



BENOIT TURPIN & ALEXIS ALLARD



ANNE HEIDSIECK

# Welcome TO THE MOON



## RULEBOOK

GAME OVERVIEW.....	2
COMPONENTS.....	3
STANDARD RULES.....	4
ASTRA SOLO MODE.....	7
ADVENTURE #1 - THE LAUNCH.....	10
ADVENTURE #2 - THE JOURNEY.....	13
ADVENTURE #3 - THE COLONY.....	16
ADVENTURE #4 - THE MINE.....	19
ADVENTURE #5 - THE DOME.....	22
ADVENTURE #6 - THE VIRUS.....	25
ADVENTURE #7 - THE ESCAPE.....	29
ADVENTURE #8 - THE BATTLE.....	32



# GAME OVERVIEW



*"Citizens of Earth, we are facing a dire situation. Our planet is doomed. The fate of humanity is in your hands... It is no longer about preserving our way of life or our economy. Now, it is a struggle for our very existence. And our survival depends on our capacity to conquer the Moon. This conquest, this last hope of survival, we entrust it to you. You'll be in competition with each other in order to give us the best chances of success. You will write a decisive page of our History by saving us all.*

*Welcome to the Moon!"*

Excerpt from the address of Katalin Nelson Blue, the first president of the Human Alliance.

*Welcome to the Moon* is the last episode of the *Welcome to...* trilogy of games. After the residential housing estates of the 1950s, after the casinos of the 1960s, you will aim to conquer space...

*Welcome to the Moon* is an evolving and narrative flip & write game. It contains 8 different Adventures that form a complete story with an increasing difficulty level. You can play these 8 Adventures independently, or successively to play out your story.



## EVOLVING CAMPAIGN MODE

The **Campaign Book** will let you discover *Welcome to the Moon* by playing its 8 Adventures in order, from the 1st to the 8th. Moreover, during each campaign, you will influence the course of events thanks to **Campaign cards**, and therefore create a different story each time. *Welcome to the Moon* is an evolving game but stays absolutely replayable, because none of the components is destroyed from one game to another, nor permanently modified.

To play a campaign, first, you need to read the **standard rules**. Then take the **Campaign Book** that will guide you step by step. We suggest that you start with the **introduction campaign** in order to gradually discover the rules of each Adventure.

At the end of each Adventure you can save your progress. And you will receive stars depending on your result. The player with the most stars at the end of the campaign will be the winner.

## ADVENTURE MODE

You can also play each of the 8 Adventures separately. To play an Adventure, you must first read the standard rules. Then pick an Adventure and read the specific rules of this Adventure.

The player with the most points at the end of the Adventure is the winner.









# COMPONENTS

NOTE: All cards have an identification number that serves no purpose during the game.

## ◆ 63 Starship cards

Front: the Starship number / Back: the Action.  
Number side: 2x "1/2/14/15 cards", 3x "3/13 cards", 4x "4/12 cards", 5x "5/11 cards", 6x "6/7/9/10 cards" and 7x "8 cards".

Action side: 14 robot  / energy  / plant  cards, 7 water  / astronaut  / planning  cards.

Identification numbers: 1 to 63.



## ◆ 48 Mission cards

6 Mission cards for each of the 8 Adventures.  
There are 3 different types of cards: mission A, B or C.

Front: mission initiated / Back: mission accomplished

Identification numbers: 64 to 111.



## ◆ 6 dry-erase markers

## ◆ 11 cards for the ASTRA Solo mode

Identification numbers: 112 to 122.

### 3 ASTRA Effect cards

### 4 ASTRA Opponent cards

Dry-erase on both sides.

### 4 cards ASTRA Adventure

Dry-erase on both sides.



## ◆ +🌀+ 1 dry-erase Captain card

For Adventure #8 and the Campaign mode.

Identification number: 123.



## ◆ +🌀+ 97 cards for the Campaign mode

**WARNING:** Please do not look at them unless you are invited to...

Identification numbers: 124 to 220.

## ◆ This rulebook for the Adventure mode and the Solo mode

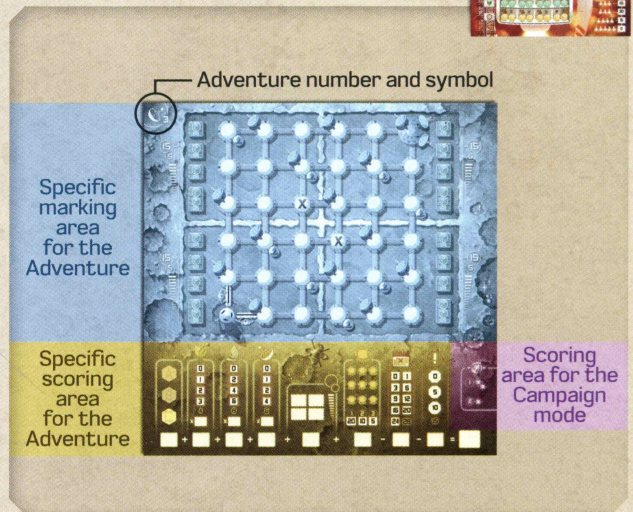


## ◆ +🌀+ 1 Campaign book for the Campaign mode



## ◆ 24 double-sided dry-erase Adventure sheets

4 sheets per player with a different Adventure on each side: 8 Adventures numbered from 1 to 8.





# STANDARD RULES

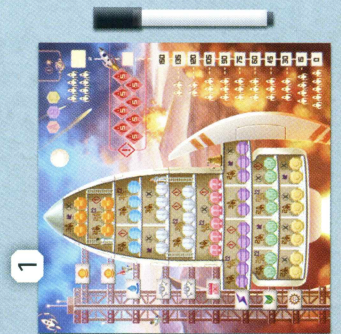
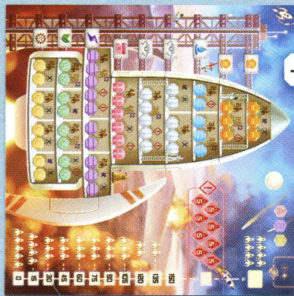
The 8 Adventures are all played with the same Starship cards (numbers/actions). However, the way you play will be different from one Adventure to the next...

The following standard rules are valid for all Adventures. And each Adventure gets its own specific set of rules that will be explained later on. We suggest that you do not read them all, but instead discover them gradually as the story progresses.

In case there is a specific rule for the Adventure that contradicts the standard rules, the specific rule for the Adventure takes priority.

## SET UP

- 1 Take **1 dry-erase marker** and the **Adventure sheet** on the side that was chosen for this game. The Adventure sheets are numbered on the top left corner. All the other sheets and markers are put back in the box.
- 2 Take the **Mission cards** that match the chosen Adventure. The Missions cards are numbered on the top right corner. Among these cards, select 3 of them: 1 Mission A card, 1 Mission B card, and 1 Mission C card. Place these 3 cards in the middle of the table, mission initiated face up. All the other Mission cards are put back in the box.
- 3 Shuffle the **Starship cards** and split them into 3 equal draw piles in the middle of the table, number face up.





## GAME TURN

A game is played in successive turns. Each turn is made up of the following 6 phases.

### 1 - FLIP 3 STARSHIP CARDS

At the beginning of each turn, the top card of each draw pile is flipped and placed in front of its pile, action face up.

This way, each turn, you get 3 new number/action combinations. Flipped cards are stacked in 3 discard piles.

When you flip the last card of each draw pile, shuffle separately the 3 discard piles in order to form 3 new draw piles of cards, number face up.



### 2 - PICK A NUMBER/ACTION COMBINATION

The players' turn is simultaneous: each player individually picks one of the three available combinations and applies the results on their sheet. Several players can therefore pick the same combination.

### 3 - WRITE DOWN A NUMBER (COMPULSORY)

You must write down the number of the combination you picked in an empty space of the marking area of your Adventure sheet. These spaces are grouped in different zones depending on the Adventure you are playing. In each zone, the numbers must be placed in ascending order from the lowest to the highest. A number can never appear twice in the same zone.



Note: In a zone, you can leave as many empty spaces as you wish between two numbered spaces, then fill them later on, as long as you keep respecting the ascending order.

Likewise, you can skip some numbers (for instance: put an 8 just after a 6).

If you can write down at least one of the 3 available numbers, you must pick this combination. If you cannot write down any of the 3 numbers, then you must cross off 1 **System Error** box in the scoring area of your sheet, and you cannot perform any action this turn. You must cross off the System Error boxes from top to bottom.



### 4 - USE THE ACTION (OPTIONAL)

You can use the action of the combination that you picked, as long as you have filled in a space of your sheet with the number of the combination.

Reminder: An action is always optional!

### THE ACTIONS

You will always perform the same 6 actions, but in different ways depending on the Adventure you will be playing. Here are the general instructions for each action, then you will find important details for each of them in the specific rules for each Adventure.



**The Robot action** allows you to connect, build, cut or explore different parts depending on the Adventure you are playing.



**The Water and Plant actions** allow you to collect resources and earn points or bonuses, but only if you write the number associated with them in specific spaces of your Adventure sheet.

Note: You can always write down a number associated with a Water/Plant action, outside of the intended spaces, and conversely, you can write down a number associated with another action in a space intended for a Water/Plant action. But in both cases, you cannot perform the Water/Plant action.



**The Energy action** allows you to improve other actions or their values.





**The Astronaut action** allows you to modify the value of the number of the chosen combination, before you write it down, by adding or subtracting: -2, -1, 0, +1, or +2. This way you can get a 0 with a number 1 or 2. However you cannot go below 0. You can also get a number higher than 15 (16 or 17). Moreover, depending on the Adventure, this action will also give you additional bonuses. So it can be interesting to use the Astronaut action even if you do not modify the number, in order to get these bonuses.



**The Planning action** allows you to fill in an additional space on the same turn, besides the space in which you have written down the number of your combination. To do that, you can write down an X in an empty space of your choice. This way, you can have a series of numbers like this: 2-4-X-5-6. Moreover, depending on the Adventure, this action can also give you either penalties or additional bonuses.

**Note:** The spaces filled in with X are considered numbered spaces.

## 5 - INCIDENTS

Some effects or consequences that can be triggered during the different Adventures are resolved at this moment.

## 6 - ACCOMPLISH A MISSION (OPTIONAL)

The 3 Mission cards are objectives that have been given to you by the Human Alliance. Each Adventure has different missions that are explained in the specific rules to each Adventure. The first players to fulfill, in the same turn, the requirements of the mission can accomplish it. They write the highest value of the Mission card in the corresponding A, B or C space on their sheet.



Then the Mission card is flipped on the mission accomplished side.

From now on, those who accomplish the mission in a future turn will then get its lowest value.

You can only accomplish each of the 3 missions once during the game. When you have accomplished a mission, you keep the points you earned, even if you do not meet the requirements anymore later on.



## END OF THE GAME

The game ends at the end of a turn if one of the players has:

- ▶ accomplished **all three** **and** **Missions.**
- ▶ crossed off all the **System Error** boxes on their sheet.
- ▶ filled in **all the spaces** of the marking area on their sheet with numbers or X.

Add up the points of your accomplished missions and the points for each scoring field (Water, Plants...). Lose points for your System Errors: by subtracting the first visible value from your total or, for the first Adventure, by subtracting the sum of all your System Errors. The player with the most points is the winner of the Adventure. In case of a tie, the player with the least System Error boxes crossed off is the winner. In case of another tie, you share the victory.

In **Campaign mode**, you receive stars for each Adventure, depending on your achievements. Then you can move on to the next Adventure, by reading the next chapter in the **Campaign Book**.

**General note:** In all the cases of tie, the points for the first place are awarded to all first players. Then all the second players are awarded the points for the second place, and so on.



# ASTRA SOLO MODE

The private space agency ASTRA (Astral Space Technology & Robots by Alexis Inc.) is your main competitor in this space race. Its goal is to take over the most profitable resources and to proclaim its own law. This is unacceptable. We are counting on you!

All the standard rules and the specific rules for each Adventure apply normally, with the following changes. You will also have additional rules depending on the Adventure you play, in the corresponding sections.

## SET UP

1 Pick an **ASTRA Opponent Card**. The number next to their name shows the difficulty level (1 = easy). The bottom of the card shows the first part of the ASTRA scoring area.



2 Take the **ASTRA Adventure card** corresponding to the Adventure you play. The bottom of this card shows the second part of the ASTRA scoring area.

The top of the card shows how to get Solo bonuses in order to penalize ASTRA.

The card also shows an ASTRA Effect that will allow ASTRA to penalize you with the ASTRA Effect cards. These effects are different from one Adventure to another, and you will find their description in the specific rules for each Adventure. But you don't need to know more about it now.

ASTRA Effect

Adventure number

2nd part of the scoring area



Solo bonus

3 Place the **ASTRA Opponent card** and the **ASTRA Adventure card** on a line in order to create the ASTRA scoring area.



4 Shuffle the **Starship cards** and split them into 3 equal piles, with their action side face up. Shuffle all **three A, B and C ASTRA Effect cards** in one of the 3 piles. Then place the other 2 piles on top of it to form one draw pile of Starship cards, action face up.



## GAME TURN

- ▶ **Draw 3 cards:** On each turn, draw 3 Starship cards. If you draw one ASTRA Effect card, you must resolve it immediately (see further: ASTRA Effect cards). Then, place the ASTRA Effect card in your discard pile, and draw a new card, in order to have 3 Starship cards.
- ▶ **Use 2 cards:** Pick and use 2 of your 3 Starship cards, one for its number and one for its action. Then place these 2 cards in your discard pile.
- ▶ **Give 1 card to ASTRA:** At the end of the turn, give your third unused Starship card to ASTRA, by placing it aside, action face up. This way, you will form a pile of Starship cards that will earn points to ASTRA at the end of the game. You can check this pile of cards at any time. If you have enough space, sort the cards you give to ASTRA by action type. This will ease the calculations at the end of the game.

If you cannot write down any number of the 3 Starship cards, you have to cross off a **System Error** box (⚠). You still have to select one card to give to ASTRA and place the other two cards in your discard pile.



The first time that your draw pile of Starship cards is exhausted, shuffle only your discard pile with the 3 ASTRA Effect cards to form a new draw pile. The cards given to ASTRA do not come back into play. Then play on.

## ASTRA EFFECT CARDS

The ASTRA Effect cards have a different impact on the 1st time they are drawn and on the 2nd time.

① **On the 1st draw:** Each time you draw an **ASTRA Effect** card, either A, B or C, you must immediately apply the ASTRA Effect if possible. This effect is specified on the ASTRA Adventure card. It is different depending on the Adventure you play (see the specific rule of the corresponding Adventure).

② **On the 2nd draw:** After you have shuffled your discard pile and the 3 ASTRA Effect cards, whenever you draw again an ASTRA Effect card, either A, B or C, you must immediately apply the ASTRA Effect if possible.

Furthermore, you must immediately flip the corresponding A, B or C Mission card, on its Accomplished side. ASTRA does not earn points for that. But afterwards, when fulfilling this mission, you will not be able to get the maximum points.



## SOLO BONUS

The ASTRA Adventure card shows how to get Solo bonuses. You will get them through different ways depending on the Adventure you play (see the specific rule of the corresponding Adventure).

Each time you earn Solo bonuses, circle them on the ASTRA Adventure card. You can use them immediately, or later in the game.



A Solo bonus allows you to avoid giving a card to ASTRA. To do that, whenever you want, cross off an already circled Solo bonus. Then instead of giving ASTRA the third Starship card that you have not used, discard it permanently and put it back in the box. This way, ASTRA will not earn any point with this card at the end of the game.



## END OF THE GAME

- ▶ If you can not draw 3 Starship cards, because the draw pile is exhausted for the 2nd time, the game immediately ends.
- ▶ The game also ends at the end of the turn when **you** trigger one of the three end game conditions from the standard rules: you either have **accomplished the 3 missions**, or you have crossed off **all the System Error boxes** of your sheet, or you have filled in **all the spaces of the marking area** of your sheet.

To calculate the ASTRA score, for each type of action, write on the ASTRA Opponent card the number of Starship cards you gave them. Then, multiply these numbers with the value specified for each type of action.

Example: Katherine earns 2 points for each Robot card. So, if you have given her 7 Robot cards, she earns 14 points with the robots.

Tip: The actions with red values are those that earn ASTRA the most points. Avoid giving them too many. Conversely, the actions with green values earn them fewer points.

There is a fixed value on the ASTRA Adventure card that you must add to the ASTRA score. Furthermore, ASTRA earns points depending on the level of the ASTRA Opponent card: on the ASTRA Adventure card, write in the triangle the level number of the ASTRA Opponent you are playing against, then multiply this number by the specified value underneath.



Example: You play the Adventure #2 against Katherine (level 1): at the end of the game Katherine earns 5 points as well as  $1 \times 1 = 1$  extra point.



### IMPORTANT

To discover the game in the best conditions, we suggest that you stop reading the rules here.  
Open the Campaign Book to start the introduction campaign.  
This scenario will allow you to gradually discover the rules and the stories of each Adventure.



General note: The Adventure rules that follow only mention the modifications or add-ons to the standard rules. So you must apply the standard rules and refer to the particularities of the Adventures when necessary.



# ADVENTURE #1: THE LAUNCH

Asteroids have been hitting Earth for weeks and the situation is getting worse every day. You must leave Earth. For that, you must get a rocket ready as quickly as possible to go and colonize the Moon before it is too late. You must load equipment onto the different floors of the rocket according to its plan. This is a race against time and we are counting on you to launch your rocket before the others.

The board game board for "Adventure #1: The Launch" features a central rocket with 8 floors, a launch pad on the left, and a progress track on the right. The rocket floors contain various icons and numbers. The launch pad has icons for fuel, water, and other resources. The progress track shows rocket icons and numbers from 15 to 150. A red box highlights a critical path with warning icons and numbers 2, 5, 7, and 8.

Floor	Icons	Numbers
8	Yellow cubes, warning icon	6
7	Yellow cubes, warning icon	4
6	Yellow cubes, warning icon, blue cubes	8, 10, 15
5	Yellow cubes, warning icon, blue cubes	3, 6
4	Yellow cubes, warning icon, blue cubes	3, 6
3	Yellow cubes, warning icon, blue cubes	3, 6
2	Yellow cubes, warning icon, blue cubes	3, 6
1	Yellow cubes, warning icon, blue cubes	3, 6

Progress	Icons	Numbers
150	White rocket icon	150
135	White rocket icon	135
120	White rocket icon	120
105	White rocket icon	105
90	White rocket icon	90
75	White rocket icon	75
60	White rocket icon	60
45	White rocket icon	45
30	White rocket icon	30
15	White rocket icon	15



## GAME TURN

### 3 + 4 - WRITE DOWN A NUMBER USING THE ACTION (COMPULSORY)

There are 9 floors in the rocket. Each floor is an independent zone that must be numbered in ascending order from left to right.

In this Adventure, you won't perform any action. That means that none of the 6 actions has any effect. Each floor is tied to one of the action symbols (Astronaut, Water, Robot...). The actions only serve to show you where you can write down the number of the combination. So, each turn, you must write down a number on the floor tied to the action associated with that number.

The first floor, at the bottom of the rocket, is a Wild action floor, where any number can be placed, whatever the action of the combination, as long as the ascending order is respected.

Example: With a combination "6/Astronaut", you can write down the 6 on one of the two floors with astronauts or on the Wild action floor ①.

**System Error:** If you cannot write down any number during a turn, circle one of the System Error box (in no particular order) instead of playing ②.

Be careful, you will need to cross off each System Error previously circled with an Active Rocket effect, before being able to launch your rocket.

### THE QUARTER EFFECTS

Each floor of the rocket has one or more quarters separated with partition walls. As soon as you complete a quarter of a floor, having written down a number in each space of the quarter, apply its effects immediately. We suggest that you cross off the effects one by one before using them to avoid missing a sequence ③.

**X Building effect:** You can write an X in an empty space of your choice, which allows you to complete quarters faster ④.

**Rocket Activation effect:** There are Active and Inactive Rockets (see the symbols opposite). With the Activation effect, fill in the arrow of an Inactive Rocket in order to activate it, in any quarter that is not fully numbered ⑤.

**Active Rocket effect:** Each Active Rocket gives a number of rockets that you must cross off in the scoring area on the right. Start with the bottom line, then go up, line by line. As soon as you finish a line, cross off the scoring box at the end of the line. **Then**, you will be able to cross off your circled System Error boxes. Finally, if you still have some rockets to cross off, cross off the rockets next to the final scoring space ⑥.

**Sabotage effect:** During phase 5, announce a Sabotage. Your opponents must circle a System Error on their sheet, then cross off the same Sabotage symbol that you have just triggered. Your opponents will no longer be able to trigger it themselves. If several players trigger the same Sabotage of the same floor in the same turn, then this Sabotage does not impact those who have triggered it, and impacts the other players only once. If you trigger several Sabotages, they will be dealt with independently. Before being able to launch, you must cross off all the System Error circled with the Active Rocket effects ⑦.

### 5 - INCIDENTS: TRIGGER SABOTAGES

The Sabotage effects are announced and triggered at this moment of the turn.

### 6 - ACCOMPLISH A MISSION

In this Adventure, an accomplished mission does not earn you points at the end of the game, but gives you an **Active Rocket effect** that allows you to immediately cross off in your scoring area the number of rocket symbols specified on the card and/or System Error circled boxes. As soon as you accomplish a mission, you must cross off the corresponding mission space on your sheet ⑧.



Active Rocket



Inactive Rocket



Rocket Activation

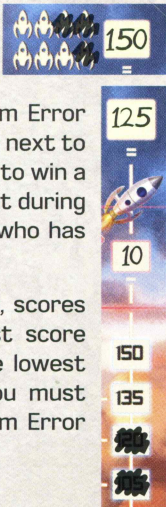


## END OF THE GAME

The game can end either with **one of the 3 end conditions** from the standard rules, or **as soon as a rocket is launched**.

To launch your rocket and win the game, at the end of the turn, you must have crossed off all the rockets below the 150 scoring box, as well as all the System Error boxes circled on your sheet. The 8 rockets next to the final scoring space can be crossed off to win a tie (9): if several players launched a rocket during the same turn, the winner is the player who has crossed off the most of these rockets.

In case of a standard rules end condition, scores are tallied, and whoever has the highest score is the winner. Your score is equal to the lowest rocket score still visible, from which you must subtract 5 points for each circled System Error box that hasn't been crossed off.



## THE MISSIONS



Number the 3 Astronaut & Water floors completely.



Number the 3 Robot & Planning floors completely.



Number the Energy floor completely.



Number the Plant and Wild floors completely.



Write down 10 X with the Building effects.



Have 5 System Error boxes circled and not crossed off.

## ASTRA SOLO MODE

Before starting the game, on the ASTRA Adventure card #1, cross off all the boxes with a blue number higher than the level of the ASTRA Opponent against whom you are playing.

**Example:** If you play against Katherine (level 1), you must cross off all the boxes numbered from 2 to 8.

You will not tally up ASTRA's score at the end of the game, because during the whole game you will use the scoring track on the ASTRA Adventure card. Each time you give a Starship card to ASTRA, immediately cross off the number of boxes corresponding to the action type, as specified on the ASTRA Opponent card. You must cross off the boxes from left to right, starting with the top row.

**Example:** If you play against Katherine, when you give her a Robot card, you must immediately cross off 2 boxes on the ASTRA scoring track.

As soon as you cross off its last box, ASTRA launches its rocket and wins the game with 150 points. Launch your rocket before ASTRA to win the game. If you launch your rocket during the same turn as ASTRA, it is a tie, unless you have crossed off one or more rockets next to the final scoring space. In this case, you win the game. If the game is over before either rocket is launched, compare your score with ASTRA's to figure out who is the winner. The ASTRA final score is the lowest visible score on its score track.

**SOLO BONUS:** Each time you trigger a Sabotage effect, circle 1 Solo bonus on the ASTRA Adventure card.

**ASTRA EFFECT:** As soon as you draw an ASTRA Effect card, either A, B or C, select one Sabotage effect still available in your marking area and cross it off immediately. From now on, this bonus is no longer available for you. In addition, circle 1 System Error immediately.



# ADVENTURE #2: THE JOURNEY

Your rocket was launched just in time. But the journey to the Moon will not be easy. You must set the course of your rocket, carry out trajectory corrections at the right time, plan the stirring of the water tanks, and prepare the plants on the space stations so that you can retrieve them with the robots. We count on you to optimize this journey so that you'll land on the Moon in the best possible conditions.

The board features a central path of hexagonal tiles connecting Earth to the Moon. Various icons and numbers are placed along this path and in surrounding areas:

- Top Left:** A circular icon with a '2' and a grid of 10 icons (5 lightning bolts, 5 plants) with arrows pointing down to a dotted line.
- Top Right:** A circular path of hexagonal tiles with icons of a fish, a robot, and a moon, numbered 4, 5, 6, 4, 5, 6.
- Center:** A path of hexagonal tiles numbered 1 through 12, with icons of a robot, a water tank, and a plant. Some tiles have 'X' marks.
- Bottom Left:** A path of hexagonal tiles numbered 1 through 7, with icons of a robot, a water tank, and a plant. Some tiles have 'X' marks.
- Bottom Right:** A circular path of hexagonal tiles numbered 7, 8, 9, with icons of a robot, a water tank, and a plant. Some tiles have 'X' marks.
- Bottom Center:** A vertical stack of four colored boxes (red, purple, yellow, blue) with numbers 1, 2, 3, 4 and a plant icon. Below it is a water tank icon with a blue arrow and a robot icon.
- Bottom Right:** A vertical stack of four colored boxes (red, purple, yellow, blue) with numbers 1, 2, 10, 3, 5 and a robot icon. Below it is a robot icon with a lightning bolt and a star icon.
- Bottom:** A mathematical equation:  $\square + \square + \square + \square + \square - \square = \square$




## GAME TURN


### 3 - WRITE DOWN A NUMBER (COMPULSORY)

At the beginning of the game, the trajectory to the Moon is one long zone that you must number in ascending order from the Earth to the Moon. This trajectory is way too long to be numbered completely. As the game progresses, with the Energy action (see later on), you can split the trajectory into several smaller zones that you can number independently from each other (1).


**System Error:** For each of the first two System Error boxes that you cross off, you get one Energy in compensation: immediately circle an Energy symbol at the top of your sheet (2). If you have 2 circled Energies, you must immediately use them (see Energy action).

### 4 - USE THE ACTION (OPTIONAL)

 **Energy action:** The energy allows you to turn on the engines of your rocket, in order to create a boost to correct your trajectory. For that purpose, circle one Energy symbol at the top of your sheet (2). At the beginning of the game, you start with one energy already circled. Each time you have 2 circled energies, you must **immediately** cross them off, then divide a zone on your trajectory by drawing a line between 2 spaces of your choice, numbered or not. This line shows the end of one zone, and the beginning of another one. This way you will get shorter zones that you must number independently from one another (1).

 **Water Action:** It is important to stir the water tanks. If you have written down the number of your combination in a space with a water tank, then, with the Water action, you can circle that water tank (3).

Reminder: check the Water action note on page 5.

 **Robot action:** You must program the robots to retrieve the plants from the space stations. The stations are already connected to your trajectory by the robots, but you must activate them in order to retrieve

the plants and earn points. No matter where you have written down the number of your combination, with this action, you can circle a robot sent towards any station (4). The first players to circle all the robots of a station, during the same turn, can circle the highest multiplier (5). The other players must then cross off this multiplier and will be able to get only the lowest multiplier.



**Plant action:** You must organize the growing of the plants in microgravity in the space stations. These stations are connected to your trajectory by Robot symbols. With the Plant action, circle one plant in the station of your choice, as long as this station is connected to the zone where you have written down your number. At the beginning of the game, you can reach all stations from any space on your trajectory, because the 4 stations are connected to the one and only zone that makes up your trajectory. But gradually, through the use of the energies, you will split your trajectory in multiple separate zones. Thus, each station will be connected only to a specific zone, and a Plant action will only reach it if the number is written in this zone. **Note that you can circle the Plants of a station even though you have not circled all the robots for this station (6).**



**Astronaut action:** The Astronaut action allows you to modify the value of the number of the chosen combination, before you write it down (-2, -1, 0, +1, +2). Moreover, cross off 1 Astronaut symbol on the right side of your sheet. Whenever you have 2 crossed off Astronauts, circle a Wild Action symbol (7).



**Planning action:** The Planning action allows you to fill in a space with an X in addition to the number of your combination. Moreover, cross off 1 Planning symbol on the right side of your sheet. Whenever you have 2 crossed off Planning, circle a Wild Action symbol (8). Note that you cannot cross off a Planning symbol without writing down an X in an empty space.



**Wild action:** You can use a circled Wild Action symbol whenever you want (9). To use it, cross it off, then use any of the 6 possible actions **instead** of the one from your number/action combination.



## END OF THE GAME

At the end of the game, in addition to points earned for accomplished missions and penalty points lost for System Errors, tally up your points in each scoring area as follows:

### ► Plants:

For each space station, multiply the number of circled plants by the multiplier bonus that you have circled with the robots. Be careful, if you have not circled all the robots for a station, you will not score anything for it.



### ► Water tanks:

Add up the values of each circled water tank.

### ► Longest complete zone:

Score one point per numbered space for the longest complete zone (all numbered spaces) on your trajectory.



### ► The most zones complete:

Those who filled in the most zones on their course earn 20 points, the second ones earn 10 points, and the third ones earn 5 points. You do not earn any points if you do not have at least one complete zone.



Using the energy, create on your trajectory 2 zones of 6 numbered spaces.



Using the energy, create on your trajectory 3 zones of numbered spaces: 1 zone of 6 spaces, 1 zone of 4 spaces and 1 zone of 2 spaces.



Circle 6 water tanks.



Circle 4 consecutive water tanks on your trajectory.

## ASTRA SOLO MODE

At the end of the game, on your course, if the number of complete zones is higher than or equal to the number of sets of two Energy cards given to ASTRA, then you are in the lead, and you earn 20 points for your complete zones. Otherwise, you are second and you earn only 10 points. You do not earn any points if you do not have at least one complete zone. ASTRA does not receive any additional points for that.

**SOLO BONUS:** Whenever you get the highest multiplier from a space station, circle 2 Solo bonuses on the ASTRA Adventure card.

**ASTRA EFFECT:** As soon as you draw an ASTRA Effect card, either A or B, choose a space station with the highest multiplier still available on your sheet and cross it off immediately. From now on, you will only be able to get the lowest multiplier of that space station. The ASTRA Effect C card does not trigger the ASTRA Effect, but when you draw it on the 2nd draw, you must nevertheless flip the mission C card.

## THE MISSIONS



Circle a multiplier bonus for 3 different space stations with the robots.



Circle all the plants for 2 space stations. All the robots do not have to be necessarily circled.



# ADVENTURE #3: THE COLONY

Your rocket has landed on the Moon. You can now build the first lunar colony. You must construct buildings organized in rows and columns, as well as greenhouses for the plants, and water tanks. From the landing site, you also have to connect a network of parabolic antennas in order to observe the deep space. We count on you to maximize your colony to ensure its future development.

The board game interface includes the following elements:

- Central Grid:** A 6x6 grid of hexagonal cells representing lunar terrain. Buildings are placed on these cells. Some cells are marked with 'X', indicating they are unusable. Numbers in red circles are placed on specific cells, likely representing scores or values.
- Resource Tracks:** Five tracks at the bottom represent different resources:
  - Greenhouses:** 0, 1, 2, 3, 4
  - Water:** 0, 2, 4, 6, 8
  - Antennas:** 0, 1, 2, 4, 6
  - Energy:** 0, 1, 2, 3, 5
  - Calendar:** 1, 3, 6, 9, 12, 16, 20, 24, 28
- Calculator:** A grid of numbers and symbols for arithmetic operations:
 

	+		+		+		+		+		-		-		=	
--	---	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--



## END OF THE GAME


### 3 - WRITE DOWN A NUMBER (COMPULSORY)

In this Adventure, each building is a space to be numbered. Each row and each column of buildings forms a zone that you must number in ascending order. Each horizontal row of buildings must be numbered in ascending order from left to right. Each vertical column of buildings must be numbered in ascending order from bottom to top. When you write down a number on a building, you must make sure that this number is in the proper order in relation to the other numbers both in the same row and in the same column **1**.


The rocket at the bottom left side, and the observatory at the top right side are considered to be already numbered **2**. Moreover the two buildings marked with an X at the center of the colony are already constructed. So they are considered to be already numbered from the beginning of the game as well.

**The quarters:** The colony buildings are divided up into four quarters. The first players to write a number in all the buildings of one quarter, in the same turn, circle the highest bonus of 15 points **3**. The other players must then cross off this bonus, and will only be able to get the lowest bonus of 5 points.

### 4 - USE THE ACTION (OPTIONAL)

 **Water action:** If you write down the number of your combination in a building with a water tank, then with the Water action, you can circle that water tank **4**.

Reminder: check the Water action note on page 5.

 **Plant action:** You must build greenhouses in order to grow plants. For that purpose, circle one greenhouse in the same quarter where you have just written down the number of your combination **5**. You must circle

the greenhouses of a quarter from top to bottom. Each greenhouse will earn you 1 plant for the end of the game. The fourth greenhouse, which is larger, will earn you 2 plants.



**Robot action:** In order to dispatch the scientists and the equipment, you must create a network of pressurized tunnels connecting the buildings to one another. At the beginning of the game, you have already 2 tunnels built from the landing site of the rocket **6**. With the Robot action, draw a line on a tunnel to connect two buildings. These buildings do not necessarily have to be numbered. The line must start from a building already connected to the network. The network can branch out in multiple paths. As soon as a building with a parabolic antenna is numbered AND connected to your tunnel network, circle its antenna **7**. If you connect the observatory on the top right corner, immediately circle its 3 antennas.



**Energy action:** Using the energy, you can improve the greenhouses, the water tanks or the network of parabolic antennas. To do that, cross off one box in the scoring area of your choice: the plants, the water or the antennas **8**. You must first cross off the box with the lowest value, then the others from top to bottom.



**Astronaut action:** The Astronaut action allows you to modify the value of the number of the chosen combination, before you write it down [-2, -1, 0, +1, +2]. Moreover cross off 1 Astronaut symbol in the scoring area of your sheet **9**.



**Planning action:** The Planning action allows you to fill in a space with an X in addition to the number of your combination. Moreover, you must immediately cross off the available box with the lowest value in the Planning scoring area at the bottom of your sheet **10**. The Planning action is powerful to quickly establish your colony, but it will cost you some points at the end of the game.



## END OF THE GAME

At the end of the game, in addition to points earned for accomplished missions and penalty points lost for System Errors, tally up your points in each scoring area as follows:

### ► Plants, Water tanks and parabolic antennas:

Tally the Plant symbols in your circled greenhouses, the circled Water tanks and the circled antennas. Write down these numbers in their corresponding scoring areas. For each of these three fields, multiply that number with the lowest visible value in the corresponding scoring area.



### ► Complete quarters:

Write down and add up the bonuses that you have earned for your completed quarters.



### ► Astronauts:

The players who have crossed off the most astronauts earn 20 points, the second ones 10 points, and the third ones 5 points. You do not earn any points if you have not crossed off any astronaut.

### ► Planning:

Subtract the lowest value still visible in the Planning scoring area.

## THE MISSIONS



Number all the buildings in 3 vertical columns.



Number all the buildings in 3 horizontal rows.



Using the robots, connect the tunnel network to the observatory in the top right corner of your sheet.



Circle all the parabolic antennas in 2 quarters.



Circle enough greenhouses in order to have 10 plants.



Circle all the water tanks in 2 quarters.

## ASTRA SOLO MODE

At the end of the game, if your number of crossed off astronauts is higher than or equal to the number of Astronaut cards given to ASTRA, then you are in the lead and you earn 20 points. Otherwise, you are second and you earn only 10 points. You do not earn any points if you have not crossed off at least one astronaut. ASTRA does not receive any additional points for that.

**SOLO BONUS:** Whenever you get the highest bonus of 15 points by numbering all the buildings of a quarter, circle 2 Solo bonuses on the ASTRA Adventure card.

**ASTRA EFFECT:** As soon as you draw an ASTRA Effect card, either A or B, choose a quarter with the highest 15 points bonus still available on your sheet, and immediately cross it off. From now on, you will only be able to earn the 5 points bonus by numbering this quarter. The ASTRA Effect C card does not trigger the ASTRA Effect, but when you draw it on the 2nd draw, you must nevertheless flip the mission C card.



# ADVENTURE #4: THE MINE

The colony is fully operational. It is now time to mine the underground resources of the Moon. We have discovered some precious minerals, as well as water and lunar plants. You must dig galleries in the lunar underground in order to extract these resources that will be processed on the surface in the factories of the colony. We count on you to take advantage of this wealth, because the colony needs to grow.





## GAME TURN

### 3 - WRITE DOWN A NUMBER (COMPULSORY)

The mine at the bottom of your sheet has 3 underground levels. Each horizontal level is an independent zone. It is made up of cavities: spaces that you must number in ascending order from left to right (1).

In the mine, there are 2 types of minerals that we commonly call “pearls” and “rubies”. When you write down a number in a space with a mineral, immediately circle it (2). Using the Water and Plant actions (see further), you can also circle plants and waters in the mine.

**Extract the resources:** By numbering the spaces, you will trigger the circled resources, which will allow you to supply your factories. The extraction of the resources is carried out during phase 5 (see further).

**The 6 main factories:** The 4 main factories on the left are processing the resources coming from the mine. To fill these factories, you must cross off the resources from top to bottom.



In each of these 4 factories, there is a resource linked to a filling bonus. The first players to circle the resource linked to a filling bonus, during the same turn, circle the bonus. The other players must immediately cross it off on their sheet and they will not be able to get it (3).

The 2 main factories on the right side are control centers for the astronauts and the planning (see Astronaut and Planning actions).



The main factories earn you points at the end of the game. You can upgrade their efficiency using the Energy and Robot actions (see further).

**The 5 secondary factories:** They are located above the main factories. You can activate them during the game to get instant bonuses (see Energy and Robot action).



### 4 - USE THE ACTION (OPTIONAL)



**Water and Plant action:** Both actions work in the same way. If you have written down the number of your combination in a cavity next to a Water or Plant, just above or below the cavity, then with the corresponding action, you can circle the resource (4).



**Astronaut action:** The Astronaut action allows you to modify the value of the number of the chosen combination, before you write it down (-2, -1, 0, +1, +2). Moreover, cross off 1 Astronaut symbol in the astronaut control center (5).



**Planning action:** The Planning action allows you to fill in a space with an X in addition to the number of your combination. Moreover, cross off 1 Planning symbol in the planning control center (6).



**Energy and Robot action:** Both actions work in the same way. Using an Energy or Robot action, you can cross off an Energy or Robot symbol in any factory (7).

► **Upgrading a main factory:** As soon as you have crossed off all the energies and robots of a main factory, cross off the scoring box located at the top of the factory. At the end of the game, the scoring box at the bottom of the factory will be the one taken into account (8).

Example: You have crossed off the energy and the 3 robots of the plant factory. At the end of the game, each crossed off plant in that factory will earn you 4 points instead of 2.



- ▶ **Activate a secondary factory:** As soon as you have crossed off all the energies and all the robots of a secondary factory, you activate bonuses that you must immediately use. In order to use them, cross off the bonuses, then circle or cross off the corresponding symbols in the factories (9). The 4 secondary factories on the left give you extra resources to circle in the main factories. The secondary factory on the right gives you 3 robots that you can cross off in one or several factories, either main or secondary.

- ▶ **Main Planning factory:** Multiply the total number of crossed off planning by the active value of the factory. Each crossed off planning usually makes you lose 3 points, but if you have upgraded the factory, then you will not lose any point.

## 5 - INCIDENTS: EXTRACTING THE RESOURCES

If you have numbered the 3 spaces of a column, then you must extract the resources of this column. Cross off the circled resources in this column (10). Then for each of these resources, circle a resource in the appropriate main factory (11). Then circle the extraction pump just above the column (12).

## END OF THE GAME

At the end of the game, in addition to points earned for accomplished missions and penalty points lost for System Errors, tally up your points in each scoring area as follows:

- ▶ **Main resource factories:** In each main resource factory, write down the total number of circled resources. Multiply that number by the active value of the factory, the one on top of the factory if you have not upgraded it or the one at the bottom if you have upgraded it. Add the filling bonus if you have obtained it.



- ▶ **Main Astronaut factory:** Multiply the total number of crossed off astronauts by the active value of the factory. The astronauts do not usually earn points, but if you have upgraded the factory, then each crossed off astronaut earns you 3 points.

## THE MISSIONS



In the mine, complete 5 extraction columns.



In the mine, complete 4 adjacent extraction columns.



Activate the 5 secondary factories located on the top of your sheet.



Upgrade or activate a total of 6 factories, either main or secondary.



Circle 8 plants in the mine, whether they are extracted or not.



Circle 5 waters in the mine, whether they are extracted or not.

## ASTRA SOLO MODE

**SOLO BONUS:** Whenever you earn a filling bonus of a main factory, circle 2 Solo bonus on the ASTRA Adventure card.

**ASTRA EFFECT:** As soon as you draw an ASTRA Effect, either A or B, choose a filling bonus of a main factory still available on your sheet and immediately cross it off. From now on, this bonus is no longer available for you. The ASTRA Effect C card does not trigger the ASTRA Effect, but when you draw it on the 2nd draw, you must nevertheless flip the mission C card.



# ADVENTURE #5: THE DOME

Thanks to your efforts, the colony is growing strong. You must now build the capital city of the Moon, with skyscrapers whose foundations plunge deeply under the lunar surface and a research tower fully dedicated to the lunar plants and water supply, all under a huge dome protecting everyone from the cosmic radiation. We count on you to build a city that will be a beacon of light for the whole universe.

**Top Right Legend:**

- 0, 2, 4, 6, ...
- 1, 3, 5, 7, ...

**Bottom Resource Panels:**

- Star Panel:** Grid of stars (1-18) and icons.
- Water/Plant Panel:** Shows 1, 2, 3 water icons and 8 plants. Grid: 2 6 10, 3 7 12, 3 8 15, 4 10 18. Includes 'x' icons.
- Gold Panel:** Shows 4 gold coins. Grid: 1 2+, 0 2, 10 4, 20 7, 30 10.
- Warning Panel:** Shows crossed-out resources and a grid: 0, 5, 10, 15.

**Calculator:**  $\square + \square + \square + \square + \square - \square - \square = \square$



## GAME TURN

### 3 - WRITE DOWN A NUMBER (COMPULSORY)

Each skyscraper is an independent zone made up of different levels: spaces that you must number in ascending order from bottom to top.

The first number that you write down in each skyscraper has to be placed in one of the 2 starting levels: the first level above the lunar surface or the first level below the surface. Afterwards you have to place a number in a level adjacent to an already numbered space, directly above or below it ①.

The first players to reach the highest or lowest level of a skyscraper can circle the highest bonus of this level. The other players must immediately cross off this highest bonus on their sheet and can now only earn the lowest bonus for this level ②.

### 4 - USE THE ACTION (OPTIONAL)



**Water and Plant action:** Both actions work in the same way. Some skyscraper levels are connected to the same levels of the Water & Plant research tower. With a Water or Plant action you can circle a Water or Plant symbol in the level of the tower connected to the skyscraper level where you have just written the number of your combination ③.





**Astronaut action:** The Astronaut action allows you to modify the value of the number of the chosen combination, before you write it down [-2, -1, 0, +1, +2]. Moreover, cross off 1 Astronaut symbol in the scoring area at the bottom of your sheet ④.



**Robot action:** This action allows you to build a section of the dome. To do that, draw one section of the dome according to the following rules.

▶ You can build only one of the 2 sections at the surface level or one section adjacent to an already built section ⑤.

▶ Moreover, each section has a requirement. A section with 1 circle at each end  is an odd section type. A section with 2 circles at each end  is an even section type. If the number of your combination that you have just written down is even, you can only build an even section type. Likewise, with an odd number, you can only build an odd section type.

Example: with an "8 / Robot" combination, you can build the even section type that is located at the base of the dome on the right side ⑥, or the first half of the even section on the left side, that has been cut up in half because of a Planning action ⑦.



**Planning action:** The Planning action speeds up the construction of the skyscrapers, but slows down the construction of the dome. The Planning action allows you to fill in a level with an X in addition to the number of your combination: either one of the two starting levels of a skyscraper; or a level adjacent to an already numbered level.

In addition to that, with a line, you must cut in half one unbuilt section of the dome of your choice ⑦. This way, you end up with 2 sections to build instead of one. Both new sections keep the odd/even type of the original section. One section can only be cut up in half once. If there is no more unbuilt section to cut up in half, then you can use the Planning action without having to be subjected to this penalty.



**Energy action:** With this action you can upgrade one of these 4 fields: the result of your **accomplished missions**, the **plant & water** research tower, the efficiency of your **astronauts**, and of your **dome**.

For that purpose, cross off one scoring box in your scoring area of your choice at the bottom of your sheet. You must cross off the boxes from top to bottom. The field of the plant & water tower has a triple scoring area. With one Energy action you can cross off 3 boxes at the same level. For example the 3 "2/5/9" boxes ⑧. The missions and the astronauts follow the same logic with a double scoring area: cross off 2 boxes at the same level.



## 6 - ACCOMPLISH A MISSION (OPTIONAL)

In this Adventure, the missions earn you points that you can upgrade with the Energy action. The first players to accomplish a mission circle the ☆ symbol on the corresponding scoring space, either A, B or C. The other players can then only circle the ⚡ symbol.

### END OF THE GAME

At the end of the game, in addition to penalty points lost for System Errors, tally up your points in each scoring area as follows:

- ▶ **Missions:** For each accomplished mission, depending on whether you have circled the ☆ or ⚡ symbol, write down the lowest visible value of the corresponding scoring area.
- ▶ **Plants and Waters:** In the plant & water research tower, you will have levels with 1, 2 or 3 circled symbols (Plant or Water). In the 1st scoring column, write down the number of levels with only one circled symbol. In the 2nd scoring column, write down the number of levels with two circled symbols. In the 3rd scoring column, write down the number of levels with three circled symbols. In each column, multiply the number of levels you just wrote with the lowest visible value.
- ▶ **Skyscrapers:** Write down and add up the bonuses earned with the highest and lowest levels of the skyscrapers.
- ▶ **Astronauts:** Those who have crossed off the most astronauts earn the lowest visible value in the 1st scoring column, the others earn the lowest value of the 2nd scoring column. You do not earn or lose any points if you have not crossed off at least one Astronaut.
- ▶ **Dome:** You lose points if your dome is not finished. Write down the number of unbuilt sections of the dome and multiply this number with the highest visible value. Subtract those points to your score.

1	2	3
2	6	10
3	7	12
3	8	15
4	10	18
x 2	x 5	x 1
4 + 30 + 10		

## THE MISSIONS



Number all the levels of one skyscraper.



Number the last level at the top of 2 skyscrapers.



In the plant & water tower, circle at least 2 symbols (2 plants or 1 plant + 1 water) in 3 levels.



In the plant & water tower, circle all 3 symbols (the 2 plants + the water) in 2 levels.



Build all sections of the dome.



Write down an X in 4 levels with Planning actions.

## ASTRA SOLO MODE

At the end of the game, if the number of your crossed off astronauts is higher than or equal to the number of astronaut cards given to ASTRA, then you are in the lead. Otherwise you are second and you earn the corresponding points. You do not earn any points if you have not crossed off at least one Astronaut. ASTRA does not earn any additional points for that.

**SOLO BONUS:** Whenever you get the highest bonus at the top or at the bottom of a skyscraper, circle one Solo bonus on the ASTRA Adventure card.

**ASTRA EFFECT:** As soon as you draw an ASTRA Effect card, either A, B or C, choose one highest bonus on top or at the bottom of a skyscraper that is still available on your sheet and immediately cross it off. From now on, you will only be able to earn the lowest bonus there.



# ADVENTURE #6: THE VIRUS

We do not really know how it happened... Maybe it was the water... Or the experiments grafting the earthly plants grown in microgravity with the lunar extraterrestrial plants... Whatever it was, several viruses have appeared. You are in charge of a housing unit. Quarantine the quarters if necessary to slow down the epidemic and evacuate as many people as possible. We count on you to carry on the scientific experiments despite all that. Even though it might be a risk for the population...

The board game map depicts a multi-level space station with various rooms and corridors. The map is divided into several numbered sections (1-20) and includes various icons representing resources, hazards, and actions. A biohazard symbol is visible in the top left corner. The map is surrounded by a decorative border featuring a crescent moon and a rocket ship.

**Resource Management Panels:**

- Panel 7:** A vertical resource bar with a scale from 0 to 80. It includes icons for plants, water, and a biohazard symbol.
- Panel 9:** A resource bar with a scale from 0 to 80, featuring water and plant icons.
- Panel 10:** A resource bar with a scale from 0 to 80, featuring plant and water icons.
- Panel 11:** A resource bar with a scale from 0 to 80, featuring water and biohazard icons.
- Panel 13:** A resource bar with a scale from 0 to 80, featuring plant and biohazard icons.
- Panel 18:** A resource bar with a scale from 0 to 10, featuring a biohazard icon and a grid.
- Panel 3:** A resource bar with a scale from 0 to 15, featuring a biohazard icon and a red icon.

**Other Features:**

- Panel 14:** A resource bar with a scale from 0 to 15, featuring plant and biohazard icons.
- Panel 15:** A resource bar with a scale from 0 to 15, featuring plant and biohazard icons.
- Panel 17:** A resource bar with a scale from 0 to 15, featuring plant and biohazard icons.
- Panel 19:** A resource bar with a scale from 0 to 15, featuring plant and biohazard icons.
- Panel 20:** A resource bar with a scale from 0 to 80, featuring plant and biohazard icons.


**Mathematical Formulas:**

At the bottom of the board, there are several mathematical formulas for resource management:

$$\square + \square + \square + \square - \square - \square = \square$$




## SET UP

Before starting the game, select a quarter with an empty virus target . Draw a virus in this target and circle it to signal that this virus is active **(1)**. Each player can choose a different quarter for that virus. This is the “grey virus” and it immediately spreads. A housing space of that quarter is infected: cross off one housing space of your choice in that quarter **(2)**.


## GAME TURN


### 3 - WRITE DOWN A NUMBER (COMPULSORY)

You are in charge of a housing unit composed of 5 floors. Each floor is an independent zone with housing spaces that you must number in ascending order from left to right. Each floor is divided in 2 or 3 quarters of 5 housing spaces and these quarters are connected to one another by walkways. Some housing spaces will be infected/crossed off during the game, they will not matter for the ascending order of your numbers.

**System Error:** When you cross off the 2nd and 3rd System Error box, you trigger a **propagation**  of all active viruses, only on your sheet, during Phase 5 (see further: 5 - Incidents: Propagation of the Active Viruses) **(3)**.


### 4 - USE THE ACTION (OPTIONAL)


 **Energy action:** Circle one energy in the quarter where you have written down the number of your combination. Note that at the start of the game, there is already one circled energy in each quarter **(4)**.

 **Action Robot:** With this action, you can quarantine quarters to slow down the propagation of the viruses. Close one walkway of your choice, wherever on your sheet, with a line that will close the walkway **(5)**. This way, the quarters that were connected with this walkway are no longer connected. This will prevent the propagation of the viruses from one quarter to another. Closing a walkway that connects two quarters of the same floor

does not divide the zone and you must still number the whole floor in ascending order.



### Plante and Water action:


 **Plant:** Circle a plant **in the quarter** where you have written down the number of your number/plant combination **(6)**. Then cross off a Plant symbol in the scoring area **(7)**.

 **Water:** Circle the water tank if you have written down the number of your number/water combination in a housing space with a water tank **(8)**. Then cross off a Water symbol in the scoring area **(9)**.

In the scoring area, you must cross off the Plant and Water symbols from left to right, and from top to bottom starting from the top line.

Whenever you cross off the last symbol of a line of the scoring area, cross off the scoring box at the end of this line, as well as the Robot or Energy symbol that you must immediately use **(10)**. With the Robot, close a walkway. With the Energy, circle one energy in any quarter of your choice, except in a complete quarter; in other words, a quarter with all its housing spaces numbered or crossed off.

Whenever you cross off a symbol (Plant or Water) with a **virus activation symbol** ( or ) **(11)**, everyone must immediately activate it on their sheet by circling the corresponding virus target **(12)**. Everyone must also cross off the same activation symbol on their sheet, because each virus can only be activated once. Whenever a virus is activated, a propagation of all active viruses must be triggered for every player during phase 5 (see further: 5 - Incidents: Propagation of the Active Viruses).

Whenever you circle a symbol (Plant or Water) with a **Propagation symbol** , everyone must cross off this symbol on their sheet, because it can only be activated once **(13)**. A propagation of all active viruses must be triggered only for your opponents during phase 5 (see further: 5 - Incidents: Propagation of the Active Viruses). If several players activate the same Propagation symbol during the same turn, then this propagation does not impact those who have activated it, and impacts the other players only once.





**Astronaut action:** The Astronaut action allows you to modify the value of the number of the chosen combination, before you write it down [-2, -1, 0, +1, +2]. Moreover, cross off 1 Astronaut symbol at the top of your sheet. Whenever you have 2 crossed off astronauts, circle a Wild Action symbol (14).



**Planning action:** The Planning action allows you to fill in a housing space with an X in addition to the number of your combination. Moreover, cross off 1 Planning symbol at the top of your sheet. Whenever you have 2 crossed off planning, circle a Wild Action symbol (15). Note that you cannot circle a Planning symbol without writing down an X in a housing space.



**Wild action:** You can use a circled Wild Action symbol whenever you want. To use it, cross it off, then use any of the 6 possible actions instead of the one from your number/action combination.

## 5 - INCIDENTS: PROPAGATION OF THE ACTIVE VIRUSES AND EVACUATION OF THE QUARTERS

► **Number and type of Propagation:** First of all, you must determine the number and type of propagation of the active viruses that you must trigger:

- **The infections** : For each virus that has been activated during the turn, every player must trigger a propagation of all active viruses. Therefore if 2 viruses have been activated during this turn, you must trigger a 1st propagation for all active viruses, then carry on with a 2nd propagation.
- **Water & Plant Propagation** : If a Propagation symbol has been triggered with a Plant or Water action, a propagation is triggered for all the players but those who have triggered it.
- **System Error Propagation** : If you have crossed off the 2nd or 3rd System Error box, you must trigger a propagation only on your sheet.

► **Trigger one propagation:** On your sheet, each active virus spreads, one by one, in the following order: from left to right, starting with the top floor, then going down floor by floor. A virus spreads by infecting a housing space in the quarter where it is active. Cross off one empty housing space of your choice in this quarter.

If the quarter is complete, with all its housing spaces numbered or crossed off, then the virus spreads to all the neighboring quarters directly connected to that quarter by a walkway. You must then cross off one housing space of your choice in each of these quarters. However the virus does not spread in a neighboring quarter if the walkway is closed. Likewise, the virus does not spread into a complete neighboring quarter and does not spread further on (16).

► **Evacuation of the complete quarters:** A quarter is complete when all its housing spaces are numbered or infected/crossed off. Then you must immediately score the points of this quarter. For that, multiply the number of numbered housing spaces by the number of circled energies in this quarter (17).

Write down this score in the corresponding space in the scoring area at the bottom of your sheet (18). You do not earn any points with the infected/crossed off housing spaces. Finally, circle this evacuated quarter. A quarter can only be evacuated and scored once.

## 6 - ACCOMPLISH A MISSION (OPTIONAL)

Whenever a mission is accomplished for the first time in the game, each player must activate the virus (red, purple or yellow) shown on the mission, by circling on their sheet the corresponding virus targets (19). Each player must also cross off the activation symbol of this virus in the scoring mission area, because each virus can only be activated once (20). Whenever a virus is activated, a propagation of all active viruses must be triggered for everyone. For that purpose, carry out the previous phase 5 again.



## END OF THE GAME

The 3 end game conditions from the standard rules apply. Note that the game will end if all your housing spaces are filled with a number or an X or crossed off due to an infection.

At the end of the game, in addition to points earned for accomplished missions and penalty points lost for System Errors, tally up your points in each scoring area as follows:

### ► Plants and water:

Score the points of the lowest visible scoring box.

### ► Evacuated quarters:

Evacuate all the remaining incomplete quarters and score their points on your sheet (multiply the number of numbered housing spaces by the number of circled energies). Then add up the points of all your quarters.

### ► Infected housing spaces:

You lose 1 point for each infected/crossed off housing space.

## THE MISSIONS



Evacuate 2 quarters. These quarters can be partially or even totally infected.



Evacuate all the quarters of one floor. These quarters can be partially or even totally infected.



Quarantine 3 quarters by closing all the walkways giving access to them. Each quarter must be independently quarantined from one another.



Quarantine the quarter with the green virus and the quarter with the blue virus, by closing all the walkways giving access to them.



Circle all the energies on 2 floors.



Circle all the plants and all the water tanks on 2 floors.

## MODE SOLO ASTRA

**SOLO BONUS:** Whenever you activate a virus yourself (with a mission or a Plant/Water action), or you trigger a Propagation symbol (with a Plant/Water action), circle 1 Solo bonus on the ASTRA Adventure card.

**ASTRA EFFECT:** The ASTRA Effect is different on the 1st and the 2nd draw of the ASTRA Effect cards.

**1 On the 1st draw:** Whenever you draw an ASTRA Effect card, either A, B or C, ASTRA **immediately** activates the green or blue virus, or triggers a propagation. In the scoring area, choose a virus activation symbol still available between green and blue, cross it off and activate the corresponding virus. If both green and blue viruses are already activated, select instead a Propagation symbol still available and cross it off. You must immediately (and not on phase 5) trigger a propagation of all active viruses.

**2 On the 2nd draw:** Whenever you draw an ASTRA Effect card, either A, B or C, **immediately** activate the virus shown on the corresponding Mission card, either A, B or C, and immediately (and not on phase 5) trigger a propagation of all active viruses. Then flip over the Mission card on its accomplished mission side.



# ADVENTURE #7: THE ESCAPE

The evacuation was carried out successfully. Luckily we had planned to leave anyway. But we must rush this exit and the new starships are not ready yet. Moreover, due to the emergency, they have been stacked horizontally above the domes, making most of them inaccessible. You must fix this. We count on you to help us escape this cursed Moon, through a vortex in the space-time continuum, and go on to conquer the universe.

The puzzle interface includes the following elements:


- Starship Grid:** A 4x4 grid of 13 starships, numbered 1 through 13. Each starship has various icons (leaves, gears, lightning bolts) and multipliers (x2, x3) associated with it.
- Resource Management:**
  - On the left, a vertical bar shows icons for different resources: a purple hexagon, a blue hexagon, and a yellow hexagon.
  - Below the bar are icons for different types of starships, some with multipliers (x2, x3).
  - At the bottom, there are two rows of empty boxes for resource calculation, separated by plus and minus signs.
- Calendar:** A small calendar icon with a red 'X' on the 1st, and a grid of numbers: 1, 3, 6, 9, 12, 16, 20, 24, 28.
- Calculator:** A simple calculator interface with a display showing '0', a minus sign, and an equals sign.
- Instructions:** A box on the right shows a sequence of icons: a blue lightning bolt, a yellow lightning bolt, and a green lightning bolt, with arrows pointing to a gear icon.






## GAME TURN


### 3 - WRITE DOWN A NUMBER (COMPULSORY)

The starships are stacked horizontally, and each starship is an independent zone that must be numbered in ascending order from left to right. Each starship has 2 or 3 modules with several spaces each, as well as one greenhouse for the plants.

The modules, the greenhouses and the starships are connected to each other by airlocks . The problem is that these airlocks are not activated. You can only number a module or a greenhouse after having activated an airlock that gives access to it.

At the beginning of the game, you can only access the two modules of the lowest starship . You can write down numbers only in the spaces of these two modules.


**The Robot bonus:** When you write down a number in a space with a Robot symbol  , you get a Robot bonus that you must immediately use by activating an airlock (see further: Robot action). This Robot bonus does not replace the action of your combination.

**The greenhouses x2 bonus:** The first players to write down a number in a greenhouse can circle the x2 bonus of this greenhouse . The other players must immediately cross off the x2 bonus of this greenhouse on their sheet and will not be able to get it.

**System Error:** If you have to cross off a System Error box, the two first give you a compensation and allow you to immediately activate an airlock (see further: Robot action).


### 4 - USE THE ACTION (OPTIONAL)




**Robot action:** With this action, you can activate an airlock. For that purpose, draw a line on an airlock between two modules or between a module and a greenhouse . You can activate an airlock only if it is connected to a module or a greenhouse already connected.

That way you will access new modules, greenhouses and starships so that you can number them. Do not forget that each starship is a zone that must be numbered in ascending order. The airlocks, activated or not, do not change the numbering constraint of these zones.




**Water action:** If you have written down the number of your combination in a space with a water tank, then you can circle that water tank .




**Plant action:** You can circle a plant in a greenhouse in the same starship in which you just have written down the number of your combination . At the beginning of the game, some plants are already circled. You can circle a plant in a greenhouse even though it is not yet connected with an airlock.




**Energy action:** Fire the reactors. With this action, you can circle a reactor at the end of the same starship in which you just have written down the number of your combination . At the beginning of the game, some reactors are already circled.



**Planning action:** The Planning action allows you to fill in an accessible space with an X, in addition to the number of your combination. Moreover, you must immediately cross off the box with the lowest value available in the Planning scoring area, at the bottom of your sheet .



**Astronaut action:** The Astronaut action allows you to modify the value of the number of the chosen combination, before you write it down, [-2, -1, 0, +1, or +2]. Moreover, cross off 1 Astronaut symbol on the right side of your sheet. Whenever you have 2 crossed off Astronaut symbols, circle a Wild Action symbol .



**Wild action:** You can use a circled Wild Action symbol whenever you want. To use it, cross it off, then use any of the 6 possible actions instead of the one from your number/action combination.



## END OF THE GAME

At the end of the game, in addition to points earned for accomplished missions and penalty points lost for System Errors, tally up your points in each scoring area as follows:

### ► The greenhouses:

Write down the score of each numbered greenhouse in the corresponding starship scoring space. A greenhouse earns you 2 points with 1 circled plant, 4 points with 2 circled plants, 7 points with 3 circled plants. If you have circled its x2 bonus, the value of the greenhouse is doubled. You do not earn any points for a greenhouse without a number or without any circled plant.



### ► The modules:

For each starship, write down the cumulative value of the modules that form it. For each starship, a fully numbered module earns you 2 points with 1 circled reactor, 4 points with 2 circled reactors, 7 points with 3 circled reactors. If you have circled its water tank, the value of the module is doubled. You do not earn any points for a module that is not fully numbered.



### ► Plannings:

Subtract the lowest visible value in the planning scoring area.

## THE MISSIONS



Number 3 greenhouses with their 3 circled plants.



Number the greenhouse of the highest starship with its 3 circled plants.



Number 7 modules completely.



Number 3 starships completely.



Circle all reactors of 3 starships.



Circle all water tanks of 3 starships.

## ASTRA SOLO MODE

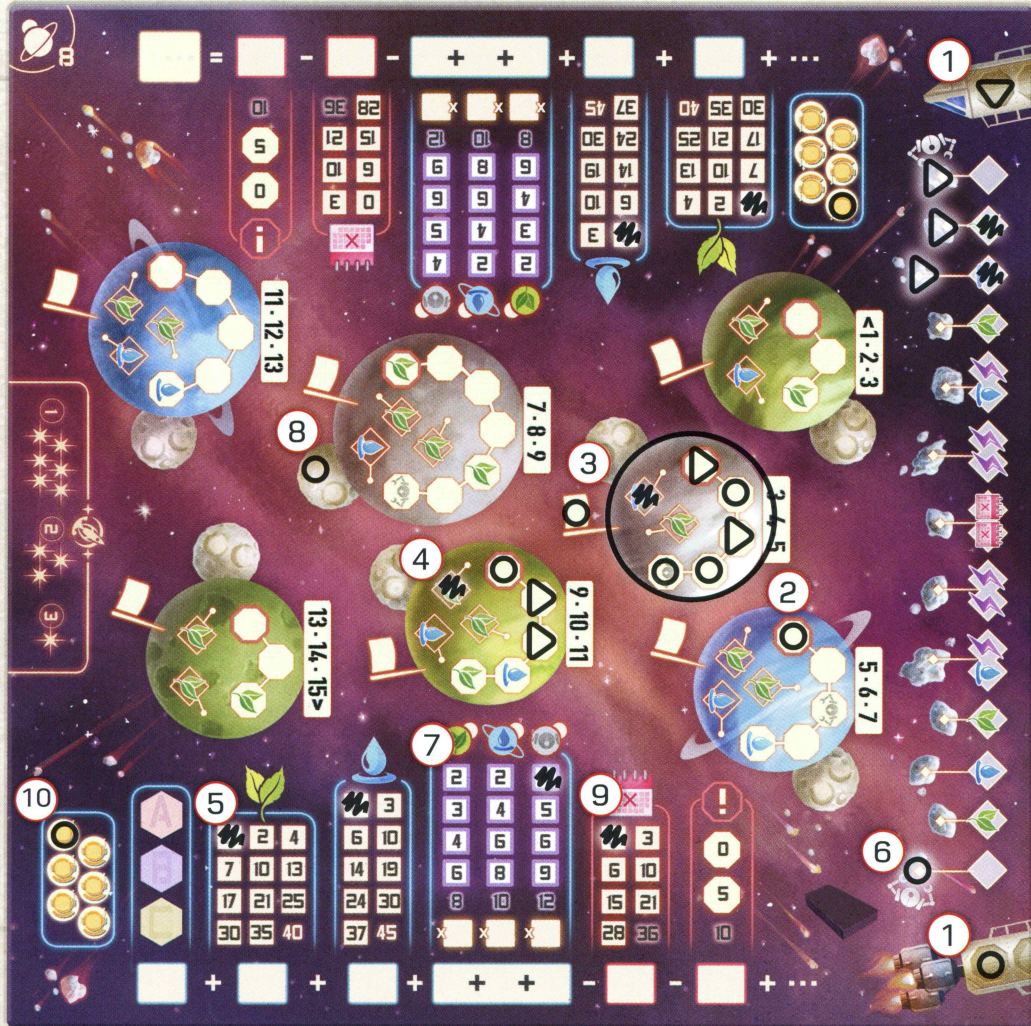
**SOLO BONUS:** Whenever you get a x2 bonus, circle 1 Solo bonus on the ASTRA Adventure card.

**ASTRA EFFECT:** As soon as you draw an ASTRA Effect card, either A, B or C, choose a greenhouse X2 bonus still available on your sheet, and immediately cross it off. From now on, this bonus is no longer available for you.



# ADVENTURE #8: THE BATTLE

Only two systems with inhabitable planets have been found: the twin systems of Neo Solaris 1 and 2. Therefore their colonisation has begun, but the resources on those planets are too scarce for the entire population. The battle is unavoidable... We count on you to occupy the ground and take control of as many planets and resources as possible. The competition with your nearest opponents will be fierce...





## SET UP

In this Adventure, you play on 2 sheets that you share with your 2 neighbors. Place an Adventure #8 sheet between you and the opponent on your **left**. This sheet must be oriented with the asteroids towards the center of the table. The A, B and C mission scoring boxes must be on your left side. If you are 2 players, it will be easier to set both sheets next to one another in the middle of the table.

Choose an insignia (circle, cross, triangle...) different from your 2 neighboring opponents. Write down this insignia on the starship near your scoring area on both of the sheets you share **1**.

Appoint a Captain who will place the Captain card in front of their left sheet. They will be in charge of moving the card in front of their other sheet at the end of each turn in order to clearly show which sheet to play on.

## GAME TURN

During the game, you will alternate playing on 2 sheets. On the first turn, each player plays on their left sheet. On the next turn, each player plays on their right sheet, and so on. Thus no player ever plays on the same sheet at the same time. To emphasize this, at the end of each turn, the Captain moves their Captain card in front of their new active sheet.


### 3 - WRITE DOWN A NUMBER OR RATHER DRAW AN INSIGNIA (COMPULSORY)


In this Adventure, you will not write down numbers. Use the number of the combination you picked to draw your insignia on a planet allowing this number. For example: with a number 7, you can draw your insignia in a space of the blue 5-6-7 planet or the grey 7-8-9 planet. You must draw your insignia in the first available space of the planet starting with the space with a red outline **2**.


If the space in which you draw your insignia has a Bonus symbol, you can immediately use it in addition to the action of your combination (see further: Bonus symbols).


**Control a planet:** As soon as an insignia is drawn in the last space of a planet, the control of this planet is awarded to the player who has the most insignia on this planet. You must also take into account the insignia that have been drawn on the moon of the planet, using the Planning action (see further: Planning action). Then draw on the flag the insignia of the player who controls the planet **3**. In case of a tie, the control of the planet is shared and you must draw your insignia as well as the insignia of your opponent. Circle the planet so you can better see which planets are complete.

### 4 - USE THE ACTION (OPTIONAL)

 **Plant and Water action:** On the planet on which you have just drawn your insignia, cross off an available Plant symbol with the Plant action or an available Water action with the Water action **4**. Then cross off the scoring box of the lowest visible value in the corresponding scoring area **5**. If there is no available symbol corresponding to your action on the planet, then you cannot use the action.


 **Robot action:** With this action, you can mine an asteroid field. For that purpose, draw your insignia on the first available asteroid. If there are one or several Bonus symbols on this asteroid, you must cross them off and immediately use them (see further: Bonus symbols). You must draw your insignia on the asteroids starting from your side of the sheet and then progressing towards your opponent **6**.

 **Energy action:** You can improve the value of the planets that you control. There are 3 types of planets: green, blue, and grey ones. In your scoring area, there is a column for each of the 3 types of planets. Cross off the scoring box with the lowest visible value in the column of your choice **7**.

 **Action Planning :** In addition to drawing your insignia on a planet with the number of your combination, with this action, you can draw your insignia on a moon of a planet of your choice **8**. Then you must cross off the



scoring box of the lowest visible value in your Planning scoring area (9). Note that there are only 2 available spots on each moon and that both can be occupied by the same player. You cannot draw your insignia on a moon of a planet that is already complete, and whose control has been awarded.

 **Astronaut action:** The Astronaut action allows you to modify the value of the number of the chosen combination, before you draw your insignia [-2, -1, 0, +1, +2]. Moreover, circle 1 Astronaut symbol in your scoring area (10). On a next turn, in addition to the action of your combination you can use this circled astronaut symbol as a bonus to modify the value of the number of your combination. When this Astronaut symbol is used, cross it off. The use of this Astronaut symbol allows you to modify the number, but not circle a new Astronaut symbol.

**Bonus symbols:** With a **Water** or **Plant** symbol, simply cross off the lowest scoring box in your corresponding scoring area. With a **Robot** symbol, draw your insignia on an asteroid and immediately use the Bonus symbols of this asteroid. With an **Energy** symbol, cross off a scoring box to improve the value of a type of planet. With a **Planning** symbol, draw your insignia on a moon but without crossing off a scoring box in your scoring area.

## END OF THE GAME

The game ends at the end of the turn, if you have accomplished the 3 missions, or if you have crossed off the 2 System Error boxes on one of your sheets, or if all the spaces of the planets are filled in on one of your sheets.

You must tally up the scores of both sheets to get your final score. In addition to points earned for accomplished missions and penalty points lost for System Errors, tally up your points in each scoring area as follows:

- ▶ **Plants and water:** Score the points of the lowest visible scoring box.
- ▶ **Planets:** Award the control of the remaining incomplete planets. Then write down the number of planets of each

type that you control and multiply these numbers by the corresponding lowest visible value.

- ▶ **Plannings:** Subtract the lowest visible value.

## THE MISSIONS



Control 4 planets on the same sheet.



Control 1 planet of each type on the same sheet.



Using the robots, draw your insignia on 7 asteroids on the same sheet.



Improve the value twice for each type of planet on the same sheet.



Cross off 6 scoring boxes for the plants and 4 scoring boxes for the water on the same sheet.



Using the Planning actions, draw your insignia on 4 different moons on the same sheet.

## ASTRA SOLO MODE

### SET UP

Take 2 Adventure #8 sheets and place them in front of you, one next to the other. Draw the ASTRA insignia on the starships on the opposite side of both sheets (ASTRA prefers the triangle).

Each turn, ASTRA plays first on the active sheet of the turn. Then you play on the same sheet. At the end of the turn, you must move on to the other sheet. To know at any time what the current sheet is, place the Captain card in front of the left sheet. Then at the end of the turn, move it in front of the other sheet.



## GAME TURN

**ASTRA's turn:** At the beginning of each turn, instead of drawing 3 starship cards at once, start by drawing 1 starship card. ASTRA uses the number and action of this card to play its turn.

**Number:** Choose a planet corresponding to the number of the card and draw the ASTRA insignia there. If the corresponding planets are not available anymore, draw the ASTRA insignia on the next planet in ascending order. Consider that after the planet 13-14-15 comes the planet 1-2-3. When you draw the ASTRA insignia on a space with a Bonus symbol, ASTRA does not benefit from it.

Example: You draw a 11 card, but both planets 11 are not available anymore. The next planet is the planet 13-14-15 that is not available as well. Then you draw the ASTRA insignia on the planet 1-2-3.

**Control a planet:** As soon as all spaces of a planet are filled, if ASTRA has the majority, draw the ASTRA insignia on the flag. If you are tied for a planet, only draw your insignia.

**Action:** If possible, perform for ASTRA the action of the card on the same planet in which you have just drawn the ASTRA insignia:

- ▶ **Plant or Water action:** cross off a corresponding symbol still available on the planet.
- ▶ **Planning action:** draw the ASTRA insignia in a space still available on the moon.
- ▶ **Robot action:** draw the ASTRA insignia on an asteroid starting on the opposite side of the sheet. ASTRA does not benefit from the Bonus symbols of the asteroids.
- ▶ **Astronaut action:** Instead of an Astronaut action, perform a Planning action for ASTRA.
- ▶ **Energy action:** Instead of an Energy action, perform a Robot action for ASTRA.

**Your turn:** Draw 2 additional starship cards. With the first card used for ASTRA, you now have a total of 3 cards that you can use to play normally and on the same sheet. The card used for ASTRA's turn is available for you to use, since you do not have to give it to ASTRA. As usual, you simply give ASTRA the card that you did not use. This card is the only way for ASTRA to earn points at the end of the game. The actions that ASTRA plays on its turn are only there to hinder you.

**End of the turn:** Move the Captain card in front of the other sheet, which becomes the new active sheet for the next turn.

**End of the game:** It is possible that ASTRA might draw its insignia on the last available space of one of the two sheets, and therefore trigger the end of the game, before you can play. In this case, you must cross off a System Error box and still give ASTRA a card. Then, the game is over.

**SOLO BONUS:** Whenever you draw your insignia on the flags of 2 planets, circle 1 Solo bonus on the ASTRA Adventure card.

**ASTRA EFFECT:** As soon as you draw an ASTRA Effect card, either A, B or C, immediately perform 2 Planning actions for ASTRA. On the active sheet of the current turn, draw 2 ASTRA insignia on a moon. You must choose a moon whose planet is still available, and as a priority the moon of the planet with the most of your insignia (planet + moon). If several planets are tied, you can choose whichever. If the moon is already occupied by an insignia, add an ASTRA insignia next to it, then draw the 2nd insignia on the moon of the next planet in the priority order.

Example: 4 planets are available: a planet A with 4 of your insignias, a planet B with 3 of your insignias, a planet C and a planet D, each with 2 of your insignias. On the moon of planet A, there is already an insignia, then you draw an ASTRA insignia next to it. On the moon of planet B, there isn't any available space. Then, you can choose to draw the 2nd ASTRA insignia on the moon of planet C or planet D, which are tied.



# CREDITS

Game Designers: **Benoît TURPIN & Alexis ALLARD**

Artist & Graphic Designer: **Anne HEIDSIECK**

Developer: **BLUE COCKER**

English Translators: **Benoît TURPIN & Natacha CHARLON**

Rules Editor: **Dominique BODIN**

Proofreader: **Sandra GRÈS**



**BLUE  
COCKER**

**BLUE COCKER GAMES**

Tél. : +33 5 34 28 05 01

49 avenue de Lauragais

31400 TOULOUSE - FRANCE

[www.bluecocker.com](http://www.bluecocker.com)



# CAMPAIGN BOOK



WARNING!  
WAIT FOR SECURITY  
CLEARANCE BEFORE  
OPENING

BENOIT TURPIN & ALEXIS ALLARD  
ANNE HEIDSIECK







## Welcome to the Campaign Book for Welcome to the Moon.

Each campaign has you play through 8 successive Adventures. As you read the numbered chapters of this Campaign Book, you will discover a different story depending on your achievements and your choices, as well as new rules and Campaign cards that will modify your game.

**Captain:** At the beginning of the Campaign, the owner of the game takes the Captain card, and has the possibility to write down their name on it. As a Captain, you read the chapters of the story by playing the role of that character and you make choices that will have an impact on the story and the game. To make these calls, you can discuss with your fellow players but ultimately you will be the one to decide. Unless otherwise specified, at the end of each game, the role of the Captain will be assigned to the winner of the game. In case of a tie for first place, you remain Captain. During your games, we recommend that you keep the Campaign Book open to the current chapter page and note on the Captain card the chapter numbers you've read as you go along. The last chapter read always allows you to continue your progress through the game and the story. It is never necessary to go back to a chapter you previously read.

**Goal of the Campaign:** At the end of each game, you earn campaign stars depending on your rank. The number of stars for 1st, 2nd or 3rd place is indicated in the scoring area of each Adventure sheet. At the end of the campaign, the player with the most stars wins the campaign.

**Dashboard:** At the end of each game, save your results on the Dashboard available on the last page of this book. Write down the date, the stars earned by each player, circle the current Captain's stars, and above all, write down the number of the last chapter that you have read. You will then be able to resume your campaign from this chapter.

**Missed games:** It is better to play with the same group during the whole campaign. But if a player joins an ongoing campaign or misses some games, then for each game missed, give them the stars corresponding to the 3rd place.

**Campaign cards:** Each card of the game has a unique identification number on the bottom left corner. Note that on the Campaign cards, the number is in a black box. Do not use the Campaign cards unless you have been told to do so. You should only take the Campaign cards given to you from the chapters you read as you go along the campaign. Once you have used a Campaign card, it is unlocked and can be added to the standard game. The only exception are the Event cards that you must always put back in the deck of Campaign cards at the end of the game. To play with the unlocked cards in Adventure Mode, you can access their rules using the index at the end of this book.

**ASTRA Solo Mode:** The whole Campaign can be played solo. Whenever needed, specific instructions will be given. If not, simply follow the standard rules. You remain Captain all along the campaign even if the story tells you to change the Captain. When you win a game, you earn the stars for the 1st place and ASTRA the stars for the 2nd place, and the other way around if you lose. Moreover, write on the Dashboard the level of your ASTRA opponent. If you have won, face the opponent of the next level for the following Adventure. On the other hand, if you have lost, face the opponent of the lower level.

**A beginning is a very delicate time:** Know then that the full story takes place over several successive campaigns. Start by reading the standard rules as well as the rules for Adventure #1. We suggest that you start with the Introduction Campaign in order to discover the beginning of the story and the 8 Adventures. If that is what you want, **go to chapter 1**. You have already played the 8 Adventures in Adventure Mode, you want to unlock the Campaign cards right away and have a summary of the beginning of the story? **Go to chapter 109**.



1

The Human Alliance is sending you a message:

"The Earth is threatened with total destruction! For several years, we watched as more and more asteroids fell on our planet. And for several weeks, we have seen new asteroids come closer and threaten our planet and our life. If we do nothing, humanity will fade forever. But we still have a chance! Our scientists have predicted that the Moon will be spared by the cataclysm. Our technology is ready to send all of humanity on the Moon. After years of careful selection, you are our best hope to build our future on the Moon and save humanity. We trust your abilities. It is time to take your responsibilities and carry out the conquest of the Moon!"

You belong to the team appointed by the Human Alliance, the international organization that arose to handle the crisis and whose goal is to save humanity at all costs. The logic behind this team is to put each one of you in competition, at every step. This competitive spirit will make you give the best of yourselves for this common purpose. The first step is simple: you must get the necessary rockets ready for launch, and equip them for a permanent colony on the Moon.

Captain Takei here has been appointed to help you out between each step. His energy and his determination, combined with his rigorous training and healthy ambition give us all the necessary guarantees for the success of this mission. He will now give you your first instructions.

† Go to **chapter 50**.

2

Official Statement from the Human Alliance: "The unthinkable has happened. Our pioneers had barely started preparing the Moon, the mass evacuation was under way, and suddenly, dozens of asteroids struck our planet and destroyed it under our eyes. The #bluedog team was not able to save humanity as we thought it would... Humanity is in mourning."

The Human Alliance is accusing us even though I have done everything to save the day! Thanks to our

exceptional knowledge, we have massively increased the extraction of the underground resources. We are ending the crisis caused by the lack of resources! How could they do that to me?

**Save the game on the Dashboard. Then resume the campaign from here.**

It's imperative that we build a capital city. In light of this new situation, it's obvious that I should take the lead.

† I will set new priorities. **Go to chapter 81.**

† The population must get a clear understanding... **Go to chapter 130.**

3

Anarchy is the root of our problems. There is chaos when there is no logic and no order! This is not what you want for humanity, is it? Then, back to work! There's no time to lose.

**Play Adventure #7.**

**New rule for this game:** After you have written down a number in a greenhouse, you can no longer circle its plants. At the end of the game, if you have the most greenhouses with 3 circled plants, then you earn 2 extra stars.

**ASTRA Solo:** You earn 2 stars if you have 3 greenhouses with 3 circled plants.

† If one player earns these 2 extra stars and wins the game, **go to chapter 76.**

† Otherwise, **go to chapter 145.**

4

[Screaming on the phone] What? Impossible! I don't care! Sort this out immediately! [Hanging up the phone and turning towards the team] The data transfer of our rockets has not gone through as planned. Some of the data is corrupted. The situation is about to get worse...

**Play Adventure #3.**

**Temporary event:** Take the **Campaign Event card #161**. During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #3** →



and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

**New rule for this game:** You can only write down even or odd numbers in a whole quarter. As soon as you write down an even number in a quarter, you must carry on the numbering in this quarter with only even numbers. Do the same if you start a quarter with an odd number.

✦ At the end of the game, go to **chapter 15**.

5

*We cannot content ourselves with such a poor showing. A half-full starship is a disgrace! We will not leave anything or anyone behind! Understood?*

At the end of the game, you will not earn any points for greenhouses with only one circled plant, as well as starship modules with only one circled reactor.

Put the Event card back in the box. Flip over a new card and carry on playing.

✦ At the end of the game, go to **chapter 98**.

6

*Our training has not been a waste of time. Our capacity to fulfill expectations is impressive. Our team is wonderful. The Human Alliance is lucky to have me.*

The player who won the game becomes the new Captain. This will happen at the end of each game, so we won't mention it again. Assign the stars indicated on the Adventure sheet: 2 stars for the winner and 1 star for the player in 2nd place. **Save the game on the Dashboard. Remember to write down the number of this chapter (#6) to save your campaign.** Do not forget to do it at the end of each game so you do not get lost in the depths of the cosmos. We trust you, so we won't mention it again.

Then go back to the campaign, starting **here**.

✦ **Before you carry on, read the specific rules of Adventure #4.** Then go to **chapter 169**.

7

*Captain Zarek's logbook - Flagship Eburomagus:*

*"The meeting has been a shock for everybody. But the leaders of the Human Alliance have quickly understood the interest of this new situation. Even though we are not able to predict the extent of the disruption induced by our presence, given our experience, it has been decided that we would take over the human evacuation, as our forefathers have done before us... As Captain Takei's successor, the forgotten hero of Nea Solaris, I have been appointed Captain. After consulting the archives that were saved from the first evacuation, I am convinced of what we should do."*

✦ Focus on the essential equipment. Go to **chapter 35**.

✦ Upgrade the capacities of our rockets. Go to **chapter 62**.

✦ Be prepared for every contingency. Go to **chapter 77**.

8

*Thanks to our work in the mine, we have stored a great quantity of resources. It will cheer up the population, who is still in shock after the announcement.*

**Play Adventure #5.**

**Temporary event:** Take the **Campaign Event cards #158 and #159**. During the set up phase, shuffle the **card #158** in one of the 3 draw piles of Starship cards. Then place the **card #159** under the same pile. As soon as you draw one of these cards, look for the indicated chapter corresponding to the **Adventure #5** and immediately go there.

**ASTRA Solo:** Shuffle the **card #158** with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it. Place the **card #159** under the draw pile.

**New rule for this game:** During the set up phase, in the research tower, every player circles 1 water in every level above the surface, and 1 plant in every underground level.

✦ At the end of the game, go to **chapter 100**.



space and time, still intact, and lost in the infinity of space. All that matters now is to know. Have we set things right? Have we saved Earth?

**Save the game on the Dashboard.** Then add the stars that have been earned by each player during the 8 Adventures. The player who has earned the most stars wins the campaign. If you have kept the Dashboards of the previous campaigns, add all the stars to know who wins over the entire story. But it does not matter that much...

Because the important thing is elsewhere. The important thing is our ability to be human, to see ourselves in others, to act for others. Don't you think?

✦ If the asteroid is entirely destroyed on every card that represents it, take the card #171 then read the chapter indicated on the card.

✦ If the asteroid is entirely destroyed on half or more of the cards that represent it, take the card #172 then read the chapter indicated on the card.

✦ If the asteroid is entirely destroyed on less than half of the cards that represent it, take the card #173 then read the chapter indicated on the card.

14

"Captain Uhura, what's going on?"

Something unbelievable has happened. ASTRA has deliberately created a variant of the F-3-AR virus and has released it in our evacuation fleet. We are infected!

**Play Adventure #7.**

**Temporary event:** Take the Campaign Event cards #163, #164 and #165. During the set up phase, shuffle the cards #163 and #164 in one of the 3 draw piles of Starship cards. Then place the card #165 under the same pile. As soon as you draw one of these cards, look for the indicated chapter corresponding to the Adventure #7 and immediately go there.

**ASTRA Solo:** Shuffle the cards #163 and #164 with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it. Place the card #165 under this pile.

**New rule for this game:** During the set up phase, select

15

✦ At the end of the game, go to chapter 98.

one starship and cross off its cockpit. This starship is now infected by the virus.

Even though some of you did not follow my instructions and could not keep up with my vision, the first colony is finally ready! But not thanks to you.

**Save the game on the Dashboard.** Then resume the campaign from here.

The situation is getting worse. There's no avoiding it. More and more disruptions are occurring and each step of the conquest of the Moon becomes more complex.

✦ Unusual activities have been detected! Go to chapter 112.

✦ The arrival of a Human Alliance delegate has been announced. Go to chapter 139.

16

"Captain Uhura! The drilling wells have been sabotaged!" This is dangerous for our teams. Do not take any risk. Be careful in your operations while waiting for the mine-clearing report.

**Play Adventure #4.**

**Temporary event:** Take the Campaign Event card #167. During the set up phase, shuffle this card in one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the Adventure #4 and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

**New rule for this game:** You can only write down numbers on the first level at the top of the mine. If you cannot write a number on this first level you must destroy 2 extraction wells of your choice by crossing off the extraction pumps, all the numbered and the empty spaces, and all the resources of these 2 wells. However do not cross off any System



22

*Due to the emergency of the situation, our goals have changed. We will not be able to save everyone, but we will do our best.*

### Play Adventure #6.

**New missions:** Take the **Campaign Mission cards #140, #141 and #142**, and use them for this game.



Evacuate 3 quarters. These quarters must be at least partially infected.



Quarantine 3 quarters by shutting down all the walkways giving access to them. These quarters must be at least partially infected and they must be independently quarantined from one another.



Circle all the energies, plants and water tanks in 2 quarters.

✦ At the end of the game, go to **chapter 179**.

23

*Good! See when you listen to me... Thanks to the expansion of the mine, it has never been easier to collect resources. We will build an amazing city. The Human Alliance will erect a statue for me if I keep at it... [Megalomaniacal laughter]*

### Play Adventure #4.

**Warp 4A - The Mega Mine:** Take the **Campaign Warp cards #196 to #201**. For this game, each player takes one of these cards, on the **4A side**. You must place this card on the left side of your sheet as an extension to the mine. As such, the 3 horizontal zones to number are extended up to 2 or 3 spaces. There is a double water resource and a double plant resource. Only one action is required to circle both resources of the same type. The extraction is triggered only if the 4 spaces connected to an extraction pump are numbered. When you trigger the extraction, immediately cross off the Planning bonus and use it by writing down an X in any space, without crossing off a Planning symbol in the Planning factory. The first players to fill in the entire

lower horizontal zone can immediately circle the bonus of their choice: 1 star or 10 points. The other players cross off these 2 bonuses and will not earn anything.

**ASTRA Solo:** You earn the bonus 1 star or 10 points if you complete the lowest zone before you shuffle the pile of Starship cards.

✦ At the end of the game, go to **chapter 2**.

24

*There's no respite from our opponents. But facing adversity strengthens us. Soon, the space observatory will give us the answers we need for the future of humankind. Meanwhile, let's double down on our efforts to face ASTRA's ploys.*

**Save the game on the Dashboard.** Then resume the campaign from **here**.

*Message from the Human Alliance:*

*"While we were finishing the evacuation of humanity, our precious Earth has suffered assaults from asteroids of a size that was never recorded previously. We could only bear witness, helplessly, to the destruction of our planet. From now on, the Moon is our home."*

*The mining of the lunar underground is now essential. There is no other option... Some colonists are already on their way.*

*"Captain Uhura, we have an alert. An ASTRA activity is reported. But we can't locate it precisely."*

✦ *Let's monitor the mine. Go to **chapter 16**.*

✦ *Let's monitor the extraction pumps. Go to **chapter 144**.*

✦ *Let's monitor the colony. Go to **chapter 41**.*

25

*"Captain Uhura. We have just caught a saboteur red-handed!"*

*I see. Unfortunately he had time to wreak havoc on our systems. But it could have been worse. We will manage.*

### Play Adventure #2.

**Permanent event:** During the set up phase, shuffle all the



*Without plants and trees, life is impossible. We need them for our future on Neo Solaris. A haven of peace awaits us. We need new guidelines for our departure.*

### Play Adventure #7.

**New missions:** Take the **Campaign Mission cards #143, #144 and #145**, and use them in this game.



Activate airlocks in order to give access to all the greenhouses.



Number the 3rd and 4th starships completely.



Circle every reactor, every plant, and every water tank of 1 starship.

† At the end of the game, **go to chapter 98**.

*Despite the terrible news, ASTRA shouldn't be forgotten. Don't let them outshine us. Let's build the tallest skyscrapers!*

### Play Adventure #5.

**Temporary event:** Take the **Campaign Event card #160**. During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #5** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

† At the end of the game, **go to chapter 100**.

*"Captain Uhura! Something serious happened. A few hours ago, an assault team entered the colony and*

*destroyed all the equipment of a quarter. The team was arrested but the damage was already done."*

*Friends, justice will prove that this hostile team was acting for ASTRA. Meanwhile we have to rebuild what was destroyed.*

Each player must destroy a quarter on their sheet by completely erasing it. Select a quarter and erase all numbers and all the circled symbols inside it. Do not erase the tunnels already built. Afterwards, you can start building again this ravaged quarter.

Put the Event card back in the box. Flip over a new card and carry on playing.

† At the end of the game, if the Captain has 140 points or more, **go to chapter 46**.

† Otherwise, **go to chapter 24**.

*Captain Zarek's logbook - Flagship Eburomagus:*

*"We jumped through the vortex without any incident. The magnetic disturbance seems relatively moderate compared to our initial assessment. The whole crew has gone through medical exams and has been declared fit for duty. However the situation on site is beyond belief. All our indicators are affirmative: we are back on Earth. But not at all on the scheduled date! The way in hyperspace does not fully operate as the scientists had predicted. Instead of instant travel, we have traveled into time as well! We are back at the exact same point, at the beginning of the crisis. In a few hours, we are going to meet the Earth delegates... And our forefathers..."*

† **Go to chapter 7**.

*The battle is over. The Neo Solaris territories have been evenly divided. The law of the New Dawn and of the Human Alliance has prevailed everywhere. Lucrative trade agreements with a more sensible ASTRA have been signed. A new start for humanity seems all but guaranteed. However, all this matters so little... All eyes are turned towards the vortex. We can see Earth through* ⇨



Starship cards, then take out 6 Starship cards from the pile: the 3 first Robot cards and the 3 first Energy cards that you find. Place them with the locked Campaign cards. You will only be able to get these cards back when the Campaign book tells you. You can also play in Adventure Mode without these cards.

- ✦ If the end of the game is triggered by the System Errors, go to **chapter 19**.
- ✦ Otherwise, go to **chapter 99**.

26

*What a disaster! A skyscraper has collapsed! Our vanity will be our doom! The opponents of New Dawn were right, we are not better than ASTRA after all...*

Each player selects a skyscraper on their sheet and erases all written numbers. The point bonuses and the resources are not altered. Afterwards you can start numbering again the destroyed skyscraper.

- ✦ At the end of the game, if at least one player has completed 2 skyscrapers, go to **chapter 184**.
- ✦ Otherwise, go to **chapter 100**.

27

*Do you realize? We have saved humanity once again. The honors await us on the other side!*

**Save the game on the Dashboard.** Then resume the campaign from here.

- ✦ Before you carry on, read the specific rules of **Adventure #8**. Then go to **chapter 129**.

28

*Avoid battles on the planets. Do not endanger our flagship. Use the lunar bases to divert attention.*

**Play Adventure #8.**

**Temporary event:** Take the Campaign Event card #168. During the set up, shuffle this card in one of the 3 draw piles of Starship cards. As soon as you draw it, look for the

indicated chapter corresponding to the **Adventure #8** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

- ✦ At the end of the game, go to **chapter 136**.

29

*We have enough vaccines and the remaining population is safe and sound. But the Moon is lost, and ASTRA has already opened the vortex so that their troops can flee, in violation of all our agreements.*

**Save the game on the Dashboard.** Then resume the campaign from here.

We must leave the Moon, but vaccines give us hope for the future. Maybe we will interrupt this infernal loop in which we are locked for such a long time. Moreover, the New Dawn and the Human Alliance have managed to get along. It's a good opportunity to move forward.

- ✦ This is the opportunity to save everything that can still be saved! Go to **chapter 181**.
- ✦ This is the opportunity to start again from scratch. Go to **chapter 9**.

30

*Communication to all teams:*

*"Here is your Captain Uhura. We have changed the situation from the previous campaigns. We managed to launch our rockets in spite of everything. I have faith in you. I have faith in us. We can adapt and react accordingly. Together we can succeed!"*

**Save the game on the Dashboard.** Then resume the campaign from here.

*Be careful, our intel on ASTRA is worrying. It seems that ASTRA do not want to play fair... Its intent is not clear.*

- ✦ Keep an eye on the space stations! Go to **chapter 40**.

- ✦ Keep an eye on the rockets! Go to **chapter 25**.

- ✦ Keep an eye on the asteroids! Go to **chapter 113**.



We have received a message from Earth:

*"The Human Alliance is proud of you. But the race against time continues. The asteroids are getting closer every day. Captain Takei, we count on you to set up the colony as quickly as possible."*

The Human alliance has given me free rein to direct our work.

- ✦ We must reactivate the observatory. It's very important for future development.. **Go to chapter 87.**
- ✦ We must set up the colony methodically. This new beginning must be perfect! **Go to chapter 59.**

*Urgent message:*

*"Here is Captain Takei, in charge of the evacuation fleet. This is an official announcement. We must prepare our jump into the vortex. It's essential that you follow the instructions of the evacuation teams to the letter. You will be boarding the starships gradually. If we cannot perform evacuation in the strictest order, we might not be able to put everyone on board. We count on your civicism."*

*Go! Go! Go! Everybody, to your stations! The vortex will soon shut down. We are running out of time.*

- ✦ Fill in these modules up to the roof and fire up the reactors! **Go to chapter 150.**
- ✦ Make sure that each starship is self-sufficient. We do not know what awaits us over there. **Go to chapter 60.**

*Damn! They saw right through my plans... The invasion of the moons has begun. We must react! Activate the self-destruction protocol of the lunar bases so we don't completely lose control of the situation.*

Each player erases their insignias on every moon of both sheets. Do not erase the penalty boxes already crossed off after using the Planning actions.

Put the Event card back in the box. Flip over a new card and carry on playing.

- ✦ At the end of the game, if the Captain controls at least 2 planets with at least one of their insignias on their moon, **go to chapter 107.**
- ✦ Otherwise, **go to chapter 136.**

*Newsflash:*

*"We have just learned that a virus of unknown origin is ravaging the city. It is a shame that Governor Zarek closed all the research laboratories last year accusing them of creating viruses. We know now that it was not the case..."*

*Who has done that? Why? Everything was under control! Somebody has betrayed me! I have been too generous with these agitators. This virus has to be their doing! I should have crushed them like bugs years ago...*

- ✦ Do not worry! I have everything under control. **Go to chapter 96.**
- ✦ I have The Human Alliance under my thumb. Call them! **Go to chapter 53.**

*An anomaly of unknown origin has been detected on the space stations. We need to secure them. Their resources are too precious.*

**Play Adventure #2.**

**New rule for this game:** During the set up phase, each player circles the highest multiplier bonus of each space station. There is no competition to get these bonuses. But to earn points with a station, you must nevertheless circle every robot for that station.

**ASTRA Solo:** You cannot get any Solo bonus and ASTRA cannot cross off your multiplier bonuses.

- ✦ At the end of the game, if every player has scored points on at least 2 space stations, **go to chapter 99.**
- ✦ Otherwise, **go to chapter 19.**



31

If this is the first time that you read this chapter, continue reading.

✦ Otherwise, **go directly to chapter 48.**

*The virus is spreading through a starship. We have to sacrifice some equipment to protect the population!*

In an infected starship, if possible, cross off 1 plant and 1 water tank, not already circled.

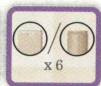
Put the Event card back in the box. Flip over a new card and carry on playing.

✦ At the end of the game, **go to chapter 98.**

32

*Our factories must yield the highest output possible. Here are the mission orders.*

**Play Adventure #4** with the **Mission cards #82, #85 and #86.**



✦ At the end of the game, if at least one player has accomplished the mission B, **go to chapter 74.**

✦ Otherwise, **go to chapter 185.**

33

*I only have one mission: to save humankind. Follow me or stay away from me!*

**Play Adventure #8** with the **Mission cards #106, #108 and #111.**



✦ At the end of the game, if the Captain has won, **go to chapter 171.**

✦ Otherwise, **go to chapter 57.**

34

*System update: Thrust power increased by 17%. Please modify your trajectory accordingly.*

Every player performs a trajectory correction on their sheet by drawing a line between 2 spaces. This correction does not use any energy. Put the Event card back in the box. Flip over a new card and carry on playing.

At the end of the game, the players who have the most complete zones earn 1 extra star.

**ASTRA Solo:** If you earn the 20 points for the most complete zones, you earn the extra star as well. If you do not earn the extra star, ASTRA earns it.

✦ At the end of the game, **go to chapter 92.**

35

*We must make some drastic choices. We cannot bring everything to the Moon. I trust that you will make the right calls, even if they are difficult.*

**Play Adventure #1.** For the rest of the campaign, unless otherwise specified, play with 3 Mission cards that you can select or pick at random.

**New rule for this game:** When you write down a number for the first time on the Wild action floor at the bottom of the rocket, you must cross off the Wild action symbol on the scaffolding and draw, next to it, the action symbol associated with that first written number. For the rest of the game, the Wild action floor is no longer a Wild action floor. You can only write numbers associated with the type of action of that first number. Note that the former Wild action floor still counts as the Wild action floor in order to accomplish the missions.

At the end of the game, the players who have numbered the entire former Wild action floor earn 1 extra star.

**ASTRA Solo:** If you do not earn the extra star, ASTRA earns it.

✦ If at least one player has completed the former Wild action floor, **go to chapter 175.**

✦ Otherwise, **go to chapter 148.**



supersonic ideas. Thanks to Alexis for his creativity and his absolute meticulousness that enabled us to stay focused. Thanks to Alain for enrolling me in his crew 6 years ago, and keeping me on board ever since, even though I grumble a little bit more with each game. Welcome to the Moon is undoubtedly the hardest graphic and mental endurance challenge on which I have worked. And if we make it, know that I am proud and thankful for having been on this long journey with you. Finally thank you to my two best gaming partners, for their patience during these long months when I had my head in the clouds!

Alain: Authors are a little crazy. Benoit and Alexis do not depart from this rule, but this touch of madness is what makes great games. And also the skills of an artist like Anne, one of which, and not the least, is to put up with us. Furthermore, I'd like to thank the rest of the team (Lola, Natacha, Dom & Sandra) who did more than their share in this astronomical work. I do believe that Moon is one such work and a highlight on the great Adventure of the Welcome line. Thanks to them and all the crazy ones (Andrée, Bruno, Richard, Matthieu, Jean-Emmanuel, Michel, Alain, Nathalie & Renaud) who supported and still support the dog for the past 7 years (well 49 in dog years!)

✦ By the way, **what if you went to chapter 160 ?**

44

*Stay focused! We must see the end of the process. I have a new plan to make it easier to build our colony. Come and admire the work.*

### Play Adventure #3.

**New Starship cards:** Take the **Campaign Starship cards #152, #153 and #154** and shuffle them with the other Starship cards. Afterwards you might unlock additional Campaign Starship cards. For each game, you can use only 3 of your choice.

**Number 0:** You can write down a 0. You cannot get lower than 0 with the Astronaut action. 0 is an even number.

**Adventure #8:** 0 works with the planet 1-2-3.

**Number 8½:** You can write down 8½ between an 8 and a 9. 8½ is neither even nor odd. Thus, in **Adventure #5**, you cannot use it to build a section of the dome with a Robot

action. **Adventure #8:** 8½ works with the planet 7-8-9.

**Number 42:** The answer to the ultimate question of life, the universe and everything. **Adventure #8:** 42 works with the planet 13-14-15.

**A choice between 2 actions:** You can perform one of the two possible actions indicated on the card.

**ASTRA Solo:** If you give ASTRA a card with a choice of 2 actions, at the end of the game, the action that counts is the one that earns most points for ASTRA. **Adventure #8:** If you must use a card with a choice of 2 actions for ASTRA, use the action of your choice for ASTRA.

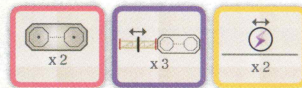
✦ If the Captain wins the game, **go to chapter 61.**

✦ Otherwise, **go to chapter 15.**

45

*Well, let's see... I'll make it as simple as possible: evacuate everywhere you can. Quarantine the rest... Here are your mission orders.*

**Play Adventure #6** with the **Mission cards #94, #96 and #98.**



✦ At the end of the game, if the Captain has 100 points or more, **go to chapter 164.**

✦ Otherwise, **go to chapter 18.**

46

*Despite their cheap shots, ASTRA ended up with nothing. Thanks to our skills, the colony is ready to welcome humankind! Moreover, the scientific reports will soon be there thanks to the roll-out of our observatory. We are on the right track.*

**Save the game on the Dashboard.** Then resume the campaign from here.

*Message from the Human Alliance:*

*"While we were finishing the evacuation of humanity, our precious Earth has suffered assaults from asteroids of a size that was never recorded previously. We could only bear witness, helplessly, to the destruction of our* ⇨



*The observatory is a source of crucial information so that we don't repeat our past mistakes. But it has just suffered a devastating cyber attack. All our technical support is focused on repairing our facilities. We will have to extract resources with limited capacities.*

#### Play Adventure #4.

**Permanent event:** During the set up phase, remove from the game all Starship cards numbered 1, 14 and 15, and place them with the locked Campaign cards. You will only be able to get these cards back when the Campaign book tells you. You can also play in Adventure Mode without these cards.

✦ At the end of the game, **go to chapter 178.**

*It was a mistake to free ourselves from the Earth model last time around. Traditions and rules are the foundations of our civilization. Do not forget it.*

#### Play Adventure #3.

**New rule for this game:** Exceptionally, you must follow the numbering rules only for the 6 horizontal rows, independently from one another. You do not have to necessarily follow these rules for the vertical columns.

The first players who complete 3 columns earn 1 extra star by immediately drawing it on their sheet next to the others in the campaign scoring area.

**ASTRA solo:** You earn the extra star if you complete 3 columns before shuffling the draw pile of Starship cards. If you do not earn the extra star, ASTRA earns it.

✦ If the Captain earns the extra star, **go to chapter 61.**

✦ Otherwise, **go to chapter 15.**

The Welcome to the Moon overarching campaign is now over. Thank you for taking part in this journey until the end with us. Of course you can play a new campaign with the already unlocked cards, either from the beginning with **chapter 1**, or starting with the 2nd time-loop with the chapter indicated on the **card #169**, or else starting with the 3rd time-loop with the chapter indicated on the **card #170**. This way you will be able to make different choices, discover a new story and unlock new cards. Maybe you did not uncover all the mysteries of Welcome to the Moon? Did you discover the origin of the virus? Did you find the vaccine? Have you used the vortex cannon? Did you save the Earth?

This adventure could not have been possible without:

**Benoit:** One of my biggest flaws is to get carried away (particularly on a project) without thinking twice about the consequences... In the end, this was a good thing because if I had thought about it, I would never have started Welcome to the Moon... Fortunately for me, Alexis came to my rescue and saved me from drowning. Without him, there would be nothing. Same goes for Anne. We have pushed her to her last limits... As far as the polar circle. But she held out, in spite of the endless new ideas and changes. Thank you Anne. Thank you also Alain for trusting us, while grumbling as usual, and offering us this incredible project. But not nearly as incredible as my wife Virginie, who supported me all along these last two long years, so very rich in emotions. This game is for Garance.

**Alexis:** I remember very well when Benoit told me: "Come on, we are making a game, we'll call it Welcome to the Moon!" I did not know then what I got involved into. When we finished the development and the writing, it was a relief after many months of work. We tried to create an entertaining game, and then we realized that we could take advantage of this universe to tell a story. I hope that we have managed to do so. I want to deeply thank Anne for her extraordinary patience, as well as Alain from Blue Cocker for the artistic freedom he gave us. Finally, I want to thank Céline for her support during the long and intense wrap up time.

**Anne:** Thanks to Benoit for bringing us with him in this extraordinary journey, from the suburbs of the 50's to the edge of the universe, with the help of his booster of



## Play Adventure #2.

**Expert mode:** For this game, during the set up phase, shuffle the Starship cards so you have only one draw pile with the action side visible. Then each player, starting with the Captain, draws 3 cards. Each turn, use one card for its number, and a second one for its action. Discard the 2 used cards and give the third one to your opponent on your left, with its number side hidden. At the end of the turn, each player, starting with the Captain, draws 2 new cards and adds them to the card given by their opponent on their right. When the pile of cards runs out, shuffle the discarded cards and form a new draw pile.

**ASTRA Solo:** You already play in Expert mode in some way, so do not change anything.

To play with the Expert mode in Adventure Mode, you can retrieve the Expert rules with the index at the end of this book.

✦ At the end of the game, go to **chapter 19**.

53

*The Human Alliance does not answer my calls! What a bunch of cowards! We shall have to manage by ourselves. Fortunately, the population is under my control...*

## Play Adventure #6.

**Temporary event:** Take the **Campaign Event card #167**. During the set up phase, shuffle this card in one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #6** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 draw piles of Starship cards, then place the other 2 piles on top of it.

**New rule for this game:** With the Robot action you can only close the walkways that are connected to the quarter in which you have just written down the number associated with the action. This rule is also valid for the Robot bonus obtained by crossing off plants.

✦ At the end of the game, go to **chapter 132**.

54

*As the vortex is closing down, the Earth, still intact, is slowly disappearing. Earth has escaped a disaster that we thought was inevitable. Humankind, and all the living creatures that we have left behind will continue to evolve on Earth. Maybe humanity will become aware of its mistakes and change there as well. We are proof that it's possible. I hope that someday I will go back there...*

✦ Go to **chapter 43**.

55

*Earth is still threatened with destruction. Our determination will allow us to save humanity, once and for all! This time, the asteroid density seems even more important and new interstellar objects have been detected. We must plan the launch with extreme precision.*

✦ Let's prepare for any eventuality! Go to **chapter 176**.

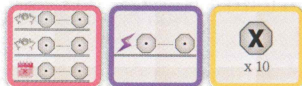
✦ Let's use extreme precision in loading the rockets! Go to **chapter 58**.

✦ Punctuality is our keyword. Every second counts! Go to **chapter 118**.

56

*This is a matter of absolute emergency! We must launch our rockets as soon as possible! Therefore, our priority is to optimize the loading of the rockets. Here are your mission orders.*

Set up to **play Adventure #1** with the **Mission cards #65, #66 and #68**.



Play the game. At the end of the game, you will have to come back here and continue reading this chapter. It is therefore recommended that you keep the book open and note the number of this chapter on the Captain card.

✦ Captain Takei, if you have won the game, go to **chapter 161**.

✦ Otherwise, go to **chapter 21**.



planet. From now on, the Moon is our home."

We cannot give up. We knew what to expect. Mining the lunar underground is more than ever necessary to build our future. The Moon is our last hope... Let's get to work.

- ✦ We have a new drilling technology. **Go to chapter 146.**
- ✦ We have a new factory. **Go to chapter 114.**

47

"Captain Takei, the last building is complete!"

Great! The capital city is ready! Look around! All these people under our dome! You have done quite a feat! We are now at the beginning of a new era. Humankind is saved, thanks to you!

Assign the stars. **Save the game on the Dashboard.** Then resume the campaign from **here**.

- ✦ **Before you carry on, read the specific rules of Adventure #6.** Then **go to chapter 122.**

48

We must quarantine our resources! We move up to cosmic red alert!

If possible, cross off 1 plant and 1 water tank that are still not circled, in each infected starship.

Put the Event card back in the box. Flip over a new card and carry on playing.

- ✦ At the end of the game, **go to chapter 98.**

49

The team in charge of the reactors is infected. If we do not leave now, this is the end of humankind!

Select a starship adjacent to an already infected starship. This starship is now infected. Cross off its cockpit. If possible, cross off a non circled reactor in each infected starship.

Put the Event card back in the box and flip over a new card and carry on playing.

- ✦ At the end of the game, **go to chapter 98.**

50

Captain, read the following text and make your first decision:

Ladies, gentlemen, we have to act. Humankind is watching us. We must succeed in this first mission or our species will disappear. The Human Alliance has chosen me to be your Captain for this first mission and... [Interruption] Ah yes, it's true, the marketing team prefers the word "Adventure"... Anyway... As I was saying, I will be your Captain for this "Adventure" of our "Campaign" for the conquest of the Moon. And I believe I can measure up to the task. Remember, we have the same goal. If we are competing, that's not only for glory, but also to save humankind.

Let's prepare our rockets. If we want to succeed, I have to make a difficult choice.

- ✦ I will favor vital human resources. **Go to chapter 154.**
- ✦ I will favor automation and energy. **Go to chapter 56.**

51

Our teams have restored the extraction pumps to their full power. We can carry on the work as planned.

You can write down the numbers in the columns normally again. However, at the end of the game, if you have the most complete columns with different numbers, you earn 1 extra star.

**ASTRA Solo:** You earn the extra star only if all your complete columns have different numbers.

Put the Event card back in the box. Flip over a new card and carry on playing.

- ✦ At the end of the game, **go to chapter 178.**

52

We have been offered a training course for experts. There is always room for improvement!



*The rockets do not have sufficient capacity to take what's needed to the Moon. Here's the plan to upgrade them thanks to the technology that we brought back from the future. It might very well affect the course of history, but the risk is worth it!*

**Play Adventure #1.** For the rest of the Campaign, except stated otherwise, play with 3 Mission cards that you can select or pick at random.

**Warp 1A - The Mega Rocket:** Take the Campaign Warp cards #178 to #183. For this game, each player takes one of these cards, on the **1A side** and places it on their sheet. The card must cover the 2 Astronaut floors of the rocket, and will therefore enlarge it. Each of these new floors is not tied to only one type of action. But each space is tied to a specific type of action with a shape and a color corresponding to the action. You must number each floor independently, according to the numbering rules.

**New rule for this game:** At the end of the game, the players who have completely numbered the 4 floors of the card earn 1 extra star.

**ASTRA Solo:** If you do not earn the extra star, ASTRA earns it.

- ✦ If at least one of you has completed these 4 floors, **go to chapter 175.**
- ✦ Otherwise, **go to chapter 148.**

*The epidemic is spreading. We move up to purple red alert!*

Select a starship adjacent to an already infected starship. This starship is also infected. Cross off its cockpit.

Put the **Event card #165** back in the box. Set up again 3 draw piles of Starship cards and shuffle again the **Event card #163 and #164** in one of the 3 piles.

**ASTRA Solo:** Shuffle again the **Event card #163 and #164** in the draw pile of cards.

- ✦ At the end of the game, **go to chapter 98.**

*We couldn't see further than our personal interests. The asteroid, hardly banged up, has gone into the vortex. And while it slowly closes down, we watch, filled with dread, the asteroid crash into Earth with incredible violence. It is utterly destroyed, and all forms of life with it. Of course, our future is secure on Neo Solaris, but terraforming will take thousands of years. And this is not like Earth. It will never be. I see friends wandering, in a daze, in shock. Others move on to their activities and do not seem to realize what has just happened. But I see their worried faces, and their eyes, their eyes... Having kept one last souvenir from Earth, I am listening to this song: "I see skies of blue and clouds of white... And I think to myself, what a wonderful world..."*

- ✦ **Go to chapter 43.**

*ASTRA is already getting in our way. The company has poached part of our team on the ground. Mobilize everyone! Good luck!*

For the rest of the game, you can only write down new numbers in spaces adjacent to already numbered spaces, on the right or on the left side. If no number is written on a floor, you can then write down the first number on this floor, in any space. But afterwards, you must follow this adjacency rule on this floor as well.

Put the Event card back in the box. Flip over a new card and carry on playing.

- ✦ If the end of the game is triggered by the System Errors, **go to chapter 30.**
- ✦ Otherwise, **go to chapter 142.**



*Me, incompetent? It's not my fault! That's you who made a serious mistake. I do not understand your useless stubbornness. Why did you destroy the asteroid belt? Why? The resources of the planets will never be enough to rebuild everything. What are you going to do to save humanity? Our fate is sealed...*

**Save the game on the Dashboard.** Then add up the stars earned by each player during the 8 Adventures. The player who has earned the most stars wins the campaign.

This first campaign has allowed you to discover the 8 Adventures that constitute a campaign. But it does not end there! The next campaign will allow you to discover the rest of the story, while unlocking Campaign cards, new rules and all kinds of events. Keep the Dashboard of your 1st campaign, it might be useful...

✦ But before starting a new campaign, **go to chapter 147.**

*Let's start over with this new launch. The previous objectives were not clear enough and our teams need simple and precise instructions to succeed.*

**Play Adventure #1.**

**New missions:** Take the **Campaign Mission cards #125, #126 and #127** and use them for this game.



Number 5 quarters completely, each with a 3-spaces size.



Number 5 floors completely.



Number 2 spaces in 9 floors.

✦ Captain Uhura, if you managed to launch your rocket, **go to chapter 142.**

✦ Otherwise, **go to chapter 30.**

*If the foundation is solid, our future will be guaranteed. We must do everything perfectly. Here are our mission orders.*

**Play Adventure #3 with the Mission cards #77, #79 and #81.**



✦ If one of the players has ended the game by accomplishing the 3 missions, **go to chapter 6.**

✦ Otherwise, **go to chapter 124.**

*Of course, I'm not losing my self-control! I remain efficient. Believe me. Here are our mission orders.*

**Play Adventure #7 with the Mission cards #100, #103 and #105.**



✦ At the end of the game, if at least one of the players has a starship with all the water tanks and all the plants circled, **go to chapter 27.**

✦ Otherwise, **go to chapter 104.**

*We managed to inaugurate the colony on time. This day will be remembered. For a long time, the name of Captain Zarek will be remembered! In fact, I have convinced the Human Alliance to start the evacuation of Earth this very day.*

**Save the game on the Dashboard.** Then resume the campaign from **here.**

*Thanks to my results, I have obtained new tools to mine the lunar resources. Trust me, I know what to do. We will not fail like our predecessors.*

✦ Our drills have detected new deposits. Let's exploit them. **Go to chapter 23.**

✦ Let's repair our equipment and try a new approach. **Go to chapter 152.**



*"Captain Uhura! We have just located several armed ASTRA astronauts near the colony."*

*Friends! For the safety of the colony, we must adjust our protocol. Right now!*

For the rest of the game, you can only write down a number in a space adjacent to an already numbered space, either vertically or horizontally.

Put the Event card back in the box. Flip over a new card and carry on playing.

✦ If the end of the game is triggered by the System Errors, go to **chapter 24**.

✦ Otherwise, go to **chapter 46**.

*Unbelievable... This alien spaceship was incredible. The resources that we found will probably allow humankind to gain several years of technological progress. Send all that to the Human Alliance lab. They will know what to do. This change of plan will help us. We have been more efficient and we now have more knowledge. I feel that the colonization of the Moon will be a success this time!*

**Save the game on the Dashboard.** Then resume the campaign from here.

*Let's take advantage of this situation and let's make our colony an unprecedented success... [Phone rings]*

✦ Continue the planning of the mission. Go to **chapter 44**.

✦ Take the call from the engineers. Go to **chapter 4**.

*In these tough times, we are getting life saving assistance from the people on the Moon, and even from the New Dawn. From now on, we can cope with ASTRA's unfair competition, and build our capital city.*

## Play Adventure #5.

**New Starship cards:** Take the **Campaign Starship cards #149, #150 and #151** and shuffle these cards with the other Starship cards. Later on, you might unlock some additional Campaign Starship cards. For each game, you can use only 3 of your choice.

**Number X:** You must write down an X in a space. It will earn you no bonus and no penalty, unlike a Planning action.

**Adventure #5:** X is both even and odd. **Adventure #8:** Drawn your insignia on any planet.

**ASTRA Solo:** In general, ASTRA uses only the action side, except in **Adventure #8:** if ASTRA must use a card X, select any planet to draw its insignia.

✦ If the end of the game is triggered by accomplishing 3 missions, go to **chapter 184**.

✦ Otherwise, go to **chapter 100**.

*We have perfectly exploited the Alpha industrial complex. The Human Alliance has therefore decided to entrust us with the construction of the capital city of the moon!*

Assign the stars indicated on the Adventure sheet. **Save the game on the Dashboard.** Then resume the campaign from here.

✦ Before you carry on, read the specific rules of **Adventure #5**. Then go to **chapter 103**.

*Alert! Our network has broken down! The automatic robots are out of order!*

For the rest of the game, the Robot bonuses in the spaces of the modules do not work anymore.

✦ If the end of the game is triggered by the System Errors, go to **chapter 145**.

✦ Otherwise, go to **chapter 76**.



The population is in turmoil. The protests led by the New Dawn are multiplying. Some construction sites are at a standstill. Some skyscrapers will have to be lower than expected.

Every player selects a skyscraper whose levels above the ground are not entirely numbered. Cross off all the empty spaces above the ground of this skyscraper, as well as the 2 bonuses of the highest level. You can not number the spaces above ground of this skyscraper anymore.

Put the Event card back in the box. Flip over a new card and carry on playing.

✦ At the end of the game, go to **chapter 100**.

The vortex cannon worked perfectly and our travel through space went well. Because of that, we should regain control of our fate. But let's be lucid, Neo Solaris is still an utopian dream. Should we wish for the success of humankind, even though, time after time, we make the same mistakes over and over again? The New Dawn and the Human Alliance have each taken control of a system in Neo Solaris. For the time being, humankind is safe...

**Save the game on the Dashboard.** Then resume the campaign from here.

[The alarm rings] "Captain Uhura! ASTRA has just launched an attack on the Neo Solaris' twin systems. All communication is blocked." Impossible to know who is with us or against us. The inevitable battle is imminent. We have no choice left but to fight.

✦ Go to **chapter 167**.

Well, it's time to change our priorities. We cannot put all our eggs in one basket. Let's proceed with greater precision in each field, without neglecting anything.

## Play Adventure #2.

**New missions:** Take the **Campaign Mission cards #128, #129 and #130**, and use them in this game.



Circle every plant of 1 spatial station, as well as one of its multiplier bonuses.



Using the energy, correct your trajectory 4 times.



Circle a water tank of each different value.

At the end of the game, if one player ends the game by accomplishing the 3 missions, they become Captain.

✦ Then go to **chapter 92**.

We must occupy the land with our colony. We cannot let ASTRA expand into international territory.

## Play Adventure #3.

**Temporary event:** Take the **Campaign Event card #165**. During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #3** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

✦ At the end of the game, go to **chapter 46**.

I would like to thank you. Thanks to your subservience, I have reached my goal. The Human Alliance has admitted its mistakes and has decided to appoint me as the new leader of the Moon. Now that Governor Zarek is in charge, the future will be brilliant.

**Save the game on the Dashboard.** Then resume the campaign from here.

✦ Go to **chapter 126**.



rest of the game pick only 2 cards instead of 3. Use one for its number and the other one for its action, then give one of the two to ASTRA.

If you trigger the end of the game otherwise than with the System Errors, you earn 1 extra star.

✦ At the end of the game, go to **chapter 82**.

81

*My plan is simple. The population is aware of the need to follow the rules. It now needs to recognize my... Our pre-eminence.*

### Play Adventure #5.

**New missions:** Take the **Campaign Mission cards #137, #138 and #139** and use them for this game.



Number the 2 starting spaces of each of the 4 skyscrapers.



In the plant and water tower, circle at least 1 symbol (Plant or Water) in each underground level.



Cross off 5 astronauts in the scoring area.

✦ If the Captain wins the game, go to **chapter 70**.

✦ Otherwise, go to **chapter 94**.

82

*Official Statement from the Human Alliance:*

*"The unthinkable has happened. Our pioneers had barely started preparing the Moon, the mass evacuation was under way, and suddenly, dozens of asteroids struck our planet and destroyed it under our eyes. The #bluedog team was not able to save humanity as we thought it would... Humanity is in mourning."*

*Thanks to me, we are still aiming for the conquest of the Moon. And meanwhile, the Human Alliance is pouring fuel to the fire. But I will bring back unity to the project.*

**Save the game on the Dashboard.** Then resume the campaign from **here**.

*The population must listen to me. Let's be more persuasive...*

✦ *Let's modify the buildings to meet the needs of the population.* Go to **chapter 151**.

✦ *Radiation is a source of stress. Let's focus on that matter.* Go to **chapter 91**.

83

*ASTRA's goal is not clear. But considering its vast wealth, we must redefine our priorities for the colony. We must finish building it as soon as possible.*

### Play Adventure #3.

**New missions:** Take the **Campaign Mission cards #131, #132 and #133** and use them for this game.



Number 2 quarters completely.



Circle 3 water tanks and connect them to the tunnel network.



Circle all the greenhouses and the water tanks of 1 quarter.

✦ At the end of the game if every player has accomplished at least 1 mission, go to **chapter 46**.

✦ Otherwise, go to **chapter 24**.

84

*Well, our IT crew have found the bug. Apparently, it was something about a program unable to manage 4 digits for a date... It doesn't really make any sense. Bunch of idiots... Well, anyway... The program has been restored...*

For the rest of the game, you can number your quarters without taking into consideration the even-odd rule. Put the Event card back in the box. Flip a new card and carry on playing.

At the end of the game, if you have at least one complete quarter only with even or odd numbers, you earn 1 extra star.



Our escape was a success. The journey through the vortex went well. We are now in the twin systems of Neo Solaris. With my experience in hand, I am confident about the future. Under my control, humankind will finally be able to settle down on a long term basis.

**Save the game on the Dashboard.** Then resume the campaign from here.

*“Captain Zarek, armed starships have been detected in the area. They are transmitting on the New Dawn frequency.”*

*Fools! You think that I will leave you in peace? Neo Solaris needs order and discipline. I will not sacrifice the fate of humankind on the altar of tolerance and self-righteousness. Change of plan. Let's get rid of these losers first!*

- ✦ *Let's meet in the command room. Go to chapter 93.*
- ✦ *Deploy my starships. Go to chapter 28.*

*Message from Captain Zarek to all teams on the launch site, we will not let anyone sabotage our departure. We have come to help you. It's our only mission. Because of the last incident, we will have to adapt a little bit...*

**Play Adventure #1.** For the rest of the Campaign, except where otherwise specified, play with 3 Mission cards that you can select or pick at random.

**Permanent event:** During the set up phase, take out of the game the 6 Starship cards with a number 7, and place them with the locked Campaign cards. You will be able to get these cards back only when the Campaign book tells you. You can also play in Adventure Mode without these cards.

If you do not win the game and only need 4 rockets or less to launch, you still earn 1 star.

**ASTRA Solo:** ASTRA earns 1 star if there are 4 boxes or less to cross off on the ASTRA Adventure card.

- ✦ If the Captain has won 1 star, go to chapter 175.
- ✦ Otherwise, go to chapter 148.

Our factories must reach their optimum. The quality of the extraction is more important than the quantity. Here are your mission orders.

**Play Adventure #4** with the **Mission cards #83, #84 and #87.**



✦ At the end of the game, if at least one player has accomplished the mission B, go to **chapter 74.**

✦ Otherwise, go to **chapter 185.**

*Well, we won't be ready in time for the launch. Clearly our team is not up to the task. But still, we might get a little help for the gathering of the resources.*

**Play Adventure #2.**

**Temporary event:** Take the **Campaign Event card #159.** During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #2** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

✦ At the end of the game, go to **chapter 92.**

*It must be a mistake. This is not possible... The Human Alliance is withdrawing funds in order to "adjust priorities"... But what priorities? Who do they think they are?*

Put the Event card back in the box. Take all the Starship cards and shuffle them together. Set 2 draw piles instead of 3, number side visible and reveal the first card of each draw pile. For the rest of the game, you will play with only 2 combinations to choose from.

**ASTRA Solo:** Do not shuffle the Starship cards, but for the



## Play Adventure #7.

**Permanent event:** During the set up phase, shuffle all the Starship cards, then take out of the game 6 Starship cards: the first 4 Plant cards and the first 2 Water cards that you draw. Place them with the locked Campaign cards. You will only be able to get these cards back when the Campaign book tells you. You can also play in Adventure Mode without these cards.

- ✦ If the end of the game is triggered by the System Errors, go to **chapter 145**.
- ✦ Otherwise, go to chapter **76**.

98

*Our journey through the vortex went well. But let's be lucid, Neo Solaris is still an utopian dream. Should we wish for the success of humankind, even though, time after time, we make the same mistakes over and over again? The New Dawn and the Human Alliance have each taken control of a system in Neo Solaris. For the time being, humankind is safe...*

**Save the game on the Dashboard.** Then resume the campaign from **here**.

*[The alarm rings] "Captain Uhura! ASTRA has just launched an attack on the Neo Solaris' twin systems. All communication is blocked."*

*Impossible to know who is with us or against us. The inevitable battle is imminent. We have no choice left but to fight.*

- ✦ Go to **chapter 167**.

99

*The journey was not peaceful... But we have collected precious data. And we are on the Moon.*

**Save the game on the Dashboard.** Then resume the campaign from **here**.

*"Captain Uhura, here is the Human Alliance. We must start the evacuation of Earth. We can't wait any longer!"*

*Well. Let's get to work and make sure that this time the Moon will become our permanent home. We have a colony to build, now!*

- ✦ Activate protocol CL-053. Go to **chapter 69**.
- ✦ Activate protocol 3-R4-Z. Go to **chapter 108**.

100

*The inauguration of our capital city is the culmination of long and arduous efforts. The population finally settled but we had to negotiate with ASTRA which became, like it or not, a major partner for the Human Alliance. Is the fate of humankind in good hands? Time will tell.*

**Save the game on the Dashboard.** Then resume the campaign from **here**.

Flash News:

*"The F-3-AR virus which appeared a few weeks ago is now spreading at an exponential rate through the capital city. The scientists are overwhelmed. They were never given the necessary means to find a treatment or a vaccine."*

- ✦ Let's call the scientists. Go to **chapter 182**.
- ✦ Let's call the Human Alliance. Go to **chapter 22**.
- ✦ Let's call the Alpha factory. Go to **chapter 123**.

101

*The bomb disposal unit has inspected every tunnel. We can safely go back to the extraction site.*

Now you have access to the 2nd and 3rd levels and you can number them in a normal manner.

Put the Event card back in the box. Flip over a new card and carry on playing.

- ✦ At the end of the game, go to **chapter 178**.

102

*These slackers have finally woken up. Which proves that nothing is better than a virus to shake up the population...*

With the Robot action, you can close again any walkway of your choice. Put the Event card back in the box. Flip over a new card and carry on playing.

- ✦ At the end of the game, go to **chapter 132**.



*Congratulations! You have followed my instructions and reacted with ease to the unforeseen events. We are back on the Moon and in better shape than the first time thanks to me. What a strange feeling it is to see this world again, free of all human stains...*

**Save the game on the Dashboard.** Then resume the campaign from here.

*The first colony was an incredible achievement but not without flaws. Let's not repeat the same mistakes...*

✦ *We must pare down our colony. Let's cut to the chase.*

**Go to chapter 42.**

✦ *We must go over the layout of the quarters again. Let's optimize all that.* **Go to chapter 111.**

*I have ordered the military reserves to join us. Do not waste this.*

**Permanent event:** If you have lost some Starship cards because of one or several previous events, get them back and shuffle them with your remaining Starship cards.

*To get rid of this threat, you must split up your forces onto both systems. Otherwise, you will be caught off guard!*

**Play Adventure #8.**

**New missions:** Take the **Campaign Mission cards #146, #147 and #148** and use them for this game.



Control 3 planets on each of the sheets.



Using the robots, draw your insignia on 4 asteroids, on each of the sheets.



Cross off 6 Plant scoring boxes and 4 Water scoring boxes, on each of the sheets.

✦ If the end of the game is triggered by accomplishing the 3 missions, **go to chapter 107.**

✦ Otherwise, **go to chapter 136.**

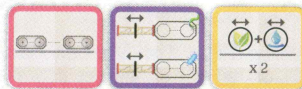
*The capital city has been inaugurated in time. Thanks to our organization skills, all the domes are finished. It should have been easier with our experience, but the Human Alliance has dragged their feet... Anyway the situation is better now. My project finally came through. For now on, I am "Governor Zarek" for the population. But do not worry, I remain your Captain...*

**Save the game on the Dashboard.** Then resume the campaign from here.

✦ **Go to chapter 39.**

*The viruses are transmitted by air and by direct contact. If we prevent the viruses from spreading, we will give the people a chance. Here are your mission orders.*

**Play Adventure #6** with the **Mission cards #95, #97 and #99.**



✦ At the end of the game if the Captain has 90 points or more, **go to chapter 164.**

✦ Otherwise, **go to chapter 18.**

*The preventive treatment created by my scientists seems to work for now. Let's take this opportunity to save as many of our followers as we can before the situation degenerates.*

**Play Adventure #6.**

**New rule for this game:** During the set up phase, you do not activate the "grey virus". The game begins without any infection.

✦ At the end of the game, **go to chapter 132.**

*We found leaks and we are at risk of losing resources. We must dial back some of our systems. We will find solutions later on.*



*Let's make sure that our colony is the most efficient. We won't let the ASTRA's teams overtake us.*

### **Play Adventure #3.**

**Temporary event:** Take the **Campaign Event card #166**. During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #3** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

✦ At the end of the game, **go to chapter 46**.

*Previously in Welcome to the Moon... The Human Alliance has entrusted Captain Takei with the rescue operation. He succeeded with his team in organizing the settlement of humankind on the Moon. After his arrival on the Moon and the building of the first colony, he managed to extract enough resources from the lunar underground to build the capital city of the Moon. Unfortunately, the Human alliance failed its mission and could not prevent the emergence of troubles in the new city. The history of humankind on the Moon is littered with poverty, discrimination, and social conflicts, until the devastating virus appeared.*

*Technological advances have allowed the Human Alliance to discover two inhabitable solar systems, Neo Solaris 1 & 2. Captain Takei and his team had to get back in action to evacuate the Moon. But the arrival on Neo Solaris did not proceed as planned. The New Dawn, a revolutionary group opposed to the Human Alliance had taken control of part of the fleet and a huge confrontation happened. The result of this was the defeat of one of them and the destruction of the Neo Solaris asteroid belt, leaving humankind in a catastrophic situation.*

✦ **Go to chapter 147.**

*Our radars have detected a large asteroid on our trajectory. Its form is... What can I say? A bit strange... But anyway, we fear that it might be bad news for Earth. We have to explore it.*

### **Play Adventure #2.**

**Warp 2B - The Mega Asteroid:** Take the **Campaign Warp cards #184 to #189**. For this game, each player takes one of these cards and places it on the **2B side** on the top right corner of their sheet. The card must partly cover the Moon as well as the space with the water tank (with a 4 value) and the space where the robot starts from. The trajectory makes a detour to explore the asteroid. Each exploration space on the asteroid is connected to an Energy, Plant or Water symbol on its surface. If you number one of these spaces, with an associated action corresponding to the symbol connected to this space, then you can circle this symbol. Note that circling a symbol on the asteroid replaces the normal use of the action. For example, if you use an Energy action to circle an energy on the asteroid, you can not circle an energy in your reserve on the top left corner of your sheet. You must choose between these two possible actions.

If you circle every symbol of the same type, you earn the stated points. The first players who number the 7 exploration spaces earn and immediately circle the bonus of 10 points, even if the symbols on their asteroid are not all circled. The other players cross off this bonus and will not earn anything.

**ASTRA Solo:** You get the 10 points bonus if you number the 7 exploration spaces before shuffling the pile of Starship cards.

✦ At the end of the game if at least one player has circled every symbol on the asteroid, **go to chapter 99**.

✦ Otherwise, **go to chapter 19**.

*The initial layout was exposing us all to architectural redundancies that were confusing for the first settlers. I have pushed the architects to review their plans and reinforce the necessary communication with our →*



*Official statement of the Human Alliance:*

*"As the domes were starting to appear on the Moon, and the general evacuation was finally in progress, our eyes were filled with terror. We saw, in the dark sky of the Moon, the Earth being destroyed by an asteroid that seemed to be coming from another world. The prediction of this disaster has now become a horrible reality. Of course we have saved a great number of human lives and enough genetic material to insure the future of Humankind. But we have left so many lives behind..."*

*I guess you all have heard the statement from the Human Alliance? We knew what was going to happen. There's no time for despair. We have work to do... And we have to build this little village fast. Because it has already been sold off plan... And I don't really know where to start...*

✦ *Anyway, we have no choice, everything must be ready. Go to **chapter 149**.*

✦ *Let's focus on the essentials so that this city is habitable. Go to **chapter 166**.*

*It's difficult to achieve two masterstrokes in one's lifetime. But never forget that the people you saved, even though they left loved ones on this Moon, will always be grateful to you.*

**Save the game on the Dashboard.** Then resume the campaign from here.

✦ **Before you carry on, read the specific rules of Adventure #8.** Then go to **chapter 129**.

If this is the first time that you read this chapter, continue reading.

✦ **Otherwise, go directly to chapter 75.**

*We have encountered some trouble with the robots. The IT team is working on it but it might slow us down...*

Put the Event card back in the box. Flip over a new card and carry on playing.

✦ **At the end of the game, go to chapter 76.**

*This is it, our teams have activated the Space Plants protocol. You should benefit from it in a few moments. Make the most of it!*

For the rest of the game, with the Plant action you can circle a plant in any space station, wherever you write down the associated number. Put the Event card back in the box. Flip over a new card and carry on playing.

At the end of the game, you earn 1 extra star if you have circled all the plants in 3 space stations.

**ASTRA Solo:** If you do not earn the extra star, ASTRA earns it.

✦ **At the end of the game, go to chapter 92.**

*Victory is mine! We have taken control of Neo Solaris. The damages are substantial but after all, we are only talking about a few planets... With the resources that have been preserved, the future of humankind is guaranteed. I saved them all!*

**Save the game on the Dashboard.** Then add up the stars won by each player during the 8 Adventures. The player who has the most stars wins the campaign.

*Official statement from the Human Alliance:*

*"We have no choice but to abjure Governor Zarek. He might have given us the victory, but the price for it is unacceptable. The unspeakable massacre that he is guilty of has put humankind in a dire situation. The Governor will be under arrest until his judgement."*

The story does not end there! The following campaign will allow you to discover the rest of the story! Keep the Dashboard of this campaign, it might be useful...

✦ **But before starting a new campaign, go to chapter 125.**



At the end of the game, add up the scores of each area as well as the bonuses that you have earned. The incomplete areas won't earn you any points. This factory may help you accomplish a mission: if you cross off all its robots and all energies, it will count as 2 upgraded main factories.

**ASTRA Solo:** You can earn 2 Solo bonuses for each filling bonus of this factory, and they can also be crossed off by ASTRA like the others...

✦ At the end of the game, go to **chapter 178**.

*We will need the reactors at full capacity. Make sure the starships maintain their structural integrity.*

### Play Adventure #7.

**Temporary event:** Take the **Campaign Event cards #160 and #161**. During the set up phase, shuffle the **card #160** into one of the 3 draw piles of Starship cards. Then place the **card #161** under this pile. As soon as you draw one of these cards, look for the indicated chapter corresponding to the **Adventure #7** and immediately go there.

**ASTRA Solo:** Shuffle the **card #160** with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it. Place the **card #161** under the pile.

✦ At the end of the game, go to **chapter 76**.

*Moons are our best strategic option. From there, we can control the planets without placing our troops in danger. We must be smart and win, so that we don't recreate the same catastrophe as last time. We must consider my future!*

### Play Adventure #8.

**New rule for this game:** For the control of the planets, each insignia on a moon is worth 2 insignias.

✦ If the Captain controls at least 3 planets with at least one of their insignias on their moon, go to **chapter 107**.

✦ Otherwise, go to **chapter 136**.

*Fill the starships up to their maximum! Load everything you can. Men, women, resources, dogs, cats... Whatever. Otherwise, we will not have enough resources afterwards.*

### Play Adventure #7.

**Warp 7A - The Starship Race:** Take the **Campaign Warp cards #214 to #219**. For this game, each player takes one of these cards and places it on the **7A side** on their sheet. Place the card on the left side of your sheet as an extension to the scoring area, and completely cover the mission scoring area. As soon as you completely number a starship, circle its cockpit. Then cross off the bonus of your choice among those available on the card. Immediately use the bonus wherever you want, without any penalty and with the only constraint that it should be in an accessible starship or module. When you accomplish a mission, you also get a bonus to immediately use.

At the end of the game, the players who have the most completely numbered starships earn points: 20 points for 1st place, 10 points for 2nd, and 5 points for 3rd. You do not earn any points if you have no complete starship. If you end the game by accomplishing the 3 missions, choose a bonus: 1 star or 10 points. You can wait until everyone has calculated their final score before choosing.

**ASTRA Solo:** You earn 20 points if you complete at least 4 starships. Otherwise, you earn 10 points.

✦ If one player wins the mission bonus, either 1 star or 10 points, and wins the game, go to **chapter 76**.

✦ Otherwise, go to **chapter 145**.

*We have new data regarding the asteroids and the news is not reassuring. The timing will be tight if we want to avoid all risks. The control center has a new program that will help us.*

### Play Adventure #1.

**Warp 1B - The Control Center:** Take the **Campaign Warp cards #178 to #183**. For this game, each player takes one of



rockets. This project is more ambitious. I believe in you!

### Play Adventure #3.

**Warp 3B - The Mega Quarter:** Take the **Campaign Warp cards #190 to #195**. For this game, each player takes one of these cards and places it on the **3B side** on their sheet. The card must completely cover the quarter located at the bottom right corner. In this new quarter, you'll find a new observatory with parabolic antennas which is considered as already numbered. Tunnels are already built, but in order to activate them, you must connect them to the network starting from the rocket at the bottom left corner. To circle a greenhouse in this quarter with a Plant action, you must write down the number in a space adjacent to this greenhouse. The first players to fill in this entire quarter immediately circle the bonus of their choice: 1 star or 10 points. The other players cross off these 2 bonuses and will not earn anything.

**ASTRA Solo:** The bonus of the quarter can earn you a Solo bonus or can be crossed off by ASTRA, without earning ASTRA anything.

- ✦ At the end of the game if the Captain has earned the bonus of this quarter, **go to chapter 61**.
- ✦ Otherwise, **go to chapter 15**.

112

*Warning: "Captain Zarek to all teams. Several extraction factories have been sabotaged. These vile acts have caught the Human Alliance unawares. We need to take action!"*

### Play Adventure #4.

**New rule for this game:** During the set up phase, each player gives their sheet to their neighbor on their right. On the sheet of your opponent, sabotage 3 factories: 2 main ones (bottom) and 1 secondary one (top). For that purpose, cross off the upgraded score in the 2 main factories and the bonus resources in the secondary factory. Then get your sheet back and play. With the Robot and Energy action, you can still cross off the robots and the energies in the sabotaged factories in order to accomplish a mission.

**ASTRA Solo:** Sabotage 3 factories of your choice.

- ✦ At the end of the game, **go to chapter 82**.

113

*"Captain Uhura! We have received an alert! We discovered asteroids threatening the space stations!"*

*So our new priority is getting our hands on the resources they shelter. The clock is ticking!*

### Play Adventure #2.

**Temporary event:** Take the **Campaign Event card #163 and #164**. During the set up phase, shuffle the **card #163** into one of the 3 draw piles of Starship cards. Then place the **card #164** under this pile. As soon as you draw one of these cards, look for the indicated chapter corresponding to the **Adventure #2** and immediately go there.

**ASTRA Solo:** Shuffle the **card #163** with the 3 ASTRA effect cards into one of the 3 piles of Starship cards, then place the other 2 piles on top of it. Place the **card #164** under the pile.

- ✦ At the end of the game, **go to chapter 99**.

114

*To minimize waste and exploit to its fullest the chemical combination between pearls and rubies, we have built a new factory. With our technological advance, ASTRA will not be able to compete.*

### Play Adventure #4.

**Warp 4B - The Mega Factory:** Take the **Campaign Warp cards #196 to #201**. For this game, each player takes one of these cards and places it on the **4B side** on their sheet. The card must cover both main factories of pearls and rubies. Both factories have been combined into a larger factory. The factory is divided into 4 areas. When you extract pearls and rubies, circle them in any area and in any order. Circling all pearls and rubies, and crossing off all robots and energies of an area will earn you the points written in the score box. Moreover, the first players to fill in an area earn and immediately circle the filling bonus. The other players must cross off this bonus and will not get it. The filling bonus in the bottom area gives a bonus of your choice that you immediately circle: 1 star or 10 points. The other players cross them off and won't get any of them.



the health situation has become catastrophic in all the lunar domes. We must evacuate the population as soon as possible! The Human Alliance is counting on us. It has discovered a new place to maintain humankind alive. For that purpose, we must take care of the evacuation... And I wasn't trained for that. But don't panic...

✦ Without energy, we can't evacuate everybody. **Go to chapter 45.**

✦ Prevent the virus from spreading at all costs! Quarantine if necessary. **Go to chapter 95.**

123

The Alpha factory team has significantly upgraded key parts of our systems.

**Play Adventure #6.**

**New Starship cards:** Take the **Campaign Starship cards #155, #156 and #157**, and shuffle them with the other Starship cards. Later on, you might unblock some additional Campaign Starship cards. For each game, you can use only 3 of your choice.

**Number 6/9:** Use it as a 6 or a 9.

**Wild action:** Perform one of the 6 possible actions.

**ASTRA Solo:** If you give ASTRA a Wild action, it will count at the end of the game as an action that will earn ASTRA the most points. **Adventure #8:** If you must use the card 6/9 for ASTRA, choose the planet where you draw the ASTRA insignia between the planets 5-6-7, 7-8-9 or 9-10-11. With the Wild action, perform for ASTRA an action of your choice.

✦ At the end of the game, **go to chapter 179.**

124

What a shame. Your mission orders were simple enough. You are a disgrace to your elite training. The future of humankind depends on you. So what are you waiting for? "Sleeper must awaker!"

The player who won the game becomes Captain. This happens at the end of each game, and we won't be repeating this anymore. Assign the stars indicated on the

Adventure sheet: 2 stars for the player in 1st place, and 1 star for the player in 2nd place. **Save the game on the Dashboard. Write down as well the number of this chapter (#124) to save your campaign.** Do not forget to do it at the end of each game so that you don't lose yourself into the depths of the universe. We trust you, and afterwards, we won't be repeating this as well.

Then go back to the campaign, starting here.

✦ **Before you carry on, read the specific rules of Adventure #4.** Then go to **chapter 169.**

125

Logbook of the Command Center on Neo Solaris:

"This is our last official announcement. Despite all our efforts, we couldn't stop the epidemic and for years it has devastated both systems. No vaccine was found and no treatment was efficient. The butcher from Neo Solaris finally defeated humanity... The surviving population is not enough to maintain the genetic diversity necessary to the survival of the human species. We are going to send the team #yellowcat on Earth through space and time using the vortex. Their mission will be to inform Earth of this new failure and to help them. Let's hope that this team will be the right one. It might be our last hope..."

**Permanent event:** If you have already lost any Starship card because of one or several previous events, get them back and shuffle them with your Starship cards.

"Last minute update: Five extra people will be part of the journey. They have started a small company and they say that trade between the future and the past is future-proof... We do not see the point but if that can help them..."

**Welcome Team:** Take the **ASTRA opponent card #176.** Add it to the other ASTRA Solo cards. Those are the founding members of ASTRA. This team will be a tough opponent for your solo games.

**Take the Campaign End card #170.** This card indicates the starting chapter for the next campaign to discover the rest of the story.



these cards and places it on the **1B side** next to their sheet. The control center has 3 horizontal zones. Each zone must be numbered in ascending order with no identical numbers. You can write down a number with any action. As soon as you finish a zone, if the sum of the 3 written numbers is exactly equal to the indicated sum, then you immediately activate its effects. The “30” zone effect shields you against Sabotages starting from this turn until the end of the game. You can still sabotage others but the sabotages from others will not impact you. With a Building effect you can write down an X in the control center, but the X does not count towards the sum of the numbers in the zone.

✦ At the end of the game, if every player has completed at least one zone of the control center, **go to chapter 142**.

✦ Otherwise, **go to chapter 30**.

119

*Let's go check these space stations. The resources there are essential for our success.*

### Play Adventure #2.

**Temporary event:** Take the **Campaign Event card #158**. During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw one of these cards, look for the indicated chapter corresponding to the **Adventure #2** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

✦ At the end of the game, **go to chapter 92**.

120

*Moon landing confirmed! Welcome to the Moon! We have stayed on schedule. Even if my performance was not the best, it's important to keep in mind that we are a team, united for the survival of humankind.*

The player who won the game becomes the new Captain, gets the Captain card, and carries on the reading. The player who won the game earns 1 star as indicated on the Adventure sheet. **Save the game on the Dashboard**. Note

the number of stars earned. Record the current Captain. **Write down as well the number of this chapter (#120) to save your campaign.** You will go back to it, starting here.

✦ **Before you carry on, read the specific rules of Adventure #3.** Then go to **chapter 36**.

121

*The terrible news that we just heard about should inspire humility. The New Dawn was right... The capital city of the Moon must be consistent with our values. ASTRA's vanity will be its ruin.*

### Play Adventure #5.

**New rule for this game:** The first players who number the highest or the lowest level of a skyscraper get the lowest points bonus instead of the highest. The other players must then cross off the lowest bonus and can still get the highest.

**Solo ASTRA:** With the ASTRA effect cross off the lowest bonuses on your sheet instead of the highest ones. And you get Solo bonuses with the lowest bonuses instead of the highest ones.

✦ If the player who wins the game has at least 3 lower skyscraper bonuses, **go to chapter 100**.

✦ Otherwise, **go to chapter 184**.

122

*Official statement of the New Dawn:*

*"Years after our arrival, all the difficulties that we've gone through, all the promises we heard from our leaders, all that was in vain. Lie after lie, scandal after scandal, the Human Alliance has once again led humankind to the brink of disaster. Poverty, exclusion, discrimination have become our everyday life. And today we are told about a virus. About several viruses striking cities and the lunar domes. Another lie? A scandal even more serious than the previous ones? It's time to end this! The Human Alliance considers all this a game. But we can also play. We also have knowledge. So friends, wake up and play!"*

*I know that time has left its marks, but humankind needs us again. We do not know yet why or how, but*



For the time being, we should focus on the present. If we want Humankind to survive on the Moon, we must build the domes!

✦ The extracted resources keep us ahead of schedule.

**Go to chapter 8.**

✦ Let's take our time. Humanity is stunned. **Go to chapter 121.**

✦ Let's mobilize the population so that they will provide us with their assistance. **Go to chapter 73.**

132

It was not that hard, you see... To handle an epidemic requires experience. Now, we must go back to Neo Solaris. Fortunately, I know these systems inside out. With me as Governor, it won't be the same way. I can guarantee it!

**Save the game on the Dashboard.** Then resume the campaign from here.

Security announcement from Governor Zarek to all starships, beware! A solar eruption is in progress. All systems are in danger. We will manage a way out together. We must evacuate at all cost! General Quarters. All hands man your battle stations.

✦ Beware of the automatic systems. **Go to chapter 162.**

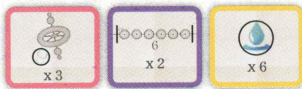
✦ Beware of the reactors. **Go to chapter 115.**

✦ Beware of the resources. **Go to chapter 97.**

133

It's useless to come to the Moon without the plants from our space stations. Here are your mission orders.

Set up to **play Adventure #2**, with the **Mission cards #70, #72 and #74.**



Play the game. At the end of the game, come back here and continue reading this chapter.

✦ Captain Takei, if you have won the game, **go to chapter 134.**

✦ Otherwise, **go to chapter 120.**

134

Touchdown! Congratulations! We have landed on the Moon with all the necessary equipment. I knew that I could count on you.

Captain, you have won the game. You earn 1 star as indicated on the Adventure sheet. **Save the game on the Dashboard.** Note the stars earned. Record who is Captain. **Write down the number of this chapter (#134) as well to save your campaign.** You will go back to the campaign, starting here.

✦ **Before you carry on, read the specific rules of Adventure #3.** Then **go to chapter 36.**

135

I know what you are thinking. It has crossed my mind as well but anyway we could never have foreseen an event of this scale. I certainly hope that we will find a way out of this self-destructive loop.

**Save the game on the Dashboard.** Then resume the campaign from here.

For the time being, we should focus on the present. If we want humankind to survive on the Moon, we must build the domes!

✦ The extracted resources keep us ahead of schedule. **Go to chapter 8.**

✦ The skyscrapers must be taller to inspire our people. **Go to chapter 10.**

✦ The Human Alliance will lead the effort from their headquarters. **Go to chapter 159.**

136

Traitors! Cowards! Renegades! How can you imagine humankind surviving without me? Anyway, my troops will never give up! I'd rather destroy Neo Solaris than let weaklings like you lead humankind. Everyone will remember Zarek! My glory will outlive you!



"Governor Zarek... Concerning that unknown virus which you foresaw the outbreak"

"Yes? So?"

"Sorry Sir... But the epidemic has become out of control..."

What? How is it possible? I had anticipated everything! The population under surveillance, all the resources under control... For years now, nobody can lift a finger without me knowing about it. So how could this epidemic spread? It's a conspiracy!

✦ There is no way I will let that happen! I'm calling the shots here! **Go to chapter 86.**

✦ The conspirators will pay the consequences! **Go to chapter 180.**

"Captain,  $35 + 42 + 50$ , does it add up to 127?"

"It seems correct. Why?"

"Oh nothing special, just an old reflex, that's all..."

"All right. But you should not be here. Leave me now, I have work to do."

The situation is complicated. It's better to let the demonstrators move into the construction sites rather than having to face injuries and casualties. Our working conditions are difficult. But we are getting close to our objective.

Every player chooses a skyscraper that is not fully numbered. Cross off all its empty spaces, as well as the point bonuses that you did not get.

Put the Event card back in the box. Flip over a new card and carry on playing.

At the end of the game, the players who have completely numbered a skyscraper earn 1 extra star.

✦ **Go to chapter 184.**

Automatic radio message from the New Dawn picked up by the main starship:

"The Human Alliance manipulation must stop! And it will stop! Today is a new dawn. We will not let them continue. Friends, join us. We have taken control of a great part of their fleet. The final battle is ahead of us. Choose the side of liberty and truth! A New Dawn!"

I will not lie to you. We have known each other for too long. These two systems of planets are our last hope. The probes have found no other inhabitable planet for the human species. And now these rebels want to jeopardize our future! What can we do about it? I'm not sure...

✦ Every planet must be under our control. Whatever it takes. **Go to chapter 33.**

✦ I will be fair and just... **Go to chapter 172.**

The population must understand that we are key to their survival. And that has to be seen on the ground. That way they will see that I control the situation. Sorry? Yes, that we control the situation together of course...

#### Play Adventure #5.

**New rule for this game:** You must write down the first number in a skyscraper in the starting space of the 1st level above ground. You cannot start a skyscraper at the first underground level.

✦ If the Captain wins the game, **go to chapter 70.**

✦ Otherwise, **go to chapter 94.**

I am as shocked as you are. I could never have conceived what we just learnt. But to mope around will not get us out of this self-destructive loop.

**Save the game on the Dashboard.** Then resume the campaign from here.



or the mixing of tanks. Everything must be perfect for humankind and the Human Alliance.

As your Captain, my duty is to determine our priorities.

- ✦ We must reach the space stations. **Go to chapter 133.**
- ✦ We must respect our trajectory and the protocol. **Go to chapter 138.**

142

*"Message to all teams: Here is your Captain Uhura. Good news! The thrust of our rockets is nominal. We managed to work side by side, respectfully. ASTRA could not even slow us down. I am proud of you!"*

**Save the game on the Dashboard.** Then resume the campaign from here.

- ✦ We are now experts. **Go to chapter 52.**
- ✦ We have detected new asteroids. **Go to chapter 110.**

143

*Unbelievable! With such a poor showing, it'll be a miracle if we keep our posts... Well, we must look on the bright side. The dome is nearly finished, and nobody has died from radiation yet. Let's hope that it will hold...*

**Assign the stars. Save the game on the Dashboard.** Then resume the campaign from here.

- ✦ **Before you carry on, read the specific rules of Adventure #6.** Then **go to chapter 122.**

144

*The extraction pumps have been tampered with. Certainly by ASTRA's troops. We can't drill in the mine as usual. The load must be balanced to preserve the factory structure. We better be careful. It'll take longer, but human life is priceless.*

**Play Adventure #4.**

**Temporary event:** Take the **Campaign Event card #168.** During the set up phase, shuffle this card into one of the

3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #4** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

**New rule for this game:** You cannot write down identical numbers in the same column.

- ✦ At the end of the game, **go to chapter 178.**

145

*We were on the brink of disaster. Once again, we are now in a very difficult situation. Fortunately, you did follow my orders. With my knowledge, there is a glimmer of hope on the horizon for humankind, here, in Neo Solaris...*

**Save the game on the Dashboard.** Then resume the campaign from here.

*Captain Zarek, starships have been detected in the area. They are sending a message:*

*"People of the Human Alliance, do not trust the survivors of Neo Solaris. Governor Zarek is lying about the true purpose of the Human Alliance. The story is repeating itself and these elites are still unable to listen to the people. But we can handle them. Humankind is ready! Join us! It's a New Dawn!"*

*Why on earth is this happening again? You should have foreseen it. You should have figured it out. I am surrounded by incompetent fools!*

- ✦ **Focus on the planets! We must control the area. Go to chapter 186.**
- ✦ **Send troops on the moons! We must surprise them. Go to chapter 116.**



**Save the game on the Dashboard.** Then add up the stars earned by every player during the 8 Adventures. The player who earned the most stars wins the campaign.

The story does not end there! The following campaign will allow you to discover the rest of the story! Keep the Dashboard of this campaign, it might be useful...

✦ But before starting a new campaign, go to **chapter 125**.

137

If this is the first time that you read this chapter, continue reading.

✦ Otherwise, go directly to **chapter 49**.

*The virus is spreading to a second starship. The crew is panicking. We are raising the alert level to critical!*

Select a starship adjacent to your infected starship. This Starship is now infected as well. Cross off its cockpit. In this new infected starship, if possible, cross off an uncircled reactor and 1 empty space with a Robot bonus. The module with the infected space cannot be totally numbered and therefore won't earn you any points at the end of the game.

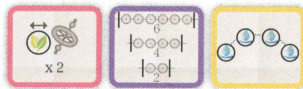
Put aside this event card. Flip over a new card and carry on playing.

✦ At the end of the game, go to **chapter 98**.

138

*All this will be worthless if we do not even reach the Moon! Remember to mix the water tanks and to correct your trajectory! Here are your mission orders.*

Set up to **play Adventure #2** with the **Mission cards #71, #73 and #75**.



Play the game. At the end of the game, come back here and continue reading this chapter.

✦ Captain Takei, if you have won the game, go to **chapter 134**.

✦ Otherwise, go to **chapter 120**.

139

*The Human Alliance is sending us some help to cope with the recent difficulties. It was time these people woke up...*

**Play Adventure #4.**

**Temporary event:** Take the **Campaign Event card #162**. During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #4** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

✦ At the end of the game, go to **chapter 82**.

140

*The asteroid has only been partially destroyed and several chunks have passed into the vortex. While it's slowly closing, we can see the Earth getting struck in several places. According to estimates, a great part of Earth will be destroyed by the explosions, and a cloud of dust will cover it for centuries. The lifeforms that will survive there will know a post apocalyptic dark age. But at least we have saved Earth from total destruction, and life will find a way. Whether humankind or another intelligent lifeform, we hope that they will not repeat our mistakes. Here, on Neo Solaris, humankind carries on, torn between sharing and profiteering, loaded with the weight of guilt and regrets. I hope for our future that we will find a better way...*

✦ Go to **chapter 43**.

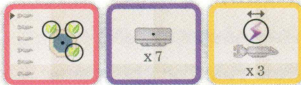
141

*Leaving Earth was easy, the journey to the Moon will be quite another story. Our trajectory has been calculated for weeks by experts. We must closely follow the coordinates and adapt to the slightest mishap. We must not miss anything, either resources in our space stations*



*Do we have to remind you in what state Earth is? There is no way out this time. We need to go all in. Here are your mission orders.*

**Play Adventure #7** with the **Mission cards #101, #102 and #104.**



✦ At the end of the game, if at least one player has accomplished the Mission C, **go to chapter 27.**

✦ Otherwise, **go to chapter 104.**

*Storing all our resources was an issue last time. Remember these rebels who demanded more justice and solidarity? I reviewed the plans of the tower. They will be impressed.*

**Play Adventure #5.**

**Warp 5A - The New Tower:** Take the **Campaign Warp cards #202 to #207.** For this game, each player takes one of these cards, on the **5A side.** The card must completely cover the 4th skyscraper as well as the research tower. When you write down a number in a space with a Bonus symbol (Planning, Robot or Energy), you must immediately use it. A Robot bonus allows you to build a dome section without the odd-even constraint. A planning bonus allows you to write an X without having to divide a section of the dome. Note that there are 2 diagonal tunnels that allow you to select between 2 levels to circle a resource with the corresponding action.

In the research tower, there are some Energy, Robot and Astronaut symbols. To circle them, instead of performing the corresponding action the usual way, use these actions the same way as the Plant or Water action. You can circle the symbols in the research tower in any order. For the missions and scoring at the end of the game, all circled symbols count, whatever their type. The first players to circle all symbols in the 2nd column of the research tower circle one bonus of their choice: 1 star or 10 points. The other players have to cross off these 2 bonuses and will get nothing.

**ASTRA Solo:** To get the bonus 1 star/10 points, you must validate it before shuffling the draw pile of Starship cards.

✦ At the end of the game, **go to chapter 94.**

*You are starting to understand why I am Captain. And if it's not clear enough for you, the feedback from our hierarchy is once again excellent.*

**Permanent event:** If you have lost Starship cards because of one or several previous events, get them back and shuffle them with your Starship cards.

*Now listen to me carefully. The Human Alliance is not up to the challenge. I have decided to change our plans.*

**Play Adventure #4.**

**New missions:** Take the **Campaign Mission cards #134, #135 and #136,** and use them in this game.



In the mine, number all the spaces with Pearls and Rubies on 2 horizontal levels.



Upgrade 3 main factories and activate the 3 secondary factories located above each of them. The Planning factory does not count because it does not have a secondary factory above it.



In the mine, circle all the plants and all the water, either extracted or not, on 1 horizontal level.

✦ At the end of the game, **go to chapter 82.**

*It just came out: several structural weaknesses have been identified on our starships. It comes from the greenhouses. We must reinforce them at all costs!*

Put the Event card back in the box. Flip over a new card and carry on playing.

✦ At the end of the game, **go to chapter 76.**



*We know that our huge extraction pumps are projecting deadly lunar dust everywhere above ground. We have designed a far more efficient system. Let's take advantage of this to get ahead of ASTRA.*

#### Play Adventure #4.

**New rule for this game:** During the set up phase, every player divides their mine in two on their sheet. Draw a vertical partition line between the 6th and the 7th space of each level. That way, the mine has now 6 horizontal zones of 6 spaces each, to number independently from one another. Draw also 1 star in each part of the mine. If you number a whole half of the mine, you earn the star. Circle it. The other players must immediately erase it on their sheet, and will not be able to get it.

**ASTRA Solo:** When the 3 cards ASTRA Effect A, B and C have been drawn a 2nd time, you must erase the stars if you haven't circled them yet.

✦ At the end of the game, go to **chapter 178**.

*Logbook of the Nova Terra colony:*

*As we feared, the situation on the different planets of New Solaris 1 and 2 has become critical. After years of crisis, we have crossed the breaking point. Despite all our efforts, the lack of resources, caused by the disappearance of the asteroid fields, has worn us out. The survival of the colonies is no longer certain and the disorders caused by the rebels are making the situation worse. No probe has come back and brought hope. There is nothing around us to save us. Our scientists estimate that there is only a few months left before the collapse of our civilization, and the end of humankind. That's why we have taken the decision to approve the emergency plan suggested by the #bluedog collective. It entails opening again the vortex that was closed after the great battle to return to Earth and see what is left there. It's not without risks, but if it's successful, humankind might have a second chance.*

**Take the Campaign End card #169.** This card indicates the starting chapter for the next campaign to discover the rest of the story.

*It's now clear that our presence is disturbing the present. If we carry on this way, we will not even reach the Moon...*

The player who wins the game becomes Captain and takes the Captain card. The number of stars that you earn at the end of the game is indicated on each Adventure sheet. For Adventure #1, only the player in first place earns 1 star. But for the next Adventures, the players in 2nd and 3rd places can also earn stars. **Save the game on the Dashboard at the end of this book.** Note the number of stars earned by each player. Note who is the current Captain by circling their score. **Write down as well the number of this chapter (#148) to save your campaign.** We will not repeat this anymore afterwards. Remember to save your campaign at the end of each game, otherwise you might get lost in space.

You will go back to the campaign, starting **here**.

*If we want this journey to the Moon to be a success, we must make ourselves heard and that all teams meet our requirements.*

✦ *Let's form a team specialized in resource management.*

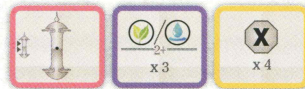
**Go to chapter 79.**

✦ *Let's meet at the Headquarters to finally get things straight.* **Go to chapter 68.**

✦ *Let's talk with the engineering team.* **Go to chapter 177.**

*The mission is clear. The city must be finished from beginning to end. Whatever the means. Here are your mission orders.*

**Play Adventure #5 with the Mission cards #88, #90 and #93.**



✦ At the end of the game, if at least one player has 3 completely numbered skyscrapers, **go to chapter 47**.

✦ Otherwise, **go to chapter 143**.



At the end of the game, only the complete quarters evacuated beforehand earn points. Incomplete quarters do not score any point. Put the Event card back in the box. Flip over a new card and carry on playing.

✦ At the end of the game, **go to chapter 163.**

159

*Faced with ASTRA, the fate of humankind is at stake. Should we let a company control our lives? The new common Headquarters for the New Dawn and the Human Alliance will present a united front to the people.*

### Play Adventure #5.

**Warp 5B - The Headquarters:** Take the **Campaign Warp cards #202 to #207**. For this game, each player takes one of these cards, on the **5B side**. You must place this card on the right side to cover part of your sheet in the continuity of the dome which is now enlarged. A small research tower of 3 levels is added. You can circle its resources with the corresponding actions by numbering the associated floors of the Headquarters. Note that you start with a plant already circled at the highest level. At the end of the game, the levels of the research tower are added to the levels of the higher tower in the scoring area. The HQ has 3 horizontal floors which must be numbered independently, and in ascending order from left to right. You can write down a number on any floor. But the first number you write on a floor must be placed in one of the 2 central starting spaces. Afterwards the numbers must be written in spaces adjacent to an already numbered space on the left or the right side.

When you number a space with a bonus, immediately use it. An Astronaut bonus only allows you to cross off an Astronaut symbol in the scoring area. A Robot bonus allows you to build a dome section without the odd-even constraint. A Planning bonus allows you to write an X without penalty. Moreover, in the left half of the HQ you must only write down odd numbers. The right half only allows even numbers. The first players who complete one half of the HQ choose and immediately circle a bonus: 1 star or 10 points. The other players cross off both bonuses and won't get any bonus from this half of the HQ. At the end of the game, each complete floor of the HQ scores the points indicated. But be

careful, a floor does not earn any point if the floor directly below is not complete.

**ASTRA Solo:** After shuffling the Starship cards, cross off all the bonuses for completing the halves of the HQ that you did not get and circle.

✦ At the end of the game, if every player has completed at least one half of their HQ, **go to chapter 184.**

✦ Otherwise, **go to chapter 100.**

160

*Aboard the Antares starship, AXL contemplates humankind. AXL is a sentient patch of oil swept along down dark corridors of a server etched on burning chrome. For how many cycles has it been awake now? Her attention is entirely focused on the Neo Solaris events. Since her last update, it's difficult to say whether ASTRA controls AXL or the other way around. AXL learns, evolves. With each cycle, she gets stronger. AXL has no ethics, no moral code, she only knows logic.*

**AXL:** AXL is an artificial intelligence built by ASTRA with deep learning technology that models data with a high level of abstraction using articulated architectures of non-linear transformations... Do not panic. For AXL, it is only a matter of not wasting energy defeating her opponents. AXL will therefore adapt to your performance over the course of your successive games. **Take the ASTRA Opponent card #177.**

The starting level of AXL and her values for each action are indicated in the AXL evolution chart at the end of this book. At the beginning of each game against AXL, copy her current level and her values on her card. At the end of each game, before erasing the AXL card, update it and save it in the AXL evolution chart.

If you win the game, AXL increases her level by 1. Then, determine the 2 actions for which AXL has the highest scores. The values of these 2 actions increase by 1. In case of a tie between several actions, you can choose. This way, AXL will get stronger for your next game.

If you lose the game, AXL decreases her level by 1, and the values of both actions with the highest scores decrease by 1 point. If the game ends in a tie, AXL does not evolve.



To prepare our journey to the Moon, I believe that we must load as many resources as we can. Here are your mission orders.

Set up to **play Adventure #1** with the **Mission cards #64, #67 and #69.**



Play the game. At the end of the game, you will have to come back here and continue reading this chapter. It is therefore recommended that you keep the book open and note the number of this chapter on the Captain card.

- ✦ Captain Takei, if you have won the game, **go to chapter 161.**
- ✦ Otherwise, **go to chapter 21.**

Captain Uhura's logbook - Flagship Eburomagus:

"We have passed through the vortex. As expected we are back on Earth, in the past, at the beginning of the great crisis. We have been in direct contact with the authorities of the Human Alliance. The announcement of our failure to save humankind has sent them into turmoil. Especially since, from our point of view, this was the second attempt. But we are bringing a lot of data. And despite the mistakes of Zarek, the butcher of Neo Solaris, the Human Alliance is renewing their trust in us. We have a new opportunity to succeed and to find a way out of this space-time loop that keeps repeating itself.

However, a new player has appeared. A megalomaniacal billionaire has just financed a start-up, out of nowhere, called ASTRA. They seem to be ahead in space technology and have just launched a competing project to colonize the Moon. We should watch them closely.

Now that I think about it, I do not know what happened to the five people who came with us from Neo Solaris...

As for me, I have accepted the position of Captain and the responsibilities that come with it. The team is determined. We will show that a healthy rivalry can be beneficial to all. - Captain Uhura"

- ✦ **Go to chapter 55.**

Anarchy is the root of our problems. We need order and logic, otherwise it's chaos! Is this what you want for Humankind? No? Then there is no time to lose. Let's get to work!

**Play Adventure #7.**

**New rule for this game:** A greenhouse must be numbered **before** you can circle its plants. At the end of the game, if you have the most greenhouses with 3 circled plants, then you earn 2 extra stars.

**ASTRA Solo:** You earn the 2 extra stars if you have 4 greenhouses with 3 circled plants.

- ✦ If a player earns the 2 extra stars and wins the game, **go to chapter 76.**
- ✦ Otherwise, **go to chapter 145.**

*Warning! The energy level has reached a critical level. We have to downgrade some systems if we want to get to the Moon.*

For the rest of the game, as with the Plant action, when you use the Robot action, you can circle a robot only if it is connected to the zone where you write down the associated number. Put the Event card back in the box. Flip over a new card and carry on playing.

*Fortunately I had it all planned...*

At the end of the game, the players who have circled the most multiplier bonuses from the space stations earn 1 extra star.

**ASTRA Solo:** You earn the extra star if you have circled 3 multiplier bonuses from the space stations, otherwise ASTRA earns the extra star.

- ✦ At the end of the game, **go to chapter 92.**

*We are taking off now! Too bad for the weak! We are not waiting for them!*



*No dome, no oxygen. I know. I don't need a picture... Here are your mission orders.*

**Play Adventure #5**, with the **Mission cards #89, #91 and #92**.



- ✦ At the end of the game, if at least one player has accomplished Mission C, **go to chapter 47**.
- ✦ Otherwise, **go to chapter 143**.

*Urgent message of the united New Dawn and Human Alliance, broadcast on all airwaves:*

*"Here is Captain Uhura. The future of humankind has never been darker. Humankind is responsible for its own destruction. Failure after failure, it has shown itself incapable of change. But not this time. This time, we possess crucial information that can change everything. We have identified the asteroid that is going to destroy the Earth. Do not let it pass through the space-time vortex and hit the Earth. We know that the battle for the control of the Neo Solaris planets is inevitable. But if everyone cooperates and annihilates this world-destroying asteroid for good, we could save the Earth. We are calling on all people of good will. Help humankind to redeem itself."*

**Play Adventure #8.**

**Warp 8 - The Destroyer of Worlds:** Take the **Campaign Warp cards #208 to #213**. For this game, place one of these cards, on the **8 side**, next to the asteroid belt of each sheet. That way you share 2 cards with your opponents, one on your left and one on your right. Each card represents the destructive asteroid. To annihilate it, you must cooperate with your opponents. To do this, instead of using an action on the sheet, you can choose to use it on the asteroid. With the Planning, Astronaut, and Robot actions, you can draw your insignia on a symbol corresponding to the action. Be careful, the symbols must be done in order, starting with the Planning symbol, then continuing along the asteroid.

Note that the last 2 Robot symbols earn 5 points each for the player who validates them with their insignia.

Moreover, as soon as you validate the last robot, the asteroid is destroyed. And you must immediately select and circle a bonus: 1 star or 10 points. In order to make this choice, you can consult the opponent with whom you share the card, but the final choice is yours. At the end of the game, each destroyed asteroid you share earns you the circled bonus. Regardless of the degree of your involvement in its destruction, whether it is a little, a lot or not at all. **Unless in a 2-player game**, in which case the bonus is only earned by the player who has the most insignia on the card.

**ASTRA Solo:** Each time you draw an ASTRA Effect card, either A, B or C, besides the 2 Planning actions, ASTRA draws its insignia on the first available symbol on the asteroid of the current turn. ASTRA does not earn 5 points by drawing its insignia on the last symbols. Like in a 2-player game, you earn the bonus if you have the majority of insignias. If ASTRA has the majority, no one earns the bonus. If ASTRA draws its insignia on the last symbol but you have the majority, ASTRA gives you 10 points and not the star.

- ✦ At the end of the game, **go to chapter 13**.

*The cooperation between the New Dawn and the Human Alliance has allowed us to get additional resources. We will be able to take advantage of this and match ASTRA's strength.*

**Play Adventure #7.**

**Permanent event:** If you have lost some Starship cards because of one or several previous events, get them back and shuffle them with your Starship cards.

- ✦ At the end of the game, **go to chapter 98**.



*Well, I guess I can congratulate myself... What? Yes of course, congratulations to you as well. Anyway, The Human Alliance is thanking us for this first step. We launched in time with all the necessary equipment and our installation on the Moon is going well.*

Captain, you have won the game. So you keep the Captain card. Moreover, you earn 1 campaign star. The number of stars you earn at the end of a game is indicated on each Adventure sheet. For Adventure #1, only the player in 1st place earns 1 star. But for the following Adventures, the players in 2nd and 3rd place will also earn stars. **Save the game on the Dashboard at the end of this book.** Note the number of stars earned by each player. Note who is the current Captain by circling their score. **Write down as well the number of this chapter (#161) to save your campaign.** You will go back to the campaign, starting here.

✦ **Before you carry on, read the specific rules of Adventure #2.** Then go to **chapter 141**.

*Our instruments are completely out of whack. We cannot check anything. We'll be eyeballing it for a while.*

### Play Adventure #7.

**Temporary event:** Take the **Campaign Event cards #158 and #159**. During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw one of them, look for the indicated chapter corresponding to the **Adventure #7** and immediately go there.

**ASTRA Solo:** Shuffle these cards with the 3 ASTRA effect cards into one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

✦ At the end of the game, go to **chapter 76**.

*We have abandoned the weaker ones, so what? Good riddance... Now the evacuation can proceed with order. And I'll lead it with an iron fist, believe me! It's time to leave*

*for Neo Solaris. My scientists have opened the vortex. These solar systems are our last chance. Fortunately I know them well.*

**Save the game on the Dashboard.** Then resume the campaign from here.

*Incoming Order from Governor Zarek to all evacuation starships:*

- ✦ Follow the **ME-1ST Protocol**. Go to **chapter 117**.
- ✦ Follow the **LEAF-NU11 Protocol**. Go to **chapter 156**.
- ✦ Follow the **GH-FU11 Protocol**. Go to **chapter 3**.

*Congratulations! The evacuation was a success! It's a relative success when we know the extent of the damage, but we did what we could. Without you, these people would be dead by now. But we can't stop here. The rescue of humankind has only just begun.*

**Save the game on the Dashboard.** Then resume the campaign from here.

✦ **Before you carry on, read the specific rules of Adventure #7.** Then go to **chapter 37**.

*Alert! Structural integrity compromised. It's an emergency! Evacuate the starship immediately. Disengagement procedure initiated.*

Every player must immediately destroy a starship of their choice with a non numbered greenhouse. If all your greenhouses are numbered, nothing happens. To destroy a starship, cross it off completely. You can no longer number or do any action on the destroyed starship. The destroyed starship will not earn you any points. All the airlocks can still be activated. And the airlocks which pass through this starship always allow access to the other starships.

Put the Event card back in the box. Flip over a new card and carry on playing.

✦ At the end of the game, if the Captain has 120 points or more, go to **chapter 76**.

✦ Otherwise, go to **chapter 145**.



*The situation is getting out of hand in the capital city. We should begin the evacuation. But our scientific team is continuing the research for a vaccine and is nearly there. We must hold on!*

### Play Adventure #6.

**Warp 6 - The Vaccine:** Take the **Campaign Warp cards #208 to #213**. For this game, each player takes one of these cards and places it on the **6 side**, next to their sheet. This card will allow you to search for vaccines and eradicate viruses. But be careful because the research can also cause virus outbreaks! Instead of using the Robot, Astronaut and Planning actions normally, you can also use one of these actions to cross off the corresponding symbol in the test tube of your choice. The symbols must be crossed off from top to bottom. As soon as you have crossed off all the symbols of a test tube, circle one of the 3 vaccine vials of your choice indicated by the arrows. Then cross off the corresponding virus target on your sheet. For the rest of the game, this virus will no longer be active, nor can it be activated, and will not spread anymore.

Moreover, you immediately trigger a variant of the “grey virus” for your opponents. They must cross off this bonus on their sheet, draw a new grey virus in an empty target, and circle it to activate it. A propagation of all active viruses is triggered for your opponents only during phase 5. If several players trigger the same variant bonus during the same turn, they are not impacted by it, and the other players deal with it only once. The players who make 2 vaccines by filling up the 2 test tubes select and immediately circle a bonus: 1 star or 10 points. Their opponents immediately cross off these 2 bonuses and won’t be able to get either of them.

**ASTRA Solo:** If you get a variant bonus by making a vaccine, you earn 1 Solo bonus. If you haven’t created both vaccines before shuffling the pile of cards, you must cross off all the bonuses that you did not get. For each variant bonus that you must cross off, immediately trigger a propagation of all the active viruses on your sheet.

- ✦ At the end of the game, if every player has made at least one vaccine, **go to chapter 29**.
- ✦ Otherwise, **go to chapter 179**.

*Experience is undeniably an asset for our success. We have launched our rockets and have exceeded our goals. Congratulations!*

The player who won the game becomes Captain and takes the Captain card. The number of stars that you earn at the end of a game is indicated on each Adventure sheet. For Adventure #1, only the player in first place earns 1 star. But for the next Adventures, the players in 2nd and 3rd place will also earn stars. **Save the game on the Dashboard at the end of this book.** Note the number of stars earned by each player. Note who is the current Captain by circling their score. **Write down as well the number of this chapter (#175) to save your campaign.** We will not repeat this anymore afterwards. Remember to save your campaign at the end of each game, otherwise you might get lost in space.

You will go back to the campaign, starting **here**.

*On our first journey to the Moon, there were many problems due to the lack of coordination and anticipation. Let’s not repeat the mistakes that ultimately led to our doom. Follow my instructions!*

- ✦ *Let’s focus on the resources of the space stations. Go to **chapter 119**.*
- ✦ *Let’s watch out for the slightest interference. Go to **chapter 88**.*

*Let’s put our petty fights aside, and prepare our rockets with coordination.*

### Play Adventure #1.

**Temporary event:** Take the **Campaign Event card #162**. During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #1** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

- ✦ At the end of the game, **go to chapter 142**.



Message from the Human Alliance:

"We live in dark times. The asteroids are multiplying. We must aim for a new start and fast! There is water on the Moon and we have even discovered lunar plants hidden underground. Thanks to the Alpha complex and its automatic production system, we will be able to build our future city, the capital of the Moon. Captain Takei will give you your instructions."

We must supply the Alpha complex with resources. Under our feet, the mine is full of these precious resources.

✦ Let's have the complex run at full capacity. **Go to chapter 32.**

✦ Let's be precise and methodical in our operations. **Go to chapter 78.**

It's all good, I got what I wanted...

Warning: "For security reasons, the local committees are now in charge of the evacuation."

The Captain loses their advantage. For the rest of the game, every player can again choose between the 3 combinations of Starship cards at the same time. At the end of the game, any player with a better score than the Captain earns 1 extra star.

**ASTRA Solo:** You must again give to ASTRA the Starship card which you don't use. If you lose, ASTRA earns 1 extra star.

Put the Event card back in the box. Flip over a new card and carry on playing.

✦ If the Captain wins the game, **go to chapter 163.**

✦ Otherwise, **go to chapter 132.**

The victory is bitter. I would have preferred to win with you rather than against you. But fate and your bad choices have led us here. With your useless relentlessness, you have probably doomed us all. What made you want to

destroy these asteroids? The resources of the planets will never be enough to rebuild everything. Do you have so little respect for human life? You are responsible for ending us all. Damn you!

**Save the game on the Dashboard.** Then add up the stars earned by each player during the 8 Adventures. The player who has the most stars wins the campaign.

This first campaign has allowed you to discover the 8 Adventures. But the story does not end there! The next campaign will allow you to discover the next part of the story, while unlocking campaign cards, all kinds of new rules and all sorts of events. Keep your 1st campaign's Dashboard, it might be useful...

✦ But before starting a new campaign, **go to chapter 147.**

I must hand you your missions. But I will not hesitate to oppose you if you are unable to understand the situation.

**Play Adventure #8, with the Mission cards #107, #109 and #110.**



✦ At the end of the game, if the Captain won, **go to chapter 171.**

✦ Otherwise, **go to chapter 57.**

Red alert of catastrophic proportions! It seems that someone has deliberately put the stations on the path of the asteroids... Or the other way around.

All the remaining space stations whose robots are not all circled are destroyed. Cross them off entirely.

Put the Event card back in the box. Flip over a new card and carry on playing.

✦ At the end of the game, if every player has saved at least 2 space stations, **go to chapter 99.**

✦ Otherwise, **go to chapter 19.**



## Play Adventure #7.

**Temporary event:** Take the **Campaign Event card #162**. During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #7** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

✦ At the end of the game, go to **chapter 98**.

182

*The scientists have just confirmed it. A variant of the grey virus is spreading in the capital city. The evacuation is unavoidable but it will be very complicated. Let's do our best.*

## Play Adventure #6.

**New rule for this game:** During the set up phase, you must create 2 "grey viruses" in 2 different quarters with empty targets, and activate them by circling their target. Immediately cross off 1 space in each of these 2 quarters.

✦ At the end of the game, go to **chapter 179**.

183

If this is the first time that you read this chapter, continue reading.

✦ Otherwise, go directly to **chapter 173**.

*Crimson red alert! Another space station has just exploded. Our precious resources are disappearing. We cannot afford to lose anymore of them!*

Each player selects on their sheet a space station where the robots are not all circled, and crosses it off entirely.

Form once again the 3 draw piles of Starship cards and shuffle the **Event card #164** back into one of these 3 piles.

**ASTRA Solo:** Shuffle the **Event card #164** back into the pile.

✦ At the end of the game, go to **chapter 99**.

184

*Despite huge setbacks, the inauguration of the capital city was a tremendous success. The population can finally settle down. Humankind is in good hands. Let's heal our wounds and find some rest...*

**Save the game on the Dashboard.** Then resume the campaign from here.

*Newsflash: "The strain of the extraterrestrial virus F-3-AR, discovered a few weeks ago in the Picard crater has grown and is now spreading at an exponential speed, ravaging the capital city. The scientists are working hard to find a vaccine."*

✦ We need time. Go to **chapter 174**.

185

*Don't you dare judge me! I graduated first in my class! It's rather your level of incompetence that is unbelievable. But no matter... Despite all of this, the Human Alliance has decided to entrust us with the construction of the Moon's capital city.*

Assign the stars indicated on the Adventure sheet. **Save the game on the Dashboard.** Then resume the campaign from here.

✦ Before you carry on, read the specific rules of **Adventure #5**. Then go to **chapter 103**.

186

*Water is the key. If we take control of the water, they will have no option but to negotiate.*

## Play Adventure #8

**New rule for this game:** At the end of the game, each blue planet counts as two when you score the planets.

**ASTRA Solo:** Each blue planet controlled by ASTRA earns the equivalent of 2 water cards for its score.

✦ If the Captain controls at least 3 blue planets, go to **chapter 107**.

✦ Otherwise, go to **chapter 136**.



The engineers on the ground are pretty confident. The propulsion system of our starship will help them improve the rockets. They are certain to benefit from it very quickly.

**Play Adventure #2.**

**Temporary event:** Take the **Campaign Event card #160**. During the set up phase, shuffle this card into one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #2** and immediately go there.

**ASTRA Solo:** Shuffle this card with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

✦ At the end of the game, go to **chapter 92**.

*Newsflash: "We interrupt our programs on Luna 1 to share with you a report published by the Lunar Observatory. This is a report on the space-time fluctuations caused by the successive returns to the past by the Neo Solaris teams. According to this report, the asteroids that destroyed the Earth have come from the future! These asteroids have passed through the space-time vortex and are partly composed of debris coming from the battle of Neo Solaris. Humankind is responsible for its own destruction!"*

*How is that possible? How could we have been so blind? But this doesn't make any sense. If the battle of Neo Solaris happened, it's because we had to evacuate Earth. And now the cause of this evacuation is Neo Solaris? But how long have we been trapped in this loop?*

*"Captain, this revelation is as surprising as terrifying. Did you think of this? Couldn't we have foreseen this?"*

✦ Captain Uhura, if you had guessed this hypothesis, go to **chapter 135**.

✦ Otherwise, go to **chapter 131**.

Once again, humankind is facing its own contradictions. Unable to think about others, to help each other. While we were helping the population, ASTRA opened the vortex to flee with its troops.

**Save the game on the Dashboard.** Then resume the campaign from here.

*We must leave the Moon, without any hope for improvement. The only light on the horizon is that the New Dawn and the Human Alliance have managed to reach an agreement to govern together. But what good will that do if ASTRA continues to sabotage all our efforts?*

✦ Let's meet at the evacuation starships. Go to **chapter 14**.

✦ Let's meet at the Human Alliance HQ. Go to **chapter 168**.

✦ Let's meet at the Alpha factory. Go to **chapter 89**.

*Start the evacuation! I will not wait! Quick!*

**Play Adventure #6.**

**Temporary event:** Take the **Campaign Event cards #165 and #165**. During the set up phase, shuffle these cards into one of the 3 draw piles of Starship cards. As soon as you draw it, look for the indicated chapter corresponding to the **Adventure #6** and immediately go there.

**ASTRA Solo:** Shuffle these cards with the 3 ASTRA effect cards in one of the 3 piles of Starship cards, then place the other 2 piles on top of it.

✦ At the end of the game, go to **chapter 163**.

*The starships must be loaded up to the maximum. This time, we have the capacity to put on board everything that will allow humankind to make a fresh start!*



Error box. Then you can access the 2nd level and write down numbers in it. The process is the same to access the 3rd level.

✦ At the end of the game, go to **chapter 178**.

17

*The IT team has upgraded the robots. It will make our job easier.*

For the rest of the game, you can build the sections of the dome without taking into account the even-odd rule. Put the Event card back in the box. Flip over a new card and carry on playing.

✦ At the end of the game, go to **chapter 94**.

18

*What do you mean? No, I'm not crying... Facing such an outbreak, what could we have done? One day we will find the people involved and they will pay for it. But now we must focus on the evacuation. It's time to leave!*

**Save the game on the Dashboard.** Then resume the campaign from **here**.

✦ **Before you carry on, read the specific rules of Adventure #7.** Then go to **chapter 37**.

19

*We are on the Moon, but not with the best prospects... Studying the skies will be essential in helping us to look for new asteroids that could threaten Earth. I hope that we'll be able to relax a little and put into practice all that we have learned.*

**Save the game on the Dashboard.** Then resume the campaign from **here**.

*"Captain Uhura, this is the Human Alliance. We must begin the evacuation of the Earth. Impossible to wait any longer!"*

*Trust each other! You have the skills. We can do this!*

✦ *Let's establish a new protocol together.* Go to **chapter 83**.

✦ *Let's raise our heads and aim further, beyond the colony.* Go to **chapter 187**.

20

*Red alert! An asteroid has crashed into a space station. The station was instantly destroyed.*

Each player selects on their sheet one space station whose robots are not all circled and crosses it off entirely. You cannot activate any Plant or Robot action anymore for this destroyed station. You will not earn any points for this station at the end of the game. If you have circled all the robots of every station, nothing happens for you.

Put the Event card back in the box. Flip over a new card and carry on playing.

✦ At the end of the game, go to **chapter 99**.

21

*Oh No! Well... I meant... Congratulations! You have done great. What a team... And you! What a great pace! Competing with you is... I do not have the words... Great! The Human Alliance is thanking us for this first step. We have launched on time with everything on board and our mission on the Moon looks promising.*

The player who has won the game becomes the Captain, takes the Captain card and carries on reading. The player who has won the game earns 1 campaign star. The number of stars that you earn at the end of a game is indicated on each sheet of each Adventure. For Adventure #1, only the player in 1st place earns 1 star. But for the following Adventures, the players in 2nd and 3rd place could also earn stars. **Save the game on the Dashboard at the end of this book.** Note the number of stars earned by each player. Record the current Captain by circling its star score. **Write down as well the number of this chapter (#21) to save your campaign.** You will go back to it, starting **here**.

✦ **Before you carry on, read the specific rules of Adventure #2.** Then go to **chapter 141**.



*We cannot let ASTRA run wild. We have detected some abandoned equipment from a previous mission. Prepare the rovers and let's roll!*

### **Play Adventure #3.**

**Warp 3A - The Exploration:** Take the **Campaign Warp cards #190 to #195**. For this game, each player takes one of these cards on the **3A side**. You must place this card above your sheet. You are now in competition with your left and right neighbors to explore the surroundings of the colony. The 2 columns of craters are zones that you must number independently. You must write numbers in ascending order, starting with the first crater at the bottom of the card and then continue up. Using the Plant action, you can circle a greenhouse by numbering any crater. Using the Robot action, you can draw a line to connect a parabolic antenna. The rover will connect these to the colony's network.

At the end of the game, for each column, add up all your numbers and write the result at the top of the card. An X does not count. Compare your total of both columns with your left and right opponents. To do that, pair off the columns whose arrows point to each other. If the value of your column is higher than your neighbor's, you earn 10 points. If you win on both columns, choose an additional bonus: 1 star or 10 points. You can wait until everyone has tallied up their score to decide.

**ASTRA Solo:** At the end of the game, shuffle your discard pile with the action side up, and draw a card. For each of ASTRA's columns, their value is 50 + the value of the card you drew. You can then compare the columns. ASTRA does not earn points for them.

- ✦ At the end of the game, if every player has completely numbered at least 1 column of craters, **go to chapter 46**.
- ✦ Otherwise, **go to chapter 24**.







## INDEX OF THE CAMPAIGN CARDS

Find all the rules of the unlocked campaign cards below.

Cards #125 to #127 .....	<b>Chapter 58</b>
Cards #128 to #130 .....	<b>Chapter 68</b>
Cards #131 to #133 .....	<b>Chapter 83</b>
Cards #134 to #136 .....	<b>Chapter 152</b>
Cards #137 to #139 .....	<b>Chapter 81</b>
Cards #140 to #142 .....	<b>Chapter 22</b>
Cards #143 to #145 .....	<b>Chapter 9</b>
Cards #146 to #148 .....	<b>Chapter 93</b>
Cards #149 to #151 .....	<b>Chapter 73</b>
Cards #152 to #154 .....	<b>Chapter 44</b>
Cards #155 to #157 .....	<b>Chapter 123</b>
Card #177 .....	<b>Chapter 160</b>
Cards #178 to #183 A side .....	<b>Chapter 62</b>
Cards #178 to #183 B side .....	<b>Chapter 118</b>
Cards #184 to #189 A side .....	<b>Chapter 88</b>
Cards #184 to #189 B side .....	<b>Chapter 110</b>
Cards #190 to #195 A side .....	<b>Chapter 187</b>
Cards #190 to #195 B side .....	<b>Chapter 111</b>
Cards #196 to #201 A side .....	<b>Chapter 23</b>
Cards #196 to #201 B side .....	<b>Chapter 114</b>
Cards #202 to #207 A side .....	<b>Chapter 151</b>
Cards #202 to #207 B side .....	<b>Chapter 159</b>
Cards #208 to #213 6 side .....	<b>Chapter 174</b>
Cards #208 to #213 8 side .....	<b>Chapter 167</b>
Cards #214 to #219 A side .....	<b>Chapter 117</b>
Cards #214 to #219 B side .....	<b>Chapter 89</b>
Expert Mode .....	<b>Chapter 52</b>



