

# SKYMINES



## LUNA

BOOKLET



**Hello! My name is Luna.**

Do you want to simulate an additional player? Great! That's what I'm here for. To play solo, you must resort to my services.  
If there are two or three players, you can choose to employ me to add competition.

## Setup

No matter how many players there are or which mode you are playing (base game, campaign or modules), proceed as follows:

After you've set everything else up, place one of the spare player boards, **Luna side up**, on the table. Make sure that you place it to the right of the first player (so that I'm last in seating order). Also leave room for cards around my board.

Give me a spare **player token**, placing it onto the computer screen in the top left corner of my board.

Place 1 **upload marker** onto its mark on the starting screen of my research track.

Place 1 **helium-3 marker** onto the first space of my tank track.

Take 2 **ON/OFF markers** and place one, OFF-side up, onto each additional action slot.

Place 1 **CrypCoin** and all 5 **bonus markers** of my color in my **reserve**.

*(Note: While I always have all my bonus markers available, keep in mind: If you are playing alone, we are technically playing a 2-player game, so you have 3 bonus markers. If there are 2 players, we are technically playing a 3-player game, so each of you only has 2 bonus markers.)*

Take the 4 **track markers** of my color and add one to space 0 of each company track.

Take one of the spare starting research tokens at random and apply its starting bonus to my markers. Then return that starting research token to the game box. Leave all starting action cards of my color and any spare single energy cards in the game box. I don't need any of those.

Place 1 **overview sheet** ready with the Luna overview facing up.

Finally, decide on a **difficulty level** for me (standard level, easy levels or advanced levels). I recommend using the **standard level** first.

### Standard level (level 2)

Take the 19 **Luna cards**.

There are 12 Luna cards of grade 1 (L1).

and 7 of grade 2 (L2).



Shuffle the 12 cards of grade 1 and place them as a face-down stack in the **L** slot of my Luna board. This is my **Luna deck** (L).

Then shuffle the 7 cards of grade 2 and place them as a face-down stack to the left of my Luna board. This is my **grade 2 stack** (L2).

On the right side of my board, leave room for my face-up **discard pile** (X).



### Easy levels (levels 1 and 0)

**Level 1:** If the standard level is too hard, leave the cards of grade 2 (L2) out of the game and only use the 12 cards of grade 1 (L1) for the entire game.

**Level 0:** Decrease level 1 even further by leaving the ON/OFF markers on both of my additional action slots out of the game.

## Advanced levels (levels 3 to 8)

Set everything up as in the standard level. Then choose an advanced level: the higher its number, the more challenging it is. When playing solo, I recommend choosing a higher level than you would with more players.

### Levels 3 to 5

On my board, place one **Luna token** onto each space and screen marked with the **yellow** number of your chosen level.

*For example, in level 5, you would place the Luna tokens as follows:*



### Effects on the game

During the game, whenever my helium-3 marker or upload marker reaches or passes a Luna token, add 1 **face-down card** from my grade 2 stack (🔴🔴) to the **top** of my Luna deck (🔴).

### Levels 6 to 8

On my board, place one Luna token onto each space and screen marked with the **yellow** number of your chosen level. In addition, place my helium-3 marker onto the tank space and my upload marker onto the screen marked with the **white** number of your chosen level.



## Playing the game

The game is played over the usual 7 rounds, each of which comprises the usual 3 phases.

### 1) Planning phase:

#### Step a)

After you have finished placing your own cards face down in your action areas, place one face-down card from my Luna deck in **each** of my available action slots (the ones marked "ON"), going from left to right.

**Important:** Whenever my Luna deck runs out, pick up the cards of my discard pile (🗑️) and flip them face down. Then **add 1 face-down card** from my grade 2 stack (🔴🔴) to these cards and shuffle them. Finally place them face down as my new Luna deck in the 🗑️ slot.

#### Step b)

After you have flipped the cards in your own action areas face up, do the following:

- 1) Draw another 2 face-down cards from my Luna deck and place them in the 2 **majority slots** to its right. Then flip these 2 cards face up.
- 2) If these 2 cards show any action icons in the square at their bottom center, carry out the corresponding action(s) for me now by moving my helium-3 marker (🔴) or my upload marker (📡) forward accordingly (see page 5 for details).
- 3) Check the values in my majority slots to see whether they will prevent you from using **majority bonus spaces** during this round:



The majority slots on my Luna board show 4 icons: titanium, carbon, energy points, and minerals and each has a value assigned to it by the card above it. This value represents the total value that I have of that type, and as with all opponents, if your total value of that type is **lower** than mine, you are not allowed to place a bonus marker onto its corresponding majority bonus space.



The same is true for the scientist majority bonus space if the number of research scientist cards in your action area is **lower** than the number of research scientist icons shown on the cards in my majority slots.

- Attention:**
- Ignore the *action sections* of the 2 cards in my majority slots.
  - Do not flip the cards in my action slots face up yet.
  - If an additional action slot is switched to ON during this round, it is not used before the Planning phase of the next round.





## 2) Action phase:

Play the Action phase as usual. I always keep my place in the seating order and can never become the first player. My turn always comes after the turn of the player to my right.

When it is my turn, flip the **leftmost face-down** Luna card in my action slots face up and carry out all actions shown in its **action section** from top to bottom (see page 5 and 6 for details). Ignore any icons shown in the **majority section** of the card.

Afterwards, it is the turn of the player to my left.

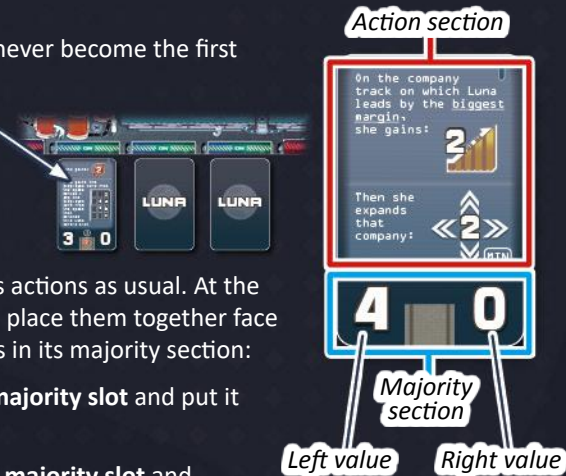
When you finally flip the **rightmost** Luna card in my action slots face up, carry out its actions as usual. At the end of that turn, however, gather all Luna cards in my **action slots**, shuffle them and place them together face up onto my discard pile. Then look at the **top card** and compare the two large values in its majority section:

- If the **left value** is larger than the right value, remove the Luna card from my **left majority slot** and put it onto my discard pile now.
- If the **right value** is larger than the left value, remove the Luna card from my **right majority slot** and put it onto my discard pile now.
- If both values are equal, neither of the Luna cards in my majority slots is removed.

Afterwards, skip my turn for the rest of the round. Any cards in my majority slots still remain there until they are discarded in the "Preparation phase for the next round". (Thus, some of the majority bonus spaces may still be blocked during the rest of this Action phase.)

## 3) Preparation phase for the next round

Carry this phase out as usual. Return all my bonus markers to my reserve, but don't give me any bonus tiles. Then, put the card(s) in my majority slots face up onto my discard pile.



## End of the game

Carry out the end of the game and the Final scoring phase as usual. Write down the CrypCoin I earn in each of the 7 categories as you do your own. When calculating the number of shares I have of a company, don't forget to count any additional company shares on action cards that I've collected in my reserve.

## Adjustments regarding the campaign and modules

### Campaign

*My difficulty level:* If there are 2 or 3 human players, I begin the campaign on level 3 or (if you want to start it off easier) on level 2. If you play solo, I begin the campaign on level 5 or (if you want to start it off easier) on level 4.

After each chapter, calculate the success points as usual. I count as a normal player and get success points the same way as everybody else. However, in the category that rewards players for having removed at least two one-time bonus markers from their mission status card, I always get +1 SP despite not having a mission status card. After awarding all success points, do the following:

- If I won this chapter, choose for the next chapter (if there is any) whether you want to decrease my difficulty level by 1 or keep it as it is. If you **decrease** it, immediately add +1 SP to my success points score.
- If I did not win this chapter, choose for the next chapter (if there is any) whether you want to **increase** my difficulty level by 1 or keep it as it is. If you keep it as it is, immediately add +2 SP to my success points score.

Also note the level for your next chapter on the score sheet as a reminder.

### Module "Mission cards"

I don't interact with mission cards. During setup, I don't get a mission status card.

### Module "Belt side of the board"

There is no change other than how I expand companies (see page 6).

### Module "Threat cards"

I don't interact with the threat card. If the threat card is on the board in the Final scoring phase, its consequence applies to you as usual but it **does not** apply to me (except "Singularity" and "Time anomaly"). For the different threat cards, this means:

*Space pirates:* I don't lose my cash.

*Rogue comet:* The value of the most valuable company is not decreased for me (but it is for you).

*Artificial Einstein-Rosen bridge:* I keep any energy cards I've collected.


*Probe with unknown signature:* My helium-3 marker scores as usual.


*Singularity:* The game ends after round 6 for me too.


*Time anomaly:* Once the time loop has been avoided, divide my recorded scores just like yours by the number of games we spent caught in the loop.


## The actions on the Luna cards

Many of the actions in the action section of my Luna cards should be self-explanatory. There are some details, however, that the following list should clear up:

**Luna gains:**  Add this many CrypCoin from the bank to my reserve.

**Luna gains:**  Move my helium-3 marker this many spaces forward on my tank track. As usual, if it reaches the space with the ON switch, the ON/OFF marker below it is flipped ON. Once it has reached the final space, give me 2 CrypCoin from the bank for each space it would normally move.

**Luna gains:**  Move my upload marker this many screens forward on my research track. Note that it always moves along the empty screens because research plans are never added to my research track. As usual, if my upload marker reaches the screen with the ON switch, the ON/OFF marker below it is flipped ON. Once it has reached the final screen, give me 2 CrypCoin from the bank for each screen it would normally move.

**Luna gains:**  Move my track marker this many spaces forward on the company track(s) named on the card (*see the articles on the right*).

Bear the following rules in mind:

- Whenever one of my track markers (or any of yours) passes a bonus threshold, its CrypCoin reward is distributed as usual.
- Whenever one of my track markers passes a money barrier, its cost must be paid with CrypCoin from my reserve. If I do not have enough CrypCoin to do so, pay as much as I have and then continue to move my track marker forward.
- Once a marker of mine has reached the end of its company track: From now on, for each space that it would normally move forward on this track, I gain **2 CrypCoin** instead.
- All track bonuses that my markers unlock are ignored for me.

- The most valuable company track is the one that has the most visible coin icons in its station.

- Whenever company tracks are tied in value, the one whose station has more vacant home spaces is considered more valuable. If this does not break the tie, it is the tied track whose **ID** comes first in alphabetical order.



- I lead by the biggest margin on the company track where there are the most spaces between my track marker and the one in second place (money barriers are not spaces). If I don't lead on any track, it is the track where I share the lead. If I'm behind on all tracks, it is the track where I'm the fewest spaces behind the leading marker. Ties are broken in favor of the more valuable track.
- I'm farthest behind on the track where there are the most spaces between my track marker and the leading one. If I'm not behind on any tracks, it is the track where I share the lead or lead by the smallest margin. Ties are broken in favor of the more valuable track.

**Luna places a bonus marker** Whenever an action lets me place a bonus marker, do the following for me:

Take a bonus marker from my reserve and place it onto the bonus space designated by the card.

The array of spaces shown on the card represents the **bonus spaces** in the bottom right of the game board. Some spaces in that array have a lower case letter on them (a to e) and each matches the letter in front of one of my action slots. So if a Luna card designates a space that matches its slot, it means the space within the array that is marked with the same letter as that slot.

- Placing the bonus marker costs me nothing nor does it give me any reward.
- If the bonus space is already occupied, the bonus marker is not placed.



**Luna gains cards** Whenever an action lets me gain cards, take the designated card(s) from the card display and place them in a face-down stack **in my reserve**. (The array shown on the card represents the card display and the lower case letters in that array match my action slots in the same vein as above.)

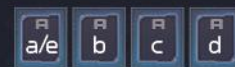
- Gaining cards costs me nothing.
- I don't gain a card if its designated space is empty.
- The collected action cards remain in my reserve until the Final scoring phase.
- Whenever I gain the card with the most valuable share it means: Give me the card that shows an additional share of the company, which - among the ones **displayed** - belongs to the most valuable company. If there are multiple cards of that company, give me the one from the space with the lowest number. If there is no card with a share in the display, I don't gain a card.





### Luna discards research plans

Whenever an action lets me discard research plans, remove the designated plans in the research display from the game. (The array shown on the card represents the designated row(s) of the research display and the lower case letters in that array match my action slots in the same vein as on the previous page.) Afterwards, fill each of the now empty lettered spaces in the research display as usual.



- Whenever I discard the latest face-up special research plan it means: Of the face-up special research plans on the round track, discard the one that was revealed last. If there is none, don't discard any.

### Luna expands a company:

Whenever an action lets me expand a company, its card states how many **expansion points** must be used to expand which company. This is done differently depending on which side of the board you're playing on (see below).



#### Important pre-notes:

- For reasons of clarity, one of the columns in each station is considered the current **main outpost column**, which is defined as follows: It is the column for **outposts** that has the **most vacant** home spaces but whose **final home space** (which shows 2 coin icons) is **not vacant**. Only if the final home spaces of **all** columns are vacant, it is instead the one with the **most vacant** home spaces that also shows the fewest coin icons. Any ties are broken in favor of the column that is closer to its **company logo** on the board.
- I never gain the rewards of the sectors/Belt spaces that are entered on my turn.
- If a company cannot be expanded because its station has no outposts/shuttles left that can be placed regularly, its expansion points are forfeited.



### When I expand a company on the Moon side of the board:

For each **expansion point**, place 1 outpost from the station of the expanding company on the Moon as follows:

- Take the **top outpost** from the expanding company's **main outpost column** and place it in the sector defined by the following rules:
- The sector must be **reachable**. This means, it must be **adjacent** to either the expanding company's station or to any sector that has an outpost of the expanding company in it. (It doesn't matter if it's reachable via a single or a double line.)
- If the **expansion point symbol** shows a **(MIN)**, it must be the reachable **vacant** sector with the **lowest** sector number.
- If the **expansion point symbol** shows a **(MAX)**, it must be the reachable **vacant** sector with the **highest** sector number.
- If none of the reachable sectors is vacant, choose from them the sector with the lowest ( **(MIN)** ) / highest ( **(MAX)** ) **sector number** that contains an outpost of the reachable company on whose track I'm **farthest behind**. As usual, oust the existing outpost back to its station, placing it on the **lowest vacant** home space of its **main outpost column**.



### When I expand a company on the Belt side of the board:

For each **expansion point**, place 1 outpost/shuttle from the station of the expanding company on a Belt space as follows:

- First, determine the next **vacant** target **within reach** of the expanding company. That target must be either a vacant shuttle space or an asteroid where the expanding company has no outpost yet and that has at least one vacant outpost space.
- From these, choose the one with the **lowest target number** if the **expansion point symbol** shows a **(MIN)**. If it shows a **(MAX)**, choose the one with the **highest target number**.
- If that target is a shuttle space, take the **top shuttle** from the company's station and place it on that space. (If there is no shuttle left in its column, the target must be an asteroid.)
- If the target is an asteroid, take the **top outpost** from the **main outpost column** and place it on any vacant outpost space of that asteroid.
- If there is no target that matches the above criteria, place the outpost on any **vacant** outpost space of the asteroid with the lowest ( **(MIN)** ) / highest ( **(MAX)** ) **target number** which already has outposts of the expanding company on it.
- If there is **no vacant** Belt space within reach at all, determine which shuttles and outposts are within reach that belong to the reachable company on whose track I'm **farthest behind**. Of these shuttles and outposts, choose the one with the lowest ( **(MIN)** ) / highest ( **(MAX)** ) **target number** and oust it back to its station per the usual rules. Ousted outposts must be placed on the **lowest vacant** home space of their **main outpost column**.

