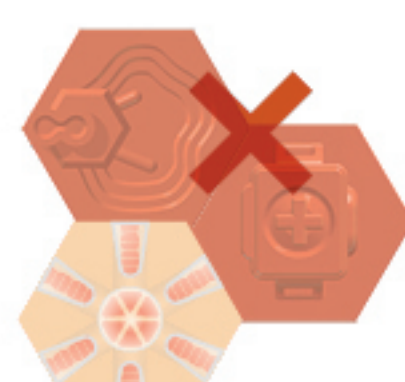
PLACEMENT

Your colony must be built out from your HQ and connected by tunnel system.

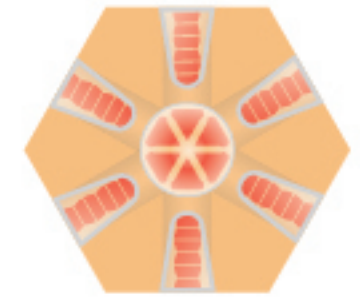
- Population Modules** = HABITATS must **DIRECTLY** connect to a LIFE SUPPORT CENTER (*A HABITAT can not be built without being connected to a LIFE SUPPORT CENTER*)



- Production Buildings** = HOSPITALS, FACTORIES, EXPORT STATIONS, REFINERIES may NOT touch ANY other Building. *Must be separated by at least (1) TUNNEL*



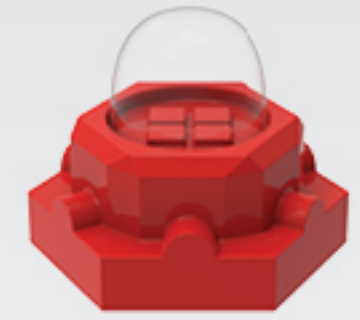
- Your buildings may NOT directly contact another colony's buildings. *Allow at least 1 hex-space.*
- However, TUNNELS MAY butt against ANY colony's buildings to block development.



TUNNEL

Can build upon any terrain and may touch any building

Population Modules

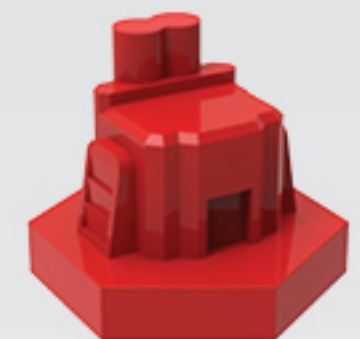


LIFE SUPPORT CENTER

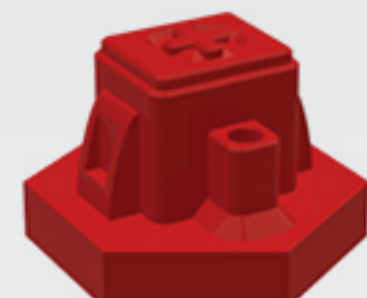


HABITAT

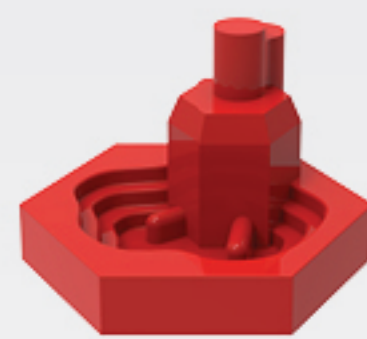
Production Buildings



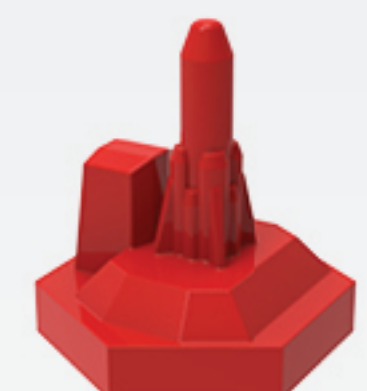
FACTORY



HOSPITAL



REFINERY



EXPORT STATION

TRADING WITH OTHER PLAYERS

You may ONLY propose a trade during the COLONY ACTION of your turn.

You must direct your trade proposal to one specific player at a time.

When presented with a trade, that player may accept, negotiate, or decline the trade.

If NOT your turn, you may NOT initiate any trade or you will be disqualified from all trades until the next turn.

TRADE ASSETS include ALL cards—RESOURCES, SUPPLIES, BLUEPRINTS and obtained EVENT CARDS.

They may NOT include structures or population.

EXCHANGE WITH THE TREASURY

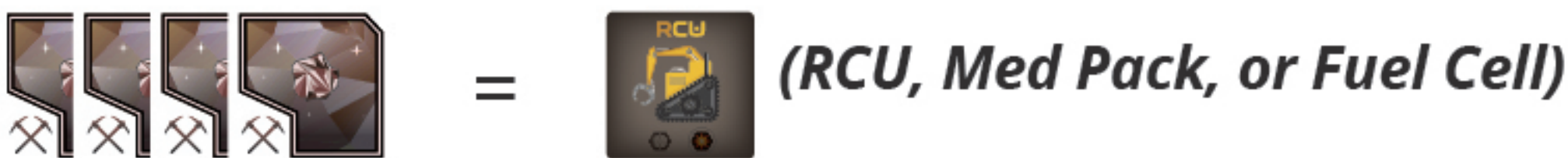
You may exchange cards with the Treasury ONLY if you have built an EXPORT STATION.

EXPORT STATION EXCHANGE RATES:

(2) SAME Resource cards for any (1) **RESOURCE** card



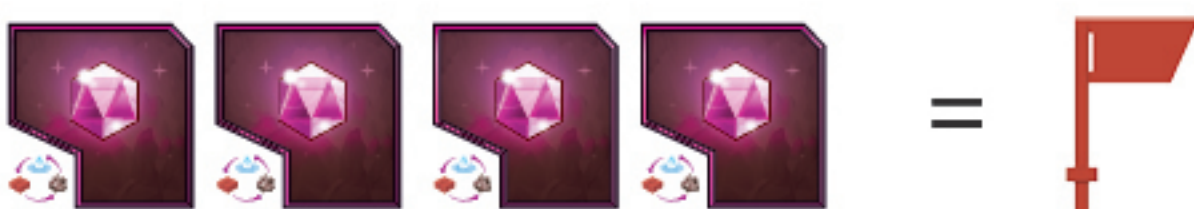
(4) SAME Resource cards for any (1) **SUPPLY** card



(2) **OLYMPIUM** for any (1) **SUPPLY** card



(4) **OLYMPIUM** for (1) **Population**



RESOURCE CARDS



SUPPLY CARDS



(Robotic Construction Unit)



EXPORT STATION

SUPPLY STOPS

Each time you return to your Faction's Supply Stop, land directly onto the stop—DO NOT pass beyond until your next roll.

Perform Supply Stop sequences 1-5 in the following order:

1. PAY EXPENSES* (if any)

Maintenance Costs:

EACH **REFINERY** built, pay (1) Metal + (1) Stone.

Unpaid **REFINERIES** are removed from the board or placed into **SALVAGE**. (see *Salvage p11*)

Population Expense:

EACH **Population** you have (even in **HOSPITAL**), pay (1) Water.

EACH unpaid, (-1) **Population DIES** (cannot save)

2. RECHARGE FUEL CELLS

Turn in ALL unused Fuel Cells.

Take (1) Fuel Cell.

3. GENERATE SUPPLIES

Each **Ruin Passage** connection, collect +1 **OLYMPIUM**

Each **FACTORY** built, collect +1 **RCU**

Each **HOSPITAL** built, collect +1 **Med Pack**.

4. FREE SHIPMENT - Choose ONE:

+1 **Med Pack** or,

+1 **RCU** or,

+1 **Fuel Cell** or,

+1 new **Population**

If you acquire your 5th Population within a Supply Stop, you do not need to return.

Survive the next, final event and you win!

5. DRAW AN EVENT CARD

Supply Stop Complete.

***You may NOT exercise trades or EXPORT STATION actions during a supply stop. Those are to be completed before arrival.**



Supply Stop

POPULATION

Population count is indicated by flags placed into your housing units—HABITATS and the EMBASSY.

To accept population, you must have available housing.

POPULATION HOUSING

First build a LIFE SUPPORT CENTER (to establish oxygen and water purification). Then directly connect HABITATS that provide and house (1) Population each.

If your colony is linked to the **EMBASSY**, each Faction may house up to (1) Population. **You must acquire EMBASSY Population separately.**

You may freely transfer (1) Population from HABITAT to EMBASSY during the Colony Phase of your next turn.

INJURY AND DEATH

If an explorer becomes **INJURED**, you must immediately move a population to a HOSPITAL. If you do not have a HOSPITAL, the population **DIES** and they are removed from the board and your HABITAT remains empty.

You may relocate one Population from a HOSPITAL back to a HABITAT on your next turn with (1) MED PACK.

If a Meteorite strikes a HABITAT holding a Population, you may immediately evacuate the Population to another open housing unit or HOSPITAL, else they DIE.

If a Meteorite strikes a populated HOSPITAL, you may evacuate to another open HOSPITAL, else they DIE.

ALL Population (injured or not) must be given (1) WATER at Supply Stops or they DIE and CANNOT be saved.

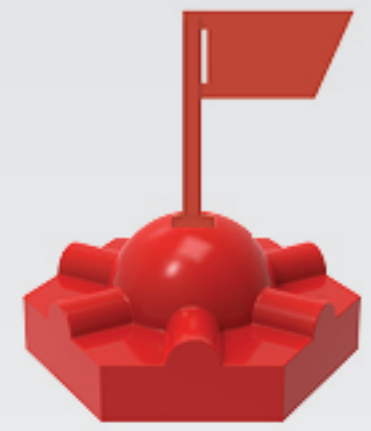
Injured population not counted towards victory.

REGAINING POPULATION

You can regain population back into an empty HABITAT or EMBASSY seat by the following:

- Exchange (4) OLYMPIUM via EXPORT STATION,
- Choosing new population as your ONE free shipment at Supply Stops.

Housing Units



HABITAT

Includes and holds 1 Population upon building!

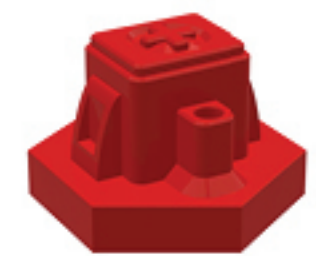


EMBASSY

Holds 1 Population per faction

You must acquire Population separately.

Injured population



HOSPITAL



MED PACK CARD

SALVAGE

Salvage a building to save it from complete destruction. You must build a **FACTORY** to unlock (1) SALVAGE BAY. For EACH FACTORY on the terrain, you have (1) bay open.

BAYS are located next to your Supply Stop on the board and can hold buildings that have suffered a **Meteorite strike** or a **maintenance cost default**.

While in Salvage: Buildings do NOT function. You may "scrap" a building back to player mat at any time. If scrapped, must be repurchased at full price to return.

RETURN BUILDING FROM SALVAGE to TERRAIN

On a next turn, you may focus your colony's workforce to return the salvaged building to an eligible space on the terrain. **However, this action forgoes all other actions on your turn. You may NOT trade, build, or Roll until your next turn.**

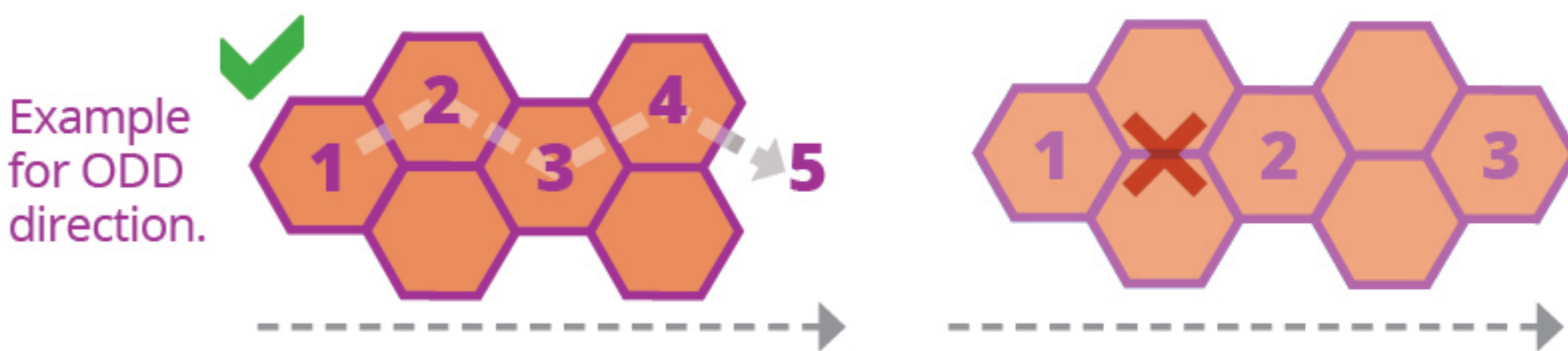
METEORS

Meteorite strikes are indicated by one **Strike tile**.

Roll the 3 **METEOR DICE** (d12, Red d6, and the Black d6)

The **d12** indicates the DIRECTION the strike is heading. Use the 12 hex-spaces around the center Embassy to find the **direction space**. (Reference the Meteor guide card).

The **Red d6** indicates how far to count out in that direction. Follow the directional arrows on the guide to stay on course. If the **direction** starts on an odd number (1,3,5,7,9,11), count in a left-stagger to remain in a straight direction.



If the **direction** starts on an even number (2,4,6,8,10,12), count straight out through the sides.



SALVAGE BAY 1



SALVAGE BAY 2



METEOR STRIKE TILE
FRONT and BACK



3 - METEOR DICE



d12

Indicates Direction



Red d6

Indicates Distance



Black d6

Indicates Exact Strike

The **Black d6** indicates the exact strike location.
 The first hex-space north of the **distance space** is #1.
 Count around the **distance space** clockwise until you arrive at the strike location. Place the Strike tile here.

See the Meteor guide below:

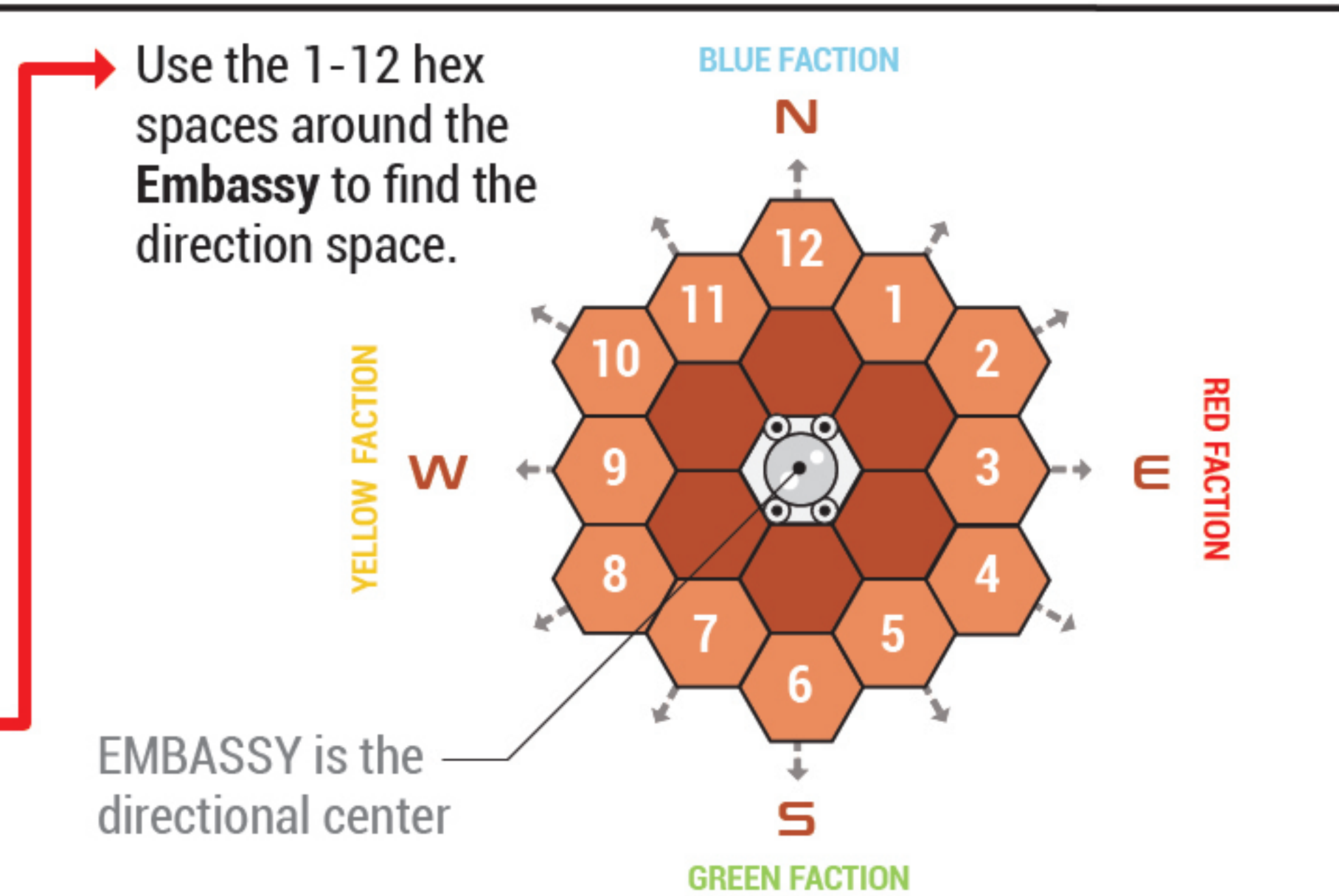
Roll all 3 Meteor dice to determine the strike location



1. DIRECTION
 First, find the DIRECTION space

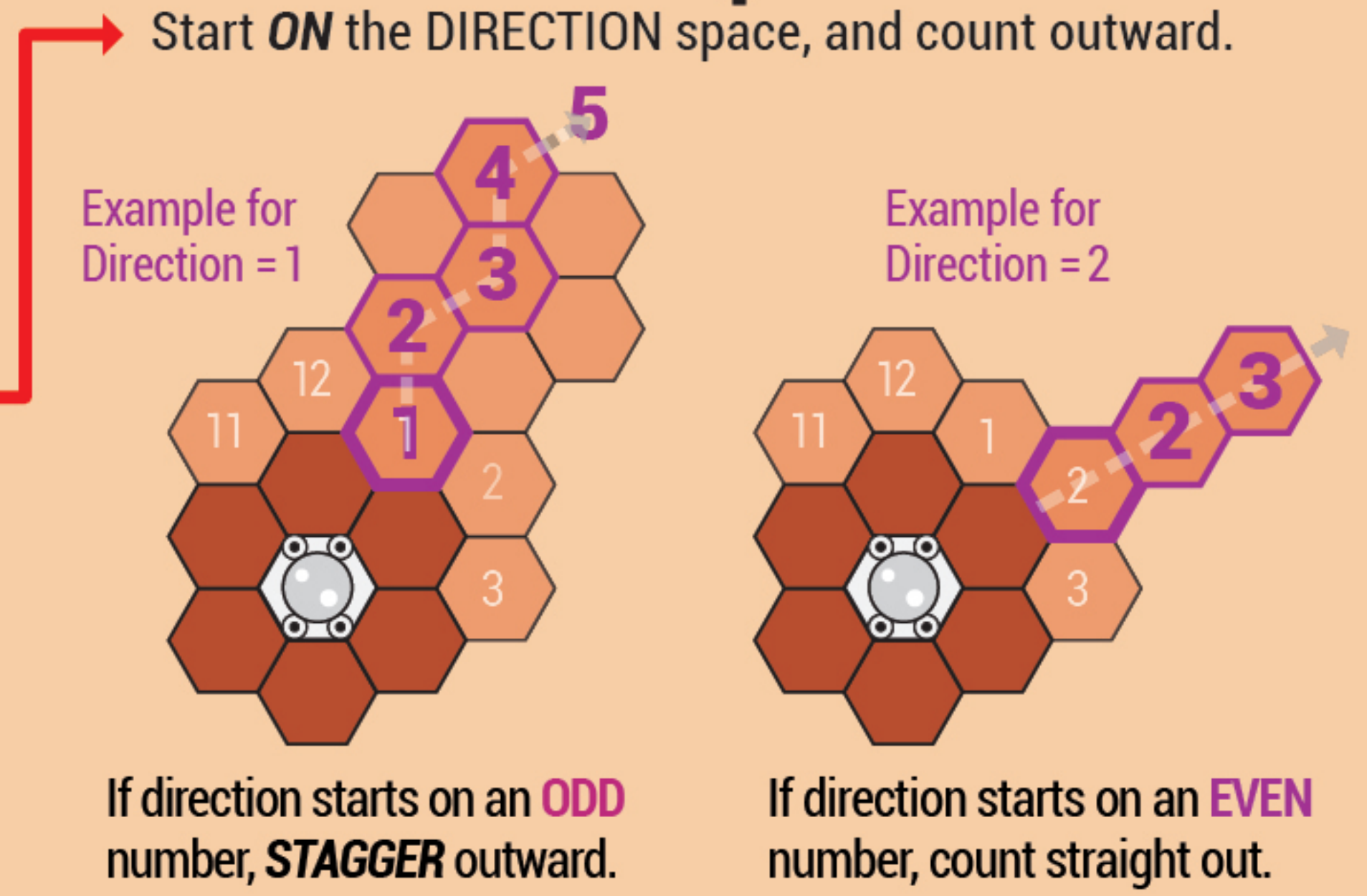
METEOR GUIDE

The Strike location is found by Direction + Distance + Strike



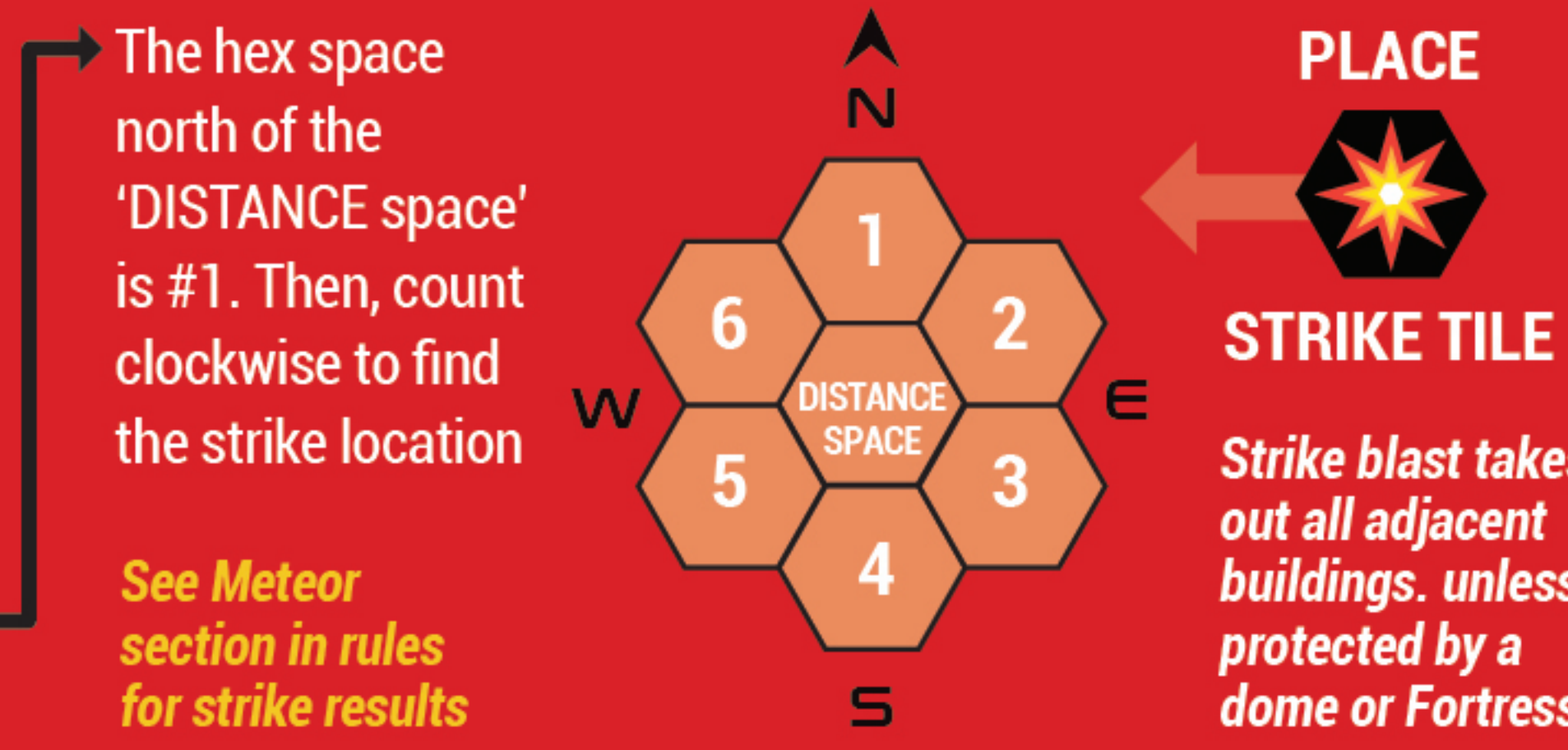
1-6

2. DISTANCE
 Then, find the DISTANCE space



1-6

3. STRIKE
 Lastly, find the strike location. The STRIKE tile is placed here.



METEORITE STRIKE RESULTS

Strike blast takes out all adjacent buildings, Unless protected by a dome or FORTRESS. Blast does not affect TUNNELS.

METEORITES MAY NOT STRIKE



Any building with a protective dome.

HQ, LIFE SUPPORT CENTERS and the **EMBASSY** are immune to Meteorite strikes.

Meteorites may NOT strike within a 1-hex-space radius of an **ANCIENT FORTRESS**.

If a Meteor lands upon a protected area, the Meteor breaks up on impact and has no effect. Discard strike tile.

DIRECT HITS

STRIKE AN OPEN TERRAIN SPACE: space is now unbuildable.

STRIKE A BUILDING: (REFINERY, HOSPITAL, FACTORY, EXPORT STATION, HABITAT) Remove the building.

The building's owner has the option to place the building into **SALVAGE** if they have an open, unlocked BAY.

Otherwise, it is returned to the player mat and must be repurchased to be rebuilt.

If a Meteorite strikes a HABITAT with a Population:

That Population can either evacuate to another open housing unit or HOSPITAL, else they DIE. *Population cannot live in Salvage.*

If a Meteorite strikes a HOSPITAL with a Population:

Evacuate to another open HOSPITAL, else they DIE.

If a strike removes a building and unlinks other buildings from the HQ: ALL buildings that remain on the terrain may continue to operate as normal.

If a Meteorite strikes an open end TUNNEL:

Tunnels are never removed. A STRIKE tile is placed on top of the TUNNEL. NO NEW connections may be made with that tunnel until the strike is removed.

If a Meteorite strikes a Ruin Passage:

That passage is now closed and additional Olympium collection is cut off until strike tile is removed.

REMOVING METEORITE STRIKE TILES

You may remove ANY (1) STRIKE tile from the terrain on your next turn Build-Action with a (1) RCU payment.



ANCIENT FORTRESS

ANCIENT RUIN CORNERS

REFINERIES and COLLECTION DIE do NOT apply to Ruins.
When your ROVER stops upon a ruin corner follow below:

1. First, choose which ruin card to collect



BLUEPRINT CARD

Use to potentially purchase an ANCIENT FORTRESS.

OR,



Collect (+1) OLYMPIUM

If your colony is connected to this Ruin's Passage, collect (+2) OLYMPIUM.

2. Second, Roll the EXPLORATION DIE.



You have discovered more Olympium!

Collect another (+1) Olympium.



You have received a message from HQ while exploring the ruins. Draw an EVENT card now.



You have activated an ancient asteroid altar.

Use the Meteor Guide to place a strike on the terrain.



Explorer injury! Send (1) Population to HOSPITAL, or (1) DIES. No Population? return Olympium/Blueprint.

Refer to the Ancient Ruin GUIDE CARD for quick reference.

ANCIENT FORTRESSES

If you acquire a BLUEPRINT CARD, you may purchase and build an ANCIENT FORTRESS on a later build action.

COST:

(1) **Blueprint**, (1) **Olympium**, (1) **Metal**, (1) **Water**, (1) **Stone**

FORTRESS PLACEMENT Place FORTRESS on any open hex-space on the terrain. They may act like **Tunnels** and connect other buildings together. They do not have to be linked to any HQ and may butt-up against any building.

ANCIENT FORTRESS POWERS: FORTRESSES provide a 1-hex-space radius meteorite strike protection.



ANCIENT RUIN
GUIDE CARD



ANCIENT RUIN CORNER



ANCIENT FORTRESS



RUIN PASSAGE



EXPLORATION DIE

WINNING THE GAME

When you acquire (5) Population, on your next turn you may call in your ROVER team and immediately report to your Supply Stop, and complete the final 1-5 sequence.

You may also elect to continue towards your final stop at normal pace to collect more resources in preparation.

If you survive the final Supply Stop and still retain (5) population, you win the game!

If you lose any population during the final sequence, the game continues onward.

If you acquire your 5th population at a supply stop, you do not need to go around again. Just survive the final event and you win!

You may NOT exercise trades or EXPORT STATION actions at a Supply Stop. Those are to be completed before arrival.

FAQ

Q: What if a Treasury resource is empty?

A: That resource is temporarily depleted and you do not collect this time. *No IOUs*

Q: What if there is no space around my Life Support Centers to build additional Habitats?

A: As your build action, you may spend (1) RCU to remove a Strike Tile.

Or,

As your build action, you may spend 1-RCU and remove one of your buildings from the terrain and return to the Player Mat.

**Don't just build,
keep your structures operating.**

**Don't just grow,
keep your people alive.**

**Don't just survive,
be the first to claim
governorship of Mars!**



Migration Mars Team

Ryan Gösche
Adam Gilleland
Trevor Lambert
Kathryn Elder

Theme by

Collin Bramigk

Cover and Faction Art by

Joy Sun

MIGRATION MARS™ and all artwork is a
trademark of EPD and EnhanceGames

migrationmars.com