




The Earth is about to be destroyed and humankind has managed to build some spaceships to transport part of the population to Mars. There is no place for everybody; only the lucky ones will get a Ticket.

Each player belongs to a mega-corporation, which has different interests. So, the player who gets to accomplish the most objectives will win the game.



COMPONENTS

- 1 - Game Board
- 5 - Score markers
- 1 Countdown marker
- 30 Crew tiles
- 18 Objective cards
- 25 Action cards

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SET UP

Place the *Game Board* on the table.



Next to the *Game Board*, place the *Crew tiles*.

Place the *Countdown* marker on the space "9" of the *Ignition track*.

Each player chooses a colour and places his marker on the space "0" of the *Score track*.

Each player draws 5 *Action cards* of his colour.

Shuffle the *Objective deck*; each player takes one card of each type face down (*Pairs*, *Occupancy* and *Character*).

Choose the first player randomly.



PLAYING THE GAME

By turns, each player chooses one of his **Actions cards**, play it and then discard it.

There are 4 types of **Action cards**:



1) **Get on board:**

Place one **Crew tile** on a free space of one of the spaceships.



2) **Get off:**

Put a **Crew tile** from one of the spaceships out of the **Game Board**.



3) **Move:**

Move a **Crew tile** from one of the spaceships to a free space of a different one.



4) **Countdown:**

Move the **Countdown marker** 1 space backwards and get back all the discarded cards of your colour.

END OF THE GAME



If the **Countdown marker** gets to "0" on the **Ignition track**, the game round ends and each player, in turns, reveals his **Objective cards**. If you have fulfilled an objective, gain the amount of victory points indicated on the card and add them to the **Score track** by

moving your **Colour marker**.

At the end of the last round, the player who gets the most victory points wins the game.

In case of a tie, play an extra round keeping your victory points.

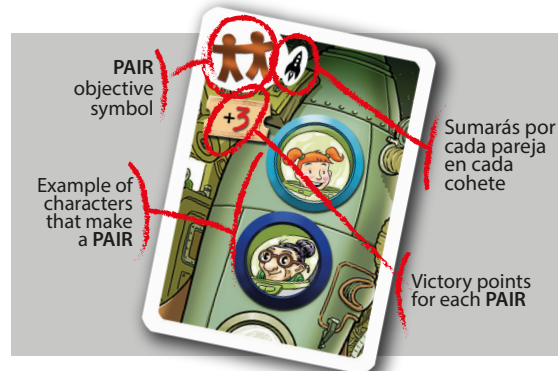
EXTRA ROUNDS

After the **Ignition track** gets to "0", start a new game round keeping the gained victory points marked on the **Score track**. Go back to the **SET UP** and choose the player with the least victory points as the first player.

OBJECTIVES

Pairs

Win **+3** victory points for each pair you have in the same spaceship.





Occupancy

Win **+4** victory points for each spaceship you have with the indicated number of occupants, or with more adults than young people (or the other way around).

OCCUPANCY objective symbol

Number of spaces that must be occupied

Sumarás por cada cohete que cumpla la condición

Victory points for each spaceship

More young people than adults
(or the other way around)

Character

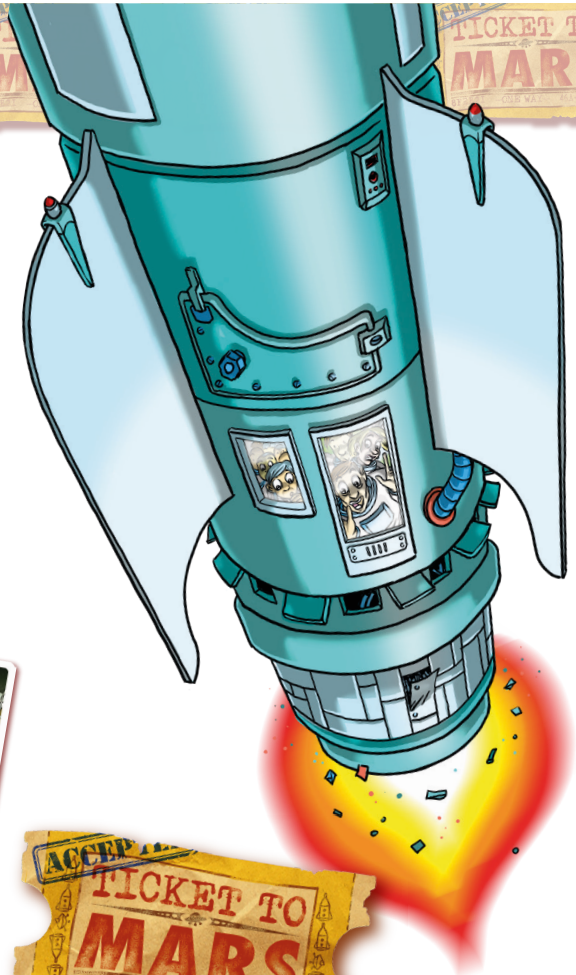
Win **+1** victory points for each Crew tile you have in every spaceship.

CHARACTER objective symbol

Example of CHARACTER

Sumarás por cada loseta de personaje en cada cohete

Victory points for each crew tile in each spaceship



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