

# ALEX THE SHEPHERD

**K**eeps a caring eye on everyone. Turns the ideas of a team into concrete actions and practical plans. Psychology. Leadership.

We all signed up for 20 years of working for the foundation, building the colony. They provide food and lodging and we promise to not run away. Like there is anywhere to run. With a big bonus paid out at the end and who knows what happens then? Maybe become a custodian, showing around the school kids and tell them of the old Mars. Or enjoying life with my Martian grandchildren.

## On your mind

Explore these questions during play:

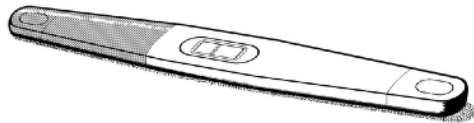
- ♦ What is the most important thing for the team to do right now?
- ♦ Who is not doing well and needs your help?
- ♦ What do you miss most about Earth?



## Story seeds

Include one of these in your scene description when you set a scene:

1. The words "To protect and serve" on a silver badge
2. An empty newsfeed on a computer screen
3. Gentle fingers exploring naked skin
4. A blue line on a pregnancy test
5. A cockroach disappearing into a narrow crevice
6. A Martian wind covering a line of footsteps with a layer of dust
7. Frozen blood on a pierced bio suit
8. A box of chocolate chip cookies
9. The moist windshield of a rover
10. Ashes from someone you knew back on Earth



## Someone back on Earth

The previous player in the player order plays your connection back on Earth.

- ♦ **Sasha**, a kid with a fucked up crazy past that you connected with and for whom you are a role model.



## You haven't told anyone

Set a scene where you reveal this to another main character to re-roll one die (once per game).

- ♦ I cheated to get a seat on the mission.

# BRICE THE EXPLORER

**G**oes where no-one has gone before. Cheerful. Curious. Martian Geology. Colony reporter. We all signed up for 20 years of working for the foundation, building the colony. They provide food and lodging and we promise to not run away. Like there is anywhere to run. With a big bonus paid out at the end and who knows what happens then? Maybe buy a large chunk of the planet. Exploit those newcomers. Or as a custodian, showing around the school kids and telling them of the old Mars. Or buy a ticket to Ceres, Europa or wherever the next colony will be.

## On your mind

Explore these questions during play:

- ♦ What are you most excited to be doing on Mars right now?
- ♦ What – if anything – do you miss about Earth?
- ♦ Whose company in the colony do you enjoy the most?



## Story seeds

Include one of these in your scene description when you set a scene:

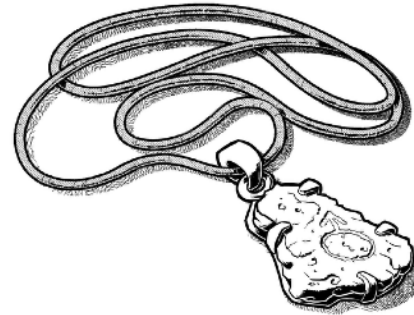
1. A rock from Mars that has been on Earth
2. A field of 'blueberries' – small structures on the surface rich in hematite that can be reduced to metallic iron
3. The Yesterday Crater. It wasn't there the day before yesterday
4. A bottle of pure Martian H<sub>2</sub>O
5. A flag on a hill
6. A sinkhole swallowing up a rover, revealing an underground cave
7. The yellowish Martian sky turning dark from a magnificent storm
8. A postcard from Mars for the holiday season
9. A worn out toothbrush
10. Olympus Mons, the biggest volcano in the solar system



## Someone back on Earth

The previous player in the player order plays your connection back on Earth.

- ♦ Your mentor and sponsor **Morgan** has relentlessly worked for you to be able to pursue the dream of going to Mars to stay.



## You haven't told anyone

You may set a scene where you reveal this to another main character to re-roll one die (once per game).

- ♦ I'm scared and want to go home.

# FRANCIS THE SPECIALIST



**D**amn good with complex systems\*. Meticulous. Defensive. Physical fit.

We all signed up for 20 years of working for the foundation, building the colony. They provide food and lodging and we promise to not run away. Like there is anywhere to run. With a big bonus paid out at the end and who knows what happens then? Maybe buy a large chunk of the planet and start my own business. Maybe buy a return ticket to Earth just to see the old neighbourhood again.

*\* During the prologue, after the montage of the colony, pick the most complex and critical system. You made it. Announce that you are the only one who knows how it works and the only one who can fix it if it breaks.*

## On your mind

Explore these questions during play:

- ♦ What difficult and important task have you been trusted with solving?
- ♦ What is the worst thing about being on Mars?
- ♦ Who in the colony annoys you the most?

## Story seeds

Include one of these in your scene description when you set a scene:

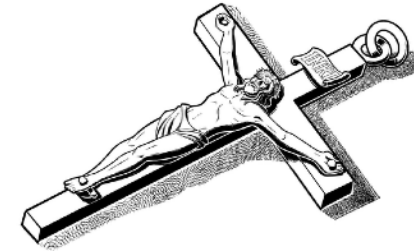
1. A souvenir from Aqua World
2. A package with home knitted socks
3. A crucifix
4. Red dust running into a shower drain
5. The bitter taste of recycled water
6. A faraway voice distorted by interference
7. The freezing cold hand of the Martian night
8. Earth rising in the night sky as a tiny bright dot
9. The worn out glove of a bio suit
10. Debris reflecting the sun in the Billion Dollar Desert



## Someone back on Earth

The previous player in the player order plays your connection back on Earth.

- ♦ Your ageing parent **Tony** who is so proud of what you have achieved.



## You haven't told anyone

You may set a scene where you reveal this to another main character to re-roll one die (once per game).

- ♦ Sorry guys, I fucked up.

# GLEN THE INVENTOR



**C**reates innovative technical solutions. Unorthodox. Always has the right tools for the job. Mechanical Engineering. Robots.

We all signed up for 20 years of working for the foundation, building the colony. They provide food and lodging and we promise to not run away. Like there is anywhere to run. With a big bonus paid out at the end and who knows what happens then? Who cares? The future is now.

## On your mind

Explore these questions during play.

- ♦ What invention or construction are you working on right now?
- ♦ Who in the colony have you promised to take care of?
- ♦ Who in the colony do you trust and admire?

## Story seeds

Include one of these in your scene description when you set a scene:

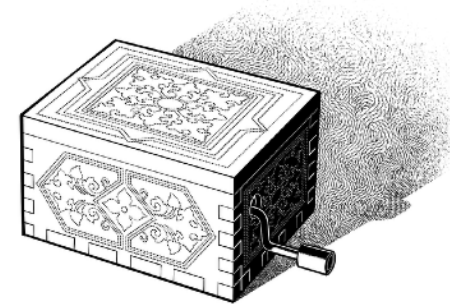
1. The flashing light from electrostatic bolts shooting across the sky
2. A music box playing Ode to Joy
3. Steady hands manipulating the inner workings of minuscule machinery
4. A drone taking off into the Martian sky
5. The constant low hum of a life support system
6. An industrial grade exoskeleton offloading crates from a drop pod
7. Shaking hands fumbling with a zip lock
8. A solar panel covered with a fine layer of red dust
9. A ceramic brick punctured by micro meteors
10. A plastic jar with pills



## Someone back on Earth

The previous player in the player order plays your connection back on Earth.

- ♦ Your foster parent **Adrian** – a teacher who took you in from the streets and got you through university.



## You haven't told anyone

You may set a scene where you reveal this to another main character to re-roll one die (once per game).

- ♦ Pills make life bearable. Don't know what I will do when I run out.

# MASON THE SCIENTIST



**S**ees what everyone else overlooks. Systematic. Rational in the face of danger. Biology. Medicine. We all signed up for 20 years of working for the foundation, building the colony. They provide food and lodging and we promise to not run away. Like there is anywhere to run. With a big bonus paid out at the end and who knows what happens then? Maybe buy a large chunk of the planet and build ecospheres for Martian hybrid life forms. Maybe buy a return ticket to Earth just to see Jade again.

## On your mind

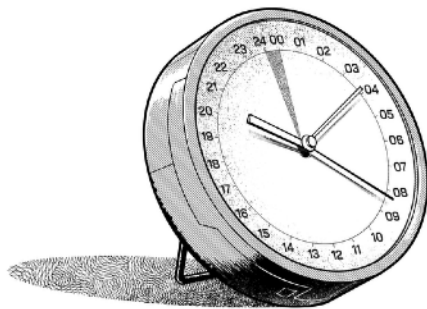
Explore these questions during play.

- ♦ What are you researching or experimenting with right now?
- ♦ What are people back on Earth thinking about you?
- ♦ Who in the colony do you respect and admire?

## Story seeds

Include one of these in your scene description when you set a scene:

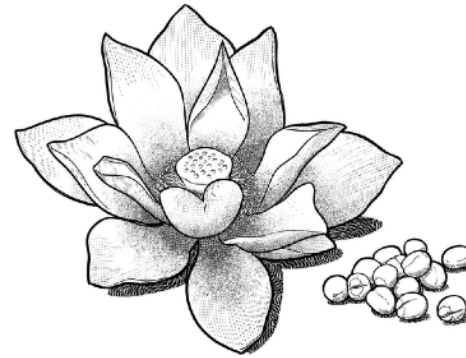
1. Seeds from a lotus flower
2. A picture in a frame of someone young
3. A large, analog clock dividing the day into 24 1/2 hours
4. A hard lump under soft skin
5. A green leaf unfolding over red soil
6. The rusty taste of Martian H<sub>2</sub>O
7. A guinea pig cuddled up in a hand
8. A bowl of pink mealworms
9. The crackling sound of a Geiger counter
10. High oxygen breeze pouring from a metal grid



## Someone back on Earth

The previous player in the player order plays your connection back on Earth.

- ♦ Your grown up child **Jade** from a marriage gone bad.



## You haven't told anyone

You may set a scene where you reveal this to another main character to re-roll one die (once per game).

- ♦ I cheated on my medical. I won't live to old age.

# SHANE THE VISIONARY

**T**he reason we are all here. Inspirational. Thrives on pressure. Leadership. Chemistry. We all signed up for 20 years of working for the foundation, building the colony. They provide food and lodging and we promise to not run away. Like there is anywhere to run. With a big bonus paid out at the end and who knows what happens then? Maybe become the governor of Mars. Or run for president of the United Colonies.

## On your mind

Explore these questions during play:

- ♦ What is your vision for the colony and what are you doing right now to make it happen?
- ♦ Who can talk you out of an idea once you have set your mind to it?
- ♦ What – if anything – do you miss about Earth?



## Story seeds

Include one of these in your scene description when you set a scene:

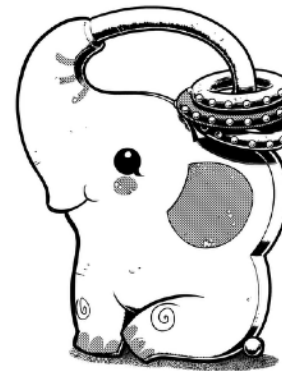
1. A wedding ring shaped as two snakes eating each other
2. One Revolution Day. 669 sols. 687 Earth days. One Martian year.
3. A glass tube with ethanol
4. Hand written letters spelling out the name 'Eden'
5. A rattle shaped as a pink elephant
6. Hangover
7. A drawing in a sketchbook
8. The magnificent view of a maze canyon in the morning sun
9. The golden reflection of a Martian landscape in a bio suit helmet
10. A relaxing sound of waves



## Someone back on Earth

The previous player in the player order plays your connection back on Earth.

- ♦ Your spouse **Kim** who will join you with the next mission scheduled to arrive in two years.



## You haven't told anyone

You may set a scene where you reveal this to another main character to re-roll one die (once per game).

- ♦ I faked the numbers for the colony business plan.

# RULES SUMMARY

## Scenes

To set a scene:

- ♦ Choose a story seed and describe the situation
- ♦ State who is present in the scene and invite players to play characters in the scene
- ♦ Say what the scene is about (or just play to find out)

To play a scene:

- ♦ Start the scene by saying **Action!**
- ♦ Narrate and play out the scene until it has reached a satisfying conclusion.
- ♦ End the scene by saying **Cut!** Help each other keep scenes short and sharp.

## Dice

Roll one die at the end of three chapters to determine how successful you are with your projects on Mars.

Roll	Track	Result
1	-1	A mishap, misfortune, or setback
2	0	Not much to show for your efforts
3-5	+1	Your hard work paid off
6	+2	Great progress!

# CHARACTERS

## Main characters

- ♦ **Alex the Shepherd.** Keeps a caring eye on everyone.
- ♦ Brice the Explorer. Goes where no-one has gone before.
- ♦ **Francis the Specialist.** Damn good with complex systems.
- ♦ **Glen the Inventor.** Creates innovative technical solutions to problems.
- ♦ **Mason the Scientist.** Sees what everyone else overlooks.
- ♦ **Shane the Visionary.** The reason we are all here.

## Connections

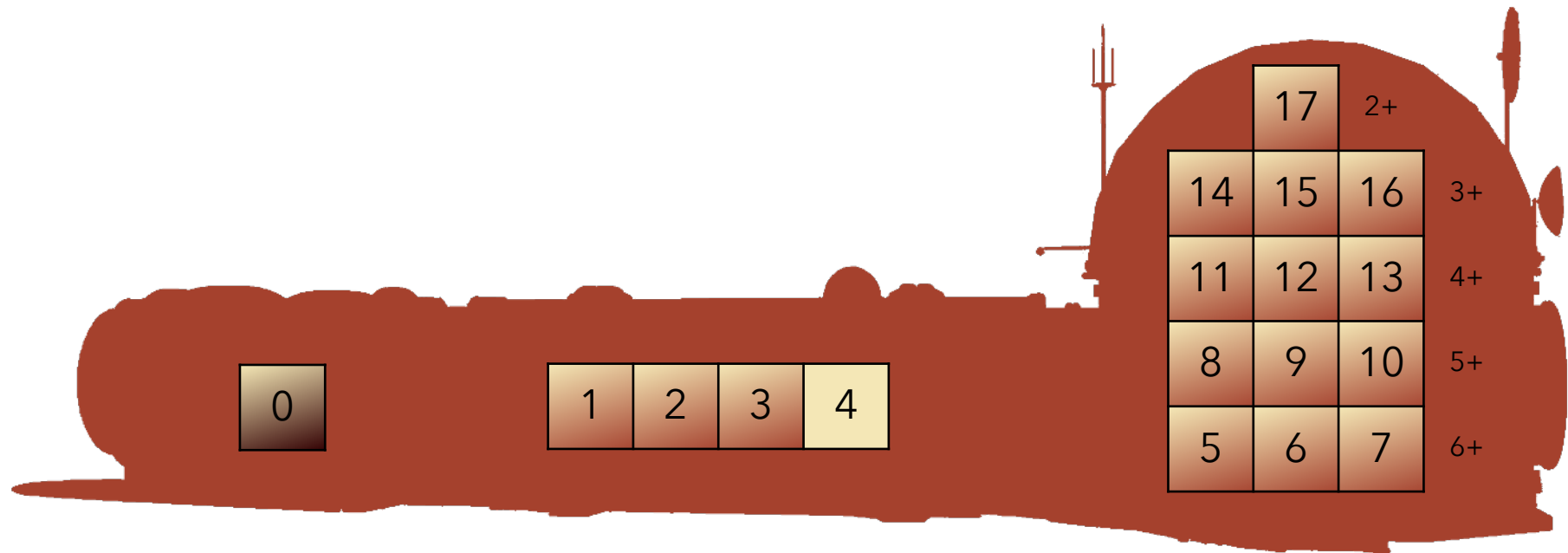
- ♦ **Adrian,** Glen's foster parent. A teacher who took Glen in from the streets.
- ♦ **Jade,** Mason's child. The grownup child of Mason from a marriage gone bad.
- ♦ **Kim,** Shane's spouse. The spouse of Shane to join with the next mission.

- ♦ **Morgan,** Brice's sponsor. Has worked relentlessly for Brice to be able to go to Mars.
- ♦ **Sasha,** Alex's foster child. A kid with a fucked up crazy past for whom Alex is a role model.
- ♦ **Tony,** Francis' ageing parent. So proud of what Francis has achieved.

## Supporting characters

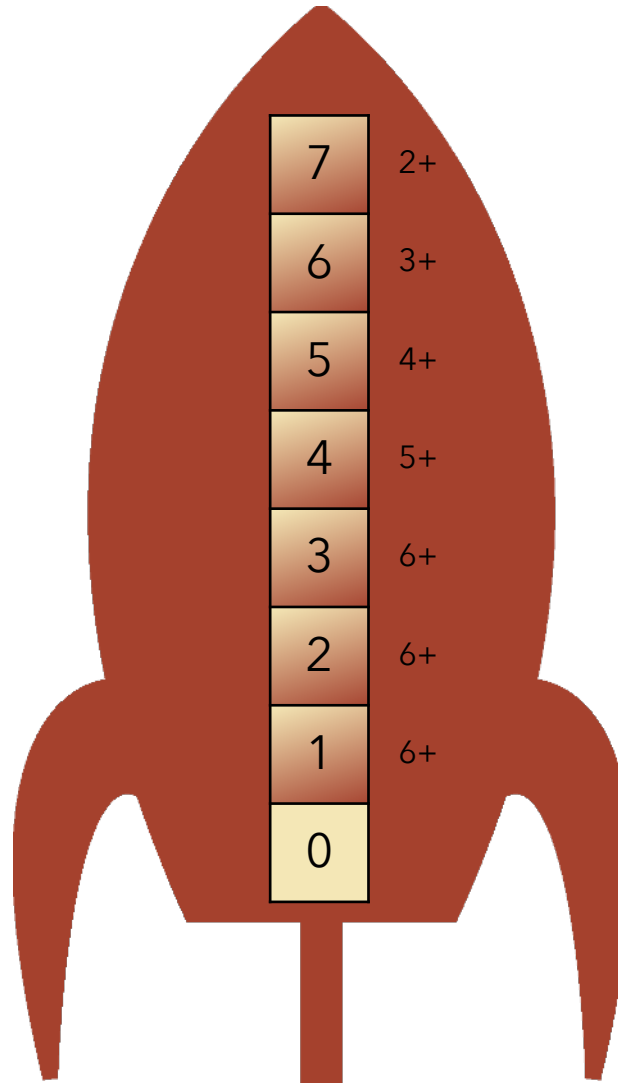
- ♦ **Evan** (just Evan). Everybody's friend. Medic.
- ♦ **Kelly the Hammer.** Gets things done. Practical, efficient. Mining.
- ♦ **Lewis the Joker.** Cracks jokes you have all heard before. Electrical engineering.
- ♦ **'Clockwork' Robin.** Reliable and always on time. Farming.
- ♦ **Stacey the Kid.** Wants to prove worthy to be on the team. Computers.
- ♦ **Terry the Veteran.** Has seen it all before and has tried worse. Operate Heavy Machinery.

# COLONY TRACK





# RETURN TRACK



Launcher begins at 0.  
Roll number or higher at end of game.