

LaunchPad: Moon

Let's build industry on the moon!

Goal:

- The first person to build a launchpad and send materials back to Earth four times wins!

Your game should contain:

- Resources:
 - 20 Energy Cards
 - 15 Supplies Cards
 - 15 Data Cards
 - 10 Money Cards
- Module Tokens (Four colors each: Red, Blue, Green, Yellow)
 - 6 Nuclear Tokens
 - 6 Solar Tokens
 - 6 Combustion Tokens
 - 7 Miner Tokens
 - 4 Launchpad Tokens
 - 3 Satellites
 - 3 Main Bases
- Board:
 - Sunlight ring
 - Game Board

Game set up:

- **Resource** cards are set up in a bank, each in a separate pile. The "Sunlight ring" should be set on the outside of the moon on the Game Board with the center aligned with L5.
- Each player begins the game with 4 *Modules*. These consist of one *Factory*, one *Miner* and two *PowerPlants* (you may choose any of the three types: *Solar*, *Nuclear* or *Combustion*). Place remaining module tiles in front of each respective player.
 - You can place one Module during set up until all are placed

Starting the game:

- The player sitting closest to the Earth goes first.
- Game play begins clockwise around the board, setting up the initial four modules (*Factory*, *Miner*, two *PowerPlants*) which can be placed anywhere on the half of the moon that is facing the Earth. This represents the communication capabilities (control) that each player has with their modules.

Tips when setting your modules:

- A *Factory* is used to build more modules but only in the spaces immediately around them (the one above or below or the four on each side.)
- A *Solar PowerPlant* can only create **energy** while they are in the sun.
- A *Miner* is used to collect **supply cards**.
- The Sunlight rotates around the board. Each round of turns (before the first player

begins their turn), the Sunlight Ring will advance three spaces clockwise around the board.

Turns:

- Each turn consists of first, collecting, and second, spending, resources.
- Start with collecting **energy** from your *PowerPlants*. You earn one **energy resource card** from a *Nuclear PowerPlant* and two **energy resource cards** from a *Solar PowerPlant* if they are in the Sunlight. A *Combustion PowerPlant* costs one **supplies card** to run, but will yield three **energy cards**.
 - You can trade energy, but cannot retrade back (Ex: One **energy card** for one **supplies card**, but not one **supplies card** for one **energy card**)
- Now that you have **energy** you can use it to build!
 - Mining: Spend one **energy cards** with a *Miner* for one **supplies card**. Use two **energy cards** with a *Miner* for one **data card**.
 - Mining gets you **supplies** or **data**. Use supplies to build *PowerPlants*, *Factories*, etc. Use data to build *Factories*, *Main Bases*, *Satellites*, etc.
 - Modules are made with your *Factory*. Any of the three *PowerPlants* or *Miner* modules requires two **energy cards** and one **supplies card** to build.
 - Build up resources and modules to be able to use them for bigger and more advanced items in later turns.
 - Keep in mind 1) *Factories* can only build in the spaces just around them (the one above or below or the four on each side) 2) The *Solar PowerPlant* can only make **energy** when in Sunlight.
 - A Module can only work once per turn. (A *Miner* can mine once, a *Factory* can build once, etc.) A Module may not work the turn it is created, but may be used the following turns.
- What can be built:
 - Here's what else you can build with your *Factory*:
 - Building another *Factory* requires one **supplies card** and two **data cards**.
 - You can build one of two control modules (*Main Base* or *Satellite*):
 - A *Main Base* takes 3 **supplies cards** and 3 **data cards**
 - A *Satellite* takes 2 **energy cards** and 2 **data cards**. (However a *Satellite* is built at the *LaunchPad*, so you have to have one of those.)
 - Build a *LaunchPad* to send material back to Earth and make some **money**. This takes 2 **energy cards** and three **supplies cards**. This is the ultimate goal of the game!
 - Moving Modules: If you run out of space to build you can move Modules around the board by spending **energy cards**. Modules can move to anywhere you have under "control". It takes one **energy card** to move one space on the board or you can use four **energy cards** and be able to move to any "controlled" space. You can use your modules to do work the same turn that you move it.
 - A module may be removed from the board and recycled; one resource (of the

player's choice) that is needed to build the module is returned to the player.

- Talk about “control” - Getting to the dark side of the moon:
 - You can expand your control (the space that is available to you for building modules) by building *Satellites* and *Main Bases*.
 - With a *Main Base* you can control and use the space above or below as well as the two sets of spaces on either side of your *Main Base* for a total of nine more spaces. A *Main Base* can also make one **data card** using one **energy card**.
 - With a *Satellite* you can control another part of the moon. The places where *Satellites* can be added are called the LaGrange Points (L2, L4, L5).
 - *Satellites* can be built and placed from the *LaunchPad*.
 - To represent the increased difficulty in maintaining these two modules, each *Main Base* consumes one **energy** per turn and each *Satellite* consumes one **data** per turn. If this cost is not paid the module is removed back to the player.
- Making some **money** and winning the game:
 - So you have a good industry going... pay back your investors! You can use your *LaunchPad* to send 2 **energy cards**, 2 **supplies cards**, and 2 **data cards** back to Earth to make one **money card**.
 - You started with four modules. The first player to pay back all 4 investors and gain 4 **money cards** wins.

Symbol	The Modules	How to build one:	How can you use it:
	<i>Nuclear PowerPlant</i>	A Factory uses 2 energy and 1 supplies	Yields 1 energy
	<i>Solar PowerPlant</i>	A Factory uses 2 energy and 1 supplies	Yields 2 energy when the module is in the sunlight
	<i>Combustion PowerPlant</i>	A Factory uses 2 energy and 1 supplies	1 supplies yields 3 energy
	<i>Miner</i>	A Factory uses 2 energy and 1 supplies	1 energy yields 1 supplies or 2 energy yields 1 data
	<i>Factory</i>	A Factory uses 1 supplies and 2 data	Builds <i>PowerPlants, Miners, Factories, Main Bases and LaunchPads</i>
	<i>Main Base</i>	A Factory uses 3 supplies and 3 data *Uses 1 energy every turn	1 energy yields 1 data and Increases areas of control
	<i>LaunchPad</i>	A Factory uses 2 energy and 3 supplies	Build and launch a <i>Satellite</i> or 2 energy +2 supplies +2 data yields money

	<i>Satellite</i>	<i>A LaunchPad uses 2 energy and 2 data</i> <i>*Uses 1 data every turn</i>	Increases areas of control according to the LaGrange points.
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