

ROCKETMEN

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Q&A

Q: Can I play more than one Engine with the same card name on my Launch Pad?

A: Yes. You can also play more than one Mission card with the same name on your Launch Pad.

Q: What is the green Earth coin for in the KS edition?

A: It is a first player token

Q: What does "fulfill all above and be the first to" mean on the Personal Goal card?

A: Each personal goal card requires you to fulfill particular missions in exact locations. Moreover, if you wish to gain an additional 2 Victory Points at the end of the game from that card, you have to be the first player in the indicated location/s (no matter who first reached that destination). The first player in a location is always the player whose token is in the highest-scoring position in the location.

Q: If you use Industrial Espionage to copy an opponent's Permanent Launch Pad card (Depot or Fusion Reactor), do you get to keep Industrial Espionage as if it were Permanent?

A: No, The effect from Industrial Espionage (IE) lasts until the end of your attempt: "Until the end of this attempt, this card is a copy of the selected card.". When your attempt ends, Industrial Espionage becomes IE again, and loses any effects that it has, regardless of the result (successful or not). If you succeed, you have to discard IE as the rules state.

Q: Why do Research Institute, Bioengineering and Nanotechnology have no action on them?

A: The Research Institute has a Science item, which is very powerful in itself. Bioengineering and Nanotechnology both have two items on them, so these Research Institutes have a powerful effect. That is why they don't have any other action on them.

Q: What is the difference between "remove from the game" and "Junkyard"?

A: When you remove a card from the game, you place it into the Junkyard.

Q: Are the Engine cards part of the display?

A: No, they are not. The display is the six cards at the bottom of the game board.

Q: Can I remove a card from the Display if the AI doesn't have an active mission?

A: No, you can't do that.

Card Clarification

Depot and Fusion Reactor

You can use their ability only as an action during your turn.

Industrial Espionage vs PERMANENT

The effect of IE starts when you begin your launch attempt and ends when you finish your attempt (successful or not). The rule stated on IE "Until the end of this attempt" trumps any other rule on the copied card.

Detailed Planning

The text should be: LAUNCH PAD: During launch, **discard this card** and draw three cards from the Mission Success deck, choose one to be your first card during this attempt, discard the other two. If the mission is successful, remove Detailed Planning from the game.