

WALKING ON THE MOON

2-5 Astronauts / 15-25 min. / 10+ years / 10 lunar cards, 14 action cards, 5 jump cards, 2 help cards, 5 astronaut pawns, 30 Sputnik counters, 10 EC counters, 5 sabotage counters, 7 special box token, 6 dices.

Space race is in a hurry. Maybe the americans were the first ones stepping the Moon but, who will be the first in running around it? Come on board in this crazy selenite adventure and be the first one crossing the goal, jump from rock to rock leaving behind the other foreign powers. But first of all plan carefully all your moves as a misstep can let you tumbling in space as your opponents keep going.

Designed by César Gómez Bernardino. All rights reserved © 2016.

SET UP THE RACE

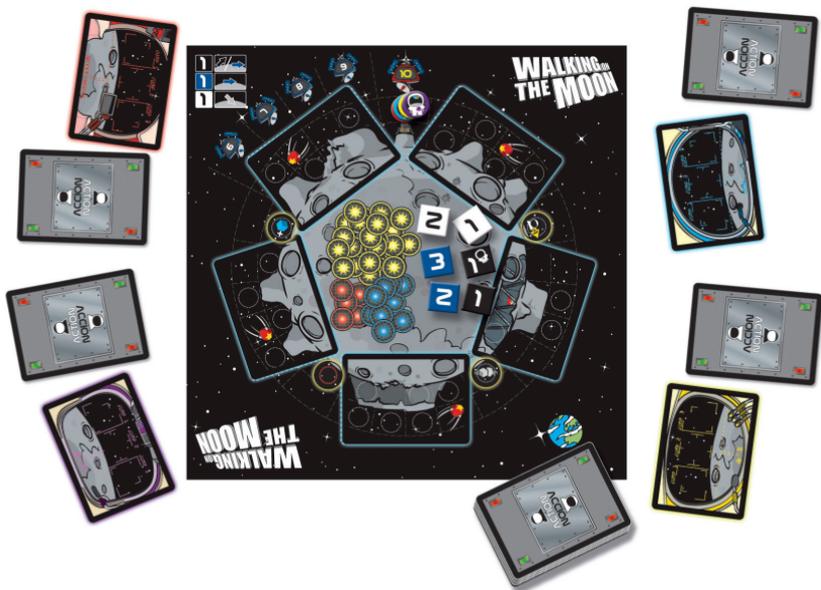
Shuffle the lunar cards and **put 5 of them randomly in the depicted areas of the board.**

If you are playing with the advanced rules put a **special box token** in each of the 4 circled boxes between the cards (don't put a token in the exit/goal box). Give an action card to each player.

Put all **dices** and **counters** in the middle of the Moon.

The last one walking on the Moon is the first player, in case of a tie the older player begins.

Pick a **jump card** and the **astronaut pawn** of the same color and put it in the **exit/goal box** (the one with the blue circle), the first player on top.



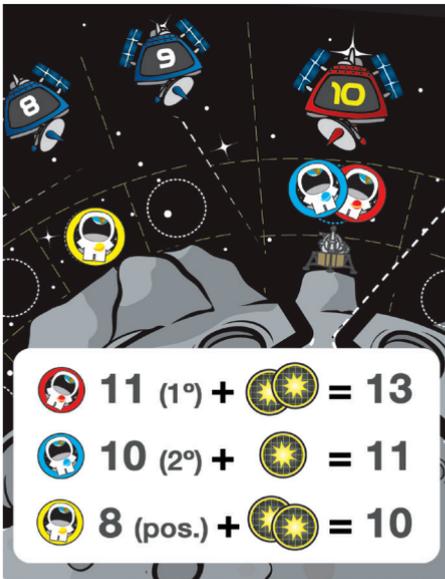
HOW DO I WIN?

When one player completes a the race around the Moon, walking in or moving through the blue circle, the players end the current round and the game is end. The player with the most points wins.

You get point for your position in the race and for the Sputnik counters you have collected.

- First stronaut crossing the line gets 11 pts.
- Other astronaut crossing the line get 10 pts.
- If you don't manage cross the goal but reached the last lunar card you score points by your position.
- Each Sputnik counter (yellow) worths 1 point.

If there is a tie the last player visiting the Moon wins the game, if the tie persist the first player crossing the line is the winner.



HOW DO I REACH THE GOAL?

Player order changes each turn and goes from forward to backward **by position in the race**. If in the same position, players on upper levels goes first, if in the same box, player on top goes first.

In order to move, each turn you'll **program up to 3 jumps** (but can be less if you want). At the beggining of your turn pick up 4 of the 6 jump dices and distribute them in your jump card between the three jumps as you wish. **You can use several dices in the same jump and mix dices of different colors**.

Then throw the dices for the first jump and **pick up one of the results** to apply. The first jump is mandatory.

If you end your jump in a **suitable box** (the ones marked with white circles) you can try your next jump or pass **before** throwing the dices.

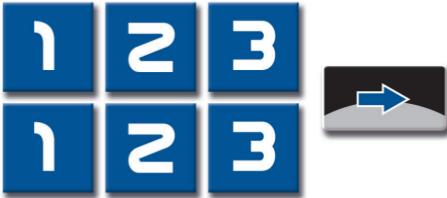
If you end **any of your three jumps in a box without circle you get crashed** and your turn ends, flip your astronaut to the stunned side and loose half of your Sputnik counters (rounding down).

HOW DO I JUMP??

Move straight forward as many boxes as indicated in the dice selected. Depending on the color of the dice **you could also climb up or down**.

There are three kind of jump dices:

Blue dices. Used to move forward. They are fast but you can't avoid the terrain accidents, you must end the jump at the same height you started.



Black dices. To climb up the high lunar features, you **can** change one or both advances for diagonal climb. But beware because if you get a , you'll have an accident at the end of the jump.



White dices. To step down to the Moon plains & caverns. **Must** change at least one result for a diagonal descent.



When we pick a result we must advance all the boxes indicated, even if this provokes a crash.



JUMP EXAMPLE

1. The player programmes his 4 dices.
2. She roll for his first jump and gets  & , chooses the  result and climbs up.
3. Decides to risk with the second jump and gets . She has miscalculated the distance and has an accident.

THE SPUTNIK

If during your move you pass through a box with a Sputnik (don't need to end the jump there) you get a yellow 'Sputnik' counter. Each one worths 1 point at the end of the game.



WHAT'S AN ACCIDENT?

If any of our three jumps ends in a box without white circle or we try to go thru the lunar surface, we'll suffer an accident.

Flip your astronaut face down in the box of the crash:

- If you ended floating in the air you fall down, put your astronaut in the box with the circle under it.
- If trying to open pass through the Moon with your head you end in the box previous to the crash.
- If landed in a box without circle, it's hazardous terrain, flip your astronaut.

You loose half your Sputnik counters (rounding down). Counters are loose after winning any counter by touching Sputniks or by Special Box counter (advanced rule). You can have an accident while crossing the finish line and loose a bunch of points.

If you start your turn crashed you only got 2 dices this turn.

ADVANCED RULES

ROBBERY AND SABOTAGE

If you end any jump over one or more players you can theft or sabotage one of them. Pick a player and take one Sputnik counter from him, if he dosen't have any you can instead give him a red handicap counter.

If you have one or more handicap counters at the beggining of your turn discard them all, you only got 3 dices this turn. A crashed player discard them without effect as the crash effect is worse than the handicap.

You can't steal a player that has ended the race.

EARTH CONTROL

Your Earth Control Center assist you with instructions to gain ground if you get delayed.

You **gain** 1 blue Earth Control counter (EC) in 2 ways:

- If you **complete all 3 jumps** in your card without crashing (and you aren't leading the race).
- If you are in the **last position** (or tied) at the end of the turn.

You can **expend** as many ET as you wish to:

- **Add 1 extra dice** this turn (can do it twice up to the six dices disposable).
- **Repeat the roll of one dice.**

RACE HANDICAP

Running fast gets you to the **1st position** but have **two drawbacks**:

If you end in the 1st position you **can't** get EC counters from any mean.

You get away from the control satellite. Players in the first position (or tied) have only **3 dices** to program his jumps for the turn (give them a red handicap counter at the beginning of the round as a recordatory).

ACTION CARDS

Action cards are allways played out of your turn, some of them will help you (green cards) and others will hinder your rivals (red cards).

You start the race with a random action card. At the beggining of each round players take one card but you can never have more than one action card at time, so players who dosen't played their cards in the turn must discard one of them.

Play your card when appropriate, according the icon shown in the mid of the card:

-  • At the end of the round.
-  • Before a player distribute dices.
-  • After a player distribute dices.
-  • When certain condition is met.

You can play action cards even if you are crashed.

You can't play red cards agains players who started the turn in last position.

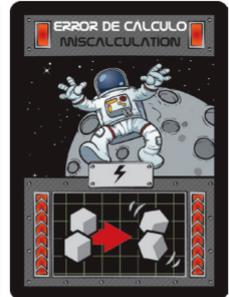
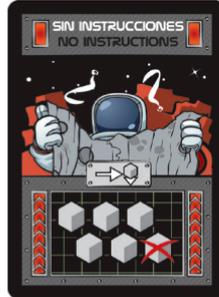
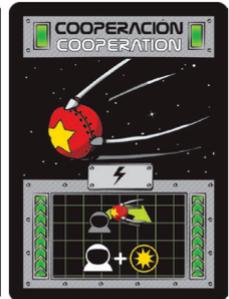
Slipstream: If a player overtakes you, advance one free box. You can't steal/sabotage with this free move.

Cooperation: When another player moves over a Sputnik, you also gain 1 Sputnik counter.

Planification: At the end of the round get 1 EC counter if you aren't in first position (or tied).

Extra jump: If not in first position throw one dice to make a jump. You can use EC's to reroll the dice.

Miscalculation: When a player rolls 2 or more dices he or she must reroll all of the dices.



No instructions: Before a player picks up dices remove one of the six jump dices (you must left at least one dice of each color).

TUNNELS

Some terrain cards include a subterranean tunnels level, which extend the number of possible routes. To enter or leave the tunnels just use white and black dices as usual. Remember that climb up and down are diagonal not vertical.

SPECIAL BOX TOKENS

If you step into a special box an effect will activate (even if you end up in the box crashed or by the effect of an action card).



You can advance one free box.



Move one box back.



You can expend Sputnik counters to get free advances.



Get one EC counter.



You can reroll any dices on your next jump.



Get 2 Sputnik counters.

2 PLAYERS GAMES

Games with **2 players** follow the normal rules but **each player will control 2 astronauts.**

For the set up each player alternates when placing their astronauts.

EC and Sputnik counters are kept separately and **cannot be shared.**

If landing over an own astronaut, players can exchange ECs and Sputnik counters between them freely (but if done, can't theft/sabotage the other player in the same box).

Add up the point of both astronauts for the final scoring.

MARCH ON MARS

Components: 6 Special Training cards, 6 'Upgrade base' counters, 1 'MMM' counter.

After taking over the Moon, mankind is ready to colonize Mars and our first task is to exterminate all these creatures infesting our new home. Come in citizen! Join the Space Marines Corp and prove those green-headed the galaxy doesn't have place for them! March on Mars is a cooperative game for 2-5 marines in search for glory.

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PREPARE LANDING

This is the 4-5 players setup, for 2-3 players you'll use only half board

Shuffle the martian cards and **put 4 of them in the square areas of the board.** The pre-printed area in the opposite side of the Martian Master Mind (MMM) is your Landing Zone (LZ).

Put a 'Base upgrade' counter on each side of the LZ (🚀). Put a red alien counter in the 2 boxes marked with a (🌟) at each side of the MMM.

Pick up a combat card and the astronaut of the corresponding color, give each marine a 'Special training' card. Players choose which of the two abilities will use for the game and puts himself in any box on the LZ.

Put all the alien counters in a bag or an opaque recipient and setup a wave of aliens in each of the four terrain cards. An alien wave is composed of as many aliens as astronauts in this side of the planet plus one (see wave setup rules forward).



HOW WE WIN?

The objective is to destroy the MMM, to do so you must be aside it, free of aliens in your box, and try to blow it up with explosives, getting 9+ throwing 4 dices. It may seem easy but if the aliens attack successfully our LZ 3 times or you cannot manage to destroy the MMM in 8 turns we'll loose the game.



HOW I REACH THE MMM?

Movement rules are similar to the ones in *Walking on the Moon*, but now you can use all the firepower of humankind.

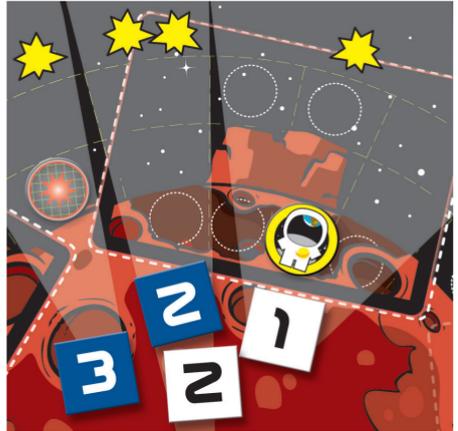
To move, **programm up to three actions** (can be less if you want). At the beginning of your turn take 4 of the 6 dices and distribute them among the three available actions in your combat card. **You can put several dices in the same action box, even mix dices of different colors.**

Roll up the dices to the first action and after looking at the result **choose if you want to move or to attack.** After this take the next action until you complete your turn.

CAN I KILL THE ALIENS?

Sure you can, marine! With the MK1 suit you can unleash the power of your weapons over those filthy creatures.

When shooting choose one or more dices showing the same value (**1, 2 or 3**), this is the exact distance where you'll aim. You make **as many hits as dices** showing the value. The hits can be distributed at will among the aliens in the box but you can't shot several boxes at once (even if they are at the same distance).



1's results can be used also to kill aliens in the same box as the marine.

The color of the alien shows how many hits you need to kill them. Aliens regenerate any damage almost instantly son you must kill them within the same shot, any partial damage is cleared at the end of each action.



THEY ARE ALL OVER ME!

Don't panic son, your combat suit keeps you safe from the weak martian attacks. However, getting all this aliens on top is a real hassle as you can't move or shot other targets until you have get rid of this annoying creatures.

To kill aliens on your own box you must use the **1** values to end them in close combat. **If don't get any 1, you can't use the other numbers to move or shoot to other boxes**, discard the dices without effect.

MARTIAN WAVES

Aparently, martians aren't going to let us just occupy the planet and this damn MMM send us wave after wave of troops in an effort to stop the advance of our heros.

At the end of each turn the MMM send an alien wave. Roll a white dice; with a result of **1** the wave comes from the left side of Mars, with a **2** it will come from the right side. In 2-3 players games, if a wave goes to the not used planet side just add 1 random alien to the terrain card next to the MMM.

Also, if a player ends with a **1** in his dice, even if he dosen't use it, he will unleash an alien wave on his side of the planet.

When a wave comes, all the aliens in this side of the planet moves one card onward the LZ. To do so, just get all the aliens for a terrain card and setup them in the next one.

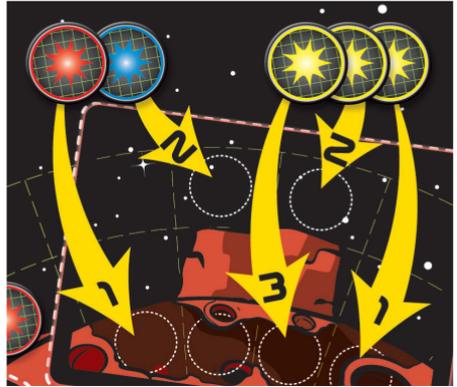
Martians deploy following simple rules:

Yellow martians are exploreres, they deploy box to box starting by the farthest from the MMM.

Red and blue ones deploy the same way but starting by the closest box to the MMM (deploy red first).

In the case os several levels occupy higher levels first.

Martians allways avoid difficult terrain boxes.



To increase difficult add this deploy option: Yellow aliens deploy over astronauts if able.

Finally setup a new wave of aliens in the empty card next to the MMM, get out random as many alien counters as marines in this side of Mars plus one and deploy them with the normal rules.

THEY ARE INTO THE BASE!

When the aliens moves to the LZ, they must first get over the perimeter defenses. To reflect this small respite put the assaulting group in the 'Incoming wave' big box.

At the beginning of the next turn deploy all the aliens there in the LZ according to the normal deploy rules.

At the end of the turn, if there are any aliens left in the LZ they have succeed attacking the base, discard all the alien counters in the LZ and destroy one 'Base Upgrade' counter. The third time this happens the base is destroyed and mankind loose this game.

ARE WE A TEAM?

That's it son. The marine space corps is a great family and we are trained for team play.

If you have an accident in a box with a companion you can ignore it and keep playing.

Also if you move without crashing to a box where a mate has had an accident you can put him up again automatically.

But the most important, if you are with other marines in the same box, you can reroll one dice of any roll you make (that's critical to get some chance of success blowing up the MMM).

SUPPORTING FROM BASE

A good strategy if you are an odd number of players is to let one marine on the LZ for defense and support.

Any marine in the LZ can reroll one dice from one of his roll each turn (this ability cannot be used with the special actions described ahead).

A marine in the LZ doing nothing more (like move or fight) can use some of the options that offers the technology of the Command Center:

Tactical crash support: Use the tractor beam of the military satellites to put up a crashed marine.

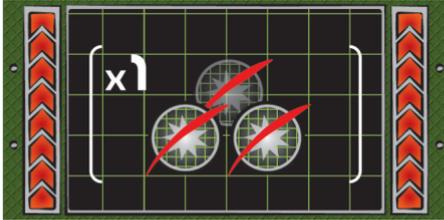
Missile Battery: Charge a high impact missile (HIM) or a Seeking Missile (SH) one and choose a marine as artillery beacon. Roll 2 white dices and add up the results, this is the exact distance from the marine (from 2 to 4 spaces) where the missile impacts. The HIM makes 3 hits in the selected box, the SH makes only 2 hits but you can reroll one of the white dices. As usual you can distribute the damage among any alien in the box.



Bait: You can deceive the MMM making it send the wave to the wrong side of the planet. At the end of the turn, reroll the white dices when choosing which side the alien wave goes.

SPECIAL TRAINING

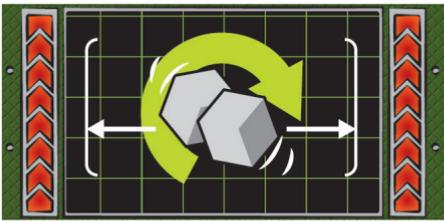
Orbital bombing: This ability can only be used once per game, choose a terrain card and eliminate any alien counter there.



Fusion cannon: This powerful weapon can vaporize anything at short range. **1** value dices cause 2 hits instead of 1. By contrast the **3** value dices makes no damage.

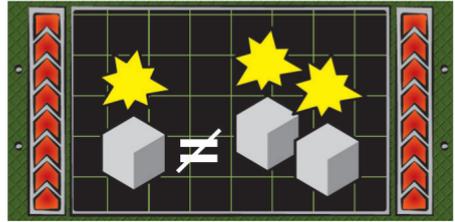


Communications: The reroll ability due to share a box with a companion extends to all **the terrain card** you are within, both for your rolls and the ones of your companions there.

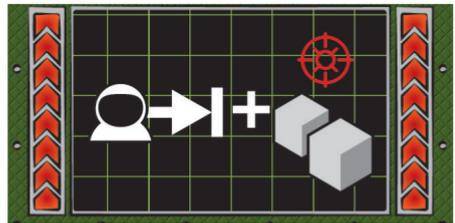


Multi-shot: The latest thing in assault weapons, you can shot with all your dices even if they show different

values. Dices showing the same value must be assigned to the same box.



Drone: A personal ballistic platform goes with you everywhere. At the end of your turn you can make an extra shot using any 2 dices.

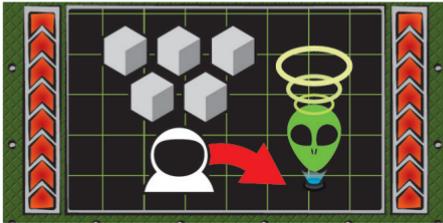


Sniper: Your long-range rifle can bring down targets with surgical precision. Your dices with **2** or **3** values doesn't causes impacts, instead this each dice eliminates one alien regardless of his color. You can't move and shoot in the same turn.

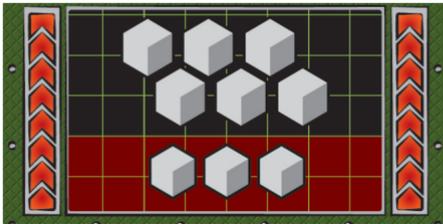


Kamikaze: Are you going to let the aliens get away with it? Overheat the reactor of your MK1 suit and jump over the MMM with the explosives to throw 5 dices instead of 4. Obviously you can

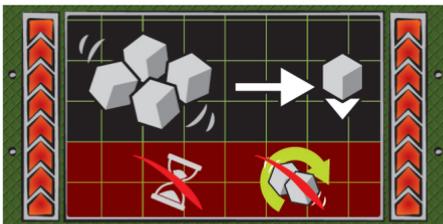
do this only once and you can't rely on your companion to reroll the dices.



Power-up injector: A shot and you can use 6 dices to take your turn. It comes with a little side effect, the next turn after using the injector you can only use 3 dices. You can't roll 6 dices to put the explosives under the MMM but you can use 2 dices to move or shot and the use the remaining 4 to put the bomb.

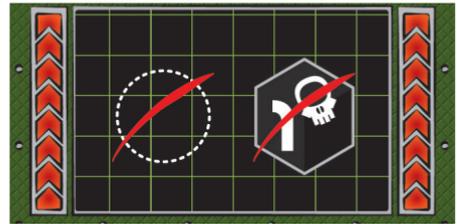


Precog: Throw any 4 dices and distribute them as you wish betwin your actions. You can't use this ability twice in a row and when using it you can't reroll dices for any means (future is unalterable).

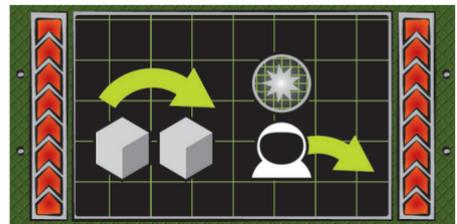


Ranger: You can ignore the bad effects of the 19 results, you will not crash or cause an alien wave. You can

also move into hazardous boxes (the ones without circle) like the tentacles or the lava lakes without harm.



Jet pack: With this equipment you can combine 2 dices to move each jump. Those dices can be of different color and you only have to land after the movement of the second dice. You can also move even if you are surrounded by enemies.



Teleportation: Use a programmed blue dice to teleport. You must declare the teleportation before throwing the dices; choose any terrain card a the side you are entering from. Roll the blue dice and put yourself as many boxes away as indicated by the dice, if there are several boxes at this distance you can choose where to appear.

