

A solid yellow circle is positioned behind the main title text.

LUNAR OUTPOST

COLONIZE THE MOON

A thick yellow line with a zigzag pattern runs horizontally across the lower portion of the image.

Components

Terrain Tiles

These are the six-sided tiles depicting the lunar surface and its resource deposits. The box contains 48 terrain tiles.

Building Tokens

These are the round tokens depicting different buildings. The box contains 72 building tokens.

Resource Tokens

These are the wooden cubes. The box contains 100 resource tokens.

Player Tiles

These are the square tiles describing the turn order on one side and detailing the number of resources required for different actions on the other side. The box contains 4 player tiles.

Player Figures

These are the wooden figures looking like small people. The box contains 20 player figures.

Event Cards

These are the cards describing modifications to the default rules that can come into effect during the game. The box contains 36 event cards.

Rule Booklet

This is the booklet you're reading right now. The box contains 1 rule booklet.

Setup

Separate the four starting terrain tiles and the terrain tiles with resource deposits from the remaining terrain tiles. The starting tiles feature a cross at the center so that you can easily locate them.

The game is set up differently depending on the number of players participating in the game.

Four-Player Games



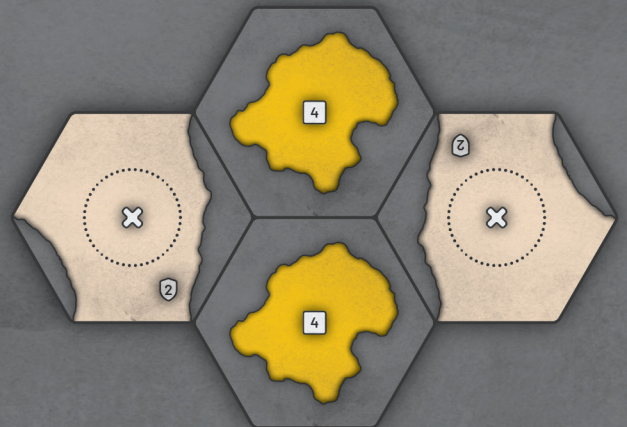
A four-player game is set up like this.

Three-Player Games



A three-player game is set up like this.

Two-Player Games



A two-player game is set up like this.

Setup

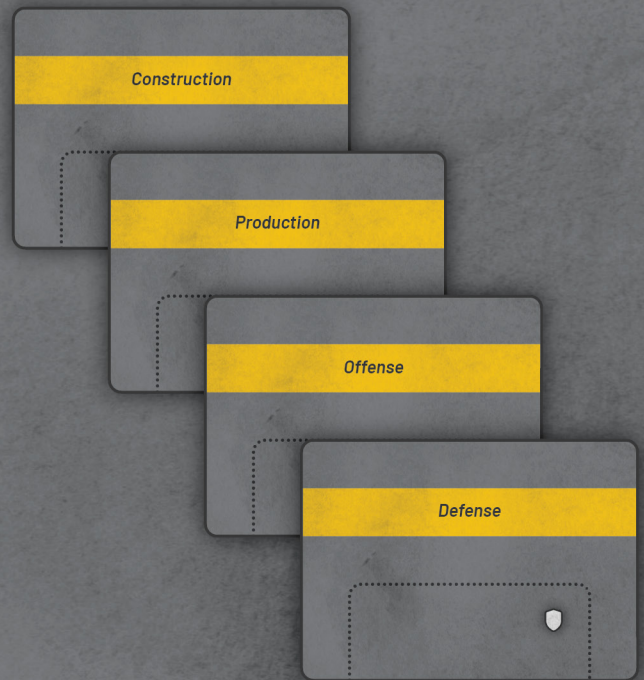
Place all remaining terrain tiles, including any unused starting tiles, face down and shuffle the tiles thoroughly. Collect the tiles and put them into one or several stacks and place the stacks so that each player can reach at least one stack.

Place the same number of resource tokens on the tiles with resource deposits as indicated on the tiles. Place the remaining resource tokens in a pile at the end of the table.

Place all building tokens face up and sort them into four piles, one for each color. Let each player select a color and hand out the corresponding building tokens. Also hand out the corresponding player tile and player figures.

Discard the remaining player-specific components for two- and three-player games.

Separate the four event category cards from the rest of the event cards and place the four cards, face up, at the end of the table. The event category cards feature a designated space for placing event cards and have a slightly different back so that you can easily locate them.



The four event category cards.

Shuffle the remaining cards and place them, face down, in a single stack next to the four category cards.

Let each player construct a single dome at one of the unoccupied starting locations.

Game Objective

The objective of the game is to colonize the moon by constructing and expanding a lunar outpost.

The players may expand their outposts through constructing different buildings. Each building has different perks that give the player constructing it certain advantages.

Some buildings produce, extract or store resources needed for the continued expansion. Other buildings aid the player militarily by allowing them to recruit troops or strengthen their defenses.

The players may end up in conflict throughout the game as resources become more scarce. Conflicts may result in buildings being razed and with them, the perks that were granted to the players.

Players need to balance resource production, expansion and military force in order to win the game having constructed the greatest lunar outpost!

Game Steps

The player having visited the moon the greatest number of times starts the game and becomes the active player. In the case of a tie, the youngest player gets to start the game.

Each turn consists of a number of steps that have to be carried out in the order defined here as well as on the back of the player tiles.

Acting On Intel

Intel is valuable information surrounding future events and may be purchased during a later step in each turn. It is not possible for players to act on intel during their very first turns.

Events are divided into four different categories. There may be at most one event active for each category at any given time. When an event becomes active, the default rules of the game become slightly altered. The new rules apply for all players.

If the active player is in possession of intel surrounding future events, they start their turn by choosing how to act on intel. They have three options for each piece of intel.

The player may choose to disclose the intel to the other players by placing the event card, face up, in the corresponding event category. The event becomes active immediately and replaces any previously active event in the same category.

The player may choose to postpone the event by continuing to keep it secret from the other players.

The player may choose to use the intel to prevent the event from happening. This is done by discarding the event card instead of placing it in the corresponding event category. Other players may not learn about the event and the previously active events remain active.

Game Steps

Resolving Conflicts

Only conflicts where the active player is involved are resolved during the turn of the active player. The conflict resolution is done in two steps for each tile where the active player is in conflict.

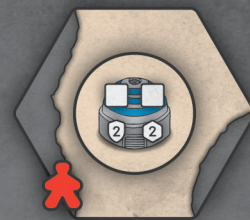
The first step of conflict resolution needs to be handled when troops from at least one other player stand on the same terrain tile as troops controlled by the active player. Troops are removed from the tile starting with the active player and continuing in clockwise order.

Each player removes one of their troops as well as one troop controlled by another player. This continues until the only troops left standing belong to the same player or until no troops remain altogether. Players having no troops in conflict with the active player on the current tile may not participate.

The second step of conflict resolution needs to be handled when troops from exactly one other player stand on a terrain tile where the active player has constructed a building.

The total defenses for the building is computed from the building's own defenses, the defensive bonus of the terrain as well as from other defense modifiers such as active events or adjacent buildings. This number is compared to the number of troops standing on the tile.

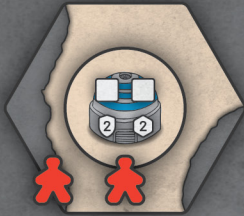
All troops are defeated if the number of troops is less than the total defenses of the building. The building is left standing and is fully repaired just in time for the next turn.



The building is stronger than the troops.

Game Steps

All troops are defeated if the number of troops is equal to the total defenses of the building. The building is razed.



The building and troops are equally strong.

Some troops are defeated if the number of troops is greater than the total defenses of the building. The number of troops defeated is equal to the total defenses of the building. The building is razed.



The troops are stronger than the building.

The building tokens of razed buildings are discarded and the victory points awarded are lost. Resource tokens stored on building tokens are returned to the pile at the end of the table.

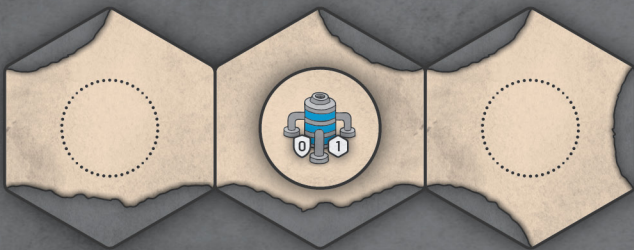
Resource tokens stored using extra storage slots provided by terrain tiles are left on the tiles. The resources may be claimed by any player successfully constructing a new building at the location.

All defeated troops are returned to the corresponding player for recruitment later throughout the game.

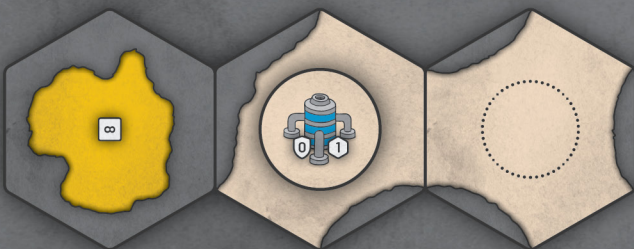
Game Steps

Extracting Resources

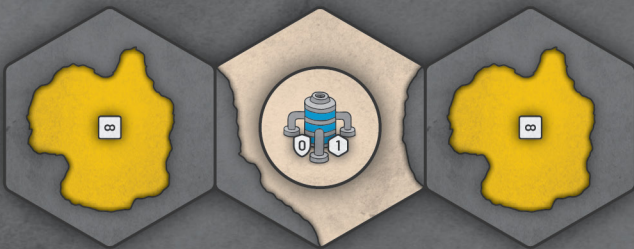
Every turn, each excavator is able to extract at most one resource from each adjacent terrain tile with resource deposits.



No resources may be extracted.



At most one resource may be extracted.

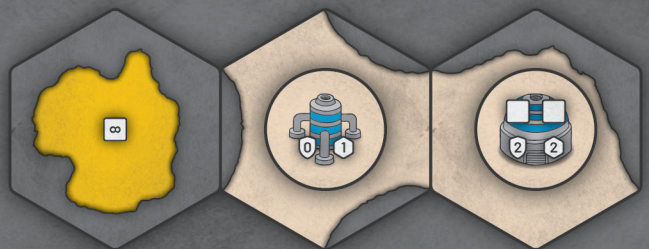


At most two resources may be extracted.

Resources need to be stored before they can be spent by the player. The excavator is not able to store resources unless constructed on terrain with extra storage slots.

Excavators are able to transport resources to adjacent terrain tiles. The player is required to have constructed a building on the adjacent tile and the building is required to have free storage slots.

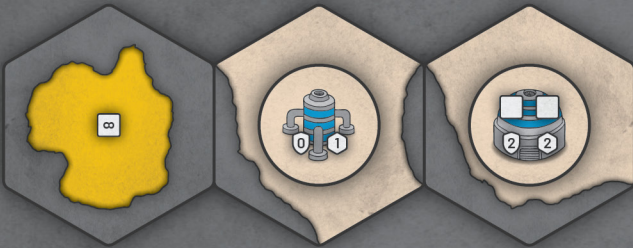
Resources may only be transported across edges with passable terrain. Two adjacent tiles connected through an edge with passable terrain are said to be directly connected.



Resources may be transported from the resource deposits to the dome via the excavator.

Game Steps

Resources may not be transported across edges with rough terrain and resources that cannot be transported anywhere may not be extracted from the resource deposits.



Resources may not be transported from the resource deposits to the dome.

Resources are extracted by moving them from the resource deposits to a free storage slot via the excavator.

Storage slots are indicated as squares on either the terrain tile or the building token. The active player gets to select where to store the resource when there are multiple options.

No more resources may be extracted from a resource deposit when the resource deposit is depleted.

Generating Resources

Each dome is able to generate at most one resource per turn and can, in contrast to excavators, also store resources.

Resources generated by a dome may be stored on the building itself provided that there are enough free storage slots. Resources generated may also be stored using the extra storage slots provided by the terrain tile. They may even be transported in the same fashion as for resources extracted by excavators.

Resources are generated by moving resource tokens from the pile at the side of the table to a free storage slot via the dome. The active player gets to select where to store the resource when there are multiple options.

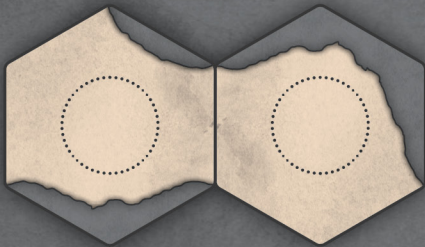
Game Steps

Placing Tiles

The active player randomly draws a terrain tile from one of the stacks. The tile may be placed anywhere across the map as long as the placement rules are followed.

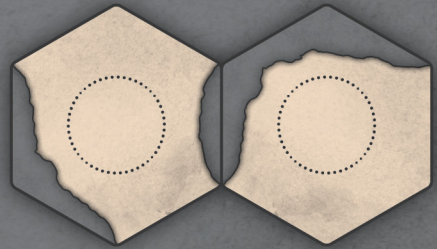
Terrain tiles may only be placed edge-to-edge with terrain tiles already placed on the table.

Terrain tiles may only be placed so that passable terrain is placed edge-to-edge with passable terrain.



Passable terrain may only be placed edge-to-edge with passable terrain.

Terrain tiles may only be placed so that rough terrain is placed edge-to-edge with rough terrain.



Rough terrain may only be placed edge-to-edge with rough terrain.

The tile is discarded if it proves impossible to place without breaking the placement rules. The active player does not get to draw a new tile.

The same number of resource tokens as indicated on the terrain tile are placed at the center of the tile if the active player draws a terrain tile with resource deposits.

Game Steps

Spending Resources

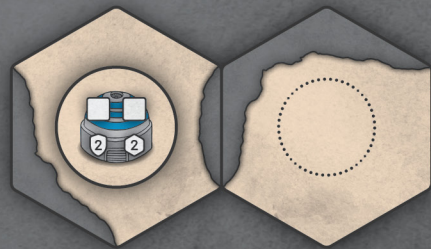
The active player may spend resources on constructing buildings, recruiting troops or purchasing intel. This can be done in any order and as long as the player has spendable resources.

The active player may only spend resource tokens stored on tiles which the active player is in control of. Players are in control of a tile if they have constructed a building at the location and/or if they have troops standing on the tile. Resources spent are returned to the pile at the end of the table.

Buildings may only be constructed on unoccupied locations directly connected to buildings already constructed by the player. Domes may be constructed anywhere on the map as long as the location is unoccupied.

Buildings may not be constructed on terrain tiles controlled by other players but may be constructed on tiles occupied only by troops controlled by the active player.

Buildings already constructed may be relocated at the same cost as constructing a new building of the same type.



The player may construct a second dome at the rightmost tile.

Players may construct buildings anywhere as long as the construction rules are followed. They are not limited to newly placed tiles.

Each player may be in possession of at most three pieces of intel at any given moment. In order to purchase additional intel, the player has to reveal or prevent events in the very first step of their turn.

Game Steps

Moving Troops

The active player may choose to move each of their troops at most one step between directly connected tiles.

Troops may move to tiles which other players are in control of. Troops may also move to tiles where there are no buildings constructed.

Turn End

When the active player has finished moving their troops, the player in clockwise order becomes the next active player.

Game End

The game ends directly at the end of the turn where the last tile is placed.

Although rare, the game may also end when all but one player is totally eliminated from the game.

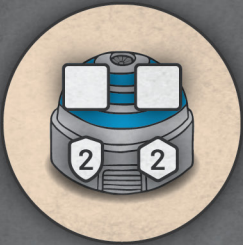
Scoring

Each player computes the number of victory points awarded from the buildings comprising their lunar outpost. Victory points awarded from event cards are added, including points from cards yet to be revealed, and the player with the most victory points win!

In the case of a tie, the sum of the number of resources spendable and the number of troops standing acts as a tie-breaker.

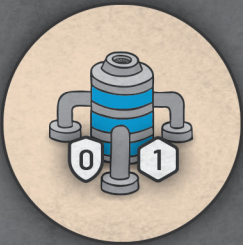
Building Types

Dome



The dome is a self-sufficient production and storage building capable of generating one resource per turn. The dome can store up to two resources in its reserves and is the only building that may be constructed anywhere on the map where there is an unoccupied location.

Excavator



The excavator is a production building capable of extracting one resource from each adjacent resource deposit. The excavator is not able to store resources unless constructed on terrain with extra storage slots. It is however able to transport resources to adjacent terrain tiles provided that they are directly connected to the excavator.

Silo



The silo is a storage building capable of storing up to two resources in its reserves. The silo must be built directly connected to a production building in order for resources to be transported and stored at the silo.

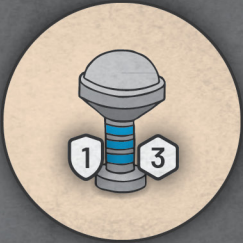
Building Types

Barracks



The barracks is an offensive building capable of recruiting troops.

Tower



The tower is a defensive building capable of defending buildings constructed by the same player. The other buildings need to be constructed on adjacent terrain tiles but the tiles do not have to be directly connected.

Barricade



The barricade is a defensive building with high defenses. The barricade does not defend adjacent buildings but is rather difficult for other players to destroy.

Credits

Game Designer

Joel Ek

Graphic Designer

Joel Ek

Play Testers

Lovisa Bergström

Dag Hansson

Martina Hansson