

# MOON MINING

The goal of Moon Mining is to extract Helium3 and Rare Earth from the Moon surface and to ship them to Earth.

COMPLEXITY (CCC)

## COMPONENTS

- 1 MOON MINING CORPORATION BOARD 
- 10 CARGO TOKENS 
- 1 MOON MINING STORAGE BOX
- 1 MOON MINING REFERENCE CARD (SOLO MODE)
- 18 HELIUM3 TOKENS 
- 9 MOON MINING PROJECT CARDS 
- 5 MOON MINING CORPORATION TOKENS 
- THIS CORPORATION SHEET

## SETUP

Place the Helium3 tokens and 6/8/10 Cargo tokens (in a 2/3/4-player game) next to the main board. Return the unused Cargo tokens to the box.



## CORPORATION TOKEN

Gain 1 Helium3. Helium3 is not limited: if you run out of Helium3, use a replacement of your choosing.

## CORPORATION ACTION

Choose an available Shuttle slot (with no Cargo token on it): spend the required resources to gain the indicated benefits, then place a Cargo token on the slot so it cannot be activated again this round.

### EXAMPLE:

**Nestore** performs a Moon Mining corporation action: he spends 1 Rare Earth and 1 Helium3 to gain 4 VP and 2 Reputation. Then, he places a Cargo token on the Shuttle slot he activated, so it cannot be activated again this round.



## SHUTTLE SLOTS



Build a Solar Panel for free (produce Energy and gain Reputation, if any), then build a Dome for free (gain its immediate bonus, if any). If the Energy marker is on one of the last 2 spaces of the Energy track, you cannot ship on this slot since players cannot build Solar Panels.



Fund any Project card for free: do not spend Credits and do not consume Energy.

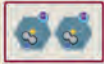
## MAINTENANCE PHASE

Discard all Cargo tokens from the Moon Mining board.

## GOALS



BUILD A LABORATORY IN A SECTOR WITH A (4/2 VP). THE 2 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.

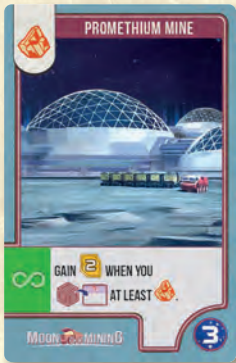


BUILD A WORKSHOP IN TWO SECTORS WITH DIFFERENT (8/6 VP). THE 6 VP SLOT CANNOT BE CLAIMED IN 2 & 3-PLAYER GAMES.



FUND 3 MOON MINING PROJECTS (12/10 VP). THE 10 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.

## PROJECTS



### PROMETHIUM MINE

**Immediately:** Gain 1 Rare Earth.

**Ongoing:** Gain 2 Credits when you ship at least 1 Rare Earth.



### HELIUM3 EXTRACTOR

**Immediately:** Gain 1 Helium3.

**Ongoing:** Once per turn, when you gain Helium3, you may spend 2 Credits to gain an additional one.



### BUILDING MATERIALS

**Immediately:** Build a structure (pay its cost).

**Ongoing:** When you build a structure, you may spend 1 Helium3 instead of 1 Titanium.



### FUSION REACTOR

**Immediately:** Gain 1 Helium3.

**Ongoing:** When you fund a project, you may spend 1 Helium3 to produce 3 Energy (gain Reputation, if any).



### MASS DRIVER

**Immediately:** Gain 2 Reputation.

**Corporation action:** Ship on an occupied slot. Place a Cargo token on the one already present.



### HIGH CAPACITY ROVER

**Immediately:** Gain 1 Rare Earth.

**Ongoing:** Once per turn, when you gain Rare Earth, you may spend 2 Credits to gain an additional one.



### MINING CONGLOMERATE

**Immediately:** Gain 2 Reputation.

**Ongoing:** When you fund a project from another Corporation, gain 2 Reputation.



### LANTHANUM MINE

**Immediately:** Gain 1 Rare Earth.

**Ongoing:** When you ship at least one Rare Earth, gain 2 VP.



### NEODYMIUM MINE

**Immediately:** Gain 1 Helium3.

**Ongoing:** Gain 1 VP for each Helium3 you ship.