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# M.A.R.I.
## on Mars

10+    1+pl.

5-30 MIN./LEVEL

MARI (THE MOBILE AUTONOMOUS ROBOTIC INTELLIGENCE UNIT) HAS RESTORED THE CONTROL CENTER ON THE FACTORY WHERE SHE HAD BEEN MADE. NOW SHE IS GOING TO MARS ON A SPECIAL MISSION. SHE HAS TO COLLECT EXTREMELY RARE CRYSTALS FOR THE EARTH, BUT SHE IS YET UNAWARE OF THE DANGERS AND SURPRISES THAT AWAIT HER ON THIS FAR AWAY RED DESERT OF A PLANET. LET'S HAVE A LOOK WHETHER SHE MANAGES TO FIND THE EXTRATERRESTRIAL TREASURES, WITHSTAND ALL THE CHALLENGES AND MAKE ALLIES IN THE PROCESS.

## Rules

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### Setup:

Take the card with level 1 and place it in front of you (after that you will play the levels one by one in ascending order).

Take all the action tiles listed next to the hand icon (1). Put the rest aside.

Place MARI token flat on its respective starting position (2) facing the <u>same direction</u> as the icon on the board (place other tokens as well if instructed).



### Gameplay:

Consecutively,

(a) place an action tile in a command line *under the level card*. You may add new tiles to any place in the line.

Then, (b) perform the actions on ALL tiles in this line from left to right (complete the cycle).

Perform these two steps until:

- upon completing a cycle, MARI is on the exit hatch (3) (**you win**), OR

- she is not, and you have no more action tiles to add (**you lose**).

Do not return action tiles to your hand: once placed, they stay in the line until the end of the level.





> **Attention:** MARI cannot step out of the pink shining border highlighting the movement grid. If the action tiles make MARI cross this border, you lose and have to restart the level. ⚠

# STEP-BY-STEP example

**1** Take the action tiles

forward,

wait,

clockwise turn.

**2** Place an action tile: here, start with the forward action.

**3** Perform the action: move MARI 1 space forward (in the direction she is facing).

**4** Add another tile anywhere in the command line.

**5** Perform ALL actions from left to right in that particular order.

**6** Add another tile anywhere into the line.

**7** When MARI has reached the exit hatch, you still have to complete the cycle.

## HINTS

If you are stuck, take a look at the 'Hints' cards (at the bottom of the stack of cards). Look for the number of the level you are on.

> During the game I often hint at the best way to go about a level, but sometimes I'm just thinking out loud.

## SOLUTIONS

If you are still at a loss, you can take a peek at the 'Solutions' (at the bottom of the stack of cards). There you will find the most common solution for each level (or several solutions if they are fairly different).

Please note that some of the solutions may have variations, because in some cases actions ⧗ and ⚲ do not have a strict placement order, and actions ↺ and ↻, as well as ⬆ and ⬇ may often be swapped.

Solution to the step-by-step example

YOUR LOGO

Your text your text your text your text your text your text your text your text your text your text your text your text your text your text your text your text your text your text your text your text your text your text your text your text.

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Turn MARI 90 degrees clockwise on the spot.

Turn MARI 90 degrees counterclockwise on the spot.

Move MARI 1 space forward (in the direction she is facing).

Move MARI 2 spaces forward (in the direction she is facing).

Nothing happens. If its position is irrelevant, **always** add this tile to the end of the line and add all further action tiles to the left of it.

Stop. Do not perform actions to the right of this tile. When adding tiles to the right of this one, place them at the end of the line.

Perform the next action in the line twice.

Move all the Martian guards 1 space forward in the direction they are facing. Do not play any tiles to the right of this tile.

Martian chrono-mirror. Change the direction of executing the action tiles (when you reach this tile in the line, perform the actions to the left of it again, but 'backwards' — from right to left).

Swap the battery. This tile may be placed anywhere in the line, just like any other tile. As soon as you place the tile in the line, always consult it while performing commands. All the commands you per-form (to the right of this tile as well as to the left of it) are applied only to the robot shown on top of the tile. When you reach this tile in the line, flip it to the other side. From this moment on and right until the moment you flip the tile again the commands affect the other robot.