MOON BASE

ムーンベース

Components

Ring Modules

[Large Rings]
Silver 8
Gold 8
Navy 8

[Small Rings]
Silver 8
Gold 8
Navy 8

Settlements
Silver 6
Gold 6

Resource Bases
Silver 6   Gold 6

Mobile Research Tower 1
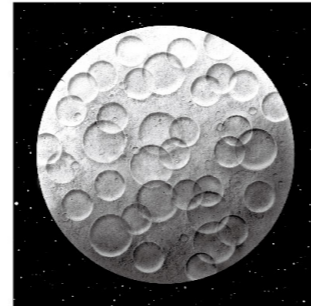
Earth Marker 1
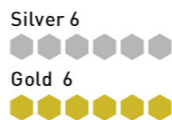
Construction Support 10

Game Board 1

Summary & Score Sheets 2
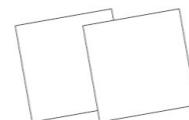
Score Markers
Silver 1   Gold 1

Prologue

In year 20XX, more than half a century after humanity first landed on the moon with the Apollo project, countries initiated a cooperative "Moon Base" project. Setting the mobile research tower in the center of the development scheme, a 6-year Moon Base development plan utilizing the ring modules was about to be set in motion.

Objective

There are 6 rounds in this game of Moon Base development. Players draft and place the "ring modules" on craters and on top of each other to establish their lunar settlements. Utilize the three colors of the ring modules effectively to make your color gain the upper hand. At the end of each round, players earn points by placing settlements and resource bases. Transfer the mobile research tower wisely and try to aim for the bonus points available at the end of the 6th round. The player with the higher point total at the end of the game is the winner!

Preparation

Pile up the ring modules (hereafter referred to as "large rings" and "small rings") as shown in the illustration and place them alongside the game board. It's best to shuffle the rings in the box and choose them without looking inside when you make the piles.

· Large Rings
6 Rings × 4 Piles
· Small Rings
6 Rings × 4 Piles
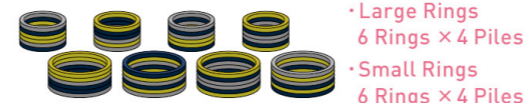
Decide the starting player in whatever way you like.

If you are playing second, decide which color (gold or silver) you will be playing for. When you do this, you may check the status of the piles of rings created earlier. Then, the same player places the mobile research tower (hereafter referred to as the "research tower") on an arbitrary large crater on the game board.

※The navy rings are neutral rings. They don't belong to either of the players.

Each player takes 6 settlement pieces (the large hexagons) and 6 resource bases (small hexagons) of their own color to their side.

Place the earth marker in front of the starting player, and you are ready to begin the game.

Order of Play

There are 1 to 3 phases in each round, and the players compete in 6 rounds.

1 **Selection of ring modules**
2 **Placement of ring modules**
3 **Building settlements or a resource base**
Pass the earth marker
(Switching the starting player of the round)
× 6 Rounds
4 **Game End & Point Calculation**
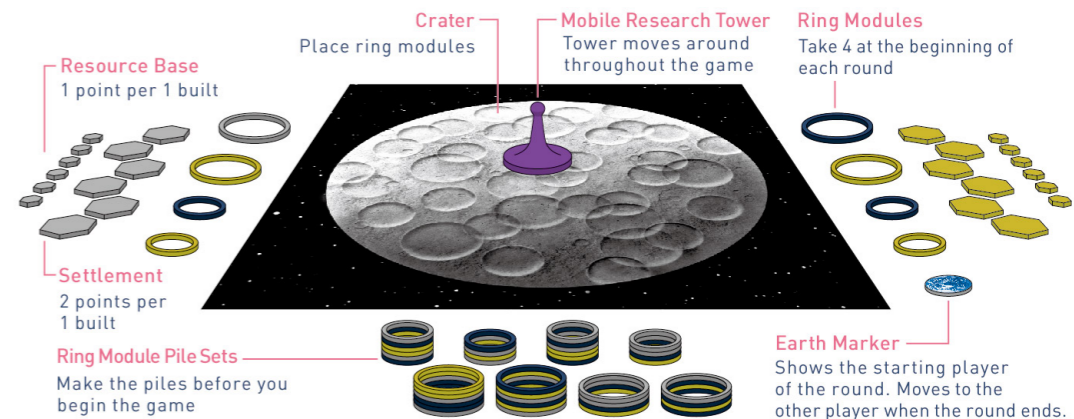
1 Selection of ring modules

To begin each round, the players each choose 2 large rings and 2 small rings from the piles and keep them in hand.

The starting player first chooses 2 large rings. Then the player going second chooses 2 large rings.

Next, the players choose 2 small rings from the piles in the same order as above and keep them in hand.
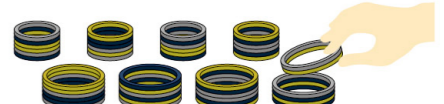
When you take the rings, you must take two rings on top of each other from the top of the pile together. As long as you are taking two rings on top of each other together, you can pick from any pile (even from the same pile your opponent has chosen right before you).

The 4 large & small rings you have chosen should be lined up on your side and visible to your opponent.

Resource Base
1 point per 1 built

Settlement
2 points per
1 built

Ring Module Pile Sets
Make the piles before you begin the game

Crater
Place ring modules

Mobile Research Tower
Tower moves around throughout the game

Ring Modules
Take 4 at the beginning of each round

Earth Marker
Shows the starting player of the round. Moves to the other player when the round ends.

2 Placement of ring modules

From the starting player, pick 1 ring from the 4 rings in hand and place it on the moon. There are two ways to place your ring: placing it on a crater, or stacking it on top of two rings. You may choose whichever way you wish if the situation allows you to make the move. Repeat this action alternately with your opponent, using 4 rings each, 8 rings together.

A Placing your ring on a crater

When taking this action, the size of the ring and the crater must be the same.

◎OK! Large Ring
◎OK! Small Ring
✕BAD! Cannot place on a crater where the mobile tower is overlapping
✕BAD! Size is not matching
◎OK!
✕BAD! Another ring is already on the overlapping crater
◎OK! You may use craters at the edge of the board

When there are overlapping craters, whoever takes one of them quicker takes it and the ring occupies all overlapping craters. The craters cut off at the edge of the board can also be used to place rings.

When starting the game, the research tower is placed on an arbitrary large crater, and the players are not allowed to place their rings on this crater. If the tower moves out of the crater during the game, you may then use this crater to build your ring modules.

B Stacking your rings

You can stack either the large ring or the small ring over two rings if your ring has the same color as one of the two rings underneath. The two rings underneath can be of any size, and if they are on a equal height, at any level.

◎OK! ◎OK! ◎OK!
◎OK! You can stack up to any level!

When you place a **large ring** on top of two rings of differing colors, and if your ring has the **third color** among the three, your ring makes the "collabo ring." It triggers the transfer of the mobile research tower to this "collabo ring."

When the large ring has the third color, it becomes the 'collabo ring'!
Move the research tower to the collabo ring

◎OK! ➤ ◎YES!

You can place any of your large rings as a collabo ring. The mobile research tower moves around the game board each time a new collabo ring is created, throughout the game.

※ Even if you can validly create a collabo ring, if the research tower falls down without good balance, put the research tower back to its original point and find a new location to place your saigo.


※ You can stack a collabo ring on top of either large rings, small rings, or the combination of both.

※ You may not place other rings on the collabo ring while the research tower is there.

✕BAD!

Caution 1 You may not stack a ring in the following cases. If the 2 rings below have the same color, you cannot stack a ring with a different color.

✕BAD! ✕BAD!

Small rings cannot be stacked as a collabo ring (as the research tower cannot be transferred there).
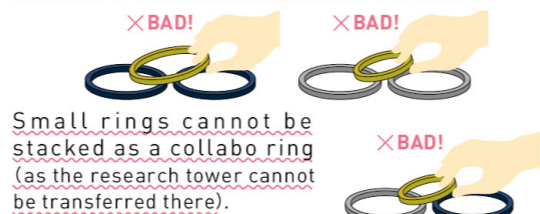
Caution 2 When you stack rings, there must be a visible space between the inner rims of the rings underneath and the ring on top. If you see a space, you are free to place it at any position.

◎OK! ✕BAD!
Valid if there is visible space
Invalid if no space
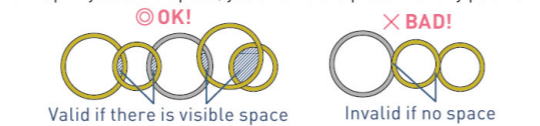
Caution 3 A ring cannot have 3 supporting rings underneath.

✕BAD!

Caution 4 You cannot place a ring in a way that it is inserted underneath already stacked rings. However, if there is a large enough gap and if it is not touching the above rings, you may place it in this way.

Touching already placed rings
◎OK! ✕BAD!

---

3 Building settlements or a resource base

Once the players finish placing all their rings, build a "settlement" or "resource base" on the game board depending on how the ring modules have been placed.

A Building settlements (large hexagons)

Check the status of the ring placement. If you find empty large rings of your color on the 2nd level or above with no rings stacked on top of them, place 1 settlement of a matching color on each of these rings.

Place a settlement on a large ring at 2nd level or above
You cannot build a settlement in a ring on the 1st level
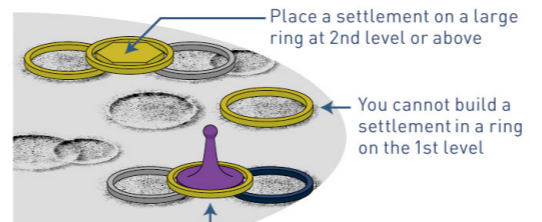
If there is a large ring with a research tower, you cannot place a settlement there, but once the tower moves to a new location in a later round, it becomes open again and available for settlement placement.

※ Place a settlement on every empty large ring that satisfies the conditions.

※ You may place rings on top of rings with settlements.

If you cannot build the settlement with balance

When you are building your settlement but find it hard to balance it at the location, you may use the "construction support."

Construction Support ◎OK!
✕BAD!
※ You may not use the construction support for placement of rings.

B Building a resource base (small hexagon)

If you could not build any settlement at the end of the round, place 1 resource base on one of the unoccupied craters (large or small). Craters occupied by resource bases will no longer be available for a ring placement in later rounds.

◎OK!
◎OK!

※ You cannot have both a ring and a resource base on the same crater.

✕BAD!

How to place a resource base on the crater

You may not build your resource base in a way that it bridges over two craters. You must clearly locate it on either of the two overlapping craters.

◎OK! ◎OK!

※ You may place your ring on an empty crater with an overlapping crater that has a resource base on it. You may also place your resource base on a crater with an overlapping crater with a ring.

Placing a ring above a resource base

You may not place your ring in a way that it physically touches the resource base; however, if it doesn't, you are free to place it right above.

Pass the earth marker to begin next round

Each round has a new starting player. To distinguish between the players who is the starting player of the round, pass the earth marker to your opponent at the end of each round.

4 Game End & Scoring

Once you finish building in the 6th round, the game is over. Players calculate points, and whoever has the higher total point is the winner!
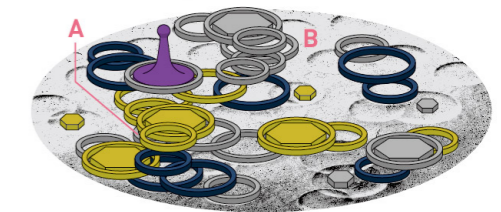

Example point calculation

Gold 10 Points
Settlements: 3× 2 pts = 6 Points
Resource Bases: 2× 1 pt = 2 Points
Highest Ring: 2 Points (4th Level)〈A〉

Silver 11 Points
Settlements: 2× 2 pts = 4 Points
Resource Bases: 2× 1 pt = 2 Points
Most Rings Connected: 2 Points (6 Rings)〈B〉
Ring with Mobile Research Tower: 3 Points

A B

※ If the points are tied, the player going second in the 1st round wins.

※ If navy alone qualifies for the condition of any of the bonuses, neither of the players acquires the bonus. However, if you are tied for 1st place, you will receive the bonus point (same when gold and silver are tied).

※ To be deemed as connected, rings have to be stacked on top of each other.

Not connected

You lose points for rings unplaced on the board!

If you cannot place a ring at any of your turns during a round, you must pass the turn. The ring that remains unplaced at the end of the round should be kept with you until the end of the game, and will count as 1 negative point when you calculate points.