

30 MARS

30 To Mars Board Game - Frequently asked questions

Ver.1.04

Q: An Event Card states that we have to lose 2 Health Points if we fail the check and gain 2 HP if we succeeded. Who gets it: the whole team or only people in the Problem Bay?

A: Only Characters fixing the problem are affected. If you win, each present Marsonaut in the Problem Bay gets 2 HP each.

Q: An Event Card says that you have to lose 2 HP, but it doesn't have any Deck Nr. and instructs to draw next (yellow) card. Who suffers?

A: If an event is inevitable (has the - icon) and it doesn't have a Deck Number, then all team members suffer its effect. In your case all active team members lose 2 HP each

Q: On the first Day we manage to get 4 fuel but there is only one fuel token near the board how can we get other 3?

A: You can get only 1 fuel token in this case. There are only 30 pieces of each resource in the game so plan your actions wisely.

Q: At the start of the game my Marsonaut's got 6 health points. Can this number be increased during the game?

A: Yes. Both Sanity and Health can be increased up to 10 by spending a day in the Recreation and Medical bays accordingly.

Q: My Marsonaut is at 1 Health but the damage he has to suffer is 5 what will happen? Will he die?

A: Marsonaut's health cannot be below 1 so he is considered as Knocked Out and must be immediately put to the Sleeping Bay with his token lying down and spend the next day resting. He can continue the next day with 1 life as normal.

Q: We have a situation: One of the crew members was Knocked Out and put in the Sleeping Bay. I play as a Medic and decided to restore 1 Life to him. Will he be able to continue the game without skipping the day?

A: First, the bad news: He won't. Any Marsonaut that is Knocked Out has to spend one day in the Sleeping Bay. But the good news is by doing so your friend will have 2 HP when he wakes up the next day.

Q: We ran out of all resource tokens. What is the correct order to calculate Resource Absence Penalties?

A: Any order that suits you. Just calculate carefully as you must fulfill them all.

Q: Our Event Card shows that the Problem Bay is the Laboratory but all of its Workspaces are broken. What shall we do?

A: Suffer the consequences. Unless you find a way to repair the Workspaces, this bay is useless.

Q: My Marsonaut was knocked out and I have spent a day in the Sleeping Bay regaining Health. Can I spend more time in the Sleeping Bay to regain more Health?

A: No. Sleeping Bay has the equipment to bring you back from the Knocked Out condition but to regain your health you must conduct the Medical Bay

Q: We have a situation: All Workspaces are broken and no Repair Kits left. Marsonatus cannot exit the Sleeping Bay but they are still in good health is it a Mission Fail?

A: No. If you can survive the landing on Mars with at least one Marsonaut not being Knocked Out - it's a Win. We hope you have enough potatoes in the Sleeping Bay to start a colony.

Q: What happens if a card or effect instructs us to break a Workspace in a Bay with all spaces already broken?

A: Nothing happens. You can't break what is already broken.

Q: If we run out of spares, can we, at the start of a new day, choose a Bay with all Workspaces broken?

A: No, you must choose any Workspace that is not broken if you are able to.

Q: Can we use a Repair Kit if all Workspaces in Cargo Bay are broken?

A: Yes, Cargo spaces are different from Workspaces.

Q: Can we use a Repair Kit after rolling for an Event, but just before resolving its consequences?

A: Yes. You can use a Repair Kit anytime you want.

Q: On the card it says we receive 4 grey resources which means that we can pick any resource of our choice. Do we have to pick just one type of resources?

A: You can pick and choose any resources you like. All 4 can be different.