



RULE BOOK



A bold new era of space exploration has begun. With many factions vying for power in this latest space race, you are tasked with leading one of these teams, competing for Moon colonization. Establish your colony and expand it by constructing facilities. Make shipments from Earth work to your advantage. Recruit agents and send them to infiltrate the competing bases to hasten your expansion, or to hinder the progress of your competitors.

Lunar Base is a 2-6 player card game. Your goal is to achieve lunar dominance before the other players. Growing your base module by module, using agents and influence to mess with your opponents will provide opportunities to reach that goal.

For the latest information, FAQ and more rule variants visit lunarbasegame.com

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Components

A total of 90 cards of the following card types:



6 Stations



26 Agents



8 Influences



50 Modules



The box also contains 6 Credit Counters and this rulebook.

HOW TO READ CARDS

- 1 Card type
- 2 Card name
- 3 Flavour text
- 4 Orb halves
- 5 "On playing this card" actions
- 6 Main Actions
- 7 Scientific achievements
- 8 Colonists
- 9 Card cost



Game Setup

For your first games, we recommend not using the Influence cards. Once you are more experienced with the game, you may include them. See page 33–38 for more information. Follow these steps to start your game:

- 1 Shuffle the Station cards, then deal one Station card at random to each player, with the Terran Outpost side showing. Players may look at the other side of their own Station card. Remove the remaining Station cards from the game without looking at their other sides.
- 2 Shuffle the Module cards and Agent cards into a deck. Place the deck face-down in the middle of the table. Leave some space next to it for a face-up discard pile.



- 3 Each player draws 3 cards from the top of the deck into their hand. These are kept secret from the other players.
- 4 Deal 3 cards plus 1 additional card per player from the deck. Place these face-up between the players to form the Supply.
- 5 Give each player a Credit Counter, set to 3 Credits. Use the Credit Counter to track your total Credits.

The player who took the longest trip in the last 30 days will be the starting player. They will take the first turn. When multiple games are played, the player to the left of the winner starts. If there were multiple winners, the player who took the longest trip starts.



Game Overview

Each player takes a turn, beginning with the starting player and proceeding clockwise. This continues until a player wins by achieving one or more victory conditions.



Collect 20 lunar Credits



House 10 colonists in your Base
(your Station + your Modules)



Complete 5 different scientific achievements in your Base



Reveal 4 Influence cards
from your hand at the end of your turn

Colonists and scientific achievements appear on Station and Module cards. Credits are gained by various means. Influences are a special card type for advanced players.

Scientific Achievements in the game



Player Turn

During your turn, perform the following 3 steps in the order described here:

1. Optionally, play any number of Agent cards.
2. Perform **one** Main Action from those available in your Base.
3. Check for arriving Shuttles.

Following this, play passes to the next player.

PLAY AGENT CARDS

At the start of your turn, you may play any number of Agent cards from your hand. This is the only time that Agent cards may be played.

To play an Agent card from your hand, do the following:

- 1 Pay its cost (see page 19).
- 2 Resolve the effect of its depicted action(s).
- 3 Place it face-up on the discard pile.

For example:

Double Agent can be played for the cost of 2 Credits. Upon playing this card, players sitting next to the chosen target Flip their Stations.



PERFORM ACTIONS

Main Actions are shown on the cards in the outlined boxes. On each turn, you must choose one Main Action from those available in your Base (e.g. **A** **B** or **C**). Perform the action(s) depicted in the box.

Order and nesting of multiple actions:

- If the card asks you to take **multiple actions**, take them from left to right.
- If an action includes **playing another card**, you may choose to resolve that card before or after continuing to resolve the current card.

The various card actions are explained on pages 21 to 26. An action must be performed unless indicated otherwise. If an action **cannot be completed in full** (for example Discarding from an empty hand, Reselling from an empty Supply and so on), complete as much as you can.

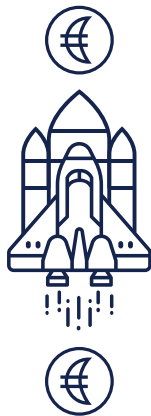


Main Action cards always have a blue top half background, making them easier to spot!

CHECK FOR ARRIVING SHUTTLES

At the end of your turn, if the Supply has neither Modules nor Agents left in it, do the following:

1. Each player gains 1 Credit for each completed yellow Orb in their Base (including yellow-gray and wild gray Orbs, see page 17 regarding Orbs).
2. Deal 3 cards from the deck to the Supply, face-up. Deal 1 additional card per each player. Should the deck run out of cards, shuffle the discard pile to form a new deck.



New Cards



Orbs

You gain Orbs by building Modules to your Base and by Flipping your Station card.

- Some cards show complete Orbs on them.
- New Orbs are formed from Orb halves of matching colors when you Build Modules and connect them to your Base.

Gray Orbs are wild and stand for any color. Connecting a gray half to a color causes it to gain the color of the connecting half.

Orb examples:

- 1 Red-gray halves form a red Orb.
- 2 Red-red halves form a red Orb.
- 3 Gray-gray halves form a gray wild Orb.
- 4 Blue-blue halves form blue Orbs.
- 5 The Oasis has blue and red Orbs.
- 6 Yellow-gray halves form a yellow Orb.



Paying Costs

To play an Agent card or to Build a Module, you must be able to cover its cost. The cost is the number of Orbs shown in the top-right corner of the card.

Cards that show no cost are free to play.

- The cost of a card is reduced by matching colored Orbs in your Base. Gray Orbs are wild and stand for any color. Each Orb can be used multiple times in a turn, but only once per card.
- The remaining cost must be paid in Credits.
- You cannot play a card that you cannot afford.

For example: You have **2 blue Orbs** (from connections) and **2 red Orbs** (from your Station card).

- 1 The Experimental Borehole has no Orbs showing as a cost, so it is free to play.
- 2 The Mormon Scientist's cost is reduced to 0 and it's free to play.
- 3 The Space Elevator costs 2 Credits to play.



PLAYER'S BASE



PLAYER'S HAND

Actions

Draft



Take 1 card from the Supply and put it into your hand. If the Supply is empty, skip this action. If you are instructed to Draft more than 1 card, repeat this for each card.

Draw



Draw 1 card from the top of the deck into your hand. If the deck runs out of cards, shuffle the discard pile into a new deck, then continue to Draw as normal. If you are instructed to Draw more than 1 card, repeat this for each card.

Note: There is no limit to how many cards you can hold at any given time.

Discard



Take 1 card from your hand and place it face-up on the discard pile. If you have no cards in hand, skip this action. If you are instructed to Discard more than 1 card, repeat this for each card.

Build



You **may** play a Module card from your hand and add it to your Base. Follow these steps:

- 1 Pay its cost.
- 2 Connect it to your Base.
- 3 If it has an "On playing this card" action, resolve it.



When Building a Module, place it in any orientation following these rules:

- 1 It must connect either to your Station or another Module in your Base by forming at least one Orb from two matching Orb halves. Gray Orb halves are wild and match with any color.



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- Orb halves adjacent to other cards must always connect to matching Orb halves. Creating broken Orbs that cannot be completed or mismatched Orbs (e.g. red-blue, blue-yellow, yellow-red) is not allowed.
- Module cards cannot be placed over another card.

INCORRECT



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Flip Station



Flip the indicated Station card(s) to show the other side. Module connections are kept intact (the Orb halves are the same on both sides of a Station).

Resell



Take 1 Agent or Module card from the Supply, put it on the discard pile. You gain 1 Credit. If you are instructed to Resell more than 1 card, repeat this for each card.



Gain or Lose Credits

You gain or lose the indicated number of Credits.



Steal Module

Take a Module with the matching icon from any player's Base and put it into your hand.

If this causes other Modules to become disconnected from their Base, those Modules still remain functional.

Steal Credits



Choose another player. You steal the indicated number of Credits from them. The stolen Credits are added to your Credit Counter and removed from theirs. You cannot Steal more Credits than they own.

SAMPLE TURN

Even though only one Main Action is performed per turn, some turns may become quite complex. Consider this example:

IT'S ALICE'S TURN.

- 1 She plays a Solicitor. The cost of this card is 2 blue and 2 yellow Orbs. Alice has 2 blue Orbs (A) in her Base, so it only costs her 2 Credits.
- 2 With the Solicitor, she Steals the Inflatable Habitat from Bob's Base and takes it into her hand.
- 3 Alice now chooses the Fusion Reactor's Main Action which allows her to Build, Draw, and Discard (in that order).
- 4 She Builds a Depot from her hand for free (the cost being 2 blue Orbs, reduced to 0 by her 2 blue Orbs (A)). She places it as shown.



- 5 The Depot has an “On playing this card” effect, which Alice now resolves. This allows her to immediately Build again – if she wants to (remember, Build actions are always optional).
- 6 She chooses to Build the Experimental Borehole, which is free.
- 7 Alice resolves the “On playing this card” effect on the Experimental Borehole. She Draws 2 Rovers from the deck.
- 8 She then continues with Fusion Reactor’s Main Action, Draws a Dome and then Discards a Rover.

In total, Alice Built 2 Modules, Stole 1 Module from Bob, Drew 3 cards from the deck and Discarded 1 card.



End of the Game

The game ends immediately when a player achieves one or more victory conditions. There are four possible victory conditions:

It is possible that multiple players achieve victory conditions at the same time. In this case, whoever gained the most victory conditions is the ultimate winner! If multiple players tied for the most victory conditions, the victory is shared.



Collect 20 lunar Credits



**House 10 colonists
in your Base**
(your Station + your Modules)



**Complete 5 different
scientific achievements
in your Base**



**Reveal 4 Influence cards
from your hand at the
end of your turn**



(ABOVE): A colonist victory, 10 colonists in the base.

(BELOW): Not a victory - the player has 5 scientific achievements, but only 4 different ones!

Variant: Influence

Politically out-maneuver the competing colonies.



INFLUENCE

Influence cards are an add-on to the basic game. We encourage adding them to the deck when you feel comfortable enough with the basic rules. These cards give a distinct dynamic to each game.

Setup: pick 8 Influence cards and shuffle them into the deck with Module and Agent cards before dealing cards to the players or the Supply.

Effects on the Influence cards include actions that must be performed **immediately** before continuing to resolve any actions on other cards (see examples on pages 36–38). If more than one immediate action takes place, the player whose turn it is chooses the order of those actions.

INFLUENCE CARDS IN THE SUPPLY

Influence cards have effects that remain active while the card is in the Supply. From the Supply, Influence cards:

- May be Drafted into your hand.
- **Cannot be Resold.**

When Shuttles arrive, Influence cards remain active in the Supply and do not reduce the number of new cards dealt.

INFLUENCE CARDS IN YOUR HAND

Collect 4 Influence cards into your hand and reveal them at the end of your turn to instantly **win the game**.

When a player plays an Agent card that affects you, you may Discard an Influence card from your hand to ignore that Agent's effect on you or your Base (the Agent may still affect other players).

When you Discard an Influence card for any reason, including the above, resolve the "when you Discard this Influence" actions on the card, if it has any.

INFLUENCE CARD EXAMPLE:

- 1 Card type
- 2 Card name
- 3 Card effect
- 4 Defensive ability (same on all Influence cards)



INFLUENCE EXAMPLE

- 1 Kim chooses the Terran Outpost's Build action.
- 2 He builds Laika's Memorial.
- 3 Laika's Paradise prompts Kim to Draft immediately.
- 4 Kim Drafts Experimental Borehole.
- 5 Continuing to resolve Laika's Memorial, he Discards his hand (Beruang Engineers and Experimental Borehole).



Story

The year is 2049. Nations of the world have been sitting on fusion technology for a long time, but have not dared to use it for spacecraft propulsion. After the United States of Africa sent a spaceship propelled by fusion energy into orbit, other countries and private enterprises could not resist the urge to follow suit. A bold era of space colonization began. Many shuttles were prepared for colonization efforts. The five first ones were named Garuna, Mah, Ilmatar, Meztli and Chang'e...

You are now tasked with leading a Moon colonization attempt. Because the motivation and capabilities of your organization differ from that of your competitors, you'll need to approach the mission with a distinct strategy.



Terran Outpost

represents a Base that is under the supremacy of the administration on the homeworld while its hidden agenda remains just an undercurrent.



The Oasis is both a spiritual and scientific movement. Their goal is the preservation and proliferation of lifeforms, especially those that are endangered by the greed and neglect of humankind.



Taikotech believes that profit from space mining and related industries will be the driving force that uplifts mankind to a space civilization.



Dark Side is funded by biotech and augmented reality companies. They believe in transhumanism: enhancing mankind itself first is the fastest path to the stars.



Imbrium is an industrial cartel that takes an old school imperialist approach to colonization by becoming the mightiest one - by means of industry and trade.



Selene Labs aims to become the leader of space science by luring the brightest minds to open the door that leads beyond our solar system.



Shackleton UN-backed Shackleton aims to unite mankind into a space civilization by building a large multinational city on the Moon.

LUNARFLEET WALL OF FAME

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