Breaking Moon
Rulebook

In a world where big family-corporations have taken the role as leaders and technology has advanced to new heights, a society of engineers and inventors thrive. But when an asteroid hits the moon, shattering it into pieces, disaster strikes. The streets flood and chaos ensues as people struggle to survive.

As the situation grows more dire, four of the great corporations come together with a plan to save humanity. They will build a space station, a sanctuary for the living, where the remaining population can evacuate and start anew.

As the construction of the space station begins, the survivors band together, using their skills and ingenuity to overcome the challenges that stand in their way. They must race against time, for the asteroid's debris is not only destroying the moon, but also flooding the earth, causing even more destruction.

But even in the face of great adversity, lack of resources and billions of people unaccounted for the people of earth remain resilient. With hope in their hearts and determination in their souls, they work tirelessly to build a future for themselves and their loved ones.

The countdown has begun. The sea levels are rising. Will they be able to complete the space station in time?
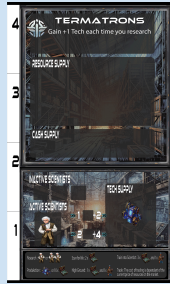
Contents of the box
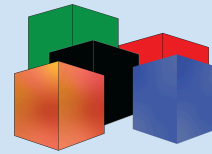
Boards

Gameboard x 1
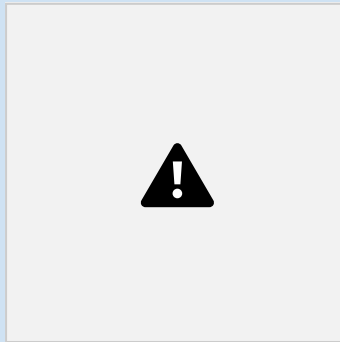
Playerboards x 6
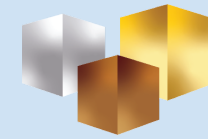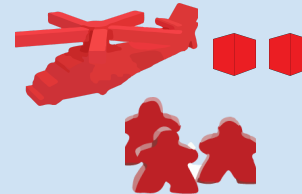
Sideboard x 1

Game Pieces
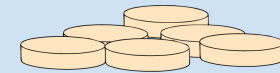
Resource cubes x 150

Bucks™ cubes x 100

Player pieces x 6
(6 of each color)

Indicator disks x 7

Cards

Population cards x 55 Tech cards x 60

Breaking Moon cards x 44

Dice x1

Player board

1. Resource supply - where you place oil-, copper-, chemical- and worker resources.

2. Cash supply - where you place your Bucks™.

3. Tech supply - where you place tech resources.

4. Active scientists -. An active scientist is a scientist you have collected. You may never have more than 3 active scientists.

5. Inactive scientists - also referred to as "Supply". You start with 3 inactive scientists.

6. Exchange rate of scientists - Tech supply.

7. Sea level - Indicates what sea level your survivors currently reside in.

8. Corporation - The name and special ability of the corporation.

9. Cost of actions - The cost of actions from action tiles and standard actions.

Gameboard

1. Resources - Each resource is linked to an action tile. Flooded zones may still be harvested, but will have no actions available. Only 1 player may occupy a resource field at any time.

2. Standard Actions - Only 1 Standard action can be done 1 time each round.

3. Evacuate to Space - Becomes available when the space station is fully constructed. Available for several players at the same time.

4. Sea Level indicator - Indicates how high the sea is. Populations residing on levels equal to or lower than the current sea level are discarded.

5. Population cards deck and discard pile.

6. Tech cards deck and discard pile.

7. Broken Moon cards deck and active Broken Moon effect (discard pile).

8. Action tiles - Each Action tile is linked to a Zone. A, B, C or D.

9. Space Station Population bar - Indicating the current number of survivors evacuated to the space station.

10. Investor Action - This action may only be used 1 time each round. Available for several players at the same time.

11. Victory points row.
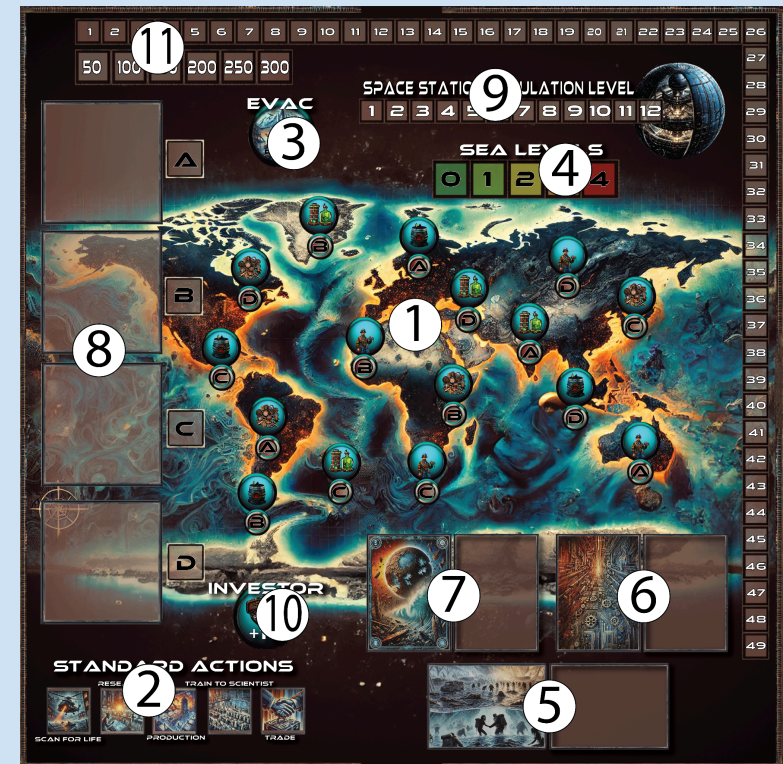
Side board

1. Spacestation construction progress - Whenever a player builds a part for the spaceship, they put a marker on that specific part and gain the points related to that part immediately.

2. Stock Exchange - Where players can see the current price of any resource.

3. The Market - All tradeable resources available to buy when using the trade-action.

The Dice

The dice in Beaking Moon is a 6-sided dice. There are numbers 1-4, an arrow and a question mark.

Numbers 1-4
When your result is a number (1,2,3 or 4) you gain this amount of the resource you are placed on.

Arrow
When your result is the arrow you may move any of your population cards one level up, like you would if you performed the action "Higher grond".. If the space station is completed you may move a population card from level 4 to the space station, like if you did the action "Evacuate to space". You do not have to pay to do any of these actions. You may only move 1 card. If you do not have a card to move, draw a population card and place it on its correct level according to the card. Remember that if the cards level is already flooded the card is discarded. After you have resolved all of the above, draw a Breaking Moon card. The effect of the Breaking Moon card is active immediatly.

Question mark
when your result is the question mark you gain 1 of the secondary resource depicted under the red dice on the action tile linked to your placement, then you draw a Breaking Moon card. The effect of the Broken Moon card is active immediatly.
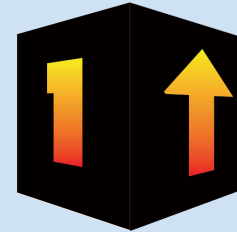
Action Tiles

Action tiles are placed, during setup, randomly on one of the four numbered tile spots on the main game board. This number can also be found below the resource spots. Players are allowed to choose 2 of the 3 actions presented on the corresponding tile when collecting a resource. The resource depicted under the dice on an action tile is the secondary resource. This is the resource you gain if your roll results in a question mark upon collecting resources. If a zone is flooded turn over the action tile relating to that numbered zone.

Currency and resources

Bucks™

Bucks™ are also referred to as cash or money. Bronze cubes are 1, silver cubes are 5 and gold cubes are 10.

Scientists

Scientists make your technology. They can be obtained through actions and population cards

Oil, chemicals, workers & copper

The above mentioned are your primary resources. Oil is black, chemicals are green, workers are red and copper is orange.

Technology

The most important resource in Breaking Moon. Technology resources are the blue cubes.

The Bank

When the rulebook refers to the bank, this is all resources not in the player boards, on cards or in the market. The bank is the supply of resources. If the bank is, at any time, out of a specific resource, it is not possible for players to collect that resource until some are returned to the bank.

Goal of the game

The players have to cooperate to build the space station before all zones are flooded. Scan for life to find scientists and people to send to the station once it is finished. Develop your own technologies to gain advantages in both gameplay and scoring. Trade on the market and pay attention to the Stock Exchange to gain valuable Bucks™.

The game is won by the player who has collected the most points throughout the game.

Setting up the game

1. Each player draws a player board. If a player gains any starting resources or bucks, they recieve these now.
2. Put the game board in the middle of the table.
3. Put the sideboard on the left side of the game board.
4. Place 1 of each resource cube on "3" on the "Stock Exchange" on the sideboard.
5. Place 3 of each resource in the "Market" section on the sideboard.
6. Place the 5 Space Station markers next to the sideboard.
7. Shuffle the Tech cards and place them in a deck on its designated area of the game board.
8. Shuffle the Population cards and place them in a deck on its designated area of the game board.
9. Shuffle the Breaking Moon cards and place them in a deck on its designated area of the game board.
10. Players choose a color
11. Players receive 5 Bucks™ each.
12. Each player places a cube of their chosen color on "0" on the scoring track of the gameboard.
13. The players place their 3 scientist-meeples in the "Inactive scientists" section.
14. Place the sea level indicator and on "0"
15. Place the space station population indicator marker next to the bar on the gameboard.
16. Shuffle the 4 Action Tiles and place them randomly, face up, on the 4 action zones.

Playing the game

Breaking Moon is played in turns. The starting player finishes their actions, then the turn goes to the next player in clockwise order. The 4 different main stages of a turn is:

1.   Move your helicopter

On your turn you must always move your helicopter once. It is not allowed to stay in the same spot two turns in a row. *This does not apply to the Evac zone, where you may stay for as many turns you want.*

You can either move your helicopter to a *resource*, a s*tandard action, the investor action* or the *evacuation zone*.

Resource:
When you place your helicopter on a resource you roll the dice. If the dice gives you a number from 1 to 4 you gain that number of the resource in question.
 If your result on the dice is the question mark you gain 1 of the secondary resource depicted on the action tile related to the resource you are on. *If the zone your resource belongs to is flooded, you gain nothing if you roll a question mark.* Also, when rolling a question mark, you draw a Broken Moon card.
Should your roll result in an arrow you may move any population card 1 level up. If the space station is completed you may move a population card from level 4 to the space station with no extra cost. If you roll the arrow and you currently have no population cards, draw a population card. Also, when rolling an arrow, draw a Broken Moon card.
When the dice roll is resolved you may choose to do up to 2 of the actions depicted on the Action Tile your zone belongs to. You may do the same action 2 times or you may do 2 different actions.
Only one player may occupy a resource at the time.

Standard action:

When you place your helicopter on a standard action you may pay the cost and carry out the action. You may pay and do this action 1 time. Several players may occupy the same standard action.

Investor:

When you place your helicopter on the Investor action, you receive 10 Bucks. Several players may occupy the Investor action.

Evacuation zone:

When you place your helicopter on the evacuation zone you may pay 5 Bucks™ to send 1 of your level 4 population cards to the space station. You may only do this after the space station has been completed. You may do this for 2 cards each round.

If a player is playing the Hermanos-family they may only do 3 actions when they land on a resource and are picking actions from an action tile. They can not do this on standard actions or the evacuation zone.

2. Do Tech card actions

You may carry out as many of these actions as you wish 1 time each turn. *If you forget to do an action from a tech card, you may not do this if the next player has started their turn.*

3. Place resources on your Tech cards

You may, at any time during your turn place resources on an activation or expanse card. Activation cards gives you points at the end of the game, while expanse cards gives you points immediately. Whenever you finish an expanse card, place it in the discard pile and put the resources used in the bank.

4. Build a section of the space station

When you have paid the resources required, you place 1 of the Space Station markers on the section of the space station you have built. You gain the points immediately and move your cube on the score board accordingly.

Actions

These are the standard actions and actions available on action tiles. Actions from tech cards are described on the cards.


Scan for life - Cost: 2 Bucks™

When you scan for life, you are looking for survivors. You draw a Population card from the deck and place it on the left side of your player board on its corresponding level. If any of these characters are in the card you draw, there was a scientist amongst the survivors you rescued. In this case, add a scientist to your player board. If you already have 3 scientists on your player board, you do not gain this scientist. If the Population card does not mention what level you found the survivors on, you must always place the card in the lowest possible level. (The lowest level that is not flooded). Any card where theres found survivors on a spesified level, and this level is flooded, the player discards the card directly to the discard pile and does not gain any scientists depicted.

On the card in example 1 it tells the player that the population is found on level 3. The player then places this population card next to 3 on the left side of the player board. On example 2 there is no indication to what level the player found survivors. This card is then placed on the lowest not-flooded zone.
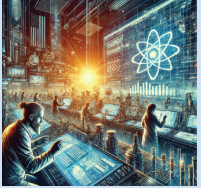
Research - Cost: 1 or 2 Scientists

By researching you spend your scientists to develop the technology resource. You may only use active scientists to pay for this action. You may spend 1 or 2 scientists in 1 action. Each scientist makes 2 technologies, meaning that you may create either 2 or 4 technology resources in 1 action. The technology resources are then put in the Technology box on your player board.
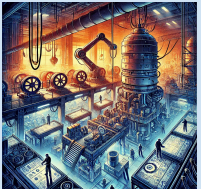
Production - Cost: 1 Technology resource or 10 Bucks™

By producing you convert a technology resource into a new invention. Draw a Tech card. Read more about the different Tech cards under the Cards section of the rulebook.

Train to scientist - Cost: 1 Worker resource and 3 Bucks™

When you use the action "Train into scientist" you send a worker to school and gain a scientist. Place a scientist from your supply into the active scientist box of your player board. *Remember that you may never have more than 3 active scientists.*

Trade - Cost: The trade actions cost is determined by the Stock Exchange

When you do this action you are allowed to either buy and sell 1 type of resource. You may, however, buy OR sell as many pieces of that resource as you have available or that is available on "The Market". When you buy resources using trade you can never buy a resource that's not available on "The Market". You are not allowed to sell and buy or buy and sell the same resource in a single trade action. If you are doing two trade actions in a round however, you will be allowed to trade with the resources involved in the previous action. Whenever you sell a resource using this action, all your sold resources are placed in "The Market". *See the Stock Exchange and Market section for more information on how prices rise and fall.*

High ground (only available from action tiles) - Cost 1 worker resource and 1 Buck™

The High ground action lets you move your rescued population to a level above their current level. You may not use this action to send your population to the space station. In the picture, a player has two active population cards. The player chooses to do the High ground action. The player may now choose to move either of these cards one level up. (From 3 to 4 or from 1 to 2).

Evacuate to Space (only available after the space station is constructed) - Cost 5 Bucks™

When the space station is complete players may send population from level 4 and up to the space station using this action. Using this action allows players to send up to two cards to the space station, each costing 5 Bucks™. Players gain the points from the population card immediately and the card is placed in the discard pile next to the Population card deck.

Sea Levels

The Sea levels go from 0-4. Whenever a zone is flooded, move the Sea Level marker one step up. The numbers on the side of the player boards are sea levels. If a player has population cards on a sea level that is flooded, Place these cards in the discard pile.

The Market

All resources in the market are available to trade for players that do the "Trade" action. The prices on each resource is decided by the Stock Exchange. Prices will rise and fall based on several factors during the game. It is not possible to buy resources that's not currently in the market.

Even if you don't need a resource, it might be smart to buy it. On your next turn you might be able to sell it with great profits!

Stock Exchange

The Stock Exchange shows players what they can buy and sell their resources for. At the start of the game, all resources start on "3". Whenever a player uses a trade action and buys a resource from the market (any number of that resource) the price rises with 1 (lower supply, higher demand). If a player sells a resource to the market, the price is lowered by 1 (higher supply, lower demand). Stock Exchange prices will also change from Breaking Moon effects and Tech cards.

The technology resource is the hardest one to get, and it is needed for the most rewarding actions in the game. If you have the possibility to buy technology from the market this is always a good idea.
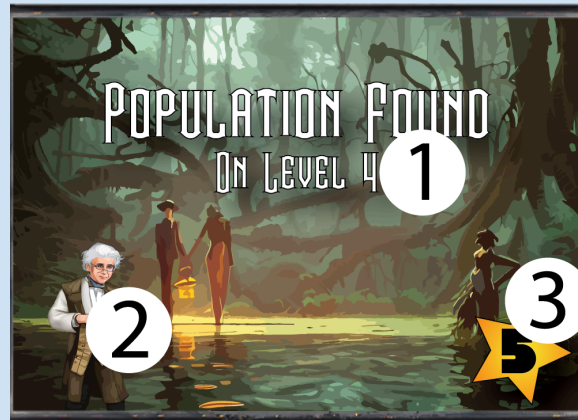
Cards

Population Cards

Population cards represents groups of survivors. Whenever a player get a population card they will place it on its stated sea level on the left side of their player board. If the card has depicted a scientist, gain an active scientist. To gain the points on a population card, the card needs to be evacuated to the space station (only possible when the space station is finished). See the "Evacuate to space" action.

Anatomy of the card

1 - Sea Level
2 - Scientist depicted
3- Points for evacuating the card

Breaking Moon cards

Breaking Moon cars are effects caused by the crumbling moon. Some effects are direct consequences of the disaster, while others are caused by the actions of the people on earth. Players will draw Breaking Moon cards when they roll question mark or arrow on the dice. It's the Breaking Moon cards that wil ultimately cause the game to end. Events from Breaking Moon cards take place immediately, when the card is drawn, and will affect the current players turn as well.

Anatomy of the card

Breaking Moon cards are pretty basic. They either have a describing text of what happens, or they show changes in the Stock Exchange, like the two examples below.
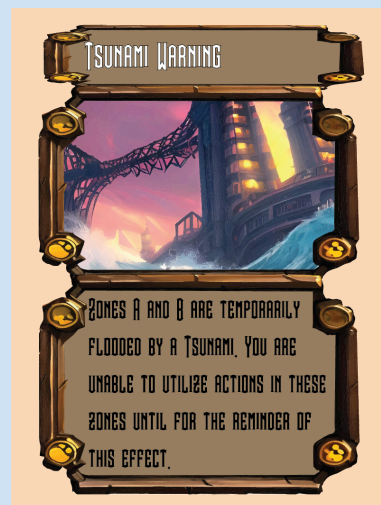
Tech cards

Tech cards represent new technology developed by the players. There are 4 different types of tech cards. Actions, Events, Activation and Expanse cards. The tech cards will both give you lots of points, but may also give you extra actions to perform each turn.

Anatomy of the card

1. Points for completing the card or if it is an activation card, points for each completed set.
2. Description of the event or action.
3. The cost to complete the card, or if it is an activation card, the required resources for a set.
4. The type color. Red is expanse, blue is activation, green are action cards and yellow is event cards.

Action

Action cards gives the player an extra action each turn. This action can only be performed 1 time each turn. Player may, however, have several actions avalible from cards. All of these can be done during a turn, and does not reduce the number of actions players may perform on action tiles when collecting resources. Points (if any) on action cards are given at the end of the game.

Events

Event cards is a one-time event that occurs immediately. Points (if any) from events are given immediatly. The card is then put in the discard pile for tech cards.

Activation

Activation cards lets the player gather different sets of resources as many times as they want. The points on the top of the card indicates how many points the player earns for each set of resources placed on the card. Points from Activation cards are gained at the end of the game. Whenever you place your resources on an activation card, return the resources to the bank and place a bronze Bucks™ cube on it. This way the card is not filled up with resources and it makes final scoring easier. In addition the bank will regain resources for further use.

Expanse

Expanse cards are inventions and expansions that will benefit you and your peers once you start your new life on the space station. When you complete an expanse card you gain the points immediately, return the resources to the bank and put the card in the discard pile. Expanses **can** be built before the space station is completed.

Ending the game

The game ends in one of two ways;

1. When the sea level rises to 4. When the last of the 4 Breaking Moon card that states a zone is flooded is drawn, the end phase starts.
   Important: *Population on level 4 is **not** drowned immediately. All players may use their last round to evacuate them.*
2. When a predetermined number of population cards have been sent to the space station.
   In 2, 3 and 4 player games: 10 population cards triggers the end phase.
   In 5 player games: 12 population cards triggers the end phase.
   Important: *Players may still send up 1 or 2 population cards on their last round.*

End Phase:
The player that triggers the end phase will finish their turn as normal. The next player will now start their last round. Remember to place any available resources on tech cards and do any last trades before ending your turn!
The player that triggered the end phase will also have one last round. After this player has played their last turn, final scoring begins.

Final scoring

When all players have done their last action, final scoring begins. Start counting up the points of the player who drew the last flooding-card.

1. Count up points from all Tech cards. Start with the Activation cards, then count Action cards.
2. Count 1 point for every 5 Bucks™ the player has after the game.
3. Count 1 point for every 10 resource the player has in their possession.
4. Count 1 point fro each active scientist the player has.

Frequently asked questions

On some of the Breaking Moon cards it says "this round" or "this effect". When does a round or an effect end?

A round or effect on the breaking Moon cards means "untill a new Breaking Moon card is drawn".

What is an active scientist?

An active scientist is a scientist you have obtained. A scientist becommes active (moved from the inactive scientist section to the active scientist section of you player board once you have obtained it (either from a card or through an action).

Can players playing Hermanos always do 3 actions?

Playing Hermanos gives you the possibility to do alle three actions from action tiles only after having moved to a resource. They may also do any one action up to three times. They may also choose to do zero, one or two actions as everyone else. They do not gain any bonus actions on standard actions and the evacuate to space action. (They, as everyone else, only get one action when doing a Standard action and they may also only move up to two cards on the "Evacuate to space" action).

About Strange Games

Strange Games is dedicated to bringing innovative and immersive board game experiences to players worldwide. Based in Norway, our mission is to create custom-made board games that captivate and engage. Our passionate designers and developers work tirelessly to turn unique concepts into reality, ensuring each game we produce is both fun and thought-provoking.

We value community and feedback, and we are always excited to hear from fellow board game enthusiasts. Your support and input help us continue to innovate and improve.

For more information about our games and services, please visit our website www.strangegames.no