



# ON MARS

## UPGRADE PACK

Expand your game with extra Contract cards, Private Goals, and a board for your Blueprint cards.

### CONTENTS

- Blueprint Board
- 6 Private Goal Expansion cards
- 12 Additional Contract cards



Warning! Not suitable for children under 36 months

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EAGLE-GRYPHON  
GAMES

# UPGRADE PACK RULES

## MINI PRIVATE GOALS EXPANSION

Shuffle these cards and give 1 card at random to each player along with their normal 3 starting Private Goals. Each player now begins the game with 4 Private Goal cards in total. As per the normal rules, you can still only complete one of these goals during the game.



**Goal:** Complete the goal by having Tech tiles on all of the highlighted spaces of your Lab.

**Reward:** Get 9 OP.

## BLUEPRINT BOARD

Place this board to one side of the main board. This is the Blueprints display.

In the lower left corner is a reminder of how the cards are refreshed when the Colony levels up.

## NEW EARTH CONTRACTS

These new Contracts feature 2 new types (6 of each), for a total of 4 types in the game. During setup, separate all the Contracts into 4 piles based on their type. Choose 2 piles at random (or by choice) to be included in the game, return the other 2 to the box.



### COMPLEX CONTROL CONTRACTS:

These Contracts earn you 12 OP or -6 OP at the end of the game if you have 2 Advanced Buildings in the same Complex of the depicted type, size 3 or greater.



### BLUEPRINT CONTRACTS:

These Contracts earn you 9 OP or -4 OP at the end of the game if you have 3 Blueprints of the same type of Building (example: 3 Blueprints that upgrade Greenhouses). Having the cards is enough to complete this Contract; the Advanced Building markers do not need to have been placed on the map.

