

PROJECT MARS

Presents

RULEBOOK

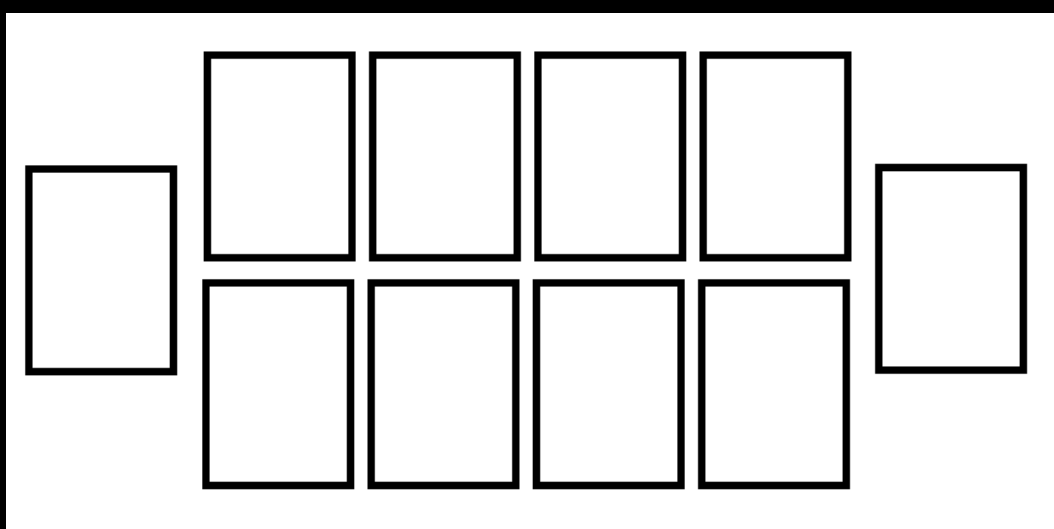
Project Mars is based on the ever increasing speculation and excitement of what it's like being in a space colony.

Players are part of colonial factions on Mars, pitted against each other to fight for territorial superiority. Project Mars is a card game of choices and consequences, where skill, not luck, is your greatest weapon.

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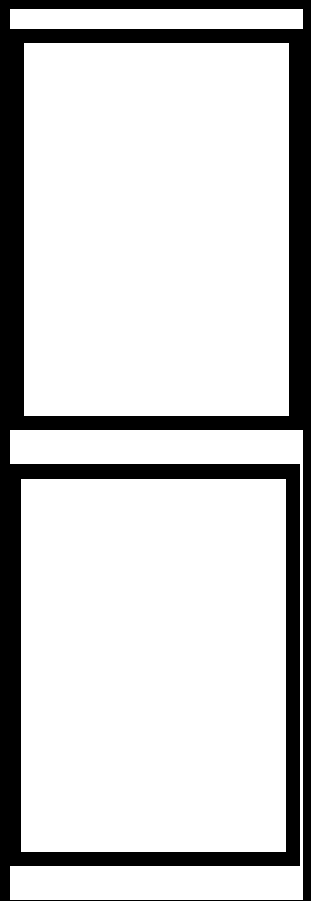
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BATTLEFIELD



- The field is where the players play their cards. There is a limited space where players may play their cards, with a total of 8 cards on each player's field.
- There will be two rows, and four columns. Cards may be placed anywhere on the field, with effects interacting upon their locations.
- There are also cards called "Utility Cards" which have effects that may affect the whole battlefield. They are placed in the Utility Area, on the middle left side of the player's field.
- The Junkyard is a stack of all cards that are destroyed/removed from the field/discarded. It is found on the middle right of the player's field.
- Each player may play only 1 utility card each round. When a card is "Revealed", it has to be placed face up below the field

LANES



Each column is a lane.

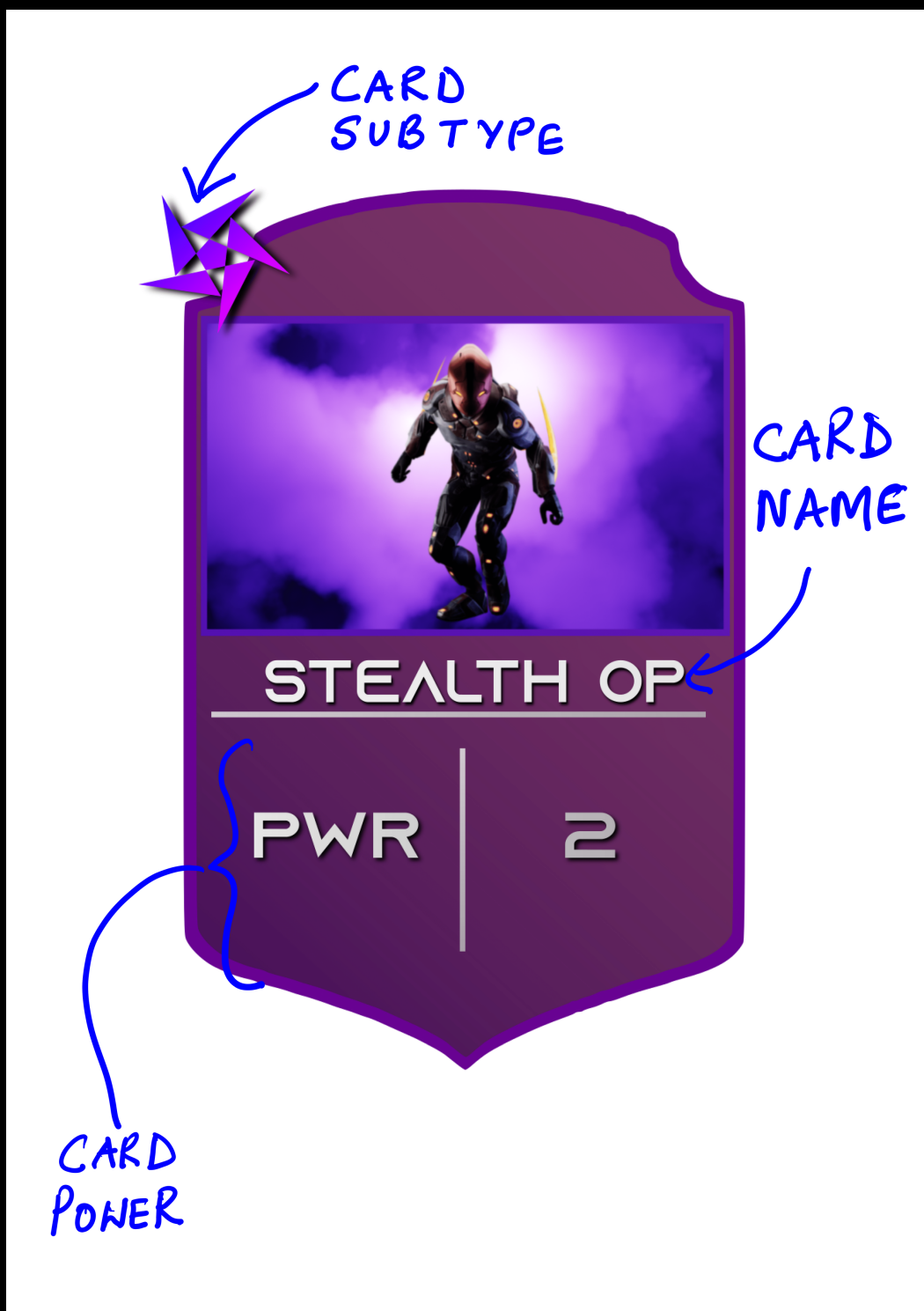
- During resolution, if you have more PWR than your opponent's cards in the opposite end of the column, you win the lane.
- This grants a bonus of +1 to the TPR. (for sake of clarity, this lane PWR comparison should be done first, then counting of TPR second.)
- If the opponent places both his cards in a lane, you're obliged to play the next cards on your lane or the opponent wins that specific lane by default.

PLAYER DECK

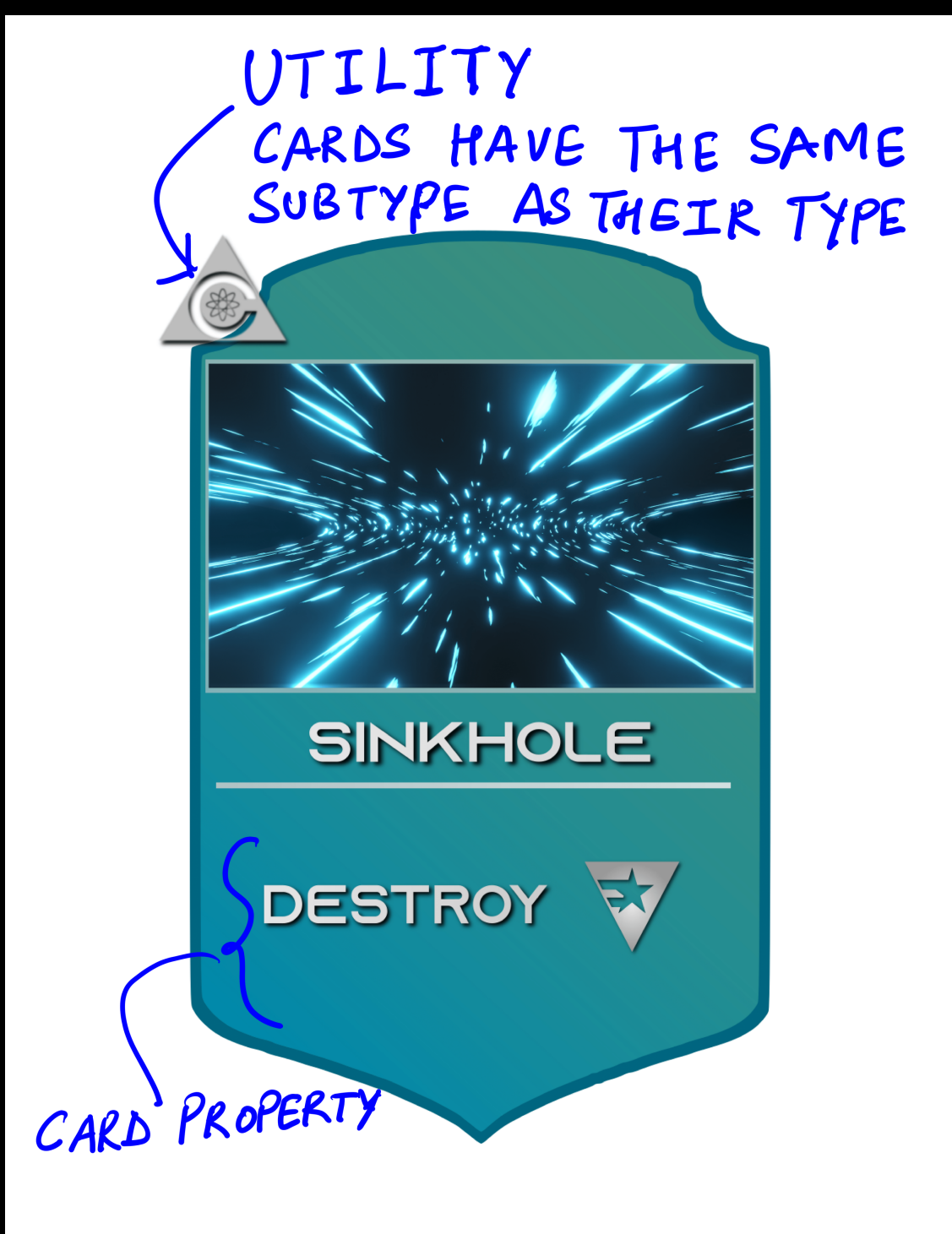
- Players may put any combination of cards in their deck, so long as their deck consists of 30 cards.
- The only exception being they can only have up to 3 Utility Cards in their deck.

CARD ANATOMY

The following image explains how to interpret a card



Some cards may not have a power rating but a special effect



CARD ANATOMY

- Cards have different types that allow for different interactions.
- Each card has a Power Rating (PWR) that adds up to the Total Power Rating (TPR).
- A player must have a greater TPR than their opponent to win the round.

CARD PLACEMENT & EFFECTS

- **[OFFENSE]**: These cards gain an effect when placed on the top row.
- **[DEFENCE/GUARDIAN]**: These cards gain an effect when placed on the bottom row.
- **[UTILITY]**: these cards are placed in the utility area. Once placed, their effect is activated immediately. Once used, they are moved to the junkyard.
- **[TRAP]**: These cards are placed on the enemy's field. The enemy is able to place cards on the spot the trap card is placed to remove it, but trigger their effect. Once used, move to junkyard.

When card conditions are met, the effects are instantly placed.

TPR is only calculated during resolution, and is different from the card's PWR. When a card refers to "enemy column" it means the column of which the card with the effect was placed on.

PLAYER TURN

Game Start

- Each player draws 10 random cards from their deck.
- They are able to mulligan up to three cards in their hand (Trade in another random card from deck)
- First player is chosen randomly

Play Phase

Player may play up to one card from their hand

ATTACKING ACTION IS ONLY PERFORMED IF THE CARD SPECIFIES SO

Pass

A player may pass their turn if they do not wish to play cards from their hand any further

If the opponent also passes, proceed to resolution.

END TURN

In case a player runs out of hand, the opponent is allowed to keep playing until they have used all their cards.

RESOLUTION

When both players pass, or when both players have run out of cards, resolution happens.

- Both players count their Total Power Rating (TPR). Whoever has the highest wins the round.
- If it is the second round and it ends with a draw, the player who won the first round wins the game.
- If the first round was also a draw, then the third round settles the game.

END ROUND

- After the resolution, players will have to move all played cards to the junkyard.
- Right after, they put their remaining hand (if any) to the side, this is their “Back Hand”.
- Players may choose to use any number of cards from their back hand into their new hand while still following the 10 card limit. (they may take cards from their back hand AND THEN draw randomly from their deck.)
- Mulligan rules stay the same.
- All remaining cards in the back hand go to the junkyard.

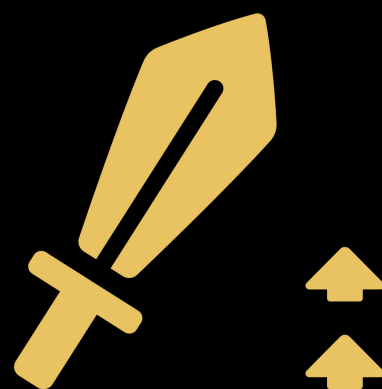
GAME BOARD



GAME BOARD ICONOGRAPHY

Attack Row

The attack row icon represents the row on the board where attack cards can be placed.



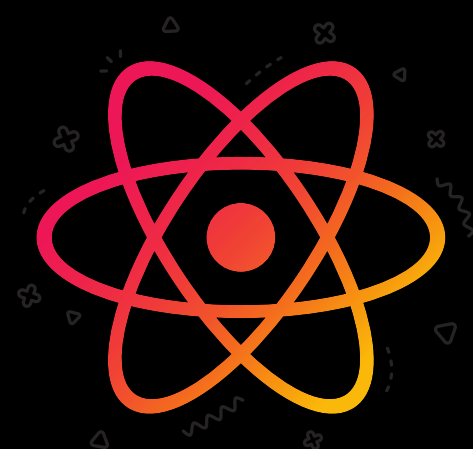
Defence Row

The defence row icon represents the row on the board where defence cards can be placed.



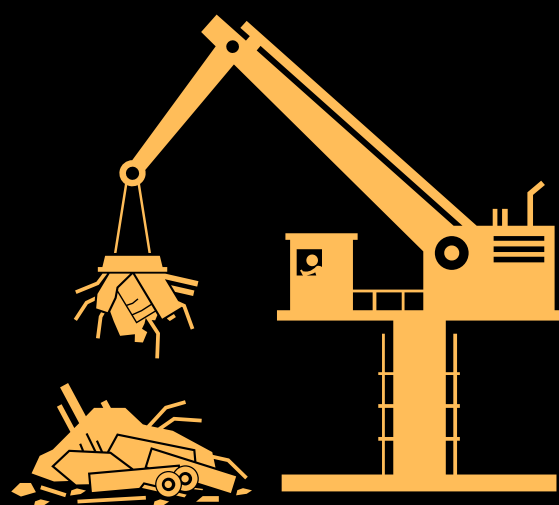
Utility

The utility icon represents the area on the board where utility cards can be placed.



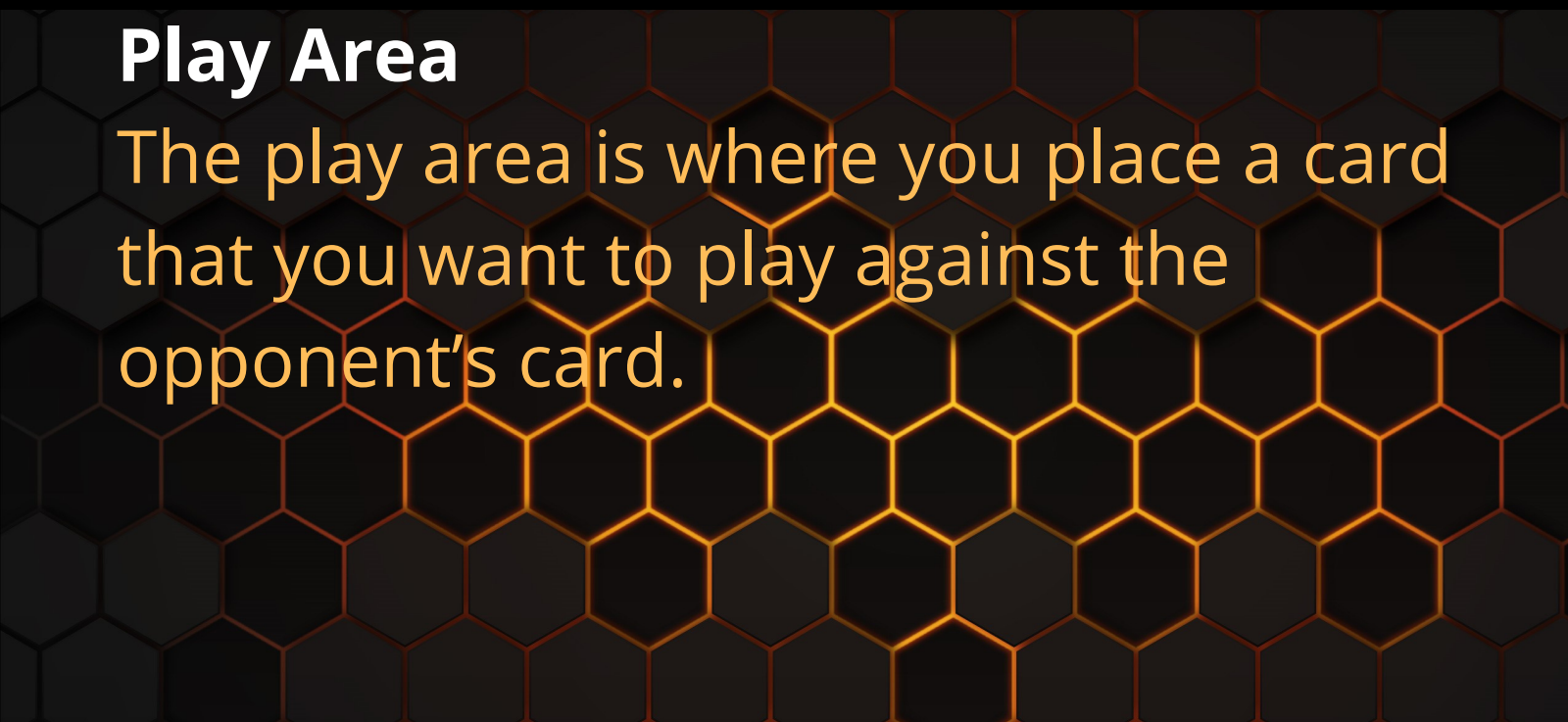
Junkyard

The junkyard icon represents the area on the board where cards go when they are destroyed.



Play Area

The play area is where you place a card that you want to play against the opponent's card.



CARDS

There are three main types of cards, viz. Offense, Guardian, and Utility.

Trap cards are cards that can belong to either of the offense or defense categories and have a specific impact on the battlefield.

The card category is indicated by their unique sign on the card back.

Additionally, the cards may also belong to four different subtypes, each with unique perks.

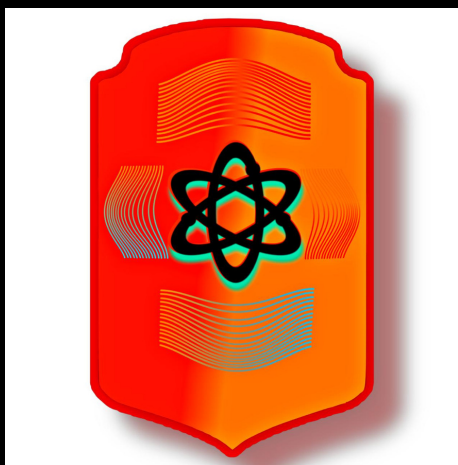
Offense



Guardian



Utility



CARD ICONOGRAPHY

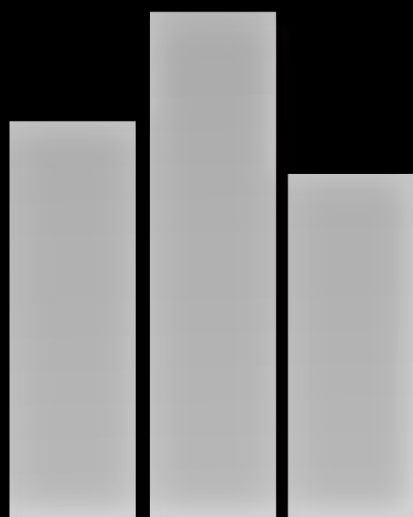
Artificial Subtype

Artificial symbol represents the artificial subtype in a card. A card with the artificial symbol on the top left will belong to this subtype.



Building Subtype

Building symbol represents the artificial subtype in a card. A card with the building symbol on the top left will belong to this subtype.



Unit Subtype

Unit symbol represents the artificial subtype in a card. A card with the unit symbol on the top left will belong to this subtype.



Vehicle Subtype

Vehicle symbol represents the artificial subtype in a card. A card with the vehicle symbol on the top left will belong to this subtype.



CARD DETAILS

ATTACK / OFFENSE

Scout

PWR: 2 - ARTIFICIAL

Opponent reveals one random card from their hand.



Drone

PWR: 1 - ARTIFICIAL

Reveal X amount of random cards from opponent’s hand, where X is the amount of cards on the enemy column.



Android

PWR: 1 - ARTIFICIAL

When placed on a [TRAP] card, it destroys the card without triggering its effects.



Cyber Soldier

PWR: 1 - ARTIFICIAL

Also counted as an Infantry card.



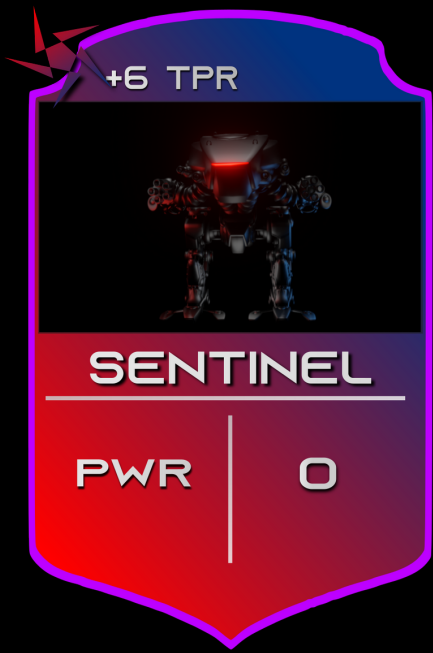
CARD DETAILS

ATTACK / OFFENSE

Sentinel

PWR: 0 - ARTIFICIAL

If there is another sentinel in the column, add +6 to TPR.



Landmine

PWR: 0 - GHOST[TRAP]

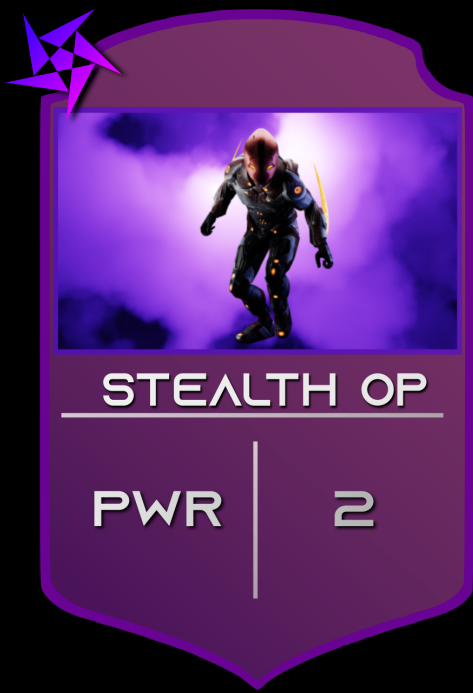
Destroy a placed card if it is a UNIT. if it is a building, it's PWR is set to 0.



Stealth Op

PWR: 2 - GHOST

[TRAP] opponent chooses: they reveal a card of choice from their hand OR this card goes back to the owner's field. (PWR only counts if it is in owner's field)



CARD DETAILS

ATTACK / OFFENSE

Humvee

PWR: 2 - VEHICLE

Counts as an infantry card



Medic

PWR: 0 - UNIT / SUPPORT

[OFFENSE] +4 to TPR



Artillery Cannon

PWR: 1

Destroys enemy infantry



Siege Vehicle

PWR: 2

Boost any vehicle subtype power by +2. Player can pick which vehicle card they want to apply the buff to.



CARD DETAILS

ATTACK / OFFENSE

Infantry

PWR: 2 - UNIT

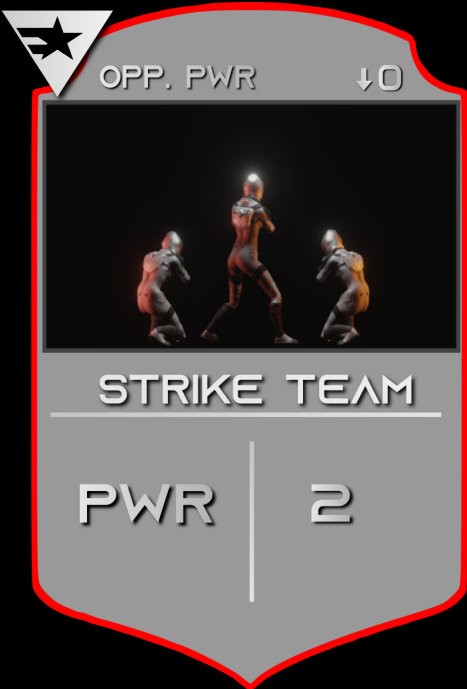
+1 TPR per infantry on the field during resolution
(Only one instance of this effect applies.)



Strike Team

PWR: 2 - UNIT

Bring down an enemy UNIT card's power to 0



Spy

PWR: 2

[TRAP] Opponent chooses: Destroy a placed card if it has 2 or less PWR or this card goes back to the owner's field. (PWR only counts if it is in owner's field)



CARD DETAILS

DEFENSE / GUARDIAN

Outpost

PWR: 3 - BUILDING

+2 to TPR



Defense System

PWR: 1 - BUILDING

Disable an ARTIFICIAL card on the enemy column.



Research Station

PWR: 1 - BUILDING

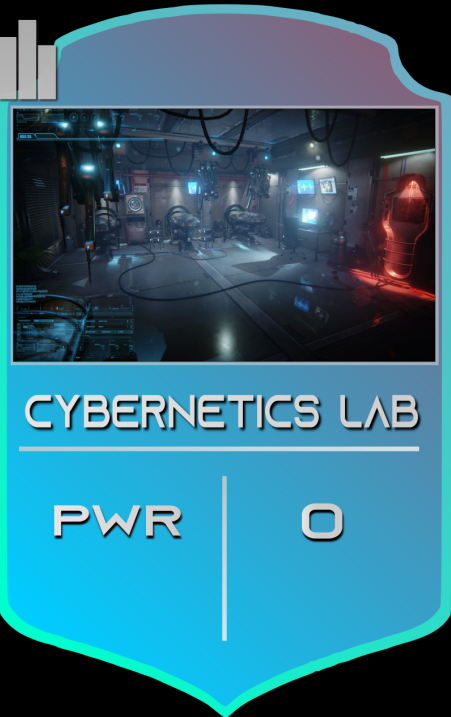
Trade in a card in your hand for any utility card in your deck.



Cybernetics Lab

PWR: 0 - BUILDING

All ARTIFICIAL cards on your field that have 1 PWR gain +1 PWR



CARD DETAILS

DEFENSE / GUARDIAN

Comms Station

PWR: 0 - BUILDING

Cards on the left and right of the Comms Station get +2 PWR.
(A card may only benefit from one comms station, this card cannot receive any PWR bonuses)



Ballistic Missiles

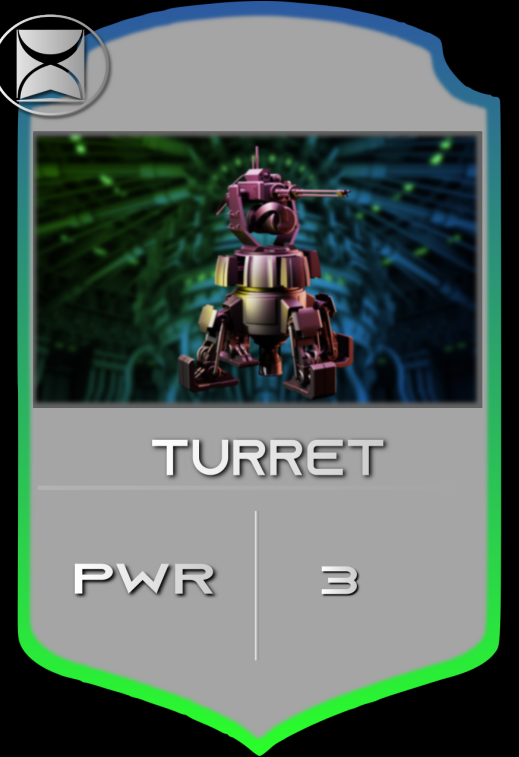
PWR: 1 - SUPPORT

Destroy a building on the enemy column.



Defense Turret

PWR: 3 - SUPPORT



Sniper

PWR: 0 - GHOST

Destroy an enemy UNIT on the enemy column.



CARD DETAILS

UTILITY

EMP Bomb

Disables all ARTIFICIAL cards on the field.
(Their power is 0 and card effects nullified, they stay on the field).



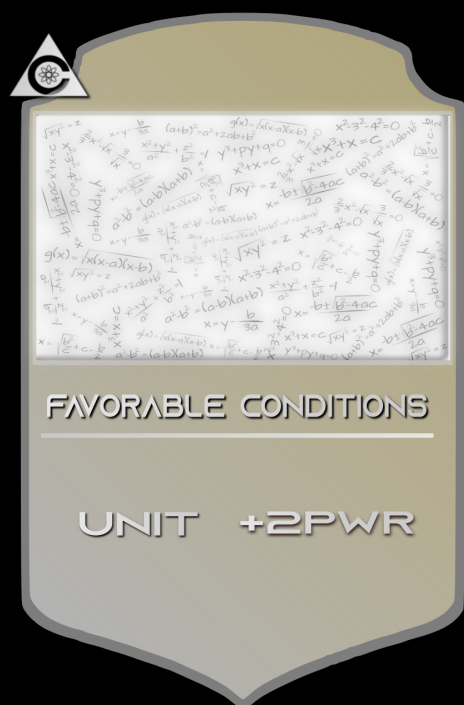
Top Secret Information

Destroy all GHOST/TRAP cards on the field.(Sent to junkyard)



Favorable Conditions

Each UNIT card on the field gets +2 PWR.



Toxic Gas

All UNIT cards on the field are destroyed.
Both players are immune to card revealing effects.



CARD DETAILS

UTILITY

Sinkhole

Discard any amount of cards: Destroy any amount of enemy BUILDING cards on the field based on how many you have discarded.



***END OF
RULEBOOK***