

Race to the Moons

The year is 2169 and mankind has pretty much filled up the Earth. It has been 200 years since man first set foot on the Moon. Now there are cities on the Moon and Mars, and mining communities in the asteroid belt. But our Solar System is just the beginning. It might be home, but Earth is the only truly hospitable planet nearby. However, recent breakthroughs in warp travel mean that interstellar voyages are finally a reality.



There are several extrasolar systems that have been discovered to have planets and moons which appear to be very Earthlike, and likely hospitable. The nearest of these is in the Gamma Leporis tri-star system, 29 light years away from Earth. A series of moons orbiting a gas giant named Yutu show breathable atmospheres, tolerable radiation levels, reasonable temperatures, liquid water, and plenty of land. Now, the race is on. Terran, Lunar, Martian, and Belter organizations are competing to be the first to send humans to one of these habitable moons and establish a permanent human colony. It will take research, determination, and a bit of luck to be the first to arrive. Do you have what it takes to drive the next great space triumph and win the **Race to the Moons**?

Overview:

Race to the Moons is a worker placement game where 2-5 players (solo variant included) are working to research the technology needed to complete an interstellar mission and be the first to found a human colony on a moon system around a gas planet in another solar system. Players must research four technologies that affect four parts of the mission: Launch, Journey, Arrival & Landing, and Colonization. Players must also work on building ships, building facilities (research, factories, launch stations, and more), managing money, and improving public opinion. Players must successfully build and launch ships, develop technology, have a successful journey, arrive at the destination, and set up a successful colony to earn enough points to beat the competition.

NOTE: These are the QUICK START rules.

FULL RULES WITH EXAMPLES, SOLO VARIANT, ADVANCED PLAY RULES, AND MORE CAN BE DOWNLOADED FROM THIS GAME'S PAGE ON THE GAME CRAFTER.

Setup

- Set out the game board and place the Research, Factory, Launch Facility, Credit Union, and Proprietary Technology Certificate cards in separate piles.
- Set the Money, Save the Day tokens, Research Cubes, Reference Board, and dice near the game board.
- Select the appropriate Production Outsourcing card for the number of players and place that near the game board.
- Give each player all the pieces in their chosen color (Rockets, Workers, Research Drone, and Tracker cubes) and one Deployment Center card (put any unused Deployment Centers back in the box).
- Give each player 1 Player Board (players can choose, or be dealt randomly). If using the Alt side of the player boards, see the Alternate Setup section at the end of the rules.
- Give each player the starting Facilities, Money, and set their Tracker cubes on the appropriate places on their Player Board.
 - o 1 Level 1 Factory – place a Rocket on the first Production Line space.
 - o 1 Level 1 Research Lab – place a Research cube on the first Research space of each Research Track.
 - o 2 Popularity
 - o Base Income (\$3)
 - o 7 Technology Levels (choose how they should be distributed, no more than 3 in any one track). Apply any additional starting Popularity.
 - o \$5
- The last player to have gone stargazing receives the First Player Card.
- Player 2 gets \$1 extra, Player 3 gets \$2 extra, Player 4 gets \$2 extra and 1 Save the Day token.
- NOTE: Read the section for Alternate Setup at the end of the rules for changes to these setup instructions if using the Alt player boards with faction abilities.

Gameplay

The game is played in a series of rounds. Each round consists of two phases:

Phase 1 – Worker Placement

Take turns assigning workers to one of seven different Actions. You can place as many workers on an Action as that Action allows. Immediately after placing the workers you must pay the cost to gain the benefit of that Action. If you are the first player to use an Action each round, you will get an extra bonus. If you cannot pay the cost of the Action you may not take it.

You may not take an Action you have already taken this round.

See the Full Rules for detailed descriptions of each action.

Before Phase 1 – For 2 Player Games Only

At the beginning of each Worker Placement phase, roll one D6 to determine which Action to block. Place a Worker from a neutral faction on the blocked Action. This Action can still be used, but the 1st User Benefit may not be gained.

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|-----------------------|-----------------------|
| 1. Research | 4. Publicity Campaign |
| 2. Production | 5. Raise Funds |
| 3. Upgrade Facilities | 6. Invest |

Research

Research allows you to gain Technology. Any Research Cubes that advance beyond the end of a Research Track return to the first space and you may increase a Technology Track on your player board. Gain any popularity or Proprietary Tech Certificate earned.

- Cost = \$2 per Worker
- Benefit = Increase 1 Research 1 Space per Worker
- Worker Limit = 1 per Research Track
- 1st User Benefit = Increase 1 extra Research Space, even if that track has already advanced this turn.

Production

Production builds Rockets or Resources. Rockets that advance beyond the end of a Production Line are sent to Staging and new Rockets are added to the first space in a Production Line. Alternately, Resources can be produced and kept or sold for \$2 each. Maximizing a Production Line can earn bonus Resources.

- Cost = \$3 per Worker if Building Rockets
- Benefit = Increase 1 Rocket 1 Production Line space per Worker OR Produce 1 Resource per Worker.
- Worker Limit = 3 per Production Line
- 1st User Benefit = First Worker is free OR Produce 1 extra Resource.


Upgrade Facilities

Upgrading Facilities lets you improve upon existing facilities or add new facilities for your use.

- Cost = Building Cost
- Benefit = Build 1 Building per Worker
- Worker Limit = 3 per player, max 3 + the number of players total (e.g. in a 3 player game there is a total limit of 6 workers allowed here)
- 1st User Benefit = \$1 refund per Worker (must pay whole amount first, then get money back)

Publicity Campaign

A Publicity Campaign lets you increase your Popularity, in turn gaining you additional Workers.

- Cost = \$2 per Worker, plus \$2 for each current level of  (Popularity)
- Benefit = Increase Popularity Track 1 space per Worker
- Worker Limit = 3
- 1st User Benefit = Gain 1st Player Card

Raise Funds

Raising Funds lets you gain cash and increase your Income.

- Cost = -1/-1/-1/-2/-2/-2 Popularity depending on number of Workers
- Benefit = Earn \$3/\$5/\$6/\$9/\$10/\$12 depending on number of Workers & increase Income Track 1/1/2/2/3/3 spaces depending on number of Workers
- Worker Limit = 6
- 1st User Benefit = Additional \$2 per Worker OR +1 Popularity

Invest

Invest requires all your remaining Workers, thus it will end your turn for the current round. Investing can be financial or in outsourcing production.

- Cost = None, but requires all your remaining Workers
- Benefit = Gain \$1 per Worker and 1 Resource OR Add 1 Rocket to Production Outsourcing
- Worker Limit = None
- 1st User Benefit = \$2 AND 1 Save the Day Token

Mission Control

Mission Control is required to launch Rockets and progress them through the mission to colonization. Mission Control is required to progress beyond Launch Station, Low Orbit, and Arrival during the Advance Rockets step of Phase 2.

- Cost = \$2 per Worker
- Benefit = Assign one Rocket to a Launch Station or Progress a Rocket to the next phase of the Mission per Worker
- OPTIONALLY: Buy additional Save the Day tokens for \$5 per Worker.
- Worker Limit = None
- 1st User Benefit = +1 Popularity OR 1 Save the Day Token

Optionally:

Credit Union

If you have built a Credit Union you can place 2 Workers here to either increase your Income or decrease your Income to gain immediate cash equal to your previous Income level.

Drone Workshop

A Drone Workshop can be used multiple times per round, and requires 1 Worker each time it is used. Launch a Research Drone to advance Research Tracks and gain Technology.

Faction Ability

If playing the Advanced Game each faction has a unique ability.

Phase 2 – End of Round

At the end of the round there are a few steps that must be taken by all players:

- Revenue – Earn your Income minus the sum of your Operations Costs for all Research Labs.
- License Technology – If a Proprietary Tech Certificate is owned, you may pay the License Fee to the Bank OR the Discount License Fee to the Tech Owner to increase your tech to that level. Do not gain Popularity when licensing tech.
- Advance Rockets
 - o Move Rockets from Mission Control to Launch Stations. Owners have priority at their own stations. Available Launch Pads may be rented from opponents for \$3. Rockets without Launch Pads available may remain at Mission Control and gain 1 Resource.

- o Starting with Rockets closest to Colonization, attempt to progress OR pay 1 Resource to remain at a Mission Hold location. Complete a Tech Roll by rolling dice equal to your level in that tech.
- o Save the Day tokens may be spent to add 1 Save the Day die (max 2).
- o After Tech Roll, spend 1 Save the Day token to reroll any dice. Spend 1 Resource to increase Tech Roll value by 1. These may be repeated.
- o Apply Mission Stage results as detailed on the game board.
- Retrieve Workers
- First Player Bidding – The owner of the 1st Player Card may sell it to another player.

Game End

The game ends at the end of the round when one player successfully colonizes. Then points are tallied:

- Points Earned Per Rocket Per Location:
 - o Colonization = 10 pts
 - o Landing = 6 pts
 - o Arrival = 5 pts
 - o Journey = points equal to the Journey Leg + 1 (2, 3, 4)
 - o Low Orbit = 1 pt
- 1 point per active, constructed rocket (including all launched, but not lost rockets, and rockets in the Staging Area).
- 1 point per Technology Level attained
- 1 point per Proprietary Technology Certificate owned
- Points as defined on the Popularity Track
- 3 pts for Entrepreneur – the player with the most money.



Ties go to the player with the most rockets closest to Colonization. If there is still a tie the winner is the player with the most money.

Save the Day Tokens

Each Save the Day token can be used to:

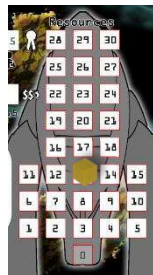
- Add 1 D8 to dice used for Tech Rolls (max 2).
- Re-roll one or more dice in a Tech Roll.
- Bidding for the First Player Card.
- To purchase an opponent's Facility.



Resources

Resources are earned through Production or Investment. Resources earned through Production can be sold for \$2 each at the time they are produced. Resources can be used to either:

- Increase a Technology Roll by 1 per Resource spent.
- Keep a Rocket at a Mission Hold location.
- Pay rent to use an opponent's Launch Station.



Production Outsourcing

If you choose to Invest in production you can place one rocket from your supply on \$40 space on the Production Outsourcing card. Move other Rockets into lower spaces, until Rockets have been moved to fill any open spaces. Each space can only have one Rocket, except for the \$10 space, which can have any number of Rockets.

At any time you can pay the bank the amount listed on the space your Rockets occupies and move it to your Staging area.

Debt

If you are ever required to pay for something that you cannot afford you must sell Facilities to pay any debts. Facilities may be sold to the bank or to other players. You may not downgrade a facility, and you may not sell facilities for any reason other than to pay a debt. Each facility has a sale value in the red bar on the left side. To sell a facility to the bank, simply return it to the main supply and collect that amount of cash. Research Cubes and Rockets are returned to the supply. You may also sell a facility to an opponent for more than the sale value. When selling to an opponent, Research Cubes and Rockets remain in the same location; Rockets will be swapped with your opponent's Rockets.

Credits:

Game design by: George Jaros – <http://georgejaros.com/GJJGames>

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Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

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A note on the setting: *Gamma Leporis is a real star system in the Sirius group. The system can be seen in the south central portion of Lepus, the Hare constellation. The system is interesting in that the two main stars can be distinguished with a pair of binoculars. It is believed that they system may even have a third stellar component. The Gamma Leporis system is currently one of the target systems for NASA's Terrestrial Planet Finder (TPF) program, which is searching for Earthlike planets orbiting in the habitable zones of nearby star systems. The planet Yutu is fictional, however it is based on large exoplanets that have been discovered in other star systems. The name comes from the Moon Rabbit, or Jade Rabbit from Chinese folklore. Yutu lives on the moon, constantly pounding herbs into the elixir of life for the Moon goddess Chang'e. Yutu was also the name of a Chinese lunar rover that was sent to the moon in 2013. Race to the Moons was partially inspired by Allen Steele's Coyote novels, which are set in a similar environment in the 47 Ursae Majoris system.*

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