



The goal of Artemis Tours is to welcome tourists to the Moon. Its projects are mainly tourist attractions, which will bring credits, Reputation and VP. At the end of each round, Tourists return to Earth (the Artemis Tours board).

COMPLEXITY (CCCC)

COMPONENTS

• 1 ARTEMIS TOURS CORPORATION BOARD



• 9 ARTEMIS TOURS PROJECT CARDS



• 5 ARTEMIS TOURS CORPORATION TOKENS



• 1 ARTEMIS TOURS REFERENCE CARD (SOLO MODE)

• THIS CORPORATION SHEET

• 12 TOURIST MEEPLES



• 1 ARTEMIS TOURS STORAGE BOX

SETUP

- In a 3-player or a 4-player game, place all 12 Tourist meeples on the Artemis Tours board.
- In a 2-player game, return 3 Tourist meeples to the box and place the remaining 9 on the corresponding slots of the Artemis Tours board.



CORPORATION TOKEN

Gain a tourist (if able) and place it on an empty slot of your base. If you cannot host the tourist in your base, you cannot gain this tourist.



CORPORATION ACTION

Move any number of tourists from your base to any of your Artemis Tours project slots, then gain the benefits from these slots. When placing the tourists on the project slots, you must do it from left to right.

EXAMPLE:

There are 3 tourists in **Nestore's** base. He decides to perform the Artemis Tours Corporation action in order to move up to 3 tourists to his Artemis Tours project cards.

He funded Moon Casino and Apollo 11 Museum, so he can move his tourists there. He then moves his last tourist to the Moon Casino, therefore gaining $2+3 = 5$ Credits .

He moves his last Tourist to the Apollo 11 Museum, therefore gaining 1 additional VP .



MAINTENANCE PHASE

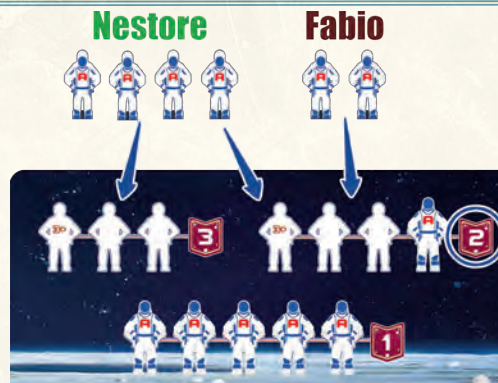
All tourists return to the Artemis Tours board. For each tourist they return this way, players gain VP equal to the value indicated in the lowest, non full row of the board. If there are no tourists on the Artemis Tours board, players gain 1 VP per tourist they return.

EXAMPLE:

In this 3-player game, 6 Tourists visited the moon.

Fabio welcomed 2 of them, while **Nestore** welcomed 4 and **Matthieu** did not welcome any.

Each Tourist scores 2 VP when returned to the Artemis Tours board, so Fabio scores 4 VP and **Nestore** scores 8 VP.



GOALS



HAVE 2 TOURISTS ON YOUR PROJECT CARDS (4/2 VP). THE 2 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.

HAVE 3 TOURISTS ON YOUR PROJECT CARDS (8/6 VP). THE 6 VP SLOT CANNOT BE CLAIMED IN 2 & 3-PLAYER GAMES.

HAVE 4 TOURISTS ON YOUR PROJECT CARDS (12/10 VP). THE 10 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.

PROJECTS



ROVER TOURS

Immediately: gain 1 tourist.

Ongoing: You may move newly acquired tourists to any of your project cards with an available tourist spot.



APOLLO 11 MUSEUM

(3 tourist spots: 1 VP / 2 VP / 3 VP).

Ongoing: When you fund a project from another Corporation, gain 1 tourist.



EARTHRISE VIEW

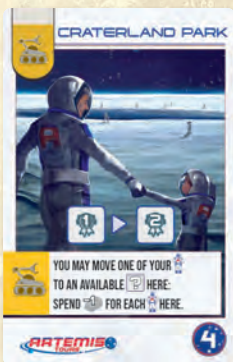
Corporation action (once per round): Send one of your tourists to Lunar Gateway as if it was one of your astronauts. Then, perform the **Visit the Lunar Gateway** action with this tourist.



MOON CASINO

(2 tourist spots: 2 Credits / 3 Credits).

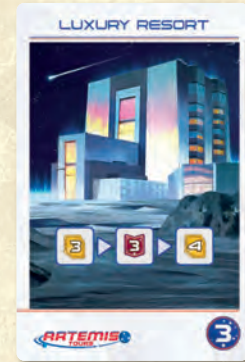
End game: Gain 1 VP for each 3 Credits you have (after the maintenance phase).



CRATERLAND PARK

Immediately: build a structure (pay its cost).
(2 tourist spots: 1 Reputation / 2 Reputation).

Corporation action: When you build a structure, you may move one of your tourists to an available spot from this project: spend 1 Titanium less for each tourist here.



LUXURY RESORT

(3 tourist spots: 3 Credits / 3 VP / 4 Credits).

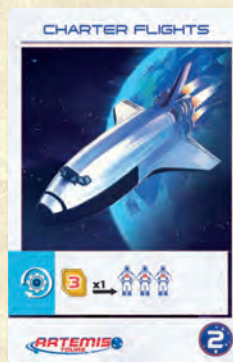


TRANQUILITY BASE

Immediately: gain 1 tourist.

(2 tourist spots: 1 Reputation / 2 Reputation).

Ongoing: When you gain a tourist, gain 1 VP.



CHARTER FLIGHTS

Corporation action (once per round): Spend 3 Credits to gain 3 tourists.



VISITOR CENTER

(3 tourist spots: 1 VP / 2 VP / 3 VP)

Ongoing: When you move at least 1 tourist to one of your projects, gain 1 Reputation.