Lunar Land Rush Rules

In Lunar Land Rush, players each play as corporations racing to land on the moon, extract its resources, and establish permanent colonies. In the game, players will be dropping space shuttles onto the board and carefully sequencing cards to take actions. For 2-4 players, Lunar Land Rush takes about 1 hour to play and is recommended for ages 8 and up.

Components:

1 moon board; 4 sets of player colors including 14 meeples and 7 domes; 4 sets of basic order cards with 4 cards apiece; 24 advance order cards; 8 objective cards; 1 foam lunar lander piece; 20 exploration tokens; 4 sets of 18 resources in four colors, pink, blue, white, and yellow

Set-Up:

1. Set the moon board in the middle of the table
2. Each player chooses a color and takes the corresponding bag of colored meeples and domes. Then select a set of 4 basic order cards matching their corporate logo.
3. Depending on the number of players, remove a certain number of domes and astronauts from your supply and return them to the box. (2 players, remove 0; 3 players, remove 1; 4 players remove 2)
4. Shuffle the advanced orders, set the stack on the board and deal 3 face up to start the game
5. Shuffle the objective cards, give one face down to each player, set one face up in the "shared objective" board space, and return the rest to the box
6. Shuffle the resources in the cube bag and then set one resource cube on each of the squares on the board. Then give each player one resource. Finally, empty the bag and set the rest of the resources in their corresponding supply region at the top of the board.
7. Take the green discovery tokens, shuffle face down, and set one face down in each region.
8. Players will now take take turns clockwise dropping the space shuttle lander 3 times to determine the starting location of their astronauts.

Example 2 player set-up

Game Play:

Your goal will be to score points by landing astronauts, exploring areas of the moon, and harvesting resources to build lunar colonies. Play proceed clockwise around the table.

Each turn, a player will either

A) Play order cards to take actions
B) Pick up all played cards into their hand as well as an advanced order card from the card row

A Playing Cards:

- First, the active player discards their last played card (if any) face down on a discard stack and then plays a card from their hand face up to the left of the discard stack.
- When playing cards, the previously played card determines the colored region you're affecting, and the currently played cards determines the order (action type) you are resolving.
- For your first card played (when there are no cards in your discard) you can affect any colored region of your choice since there are no discarded cards. However, you must declare a region that you will be affecting before resolving an order.

  *Note: **regions** are the comprised of like colored **areas**. A player must make announcements affecting the larger, like-colored regions, but need not specify what areas they're affecting.*
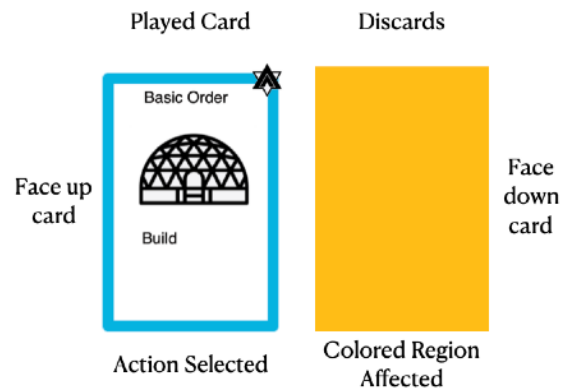
Types of basic orders:

- **Launch shuttle:** using the box stood vertically, hold the lunar lander at least that high up and drop the lunar lander onto the board. It will then land either in the region you declared, in a differently colored region, or off the board. Use the arrow on the lander to determine which area it lands in.
    - If you land in the declared region, place two astronauts from your supply in the area indicated by the arrow.
    - If you land in a region other than what you declared, place one astronaut from your supply in that area indicated by the area.
    - If you land off the board, utilize the markings on the side of the map which indicate where the map wraps to. However, if the lunar lander is more than one card's length away from the edge of the board, it is considered out of bounds and the turn is forfeited without placing any astronauts.
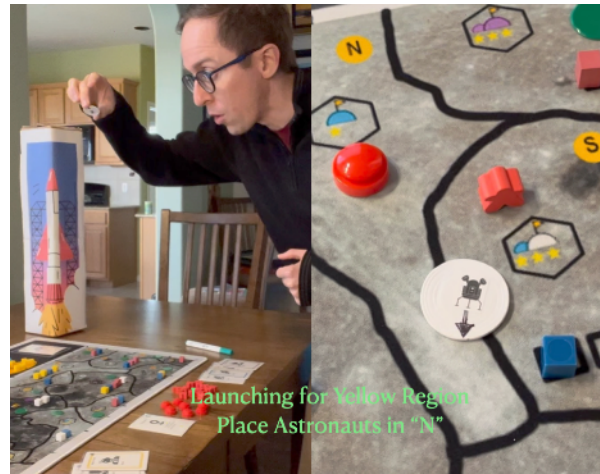
- **Move**: move any number of your astronauts into, out of, or within the specified colored region. Each astronaut may move one space. When you move into an undiscovered space, take the face down exploration token and put it aside until game end scoring.
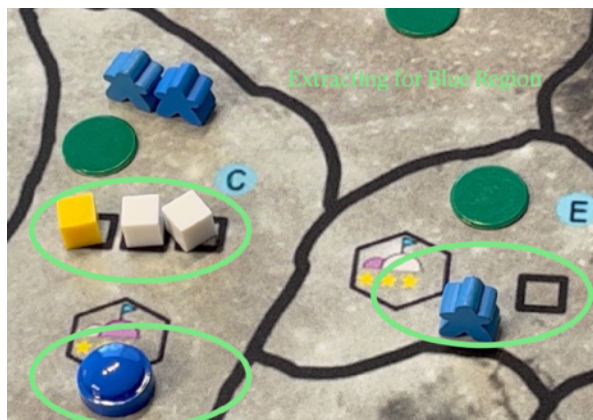

Player extracts from blue region. They take 2 cubes of their choice from "C", none from "E", and then also take a blue oxygen cube from the supply for region C because they have a lunar colony there.

•**Extract resources:** There are four types of resources: hydrogen, oxygen, carbon, and iron. for each astronaut in the matching region, extract one resource from the area they're standing in. If there are no resources on the board in the area the astronaut is in, none are collected. Additionally, for any lunar colonies built in the region, you may take one from the supply that matches the colored region if there are any left in the supply. There is no limit to the number of resources you may hold at one time.

- **Build a lunar colony:** Each astronaut in the matching colored region may build a lunar colony if they can spend the resources specified in the area; however, each area may only hold one colony. Spent resources are returned to the box.
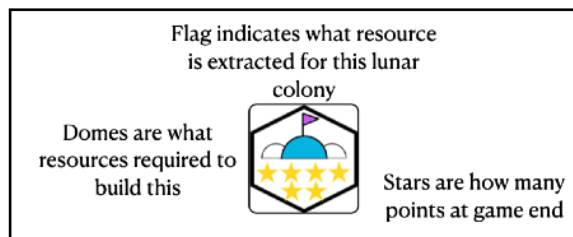
B Picking up cards:
Pick up all cards you played onto the table and put them into your hand. Also choose any face up advanced order card from the card row and add it to your hand.

Advanced orders: the advanced orders are modified basic actions. The possible variations include:

> **Improved orders:** Like a basic order but somehow better, such as "launch an astronaut without dropping the lunar lander" or "build for 1 less resource."
> **Flexible orders:** Some will give you flexibility such as card that say "extract or move"
> **Wild orders:** Some orders will be wild colored thus allowing you regional flexibility on your next turn.

Game End:

The game ends when one player empties their supply of astronauts or domes. Play until all players have had an equal number of turns and score according to the following:

Objectives: there are 4 different objectives, each repeated once. At the beginning of the game, you will be dealt a private objective and one objective will be shared by all players. The four different objective types are:

- "1/2 leftover resources" look at any unspent resources. Gain 1 point for every 2 left over and round up.
- "1 / your connected domes" gain 1 point for your largest grouping of adjacently connected area domes.
- "1 / region with your majority of astronauts" gain 1 point for every region where your astronauts are the majority. If tied, you do not get the point.
- "1 / advanced order" look through your hand and played cards for advanced orders you acquired and score 1 point per advanced order you have

Exploration: players will reveal all their face down exploration tokens and gain points equal to their numerical value

Lunar colonies: gain points equal to the star value for each lunar colony you have on the board.

The player with the most points is the winner. In the case of a tie, whoever has placed the most astronauts is the winner.