

# RULEBOOK



## BACKGROUND:

**A TURN BASED COMPETITIVE STRATEGY GAME FOR PEOPLE WITH PASSION FOR SCIENCE, SPACE, AND CHIMPS.**

52 CARDS  
3-5 PLAYERS  
15-45 MINUTES  
AGES 10+

## GOAL:

**LAND THE FIRST CHIMP ON MARS!**

# HOW TO LAND:

You play the game by taking turns drawing the cards and placing in the launch area.



**THE FIRST PLAYER TO COLLECT AND PLACE ALL THE CARDS WINS.**

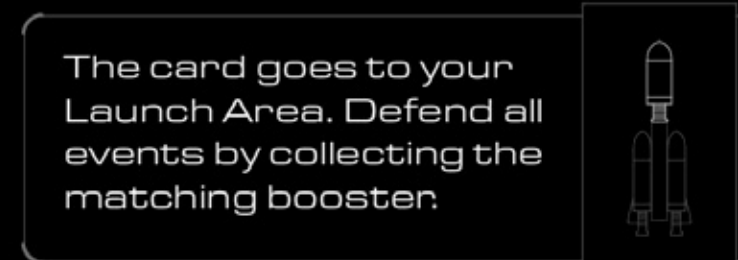
# KNOW YOUR CARDS:



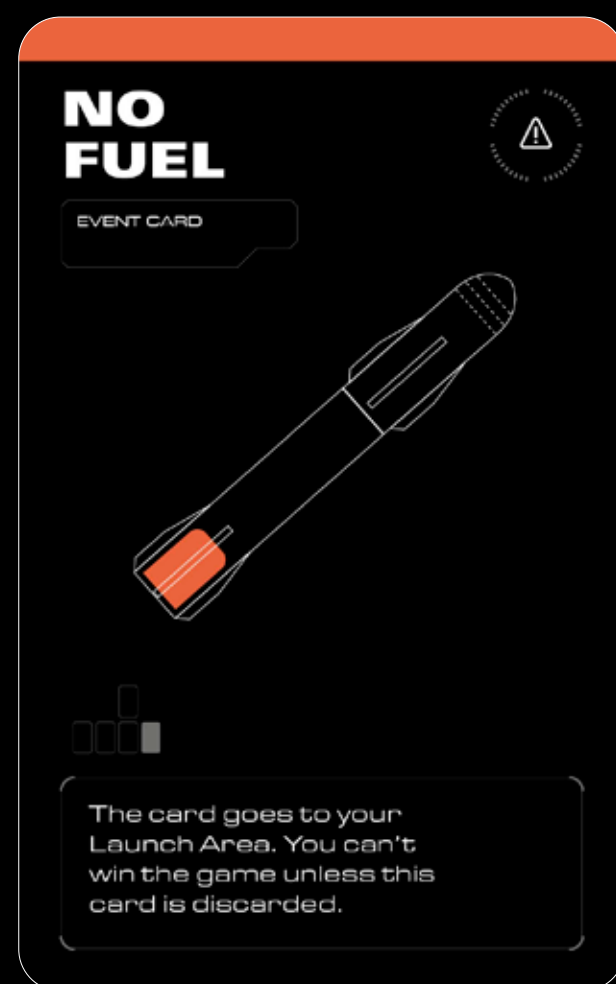
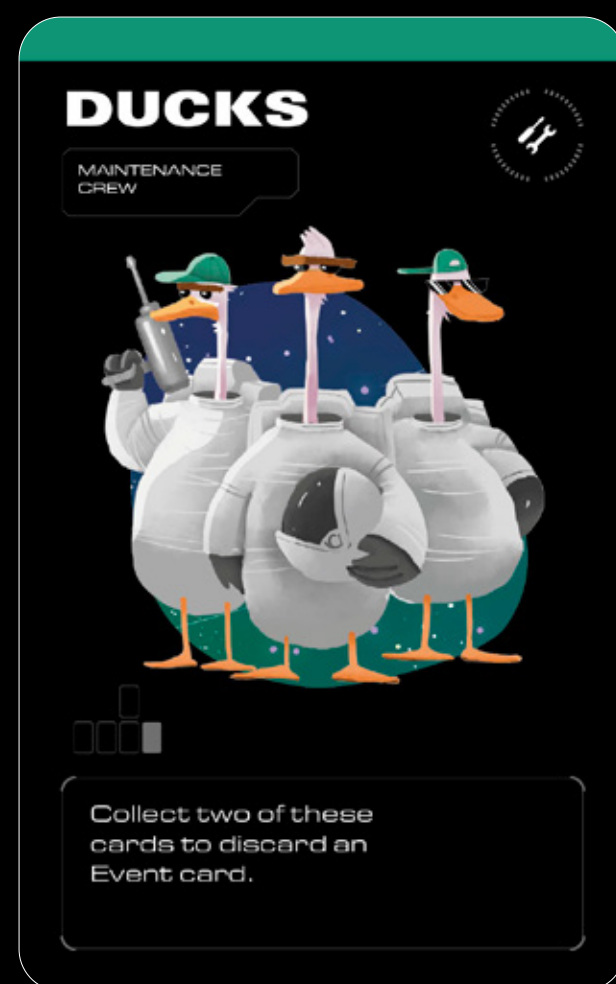
The type of each card is denoted by their category icon on the top-right corner.



Where the card is to be placed during the game is also denoted by its position marked.



The unique abilities of the cards are listed on the bottom of each card.



## The cards are color coded as well based on their types:

The Launch cards and the Maintenance Crew cards are black in color with a green band on the top. The Power-Up cards are orange with a black band on top. And the graphic on back of the Event cards are orange which makes them stand out significantly when kept face down and they are black in color with an orange band on top.

# LAUNCH CARDS:

22 CARDS IN THE PACK

Cards you must collect to land on Mars. These cards go to your launch area. Launch cards consist of: A Chimp, a Booster, a Shuttle, and a Landing Ticket.

**IMPORTANT:** The cards need to be in the sequence mentioned above which is a Chimp, followed by a Booster, a Shuttle, and a Landing Ticket before landing your Chimp on Mars.



Front



Back



# POWER-UP CARDS:

16 CARDS IN THE PACK

Playing these cards will either propel you towards mars (boost your winning chances) or hinder your opponents from reaching there (reduce your opponents chances).

**IMPORTANT:** Power-Up cards can only be played in the Play Area. You can't keep a Power-Up card in Launch Area or facing down.



Front



Back

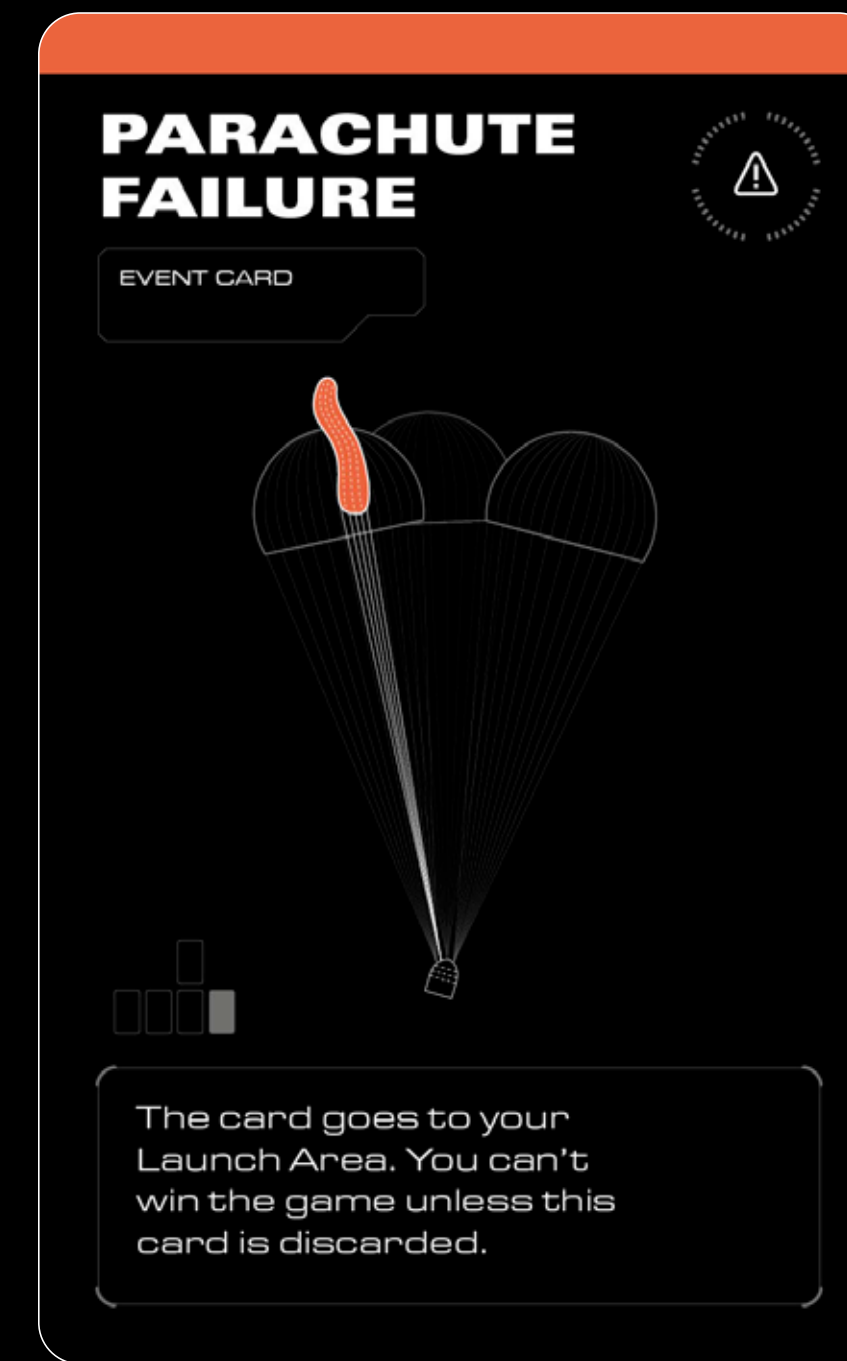


# EVENT CARDS:

4 CARDS IN THE PACK

There are four event cards in the game. These cards stops you from winning the game. Each card consists of a catastrophic event that might impede your journey to Mars.

**IMPORTANT:** Once you draw an Event card it goes directly into your Launch Area and it can't be taken in your hand and thus it's considered as only one action of drawing. You can distinctly identify an Event card by it's red colored back.



Front



Back



# MAINTENANCE CREW CARDS:

10 CARDS IN THE PACK

These cards are your defense towards Event cards, it can help you discard existing events. There are three types of maintenance crew: Ducks, Tortoises, and Crocodile.



Front



Back



# FEATURE CARDS:

## BANANA POWER-UP CARD



Playing this card defends your Launch Area from all attacks (Swap, Steal, Destroy, and Events) and can be played immediately irrespective of your turn without costing any Action/Turn.

## CROCODILE MAINTENANCE CREW CARD



Destroys one card from the opponent's Launch Area when swapped or stolen from your launch area (by means of using Power-Up cards).

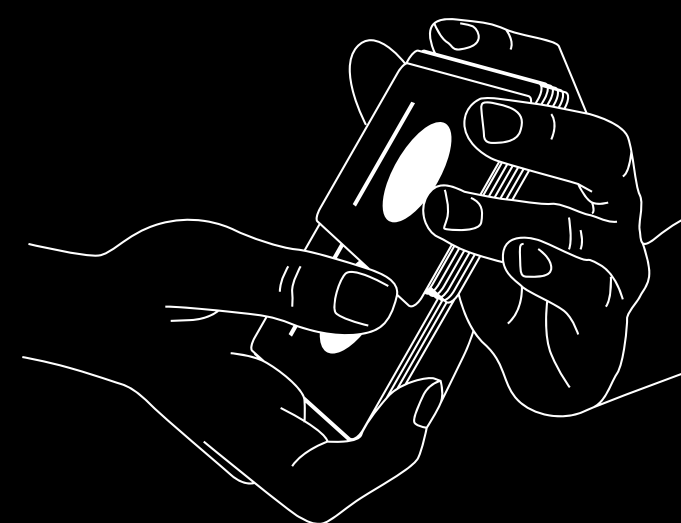


# SETTING UP AND DEALING:

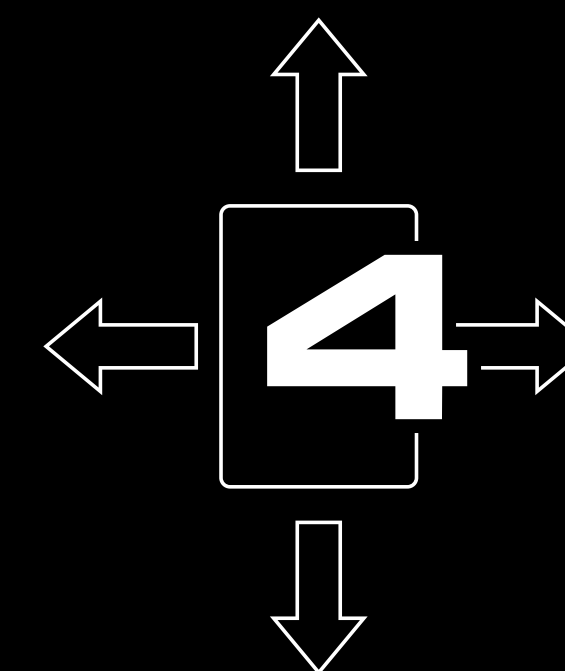
- 1 Start by separating the Event cards from the deck.



- 2 Shuffle the deck.



- 3 Deal 4 cards face down to each player.



- 4 Insert all the four Event cards back into the deck.



- 5 Shuffle the deck again and put it face down at the center of the table.

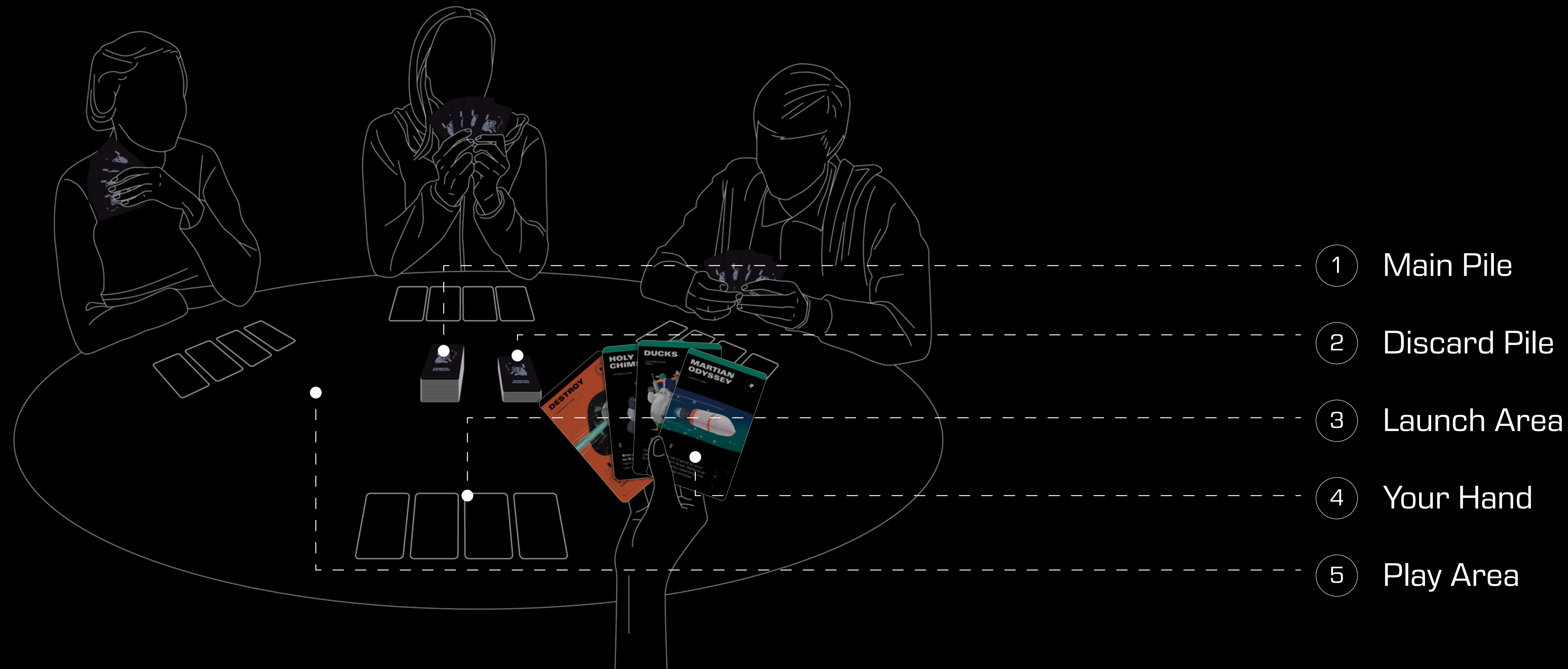


**Now, your Main Pile is ready for drawing!**

Youngest player goes first, then Counter Clockwise turns.

# COMPOSITION OF THE TABLE:

A typical table setup to play Chimps on Mars will look something like this.



1

## MAIN PILE

Players will take turns drawing cards from this pile. The pile consists of all possible cards in the game. Every time the main piledeck is exhausted, the discard pile is shuffled and added back into to the main pile.

2

## DISCARD PILE

Discard Pile: All cards discarded during an action go to the discard pile.

**IMPORTANT:** Power-Up cards must be moved to the discard pile after They are used.

3

## LAUNCH AREA

This is where all the 4 launch cards - Chimp, Spaceship, Booster, and Landing Ticket need to be placed to WIN the game. When playing, players can choose to have any one card face-down, hidden from opponents, in the launch area (to induce some strategic moves).

**IMPORTANT:** You can change the sequence of cards in your Launch Area at the beginning of your turn and it will not be considered as an action. You can collect cards in your Launch Area in any sequence but make sure that your cards are in the correct sequence before declaring that you have collected all the Launch cards or you might have to wait for an additional turn to rearrange the cards.

Upon drawing *Events cards*, it has to be placed face-up in the launch area.

A Launch Area can have a maximum of 4 cards during the game. In case there's an *Event card* in your Launch Area the capacity of it increases up to 6 cards.

4

## **YOUR HAND**

A player can have up to 4 cards in the hand. The cards in your hand are a secret and can't be accessed by anyone under any circumstance during the game.

5

## **PLAY AREA**

Except the Launch Area, Main Pile and Discard Pile, rest of the table can be treated as the Play Area. You can only play your Power Cards here.

**IMPORTANT:** Power-Up cards must be moved to the discard pile after they are used.

# YOUR TURN:

You can do **one of the two things** in your turn.

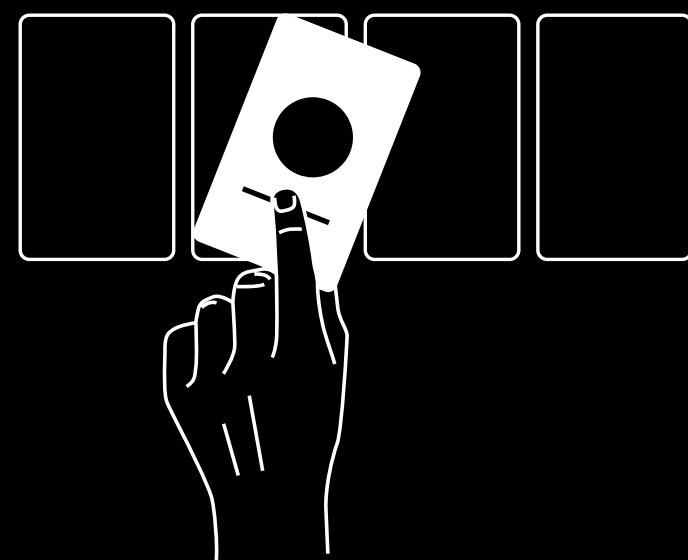
## TAKE ACTIONS

A player has to make one or two unique actions per turn.



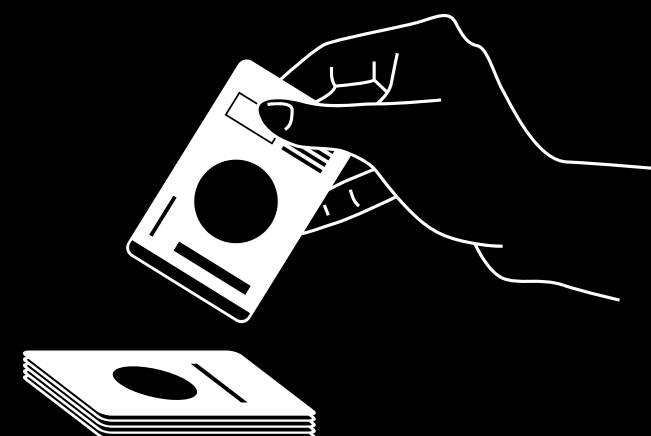
### **DRAW A CARD**

You can draw up to one card from the Main pile into your hand.



### **PLAY A CARD**

You can play up to one card from your hand into the Launch Area.

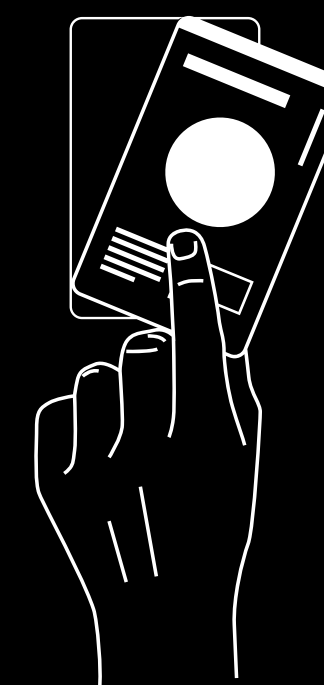


### **DISCARD A CARD**

You can discard up to one card from your hand or Launch Area.

**OR**

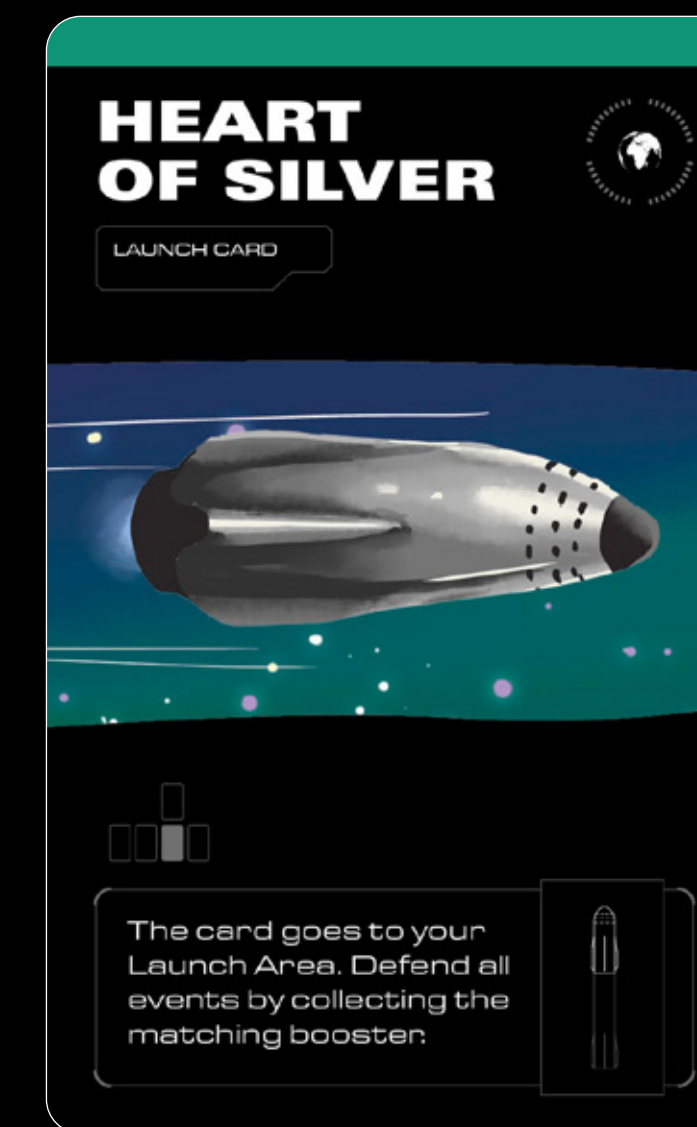
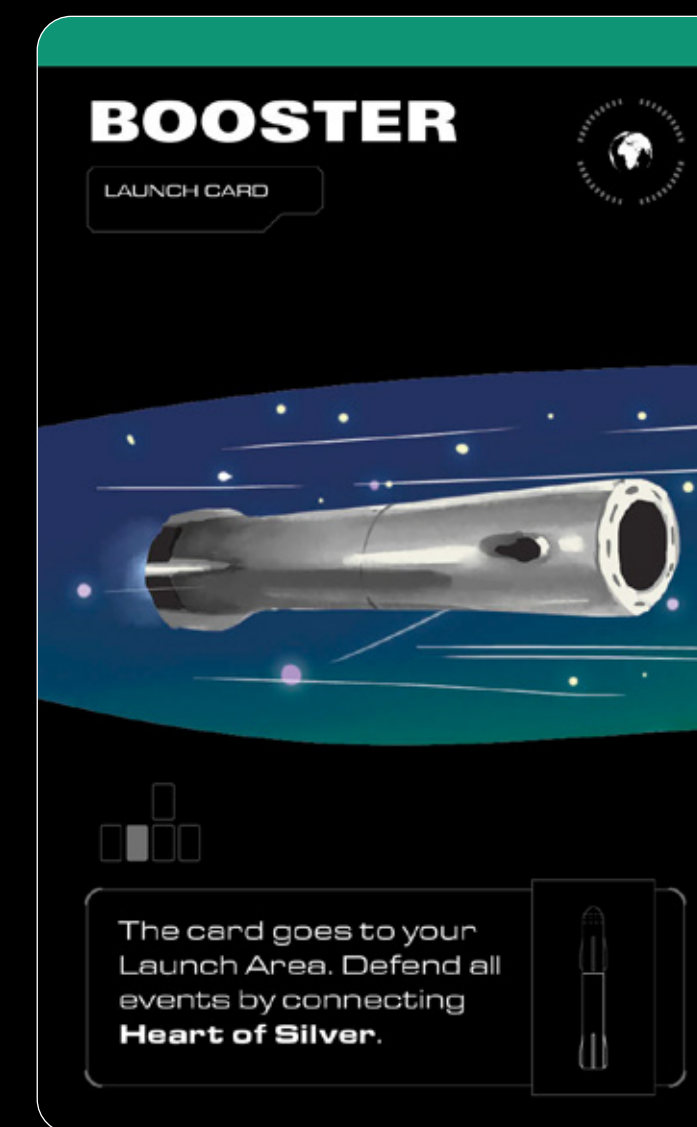
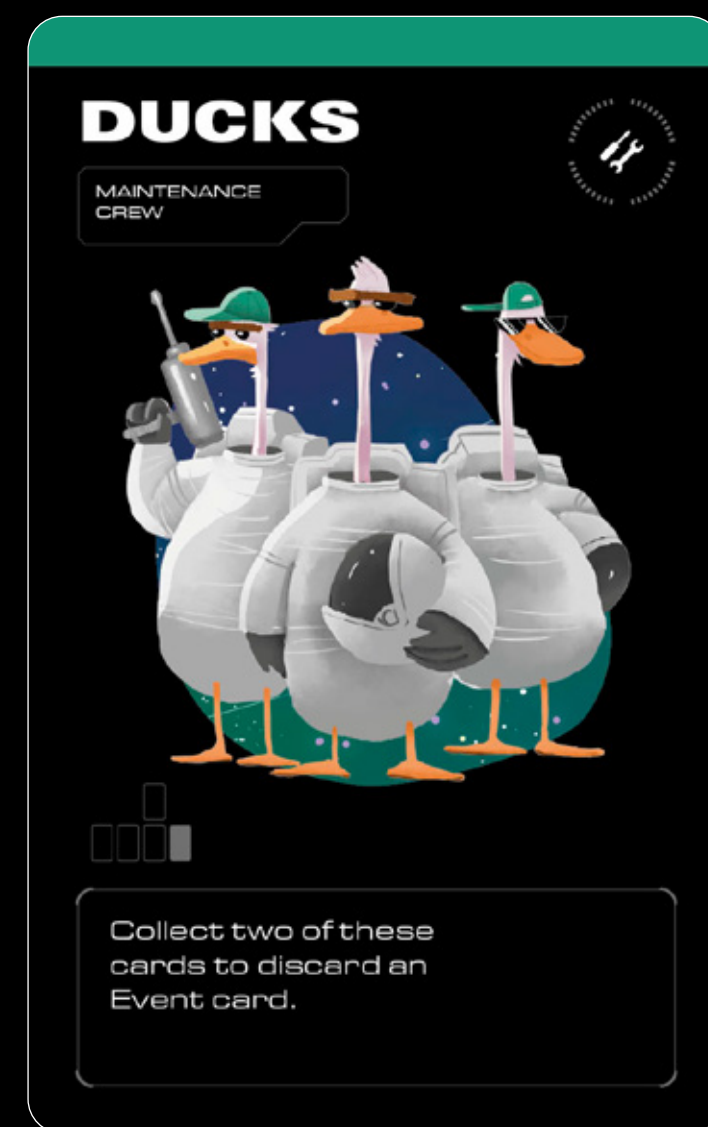
## USE POWER-UP CARD



You can play up to one Power-up card in the Play Area and perform the action that the Power-up card enables you immediately.

# DISCARDING EVENT CARDS:

**IMPORTANT:** Discarding Event card is not considered as an Action. However, playing any card/s that leads to discarding the Event card will be considered as Actions.



## COLLECTING **TWO** **UNIQUE** MAINTENANCE CREW CARDS

Note that the Maintenance Crew cards also get discarded on discarding an Event card.

## PLAYING THE BANANA CARD

## COLLECTING A **MATCHING BOOSTER-SPACESHIP** PAIR

Spaceship and Boosters don't get discarded on discarding an Event card.

# FAQs

## LAUNCH AREA

1

**Can I have more than 4 cards in the Launch Area?**

Yes. Typically, the Launch area can only have upto 4 cards during the game. Only in case of event card in the Launch area, the capacity increases to 6 cards.

2

**When can I rearrange the cards in the Launch Area?**

You can rearrange you cards in your Launch Area in the beginning of your turn. It doesn't count as an action.

3

**Can I take a card back into the hand after playing in the Launch Area?**

No, that is not allowed during a game.

4

**Can I place a Power-up card in the Launch area?**

No, Power-up cards can't be played in the Launch Area.

## TAKING ACTIONS

5

**I already have an Event card. What if I have to draw an Event card again?**

In case you already have an event card in the Launch Area, you can skip drawing the Event card and if you don't have any other Actions to perform, you may skip the Turn.

6

**Is discarding an Event card considered an Action?**

No, discarding an Event card is not considered as an Action. On contrary, drawing an Event card or playing any card to discard the Event card will be considered as Actions.

7

**Can I skip a Turn during the game?**

No, unless you have an Event card in your Launch Area, skipping Turns are not allowed.

## PLAYING POWER-UP CARDS

8

**Can I use the Swap card to swap an opponent's facedown card?**

Yes, you can swap any card from your opponent's Launch Area to yours. Although, you must reveal the face down card when swapped.



9

**Is the Swap card actionable on an Event card?**

Yes, you can swap your Event cards with any card from your opponent's Launch Area as well.

10

**Can I swap a card from my hand with a card from opponent's hand?**

No, you can only swap a card from your Launch Area to an opponent's Launch Area using the Swap card.

11

**Can I steal a card from my opponent's hand using the Steal card? Can I steal more than one card using the Steal card?**

No, you can only steal one card at a time from opponent's Launch Area using a Steal card.

12

**Can I destroy a card from my own Launch Area using the Destroy card?**

No, with the Destroy card you can only destroy a card from your opponent's Launch Area. Apart from an Event card you can simply discard any card from your Launch Area or hand.