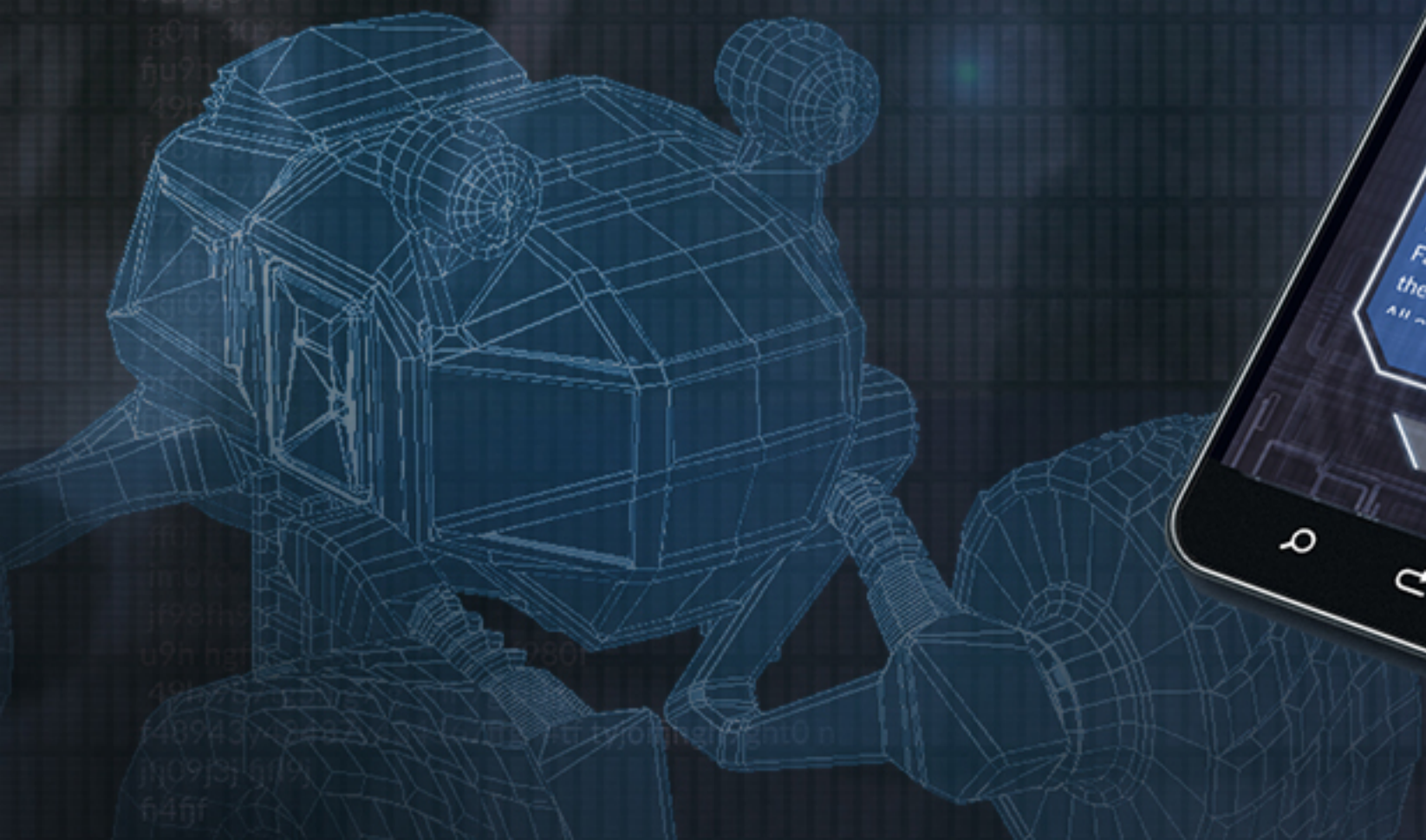


# FIRST-MARTIANS

## APP GUIDE





Choose the scenario or campaign you wish to play.



Then choose the difficulty level.



Pick the right number of characters. You can change their names if you wish.

The App will help you to set up the board.

Choose **READY** to start the game.

Each turn consists of several phases. The app will guide you through all of them.





## EVENT PHASE

First advance malfunction.



Then read the current event's description and follow the instructions.



MORALE PHASE



PRODUCTION PHASE



Additional events may occur later in the game, e.g. quest follow-ups or previous event consequences. Follow those instructions as well.

Continue with **MORALE PHASE** and **PRODUCTION PHASE**.



ABANDON MISSION

ROUNDS COUNTER

MISSION LOG

MISSION OBJECTIVES

RESOLVE AN ADVENTURE

MAKE YOURSELVES AT HOME

SOL 1/7

MISSION LOG

Marks On The Sand

→ Each astronaut gains 1 . Prevents future consequences.

ROUNDS LEFT: 3

Time Goes By

→ Gain 1 . Prevent future consequences.

ROUNDS LEFT: 2

NEXT ROUND

HINTS

NEW EVENT

PREVIOUS EVENT

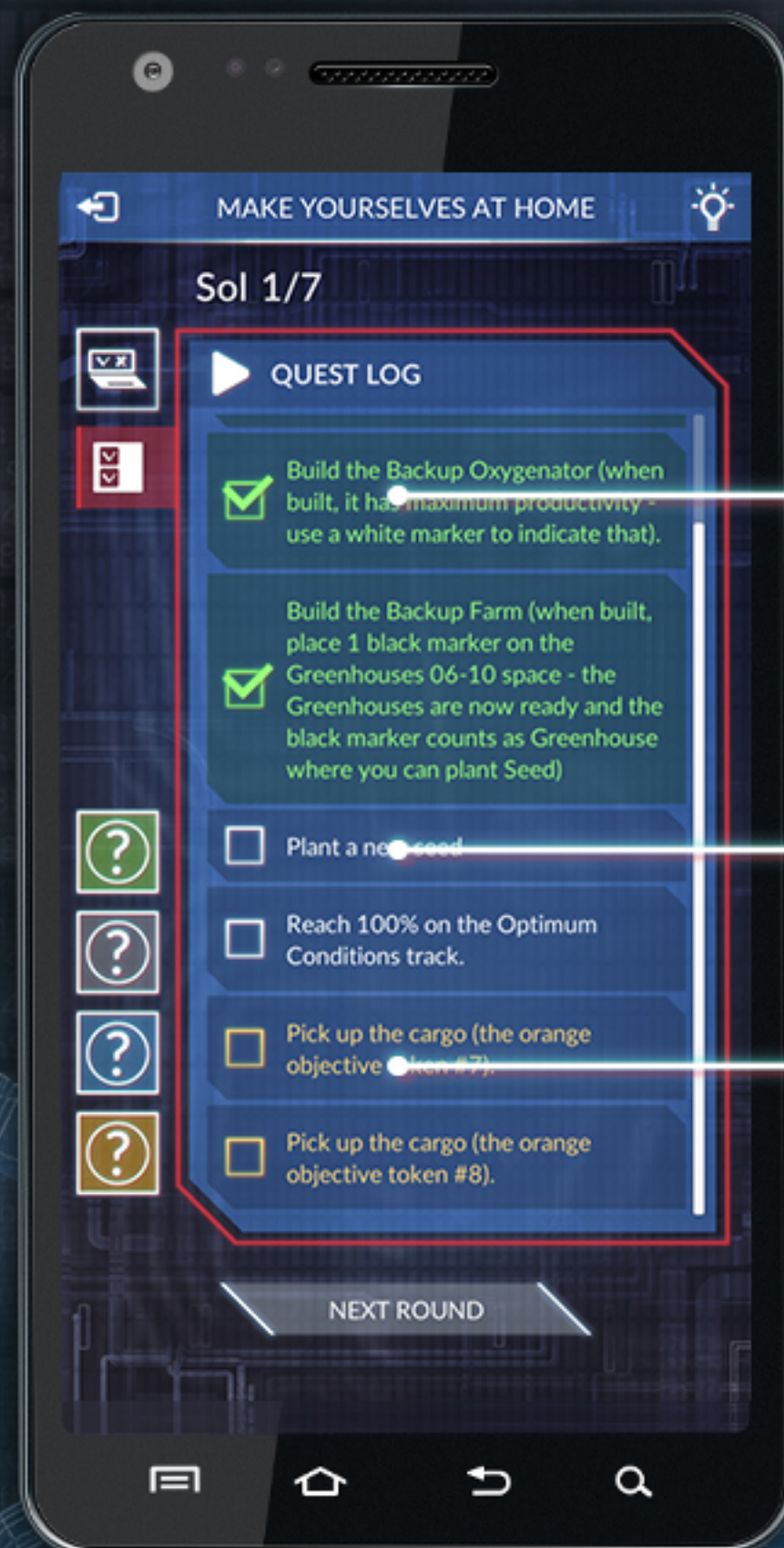
NUMBER OF ROUNDS THE EVENT IS ACTIVE  
(AND CAN HAVE CONSEQUENCES)

END ACTION PHASE

## ACTION PHASE

This is the **ACTION PHASE** menu window. Here you can see all the active events, mission objectives, you can also send your astronauts for an adventure

Remember to resolve events in the **MISSION LOG** to prevent problems in the future.



If you complete any of the Mission Objectives, remember to check it off in the Mission Objectives panel.

COMPLETED  
OBJECTIVE  
(GREEN)

MANDATORY  
OBJECTIVE  
(WHITE)

OPTIONAL  
OBJECTIVE  
(YELLOW)

MALFUNCTION  
PHASE

When you're done,  
continue with the  
MALFUNCTION PHASE  
and start the next round.



If all the Mission Objectives  
are met and you are at or  
below the Threshold Value  
- congratulations! Mission  
accomplished.

# FIRST- MARTIANS

GOOD LUCK!

