

Project Mars – Moving Forward

Number of Players 2-4
Playing Time 60 Min.
Suggested Age 14+

Project Mars—Moving Forward is the first expansion for **Project Mars**. It consists of 27 cards—15 are **email** (Events) and 12 are **New Employees**. One phase is added to a turn after phase 3 (**Pay Day Phase**) so think of it as **Phase 3b**.

The new **email** cards change things up by adding more player interaction and some unpredictable events, and now there's even more incentive to acquire a **Test Flight** card as it can protect you from **Space Debris**. The **New Employees** cards give you some powerful abilities and keep things **Moving Forward**.

Component List:

27 Cards Including:

email Cards:

- 2 Hiring Freeze
- 2 Government Shutdown
- 1 Space Debris
- 2 Employee of the Month
- 1 Restructure
- 2 All Is Well
- 5 Job Fair

New Employees Cards:

- 2 Recruiter
- 2 Hacker
- 2 Talent Scout
- 2 Spy
- 2 Office Dog
- 2 Intern

This Manual

Setup:

To play **Moving Forward** just set up **Project Mars** as usual, then sort the cards into two decks by their backs (**email**, **New Employees**) then shuffle the decks individually and place them nearby with the **email** deck on the left and the **New Employees** deck on the right. Be sure there is room for discard piles for both decks.

Playing Project Mars with Moving Forward:

Play as usual with the exception of drawing an **email** card (check your email) after **Phase 3 (Pay Day Phase)** think of this as **Phase 3b**. This card should be drawn and read aloud by the contract holder and followed by all players to the best of their ability – starting with the contract holder.

The **New Employees** cards come into play if a **Job Fair** card is drawn from the **email** deck—see **Job Fair** card explanation below.

If a **New Employee** card is drawn and the player doesn't want to use it right away they can hold **ONE** card in reserve for a future turn. If a **New Employee** card is drawn and the player has a card in reserve they can play either card and leave one in their reserve. Only **ONE New Employee** card can be played on a player's turn.

Note: Only the **Office Dog** and **Intern** cards are placed into a player's tableau; all other cards from the **Moving Forward** expansion are discarded after use.

Card Explanations:

email Cards:

Hiring Freeze - No **Employee** cards may be taken from the card pool in the current round.

Government Shutdown – No **Vendor** cards may be taken from the card pool in the current round. Also, each player must pay \$1 to the general supply.

Space Debris – Each player must remove one module of their choice from their player board (unless they have a **Test Flight** card).

Employee of the Month – Double the **Gain** value of any one **Employee** card until the end of the current round. (i.e., an Engineer would be worth 4 engineering for the round)

Restructure – Each player passes one **Employee** card of their choice from their tableau to the player on their left.

All Is Well – Nothing happens this round.

Job Fair – Look at the top three cards from the **New Employees** deck, pick one and place the rest face down on the bottom of the deck – use the card immediately or save it for a future turn.

New Employees Cards:

Recruiter – Look at the top five cards from the main deck, pick one **Employee** card and place the rest face down on the bottom of the deck – place the card in your tableau.

Hacker – Look through the discard pile of the main deck, pick one **non Employee** card and place the rest back on the discard pile – use this card immediately.

Talent Scout – Look through the discard pile of the main deck, pick one **Employee** card and place the rest back on the discard pile – place the card in your tableau.

Spy – Steal a **Technology** card from another player – place it in your tableau.

Office Dog – Place in tableau. **Office Dog** does not require extra **Office Space** or pay during **Pay Day** phase (limit 1 per player), adds +1 to **Approval**.

Intern – Place in tableau. **Intern** does not require extra **Office Space** or pay during **Pay Day** phase (limit 1 per player), adds +1 to **Technology**.

Note: Don't forget that **ONE New Employee** card can be held in reserve for a future round (see above).

Additional Instructions and Hints:

The Space Debris card could be left out for players that don't like catastrophes in their board games.

Credits:

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Project Mars and this expansion were made entirely with the following open source software: Blender, GIMP, Scribus, Inkscape and Libre Office.

This game is dedicated to my parents -- **Joe** and **Helen** Kumanchik whom I learned to be creative and to **Jerry** and **Trudy** Bohland for helping me make this project a reality.

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