FINDING JOHN CARTER

2-5

12+

60-90'

Components:

5 Player Colors

75 Player Tokens. 15 Each Color
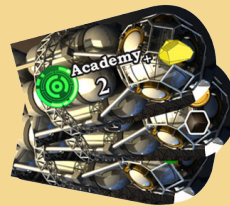
5 Player Draw Bags

5 Starting Ship Hulls

5 Ship Lounges

6 Advanced Hull Tiles

8 Thruster Tiles

24 Mission Tiles

Find John Carter   20

Board

36 Crystals

50 Gold Tokens

120 Crew Cubes

36 Specialist Meeples

20 Fuel Tokens

Set Up:

Randomize the thrusters and advanced hulls with the number "5" side up for hulls and "1" side up for thrusters. Place them in the shipyard on matching spaces. Players can look through these tiles during the game but keep them in the same order.
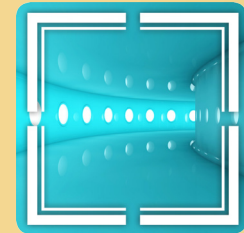
Advanced Hull

Thrusters

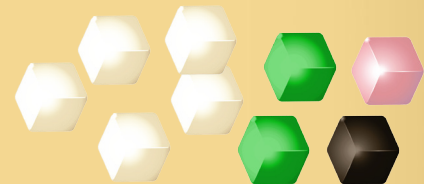Give each player his/her color of player tokens and draw bag.

Starting Hull

Ship Lounge

Each player places one starting hull and one ship lounge adjacent to each other on the table. The hull will have the number "2" side face down.

All players place 5 white cubes (unskilled crew), 2 green cubes (merchants), 1 black cube (officer), and 1 pink cube (mechanic) in their bags.

Randomly choose a starting player and place player tokens in clockwise order on the board on the circles of the turn order section.
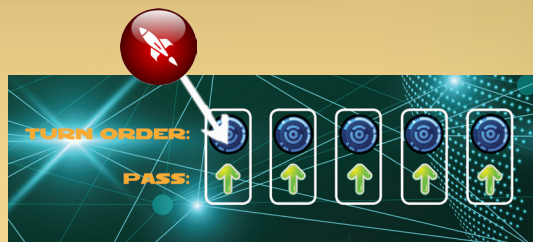
The following additional cube is placed in players' bags in turn order:

1st Player	2nd Player	3rd Player	4th Player	5th Player

These cubes are your crew: white tokens are unskilled crew members, green are merchants, black are officers, pink are mechanics, yellow are smugglers, blue are navigators, red are gunners.

Give each player 5 gold tokens.

Sort mission tiles in stacks according to the numbers shown on the board. Randomize each stack and place 4 of them face down on each matching board space. For example: All mission tiles showing 2 to 5 points are placed in the same stack, randomized, and 4 are placed face down on the board on each of the mission spaces showing "2-5."

Find the "Find John Carter" tile. Randomize it with 3 other tiles from the "11-20" tiles. Without looking, place two of them in the upper "11-20" space and two of them in the lower "11-20" space. Randomize the other "11-20" tiles and place two more on top of each stack. The "Find John Carter" tile somewhere in the bottom two tiles of two "11-20" stacks.

Turn the top tile of each stack face up.
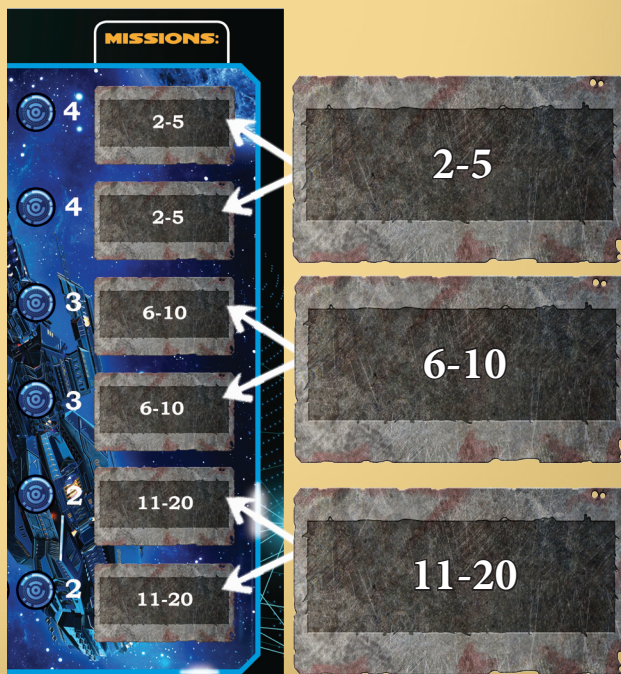
The Round:

At the beginning of each round players draw 5 random cubes from their bag and place them on the table. The cubes are that player's current crew.

Players will do 3 things on their turn

1. Place a player token on a turn space, either on the board or on their hull.

2. Pay the cost of that action which may be paying resources, paying cubes, or placing a cube in the lounge. (note: a gray cube means a cube of any color)

3. Gain the benefit of that action.

The Turn:

A player may choose to pass and take no action. He/She retains all cubes not used for the next round. To pass a player moves his/her player token on the turn area of the main board to the open green arrow farthest to the left. Once a player passes he/she may take no more actions that round. After all players have passed each player removes all player tokens from the board except in the mission and pass spaces and draws 5 cubes from the bag. If there are not 5 cubes to draw after drawing what is in the bag, the player puts all cubes from the lounge into the draw bag and keeps drawing until there are 5 cubes drawn. If in the rare event a player has less than five cubes total, that player draws all he or she has.
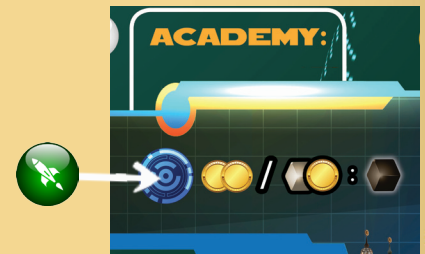
When all players have passed, players slide their player tokens straight up. This sets the new turn order for the next round.

This symbol means the blue cube is placed in the player's lounge.

This symbol allows the player to draw a random cube from the bag. It can be used in the current turn.
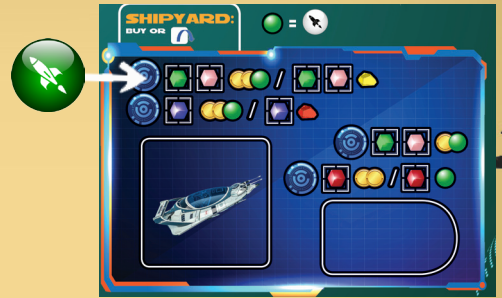
The Ship:

Each player's ship consists of a hull and ship's lounge at the start of the game. Each round space on the ship's hull is available to that player for player token placement. The same rules apply as on the board except a player may only play tokens on his own ship and can only use each ability once per round.

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The Shipyard:

The shipyard tiles can help improve your ship so you are better equipped to achieve the missions. There are 2 areas in the shipyard: advanced hulls and thrusters. To improve your ship's hull you must place a player token on the circle space and pay the required resources shown. For each circle space of the shipyard there are 2 options to gain or upgrade your hull. The player chooses one of those options. Your starting ship hull can be turned over to use immediately or a new hull can be gained and added to your ship. Any player tokens currently on the hull are returned to your own supply. The spaces on the new hull are all immediately available for use. The "5" on the advanced hull shows points you get at the end of the game. When gaining a new hull it must start with the "5" side up.

Example: After choosing the top line of the shipyard option a player may either place a merchant and a mechanic in the lounge and pay two gold and one fuel or place a merchant and a mechanic in the lounge and pay one yellow crystal.

Then the player may either turn his/her current hull over or gain a new hull to place next to his/her current hull. A player may have as many hull expansions as he/she would like and are available.

When choosing a new hull or thruster, players can look at the top two tiles and choose the one they want. The one not chosen goes to the bottom of the stack.

Once gained, both thrusters and advanced hulls can be turned over to the opposite side by playing a player token and paying the cost on the corresponding ship yard space.

Thrusters give the player a space where they can play an extra player token on a turn. The thruster shows a bonus received for choosing an action in one area of the main board. One time each round a player may place a player token on a board space, spend the required resources, gain benefits, and then place a second player token on the thruster and gain the bonus shown. As always cubes gained this way go to the draw bag.

If a player wants to take the same action that has already been taken in the shipyard that player may pay extra and do so. The second player places a player token on top of the first, spends an extra fuel and takes the action. Other players (including those already on the space) can do the same. To perform the action players must pay the number of extra fuel equal to player tokens on the stack, then place their player token on the stack.
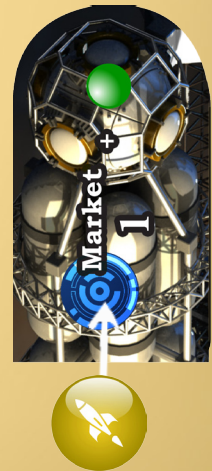
The Market:

The market is where player's gain resources needed to accomplish other tasks and missions. Each space shows the cost and reward gained for a turn.

If a player wants to play on the same space already taken by another player, that player must place one additional cube of any color in the lounge for each player token already on the space before taking the action.

The Academy:

The academy is where players send crew members to gain skills needed to fulfill missions. This is also where highly educated specialists can be recruited for missions. Specialists will only work on your crew for one mission then they leave your crew. The upside is that they can be used the same turn in which they are gained.

If a player wants to play on the same space already taken by another player, that player must pay one additional gold token for each player token on the space.


The Cantina:

Sometimes a mission requires the ability to avoid the law and use the stealth of a smuggler. These can be gained in the cantina.

If a player wants to play on the same space already taken by another player, that player must lose one non-white cube for each player token on that action space. This cube can either be in the lounge or on the table waiting to be used—it cannot come from the bag. It is common to lose skilled crew members when engaging in unlawful activities.

The Black Market:

Player's may trade items they have for one item, resource, or crew member. The player must place a smuggler in the lounge, plus pay the gold shown on the action space (if any) to the general supply. The trade values of crew and items are shown on the board. You can trade any amount or combination of items for <u>one single</u> item. The value of what is paid must equal or exceed the item gained. No change is given.
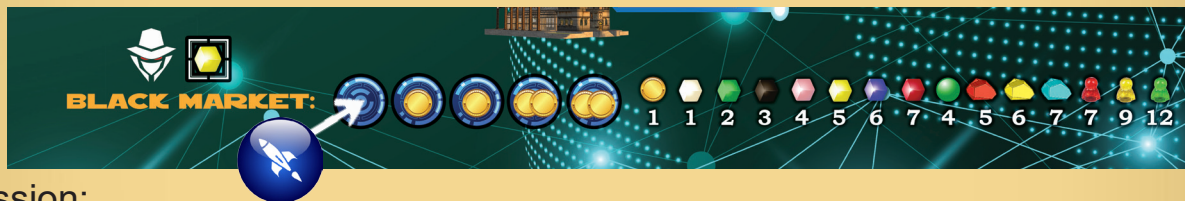
Mission:

There are four mission tiles in each stack in the mission area of the board. These are tasks that when completed will eventually lead you to find John Carter. Each task shows the number of points each mission is worth. The cost to complete the mission is shown at the bottom of the tile. The player pays the cost to the lounge and/or general supply and places a player token on the left-most open circle space next to the mission. The player draws cubes from his/her draw bag as shown at the start of that row. That player takes the tile and places it face-down in front of himself or herself on the table so other players can't easily keep track of it.

Each tile also shows a symbol of the space agency that commissioned your ship to complete the task. At the end of the game there is an agency bonus for matching symbols on a player's tiles. Points will also be gained by the player with the most completed missions in a row - shown at the end of the row. When completing a mission draw a cube or cubes from the draw bag as shown on the board.
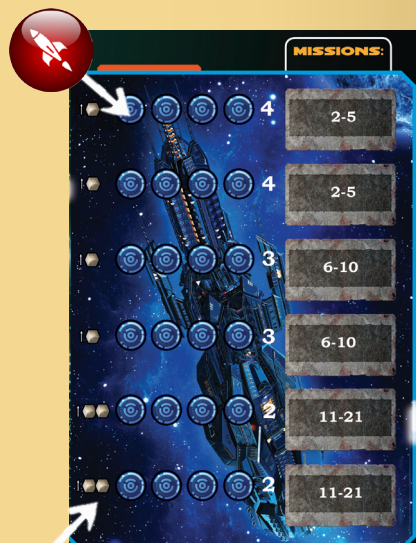
Pass:

A player may choose to pass on any of his or her turns. The player places a player token on the left-most arrow of the pass spaces. Once a player passes, that player may take no actions in the round and is skipped by other players. A player may pass while he/she still has cubes on the table. Those cubes will be added to the 5 new cubes drawn next round. Once all players have passed the round ends. Players move their tokens up to indicate the new turn order for the next round.
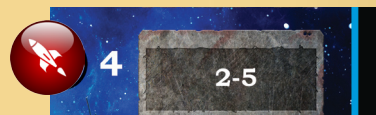
End of Game:

The end of the game is triggered by a player revealing the "Find John Carter" mission tile. Once that is revealed all players continue their current turn until all have passed. The "Find John Carter" tile need not be gained by a player to end the game. Then all players total their scores and the one with the most points is the winner. If there is a tie, the tying player who has completed the most missions is the winner.

Points come from:

1. Points shown on ship hulls and thrusters.

2. Points shown on mission tiles completed.

3. Specialist Bonus: Each specialist is worth 1 point, plus four points for each set of 3 different specialists.

4. Crew Bonus: Each full set of crew members is worth 5 points.

5. Crystal Bonus: Each crystal is worth 1 point, plus three points for each set of 3 different crystals.

6. Mission Agency Bonus: A player gains points for each agency of completed missions according to the chart on the board. For example: if you have 3 gold missions completed at game's end, you get 5 points.

7. Mission Row Bonus: A player gains points for having the most missions in a single row. This is shown on the board. For example: The player with the most completed missions from the second row (2-5 stack) gains 4 points. A player must have at least 2 player tokens in a row to gain the bonus. In the case of a tie, the tying player that placed the last player token in a row gains the points. Player tokens are placed on mission spaces from left to right.

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