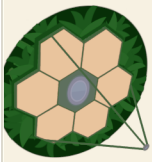
MAINTENANCE

When this directive comes into play:
Flip your special part card and place the now visible objective marker above the top space of the second interplanetary tile from the left (aka from the track tile).

To fulfill this directive, a crewed craft must be on the space of the objective marker. After fulfilling or failing this directive, remove your objective marker from play.



The venerable Jolly Wollemi Space Telescope, responsible for many astronomical achievements during this decade, has recently stopped responding. Thankfully, its last communication did send maintenance and error data, so we know what is wrong. Repairing some equipment over a billion kilometers away from our home would have been unfeasible in the past, but today, Squeakind can hop so much further!

THE MUNBASE

To fulfill this directive, there must be an outpost on the *Mun* (the moon next to planet *Tree*).

Decades ago, the many nation forests of Squeakind organised themselves into two politically-opposed blocks. On both sides of the iron treeline, each block invested considerable resources to outdo the other were it could and thus our species' first steps into space were motivated by national prestige. Our world's satellite, the Mun, became the centerpoint of the so-called space race and creating a crewed outpost there was seen as the ultimate goal.

Divided, our grandparents failed.
United at last, we shall succeed now.





STRANDED!

When this directive comes into play:
Flip the special part card and place the objective marker below a planet or moon that remains unexplored. Prefer valid locations with more on the same tile.

If you fail this directive, the **game ends!**

To fulfill this directive, you must discard a depot at the marked location containing a thruster-class part and all parts required by this thruster (if any). That thruster's must allow a move away from this space. Afterwards, remove the marker from play.

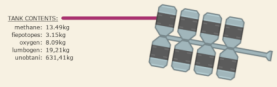
Due to a technical glitch, the main thruster of one of our crewed survey vessels was heavily damaged when they tried to launch into orbit. Repairs are impossible, they are stranded! We must correct this error, bring them a replacement.



FUEL DEPOT

To fulfill this directive, a depot containing at least eight units of fuel must exist on some interplanetary tile, on a space that is not an orbit.

Delta-V, that is a spacecraft's overall capability to change both the direction and speed of its movement, depends mostly on two factors: The efficency of the craft's thrusters and the amount of available fuel to fire these thrusters. Sufficient delta-V will be the central challenge of every future mission and we will only be able to cover the vast distances of our solar system if we build up our infrastructure. To that end, you are hereby tasked with the creation of a space-based refuelling site to support our spacecraft during future missions.



EXTRACTORS

To fulfill this directive, you must refuel a craft landed on some celestial object without an outpost, thereby adding at least one unit of fuel into that craft.
(This requires a specific equipment-class part.)

Access to water is the key to our exploration of the solar system! We require it as propellant for our spacecraft, we need it for chemical and mineralogical processing and, of course, it is essential for life support. Neither Squeak nor walnut tree can exist without water, so your next task is to field-test new technology to extract oxygen and water from barren soil, bound in silicate and other minerals that make up the majority of many a moon's regolith.



ALIEN MATERIAL

When this directive comes into play:
Flip the special part card and place the objective marker onto the outpost furthest from *Tree* in terms of unavoidable . Remove all of its built installations from play. You may not discard parts from the outpost or from any craft landed there.

If this directive is fulfilled or failed, the **game ends** afterwards. You immediately fail the directive if you lack an outpost.

To fulfill this directive, two crewed craft must be located at the marked outpost.

During a routine mineral survey, a local team came across a previously unknown crystalline material and took several samples. All contact to the outpost was lost two days later. Send crews to assist and evacuate possible survivors. Be careful!



CREWED SURVEY

When this directive comes into play:
Ready the condition part. Every time a crewed craft lands on some celestial body that is neither the *Mun* nor has an outpost, you may immediately put the condition part into that craft.

To fulfill this directive, a craft with the condition part must be in orbit of *Tree*. After fulfilling or failing this directive, remove the condition part from play.

Why do we go to such lengths to put Squeaks on another world instead of just using some robotic probe? Simple, because that world is there! Even if there were no real benefits, our very nature would still compel us to go there for ourselves.



NEW DATA

When this directive comes into play:
Place four of the cubes you use to cover a discovery-symbol after exploring some celestial body into the boxes below:

☐ ☐ ☐ ☐

While this directive is in play:
Each time you explore a celestial object, remove one of the cubes from above.

To fulfill this directive, either the row of boxes on this card must be empty or you must have explored all explorable locations.

Even with Squeakind being on the verge of becoming a true interplanetary species, far too much of our solar system remains unexplored. Let's change that!

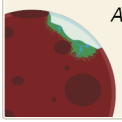


TREEFORMING

When this directive comes into play:
Add the special part to your known parts. Furthermore, put the condition part in the depot-section of an outpost on a planet with a transition requiring , marking it. If no such outpost can be marked, place the condition part on an eligible planet and treat it as an outpost without installations.

You fail the directive if the condition part is ever discarded. If this directive is fulfilled or failed, the **game ends** afterwards.

To fulfill this directive, the marked outpost must have two or more built installations and the special part in its depot-section.



All the simulations confirm it: One day, Squeaks could climb in lush woods on what is now just a barren wasteland. A true second home for our species.

© Copyright 2021-2022 Elias Heydrich, All Rights Reserved | Permission is hereby granted to print this document from a digital source for private use (playing the board game).

CUT ALONG THE LINES ONLY

REVERSE

DIRECTIVE FULFILLED

RESEARCH ONCE FOR FREE NOW, THEN UPGRADE THAT PART.

ACT IV:

CRISIS

(USE ONLY ONE CARD)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT I:

EXPLORATION

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT V:

INTERPLANETARY

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT VI:

EPILOGUE

(USE ONLY ONE CARD)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT III:

EXPANSION

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT I:

EXPLORATION

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT VI:

EPILOGUE

(USE ONLY ONE CARD)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT V:

INTERPLANETARY

DIRECTIVE FAILED

DIRECTIVE FULFILLED

RESEARCH ONCE FOR FREE NOW.

ACT II:

SURVEY

(USE ONLY ONE CARD)

DIRECTIVE FAILED

© Copyright 2021-2022 Elias Heydrich, All Rights Reserved | Permission is hereby granted to print this document from a digital source for private use (playing the board game).

GRAVITY WELL

When this directive comes into play:
Flip your special part card and place the objective marker below a planet or moon that remains unexplored. Prefer valid locations with more on the same tile.

To fulfill this directive, some landed craft on the marked location must move away from that space. Once this directive was failed or fulfilled, remove your marker.

While the vast distances and the subsequent delta-v issues remain the primary challenge in all space travel, landing and launching from worlds both hostile and alien to us present their own technical demands to overcome. And while Squeaks easily hop from branch to branch in defiance of gravity, reaching orbits is a different matter! If we are to succeed, we must master this new challenge as well.



RENDEZVOUS

To fulfill this directive, two crewed craft must be on the same orbit space of some interplanetary tile.

Decades ago, during what is now called the cold war, the two most powerful forests on our planet were in a constant state of tension. With no side being able to win the arms race and the iron treeline firmly in place, competing to achieve a superior spaceflight capability becaume the new focus. But despite many differences, several joint rendezvous missions took place in orbit. A difficult maneuver that requires alignment of velocities and directions.

United at least, we surely can do better! You are to evaluate our capabilties in this matter, using modern craft in interplanetary space.



CASAULTIES

When this directive comes into play:
Flip the special part, then place the objective marker onto the outpost farthest from *Tree* in terms of unavoidable . Any boons from installations of this outpost are unavailable as long as the marker remains there. If no eglible outpost exists, you fail the directive.

If you fail this directive and the marker in play at some outpost, the **game ends**!

To fulfill this directive, a crewed craft must be located on the marked outpost. When this happens, remove the marker from play.

A remote outpost just reported terrible news: An accident resulted in the death of about half of the local personnel, leaving them gravely understaffed now. More crew is needed there!



DEFENSE TEST

To fulfill this directive, an uncrewed craft with a or thruster and enough fuel to perform one must be discarded while being in orbit of a planetoid with a transition that requires a single to land and has no outpost.

About 66 million years ago, the majority of life on Tree was wiped out, from the tinest leaf to the towering sharptooths. Such an extinction event, most likely caused by the impact of an asteroid of little more than a few kilometers in diameter, could happen again. Therefore, we need to test various mitigation techniques for protecting usfrom an Tree-bound asteroid, if one were discovered. Your task is to evaluate the impact-induced momentum transfer idea.



AEROSTAT

When this directive comes into play:
Flip your special part, then place the now visible objective marker below any planetary tile with a gas giant (a big planet without a transition), preferring tiles without outposts.

For the remainder of the game:
All orbit spaces on the marked tile now have a new transition connected to that tile's gas giant with costs . The giant itself has a and is explored, showing .

To fulfill this directive, the marked gas giant must have an outpost. Remove your marker once this directive is fullfilled or failed.

We just got the go-ahead for the aerostat-project! Just imagine it, a flying city-drey carried aloft by buoyant gas alone...



HOT LANDING

When this directive comes into play:
Take the special tile, flip it until it shows the planet *Charr* and place it directly below the sol tile. It will remain there for the rest of the game.

To fulfill this directive, one of your uncrewed craft must land on *Charr*.

Astronomers have finally located Charr, the long-theorized dwarf planet in close proximity of our sun. As expected, it is a most hostile place and it isf far too dangerous to establish any permanent installations there. Even just landing a probe there will be a challenge...



FULL SURVEY

To fulfill this directive, there must be some planetary tile on which all of its celestial objects have been explored.

The tile with planet *Tree* does not count.

The Geology and Astronomy Branches have issued a joint-request and its a special one: They want us to focus our efforts on a single planetary system for now, performing a full survey of said planet and all its major satellites. Our colleagues are hoping to gain new insights into the formation of our solar system's celestial bodies and are eagerly awaiting our findings.



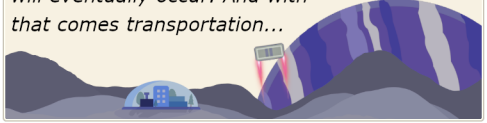
DELIVERY JOB

When this directive comes into play:
Choose two outposts and put the condition part inside the depot-section one and your special part in depot-section of the other. If there are not enough outposts in play to do this, you immediately fail this directive.

To fulfill this directive, your special part must share a depot-section with the condition part. (Recall that the condition part cannot be transferred, so the only choice is to transport the special part.)

Remove special and condition parts from play after this directive is fulfilled or failed.

With more and more infrastructure distributed over our solar system, outpost specialization will eventually occur. And with that comes transportation...



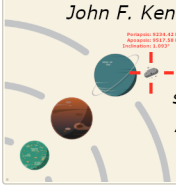
REACHING OUT

When this directive comes into play:
Flip your special part card, then place the now visible objective marker below any planetary tile except the one showing planet *Tree*, preferring tiles without any depots.

To fulfill this directive, some depot on the marked tile must be converted into an outpost or every outpost component must already be in play when this card is drawn.

Remove your objective marker from play after this directive has been fufilled or has been failed.

John F. Kentia stated we chose to go to the Mun not because it was easy, but because it was hard and it served to focus all of our efforts. And today, we embark on a new journey, with new hardships!



© Copyright 2021-2022 Elias Heydrich, All Rights Reserved | Permission is hereby granted to print this document from a digital source for private use (playing the board game).

DIRECTIVE FULFILLED
RESEARCH ONCE FOR FREE NOW, THEN UPGRADE THAT PART.

ACT IV:
CRISIS

(USE ONLY ONE CARD)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT I:
EXPLORATION

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT II:
CHALLENGES

(COOP ONLY)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT IV:
ADVANCEMENTS

(COOP ONLY)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT IV:
ADVANCEMENTS

(COOP ONLY)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT I:
EXPLORATION

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT III:
EXPANSION

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT V:
INTERPLANETARY

DIRECTIVE FAILED

DIRECTIVE FULFILLED
RESEARCH ONCE FOR FREE NOW.

ACT II:
SURVEY

(USE ONLY ONE CARD)

DIRECTIVE FAILED

© Copyright 2021-2022 Elias Heydrich, All Rights Reserved | Permission is hereby granted to print this document from a digital source for private use (playing the board game).