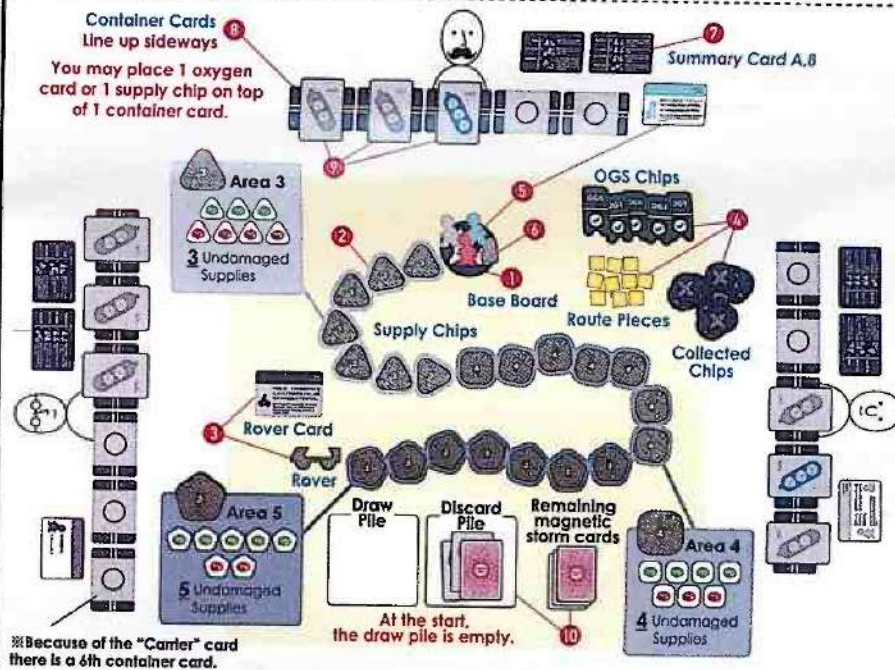


1. Game Objective

Players are astronauts tasked with exploring the moon. Their current mission is to gather up supplies that were scattered around during a magnetic storm and make it safely back to the base. Among the supplies are "Broken Supplies" and the farther away from the base that you go, the less broken supplies you will find. Cooperating together as a team, replenish your oxygen supply and try to make it back to the base with as many supplies as you can. Make sure to watch out for the magnetic storm that comes and goes!



2. Set-up



successful mission. If you successfully clear the mission, play again and try to make it back with even more supplies!

Role Cards



Engineer

At the start of your turn, move the robot 0-2 spaces. It is possible to jump over the robot, so although you are increasing the efficiency of movement for players, supply chips that the robot is on cannot be gathered. Think carefully before you act.



Carrier

You have 6 container cards.



Inventor

Once every turn, you may develop a route for 1 AP. You may move on a route. Like the other players, you may also jump over the route pieces.



Mood Maker

After rolling, if all of the dice match, you get an additional 3 AP to use during that turn only.



Veteran

Your "Gather Supplies" costs 2 AP.

3. Taking Your Turn

Take turns moving clockwise from the starting player. On their turn, players follow steps 1-3, shown below, in order. Although you may discuss with the other players what you should do during your turn, you must make the final decision for yourself.

(1) Consume oxygen and roll the dice

- Choose one of the oxygen cards on top of your containers and place it in the discard pile. Roll the dice.



If you chose a 2xO2 card...

Roll 2 dice. 🎲🎲



If you chose a 3xO2 card...

Roll 3 dice. 🎲🎲🎲

- Add up all of the numbers on the dice that you rolled. This number is how many AP (Action Points) you may use this turn.

(2) Take Action

- Using your AP, you may take any of the 6 actions shown below. You may take the actions in any order you want and you may even repeat the same action several times. You do not need to use all of your AP, however, you will not be able to carry any leftover AP to your next turn. Depending on your role card, the required amount of AP for an action might change.

Action Name	Required AP	Action Description
Movement	1	Move your player token to an adjacent chip. Either direction is allowed. Jump over any other player's crew piece, route pieces, and any chips with the robot on them.
Activate OGS	3	Insert an OGS (Oxygen Generation System) chip between your player token and an adjacent chip.
Develop a Route	2	Place a route piece on an adjacent chip. ※ You must jump over a route piece when taking the "Movement" action.
Container Sharing	1	With an adjacent player, you may give and/or take any number of oxygen cards and/or supply chips from either player's containers.
Gather Supplies	3	Take an adjacent facedown supply chip and place it facedown in one of your empty containers. Place a collected chip at the spot where you took the supply chip. If you do not have any empty containers, you cannot take this action. You cannot gather any supplies if there is another player's crew piece, route piece, the robot, or the rover on it. Collected Chip
Abandon Supplies	1	Insert a supply chip in your containers between your player token and an adjacent chip.

(3) Replenish Oxygen

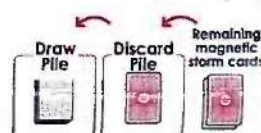
- At the end of your turn, if your crew piece is on an activated OGS chip, you may replenish your oxygen with an oxygen card from the draw pile.



Activated OGS Chip

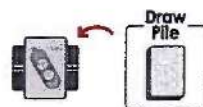
If no cards are left in the draw pile right before you replenish your oxygen...

Turn all of the cards in the discard pile facedown and shuffle well. After returning the cards back to the draw pile, **place a new magnetic storm card in the discard pile.**



If there are still cards in the draw pile...

As long as you have an empty container card, you may draw a card from the draw pile **one at a time as many times as you like** and place it on your container card.



If you draw a magnetic storm card...

When a player draws a magnetic storm card, the OGS that player is standing on breaks. From that point on, that OGS chip can no longer replenish oxygen. Immediately turn that OGS chip over and place the player's crew piece on top. **Place the magnetic storm card that was drawn into the discard pile.**



Turn over the OGS chip

※ When a new draw pile is made, the number of magnetic storm cards will increase, up to a maximum of 4. The chance of an OGS being broken when you replenish your oxygen will steadily increase.

Rover

If a player makes it to the rover, that player's AP automatically goes to 0 and they must ride on the rover. Slide the player's crew piece on to the rover from the side and take the rover card. On their next turn, they may move 2 spaces for 1 AP. However, they can no longer take the "Gather Supplies", "Develop a Route", or "Activate OGS" actions. Once you begin riding the rover, you can not get off. Only 1 player can ride on the rover.



Rover



Rover Card

4. Ending the Game

▼ There are 2 conditions for ending the game.

● If a player no longer has any oxygen cards at the start of their turn.

This results in a mission failure. Even if you do not have any more oxygen cards in your containers, it is ok to receive an oxygen card from another player by taking the "Container Sharing" action before your turn starts.

● All players make it back to the base board.

Each player turns all of the supply cards in their containers face up and counts how many undamaged supplies they have. A successful mission is determined according to the number of players and undamaged supplies in the chart below. Once you make it back to the base board, you cannot start from the base again and you no longer consume oxygen. You may not share supply or oxygen cards with other players. Skip over the turn of any players that returned to the base and continue the game. You may not turn any supply chips you have face up until all players have returned safely to the base board.

Successful
Mission
Conditions

Number of Players

2
Players

3
Players

4
Players

5
Players

Undamaged Supplies

5
or more

7
or more

8
or more

9
or more

Even if you can't make it back with the required amount of supplies for a successful mission, if everyone makes it back safely with at least some supplies you might be able to wait for a rescue! Try to make it back to the base and don't give up! If you are taking on a mission with many new crew members, it's ok to subtract 2 or 3 from the required supplies for those players for a

1 Place the base board on the table. Base Board

2 Place all the supply chips face down (with the numbers facing up), separate them by area number, and shuffle them well. Starting at the base board, line up all of the chips in order from areas 3 to 5 as you can see in the diagram above.



Supply Chips

3 Place the rover next to the last supply chip in the line. Place the rover card near the rover.

4 Place the 21 collected chips and 10 route chips, and 5 OGS (Oxygen Generation System) chips on the table next to the play area.

5 Each player takes 1 role card. Either decide which role card to take or take one at random. Then, for your crew piece, take the crew piece with the same color as the role card and place it on the base board. Take a moment and check the role cards of the other players. ※The details about each of the role cards are shown on page 3 of the game manual.



Role Cards

6 If a player takes the "Engineer" card, place the robot on the base board. If no one takes the "Engineer" card, the robot will not be used during the game.



Crew Pieces



Robot

7 Each player takes 1 summary card A and 1 summary card B.

8 Each player takes 5 container cards and lines them up on the table in front of them. If a player takes the "Carrier" card, that player takes 6 container cards instead.



Container Cards

9 Turn the 15 oxygen cards face down and shuffle them well. Each player takes 3 cards. Turn the cards face up and stack each one on a separate container card.



Oxygen Cards

10 Place 1 magnetic storm card face up. On top of it, place any remaining oxygen cards. This is the discard pile. Place the 3 remaining magnetic storm cards to the side in a separate pile.



Magnetic Storm Cards

11 Put away any unused role cards, crew pieces, summary cards, and container cards.

12 Choose a starting player however you want.

■ Q&A

-All of the route pieces or OGS chips have been used.
You cannot place any more of the chips that have run out.

-Is there any way to "Gather Supplies" on a supply chip that is surrounded by route chips on both sides?

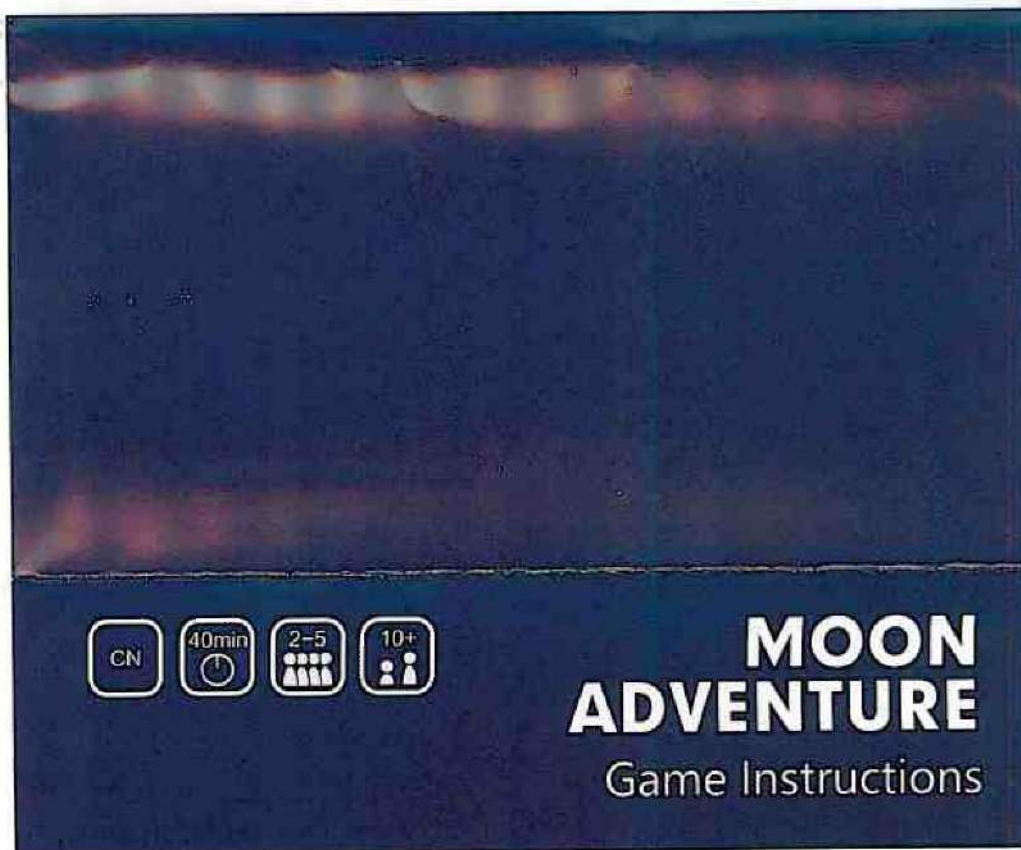
This is possible by using the "Activate OGS" or "Abandon Supplies" action on the supply chip that is surrounded on both sides route pieces and then moving to that chip. Also, the Inventor can move to a chip with a route piece on it, so they can "Gather Supplies" on that chip.

-For 5 players, all of the oxygen cards will be dealt at the beginning of the game and the discard pile will only have a magnetic storm card in it.

If you don't replenish your oxygen after the oxygen cards have accumulated in the discard pile, when you shuffle the discard pile and return into the draw pile, the chances of drawing a magnetic storm card increases.

-Does the robot need to make it back to the base?

No, it doesn't.



You are trapped on the moon due to a massive magnetic storm originating from the sun and all of the supplies have been scattered about the surface. You and your fellow astronauts are desperately trying to recover the scattered supplies, all while your oxygen levels are falling. Moon Adventure is a cooperative board game where everyone must work together to complete the mission. Trust in your wits and your friends to make it back alive!

■ Contents

● 21 Supply Chips



● 15 Oxygen Cards



● 4 Magnetic Storm Cards



● 21 Collected Chips



● Base Board



● 5 Crew Pieces



● Robot



● Rover



● 10 Route Pieces



● Rover Card



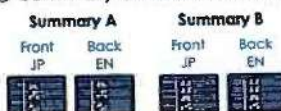
● 26 Container Cards



● 3 Dice 1-3 Dots



● Summary Card A,B: 5 Each



● 5 Role Cards



● 5 OGS Chips



● Game Manual (This booklet)