

Destination: Mars

Instructions

Object of the Game

- First player to reach Mars wins.

Contents

- 1 game board
- 40 playing cards (includes 4 wild cards)
- 2 spaceship moving pieces
- 2 point charts

Set Up

- Shuffle and deal 7 cards to each player. Players alternate dealing.
- Each player places their shuttle on earth.

Game Play

- Players earn points by making combinations of planet/moons or planet/planets (see point chart for reference).
- Players can draw up to five cards. The number of cards drawn must equal the number discarded. Each player must have exactly 7 cards after discarding and redealing from the deck. When a player receives their final hand, combine them to make the most points. Players may have as many combinations in a single hand as possible with their seven cards. For example, one hand could be: Earth card + 1 moon card = 2 pts, Mars card +

2 moon cards = 3 pts, 2 sun cards = 1 pt. Total is 6 pts for that one hand.

Next, both players show their hands and count their points. The player with the most points wins the hand and moves his or her ship towards Mars.

- Continue this sequence until someone reaches Mars and wins:

Deal – discard – redeal/draw new cards – count up points.

The Board/Movement

- After each hand, players count their points. Each point allows a player to move their spaceship once. For example, 3 points allows a player to move 3 spaces on the board.

- Beware of obstacles on the board: asteroids, space junk, and comets. If a player lands on one of these spaces, they must move back the amount of points their opponent earned on that hand. It's a good idea to write down each player's points per round in order to keep track. (If a player lands on another obstacle, they don't have to go back again. If their opponent is on the same space, both players can share that space.)

Wild Cards

- Wild cards can be used as any other card in the deck. Players should use wild cards to create more complex combinations because players can get more points.

Winning the Game

The first player to reach Mars wins. Players must have enough points to go past the last spot on the board to win.



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