

# FROM THE MOON

Humanity is on the verge of collapse, committing its dwindling resources to try to colonize the Solar System. The lunar base is the launchpad for missions to colonize Titan, Europa, and Mars.

As the leader of a newly created faction, recruit and assign your units to harvest lunar resources. Participate in the preparation and launch of 3 missions, all while remaining involved in the development of the lunar base. Your objective is to lead humanity to its future home, wherever that might be.

## Contents

### Shared



1 main board



3 Mission boards



16 Terrain tiles



18 Mission tiles



40 Metal Resource cubes (gray)



10 Progress tiles



54 Laboratory tiles



3 Launch tiles



40 Water Resource cubes (blue)



8 Building tiles (large)



1 First Player token



40 Polymer Resource cubes (black)



24 Greenhouse tiles  
"Basic" side with 1 Food icon  
"Improved" side with 2 Food icons



3 Specialist Power tokens



40 Food Resource cubes (green)



16 Achievement tokens



24 Foundation tiles



1 bag



16 x5 Achievement tokens

## For Each Player



1 player board



9 Battery tokens



1 Energy pawn



2 Player pawns



6 Improvement cubes



8 Building miniatures



3 Rover miniatures



4 Metal Astronaut miniatures



4 Water Astronaut miniatures



4 Polymer Astronaut miniatures



9 Specialist markers



13 Building tiles (small)  
(one color per player)



1 +50 (front) / +100 (back) token



1 +150 (front) / +200 (back) token

## Factions



8 Faction cards

*"Setup" side blue*

*"Power" side with fewer icons*



8 Faction Building tiles (large)

## Solo Mode



9 Rover Location cards



16 Building Zone cards

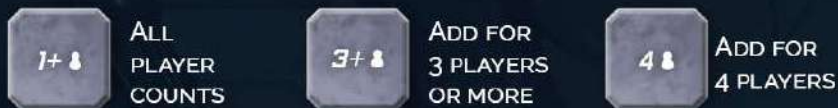


9 Objective cards



## Main Board

- 1 Place the main board in the middle of the table.
- 2 Take the Terrain tiles corresponding to the player count (marked on the tile backs), and return the unused tiles to the box.



Place the tiles randomly below the main board in a grid according to the player count:

- 2-player game, 3 × 3
- 3-player game, 3 × 4
- 4-player game, 4 × 4

3 Place the Mission boards (Europa, Titan, and Mars) to the left, vertically. For each, place as many Mission tiles (matching the moon/planet) as indicated in the lower-right corner of its board (select the tiles randomly). Return the unused tiles to the box. Also place the Launch tile in the lower-right corner of the board. "Score" side up.



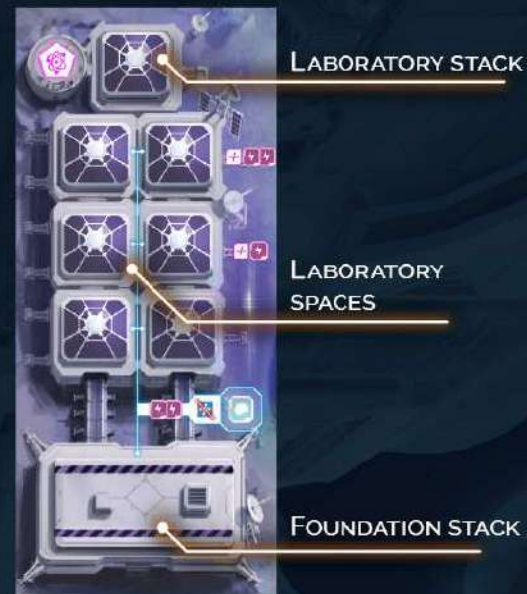
4 Place the 3 Specialist power tokens on their spaces in a random order.



5 Stack the Greenhouse tiles on the left space, then fill the other spaces according to the player count.



6 Place 6 Laboratory tiles randomly on their spaces. Stack several Foundation tiles and several Laboratory tiles on their stack spaces; so you don't have tall stacks that you keep knocking over, temporarily return the rest of the tiles to the box.



7 Place large Building tiles randomly, according to the player count: 2-player game, 3; 3-player game, 4; 4-player game, 5.



8 Place 6 random Progress tiles on the spaces of the Progress track.

9 Place the Achievement tokens (1s and 5s).

10 Put the following Resource cubes in the bag; 30 gray Metal, 30 blue Water, 30 black Polymer. The remaining 10 of each and the green Food cubes form the general supply.

11 Fill each Terrain tile with as many random Resource cubes from the bag as indicated in the upper-left corner of the first Progress tile.



# How to Play

## Goal of the Game

The goal of the game is to have the most victory points at the end of the game, notably by having worked the most on the colonization vessels. The game ends if all 3 Launch tiles are flipped over on the Mission boards, or if someone exceeds the final space of the Progress track.

## Your Turn

Take turns in clockwise order until the end of the game.

On your turn, perform one of the following actions:

- Send One of Your Rovers to a Terrain Tile
- Develop Your Greenhouses
- Develop Your Team
- Construct a Building
- Develop Your Research
- Gather Your Rovers and Gain Your Income

### SEND ONE OF YOUR ROVERS TO A TERRAIN TILE



Place one of your available rovers on an unoccupied Terrain tile. Then, assign each basic astronaut in the rover to a task, and each specialist (cf. *Develop Your Team*, p. 7) in it to two tasks.

The possible tasks are as follows:

a) Collect 1 of the Resource cubes on the tile; the cube's color must match the astronaut's color: Gray astronauts collect only metal; blue astronauts collect only water, etc.

b) Only for specialists: Trigger the ability of their specialty (max. once per specialist).



Gain 1 food per Building miniature of your color surrounding (diagonally adjacent to) your specialist.



Gain 1 energy per enemy rover orthogonally adjacent to your specialist.



Gain 1 resource of your choice per rover of your color orthogonally adjacent to your specialist (the resources can be different).

c) Activate the Terrain effect of the tile (you will find a list of Terrain effects at the end of this rulebook). This task can only be activated one time per rover, and only after all the other tasks.



*Example: Capucine sends her rover containing a blue specialist and a basic gray astronaut to a Terrain tile. Her gray astronaut collects a gray cube, and her blue specialist collects a blue cube and triggers the Terrain effect of the tile.*

### DEVELOP YOUR GREENHOUSES



This action allows you to construct a new greenhouse and/or to improve an existing greenhouse (even one built during the same action).

a) To construct a greenhouse, spend 1 water and 1 polymer. Take the rightmost available greenhouse from the main board. The rightmost two spaces add no surcharge, but the leftmost space costs 2 additional energy, because these greenhouses are rush-shipped directly from Earth, which is energy intensive.

Place the greenhouse on the bottommost empty Greenhouse space of your player board. If you cover an icon this way, immediately gain the corresponding bonus (food or achievement).

b) In addition to, or instead of constructing a greenhouse, you can also flip a Greenhouse token on your board to its improved side for 1 water.



## DEVELOP YOUR TEAM



This action allows you to recruit 1 basic astronaut **and/or** train 1 specialist from the astronauts you already have (even one recruited during the same action).

a) To recruit a basic astronaut, spend 1 energy, then take the leftmost astronaut of the color of your choice from a row of your board, and place the astronaut in an empty space of either one of your available rovers, or one already on a Terrain tile.

If you recruit an astronaut from the 2<sup>nd</sup> column, immediately gain 1 victory point. If you recruit an astronaut from the 3<sup>rd</sup> column, gain 1 achievement.

b) To train a specialist, spend 2 energy and 1 food, then choose one of your astronauts already in one of your rovers. Take the leftmost Specialist marker from your board matching this color, and place it in the astronaut's backpack. If this is the 2<sup>nd</sup> or 3<sup>rd</sup> time you've trained a specialist of this color, gain the associated bonus.

*Note: Recruiting an astronaut or training a specialist in a rover already on a Terrain tile does not grant any extra task when you do it.*



## CONSTRUCT A BUILDING



This action allows you to construct a building either from 1 of your 6 small building tiles **OR** from a large building tile.

a) To construct a building with a small tile, spend the resources indicated on your board according to the level of the building. Insert the small building tile into the slot on the left side of your board. You will get its bonus each time you gain your income (cf. *Gather Your Rovers and Gain Your Income*, p. 10).



b) Instead of constructing a building with a small tile, you can construct a building with a large tile (from your faction or otherwise). To construct a building from the main board, spend the resources indicated on the tile. Take it and place it on your player board. To construct your faction building (currently beside your board), spend the resources indicated on the tile, and place it the same way. Take an achievement (as indicated by the icon you just covered). Then, take the Building figurine from the space and place it like a building built with a small tile. Activate the Terrain effect of one of the Terrain tiles adjacent to your new building, for free.



Then, place the matching Building miniature on one of the empty Building spaces between the Terrain tiles (the spaces on the edge are also available). You can then activate the Terrain effect of one of the Terrain tiles adjacent to your new building, for free.





## DEVELOP YOUR RESEARCH



This action allows you to construct a foundation **and/or** a laboratory.

a) To construct a foundation, spend 1 metal, 1 polymer, and 1 energy. Take a Foundation tile and place it on the right side of your player board. You must always start in the upper-left slot; then each subsequent tile must be placed following the order shown on your player board.

b) To construct a laboratory, spend 1 polymer, and a possible additional energy surcharge (cf. *Surcharge*, p. 13) according to the row of the main board from which you take the laboratory. Immediately refill its space by sliding the laboratories above it down; then fill the topmost space from the laboratory stack.

Place the laboratory you just bought in an empty space on one of your Foundation tiles.

If you place the laboratory in the 3<sup>rd</sup> row of foundations, gain 1 achievement.



Each Foundation tile can accommodate up to 2 laboratories.



When you place your laboratory, you may activate each laboratory in its row **and** column one time. Activate them in any order you like; however, you must fully complete each lab's effect before continuing to another.

*Tip: To avoid losing track of which laboratories you've activated, and which you haven't, you can temporarily place a resource cube on each one as you activate it. Once you've activated all of them in the column and row, return the resource cubes.*

*Note: If the laboratories or foundations run out, resupply the empty stack from the leftovers in the box.*

*Example: Johannes decides to spend 1 polymer, 1 metal, and 1 energy to construct a foundation. He places his foundation in the 4<sup>th</sup> space, according to the order shown on his player board.*



*Johannes also decides to acquire the left laboratory from the second row; he spends 1 polymer (for the cost of the laboratory), and 1 energy (for the 2<sup>nd</sup> row's surcharge). Immediately, the laboratory from the top row slides down to fill the empty space, and Johannes refills the empty space in the top row with the top tile from the Laboratory pile. Then he places his new laboratory on one of his foundations. He decides to place his laboratory on the lower-center empty space. Because he placed it in the bottom row, this earned him 1 achievement.*

*Then, in whatever order he likes, he activates each laboratory in that row, and in that column:*

- He spends 1 energy to gain 1 point for each building he's constructed (cf. *Laboratory Tiles*, p. 15).*
- He receives 1 metal.*
- He spends 1 energy to gain a resource of his choice: 1 polymer.*
- He chooses to gain approval for his mission to Mars.*

## GATHER YOUR ROVERS AND GAIN YOUR INCOME




**Important:** You can only take this action if all three of your rovers are on Terrain tiles.



Start by bringing all of your rovers back from the Terrain tiles to your player board.



Then, gain your income (indicated by all the tiles you have with the  icon) in whatever order you like:



- Your Greenhouse tiles generate green Food cubes.
- The small tiles of your constructed buildings trigger.
- Your energy fully recharges (cf. *How the Energy Gauge Works*, p. 12).



Then you must feed the astronauts in your rovers. Each miniature (basic astronaut or specialist) requires 1 food. For each astronaut/specialist you cannot feed, lose 3

victory points.

**Note:** It is possible to have a negative score, as a result!



Advance your Player pawn 1 space to the right on the Progress track.

**Important:** If your Player pawn is the first one to enter a new space, refill the resources. On each Terrain tile, place a number of random Resource cubes from the bag indicated in the upper-left corner of the Progress tile; however, each Terrain tile can hold a maximum of 4 resources.

**Note:** When the bag becomes empty, refill it using the gray, blue, and black Resource cubes from the general supply, except for 4 of each of those colors, which remain in the supply. The bag will very likely have an imbalance of colors.



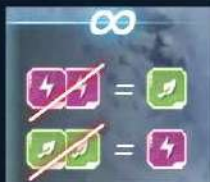
**Important:** If your Player pawn is the first one to enter a new space, also refill the empty Greenhouse spaces on the main board.



## Permanent Abilities

During your turn, you can always transform 2 energy into 1 food, and/or transform 2 food into 1 energy, as often as you wish.

This does not count as an action.



## Game Concepts

### USING APPROVAL FOR A MISSION

To construct or improve colonization ships, you must gain approval. The color of the approval icon indicates which ship you are allowed to work on: for the ships to Europa, Titan, and Mars, respectively.

When you gain approval, immediately perform only 1 of these 2 actions:

- Construct one part of the ship:
- Improve one part of the ship:

**Important:** If an approval specifies construction (e.g. ), you cannot improve (and vice versa).

**Important:** If you can (or wish to) neither construct nor improve, you can always gain 1 victory point instead.

1/ To construct one of the parts of the ship that are still available, spend the resources indicated on its Mission tile, then immediately gain the indicated victory points. Place the tile near you, face up, so everyone can see which missions (Europa, Titan, or Mars) you have taken part in.



2/ To improve a part that has no more Mission tiles, spend the cost indicated on its space, then place one of your Improvement cubes on that part of the ship. Each part of the ship can only be improved one time each game. Immediately score the indicated points.



Then, you may perform one Special Research action : by spending 2 energy, you can either take 1 Foundation tile, **or** take 1 laboratory tile from the 6 that are face up.

**Important:** In this one exceptional case, do not pay the surcharge if you choose a Laboratory tile from the first 2 rows.

**Tip:** Constructing ship parts makes the game progress, and eventually triggers the end of the game. If you can build quickly, you can force your tempo on the other players, catching your opponents off guard!



## MISSION LAUNCH

When you take the final Mission tile of a ship, it will launch.

You receive additional victory points (the launch bonus) according to your involvement in the mission.

If you have the most of the tiles for this mission, you get the main bonus indicated on the Launch tile. If you are in second place, you get the secondary bonus.



1  
9



2  
3

If there is a tie for 1<sup>st</sup> place, divide the sum of the points for 1<sup>st</sup> and 2<sup>nd</sup> place among the tied players, rounding down. If there is a tie for 2<sup>nd</sup> place, share the points of 2<sup>nd</sup> place, rounding down.

Flip the Mission Launch tile on the Mission board to indicate that no further work on this mission is possible.



*Note: If you gain approval for this mission later, simply gain 1 victory point.*

## HOW THE ENERGY GAUGE WORKS

Your energy gauge is composed of Battery tiles and an Energy pawn.



BATTERY TILES



ENERGY PAWN

At the beginning of the game, your Faction card indicated your initial energy level: You placed as many Battery tiles as necessary on your gauge to reach this level, and you placed your Energy pawn on the rightmost tile.



Your Energy pawn can never go to a space without a Battery tile (except space 0, all the way to the left end of your gauge). If you gain energy when your Energy pawn is already on the rightmost Battery tile, the surplus immediately goes to waste.

The capacity of your energy gauge can change over the course of the game. All you have to do is add Battery tiles to the gauge, or remove them. Adding a Battery tile does not move your Energy pawn up (the new batteries arrive discharged).



On the other hand, if you must remove the tile on which your Energy pawn sits, move your Energy pawn to the left until it is on a tile.

Each time you must gain a Battery tile when you already have 9, gain 1 Achievement instead.



## ACHIEVEMENT BONUS FOR PROGRESS

When you perform an action indicated on the Progress tile in front of your Player pawn, immediately gain an achievement.



Here, each time Johannes (red) takes a Foundation tile, he gains an Achievement token. Capucine and Gilles (yellow and green, respectively) gain an Achievement token when they take a Mission tile.

Note: You can also gain achievements via your player board.

## SURCHARGE

Certain actions required you to pay a surcharge in addition to the normal cost.

Example: If you take a Greenhouse tile from the stack on the left (instead of one of the two spaces on the right) of the main board, no matter how (e.g. by taking a "Develop Your Greenhouses" action, or by triggering a Terrain effect), you must pay 2 energy in addition to the normal cost.

## HAVING MORE THAN 50 VICTORY POINTS

The first time your Player pawn completes a lap of the score track, add a +50 token to the main board.



The second time, flip the token over so the +100 side is face up. The third time, replace it with your +150 token. The fourth time, flip the token over so the +200 side is face up.

## End of the Game

If you trigger the launch of the 3<sup>rd</sup> mission, or if you move your Player pawn beyond the final space of the Progress track, you have triggered the end of the game. Finish the current round, so everyone has had the same number of turns. Now it is time for the final scoring, as follows:



a) The player with the most achievements (👤) earns 24 victory points; second earns 12.

If there is a tie, add the points and divide them between the tied players, rounding down. In a 2-player game, only award the points for 1<sup>st</sup> place; there is no award for 2<sup>nd</sup> place.

b) The player who has made the most improvements to ship parts (🔧) earns 8 victory points; second earns 4. If there is a tie, add the points and divide them between the tied players, rounding down. In a 2-player game, only award the points for 1<sup>st</sup> place; there is no award for 2<sup>nd</sup> place.

c) Convert each two resources (🌿) into 1 victory point (they don't need to be matched pairs).

d) Convert each achievement (👤) into 1 victory point (in addition to whatever points it earned you in the first step).

e) Each large Building tile with an hourglass icon (🕒) earns its owner points according to its criteria.



The player with the most victory points wins!

# Solo Mode

## Setup

Setup is identical to 2-player setup. You will only use some of the 2<sup>nd</sup> player's components: 6 of the Building miniatures, and 3 empty rovers.

After setting up everything for yourself, use the Building Zone cards to randomly determine the spaces for your opponent's 6 buildings.

Then, randomly determine the initial positions of your opponent's 3 rovers using the Rover Location cards.

Choose your difficulty level and draw the corresponding number of Objective cards:

Easy	2 objectives
Normal	3 objectives
Hard	4 objectives
Expert	5 objectives

Finally, choose your faction from the available Faction cards.

## Changes to the Rules

Play your turns as usual; however, when you decide to perform the "Gather Your Rovers and Gain Your Income" action, use the following steps, instead:

- Gather your rovers.
- Gain your income, and recharge all of your energy.
- Feed all your astronauts. **If you cannot do so, you immediately lose the game.**
- Replenish resources only on Terrain tiles that are not occupied by your opponent's rovers.
- Move your opponent's rovers using Rover Location cards. Reshuffle the deck only once it's empty, which is only at the end of Round 3.

When a colony ship launches, you only earn the main launch bonus if you have **improved** at least 2 parts of the ship. Earn the secondary bonus, instead, if you have improved only 1 part of the ship. If you have improved no parts of the ship, you earn no launch bonus.

## End of the Game and Victory

You win the game if you manage to launch all 3 ships AND achieve all your objectives. Only then do you count your victory points.




Perform final scoring as in a multiplayer game, except for the bonuses for achievements and improvements to ship parts, which work as follows:

- Rather than achievements being worth 1 victory point each, they score in stages: If you have 0 – 7 achievements, you earn no victory points. If you have 8 – 15 achievements, earn 12 victory points. If you have at least 16 achievements, earn 24 victory points.
- For ship part upgrades, earn 4 victory points if you made upgrades in 2 different missions; earn 8 victory points if you made upgrades in all 3 different missions.

Compare your score to the following table:

Bronze	Fewer than 150 victory points
Silver	150–200 victory points
Gold	More than 200 victory points

## List of Objectives

- Finish the game with at least 12 achievements.
- Finish the game having constructed at least 6 buildings.
- Finish the game having improved at least 2 parts of colony ships.
- Finish the game with at least 4 improved greenhouses.
- Finish the game with at least 8 laboratories.
- Finish the game having 9 Battery tiles.
- Finish the game with 7 specialists.
- Launch the  ship while being on the 4<sup>th</sup> space of the Progress track, the  ship while being on the 5<sup>th</sup> space, and the  ship while being on the 6<sup>th</sup> space.
- Have 4 connected buildings when being on the 4<sup>th</sup> space of the Progress track.

# Glossary

## Laboratory Tiles

Each time the laboratory is activated:



Gain 1 energy OR 1 Battery tile



Gain 1 food OR 1 energy



Improve 1 greenhouse OR gain 1 energy



Gain 1 energy OR immediately score 2 victory points



Gain 1 food OR recruit 1 astronaut



Gain 1 Europa approval for **constructing** only (not for improving) OR gain 1 water



Pay 2 energy: immediately score 1 victory point per laboratory you have



Pay 1 energy: gain 2 food



Pay 1 energy: 1 approval of your choice, for **constructing** only (not for improving)



Pay 1 energy: immediately score 2 victory points per ship part you have improved

## Terrain Effects



Gain 1 resource of your choice: water, food, polymer, or metal



Pay 1 energy: train 1 specialist



Gain 1 food and 1 Battery tile



Gain 1 approval for the Europa or Mars mission



Pay 1 energy: 1 free greenhouse (paying only the surcharge, if applicable)

## Building Tiles (small)

For each "Gather Your Rovers and Gain Your Income" action:



Gain 1 victory point per specialist you have



Train 1 specialist



Recruit 1 astronaut and gain 1 victory point



Gain 2 victory points per orthogonal connection between 2 of your Building miniatures



You may construct a greenhouse for free, without even paying the surcharge. Pick the tile from the Greenhouse stack.



Improve a greenhouse

## Building Tiles (large)



At the end of the game, earn 3 victory points for each specialist on your team



At the end of the game, earn 2 victory points for each Battery tile in your gauge

# Factions

## PIONEERS



Each time you place one of your rovers on a Terrain tile on a corner, gain 1 energy.



If you place a Building miniature on a space on the edge of the Terrain tiles, activate the Terrain effect of both adjacent Terrain tiles. This even applies to the Building miniature you get with this very tile.

## CYBORGS



These cyborgs don't need to eat when you Gather Your Rovers. On the other hand, recruiting an astronaut costs an additional 1 energy and 1 metal; this always applies: You must pay this additional cost for every astronaut you obtain.

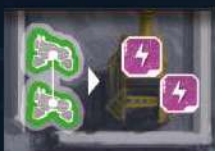


Each time you gain a Battery tile, train a specialist for free.

## WORKERS



Each time you improve a part of a ship, get 1 resource (water, food, polymer or metal) of your choice.



When you place a rover, get 2 energy for each of your rovers adjacent to the rover you just placed.

## UNIFIERS



Each time you build a part of a ship, recruit a basic astronaut for free.



Each time you recruit an astronaut, gain 2 victory points.

## ARCHITECTS



Each time you perform a Construct a Building action, get a Foundation tile for free.



Each time you want to place a building, pay 1 fewer Energy for each adjacent rover you own. This effect does not apply to this very building.

## BIOFARMERS



Each time you perform a Develop your Greenhouses action, gain an approval for any mission.



Each time you flip a Greenhouse token to its improved side, gain 1 food and 2 energies.

## SURVIVORS



Your permanent ability is improved: you can transform 1 food (instead of 2) into 1 energy.



Each time you gain a Foundation tile, gain 1 Greenhouse tile (only pay the surcharge, if any).

## SURVIVORS



Each time you perform a Develop your Team action, you may also perform a Special Research action (cf. *Using Approval for a Mission*, p. 11).



Each time you train a specialist, gain 1 Battery token and 1 energy.