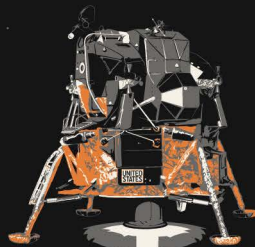# APOLLO

A GAME INSPIRED BY
NASA MOON MISSIONS

INSTRUCTIONS

2 TO 5 PLAYERS • AGES 12 & UP • 30-60 MINS
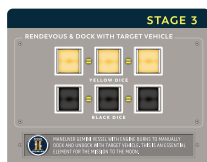
WATCH THE VIDEO TO LEARN HOW TO PLAY
BUFFALOGAMES.COM/APOLLO

Buffalo
GAMES & PUZZLES

GEMINI
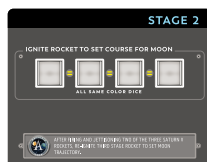MISSION PACK:
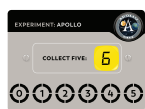

(5) GEMINI
FLIGHT STAGE CARDS
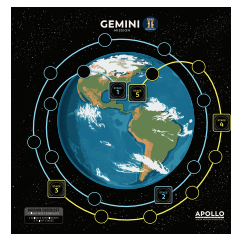

(8) GEMINI
EXPERIMENT CARDS

APOLLO
MISSION PACK:

(8) APOLLO
FLIGHT STAGE CARDS

(12) APOLLO
EXPERIMENT CARDS

GEMINI MISSION GAME BOARD

APOLLO MISSION GAME BOARD

PLAYER SCREEN
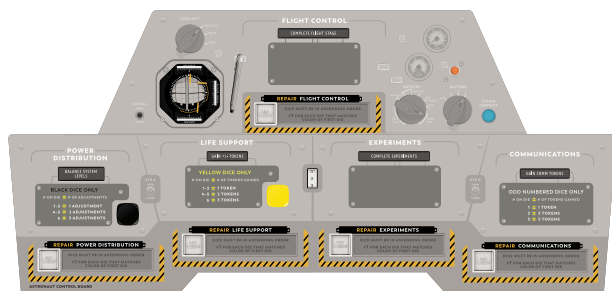
ASTRONAUT CONTROL BOARD
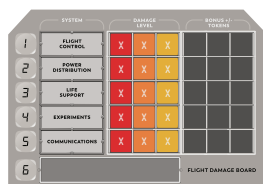
FLIGHT DAMAGE BOARD
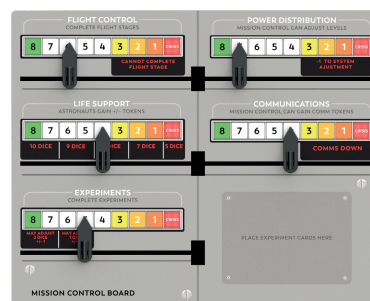
MISSION CONTROL BOARD
WITH 5 TRACK MARKERS (SLIDERS)
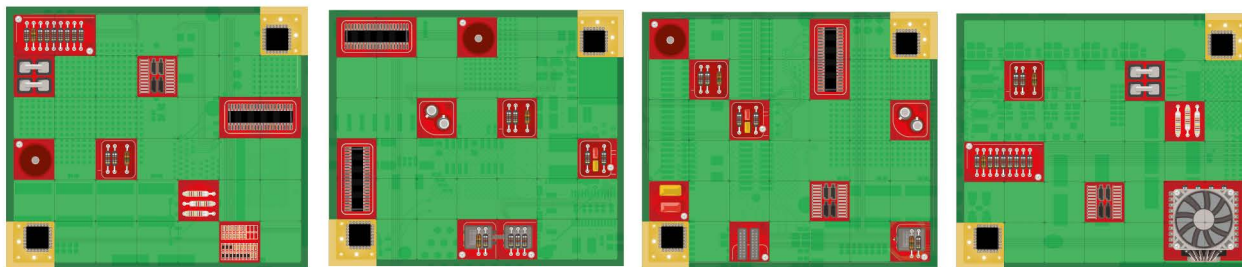
(4) CRISIS PUZZLE BOARDS
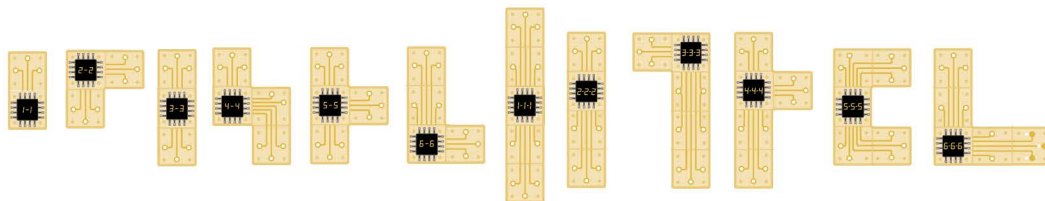
(12) CRISIS PUZZLE PIECES

(25) CRISIS CARDS
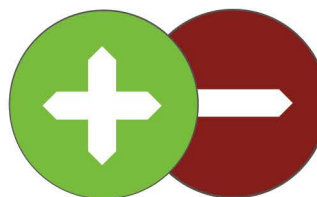
(20) +/− TOKENS

(23) COMM TOKENS

(1) EXPERIMENT MARKER, (5) ASTRONAUT MARKERS
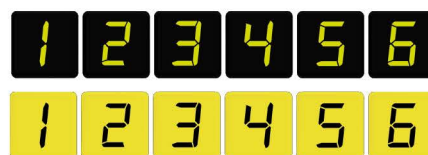
(6) YELLOW DICE, (6) BLACK DICE

GEMINI MISSION GAME PAWN

APOLLO MISSION GAME PAWN
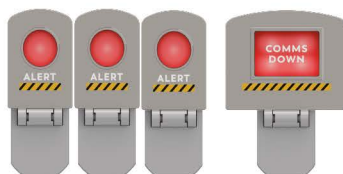
(3) ALERT LIGHT CLIPS, (1) COMMS DOWN CLIP
(PLACE ON TOP OF PLAYER SCREEN)

TURN TOKEN

REQUIRES A 4-MINUTE TIMER FOR OPTIMAL PLAY.
USE A SMART PHONE, KITCHEN TIMER, OR WATCH!

MISSION OBJECTIVE

The year is 1961. U.S. President Kennedy challenged the nation to land astronauts on the moon and return them safely to Earth. Now it's up to you to walk in the footsteps of NASA's pioneers and embark on missions that made history... for all mankind.

One player plays as Mission Control, and all other players are the Astronauts, but you play together. The team determines if the mission will succeed or fail.

As Mission Control, you must inform the Astronauts' decision-making and resolve crises on the ground. Mission Control tracks the status of all systems and communicates information to the Astronauts, playing a key role in the success of the mission.

As Astronauts, you must overcome the challenges that real astronauts and scientists faced to accomplish one of the greatest achievements in history. Astronauts roll dice and allocate them towards things like resolving flight stages, repairing systems, and completing experiments in order to gain perks and further the completion of the mission.

Now, prepare for liftoff in T-minus 5... 4... 3... 2... 1...

DIFFICULTY

We recommend building up your experience by playing the GEMINI Mission first to learn the mechanics and strategic thinking needed to complete your mission to the moon in the APOLLO Mission.

GETTING STARTED

CHOOSE YOUR MISSION

Open the corresponding Mission Pack to find the mission's Flight Stage and Experiment Cards.

GEMINI MISSION

— MISSION OVERVIEW —

Difficulty: A starter mission to master the mechanics and strategies of the game.

Goal: Develop space travel techniques to support the Apollo Mission and return safely to Earth.

Experiments to be completed: 2

Duration: 30 mins

APOLLO MISSION

— MISSION OVERVIEW —

Difficulty: A mission for an experienced crew.

Goal: Land humans on the Moon and bring them safely back to Earth.
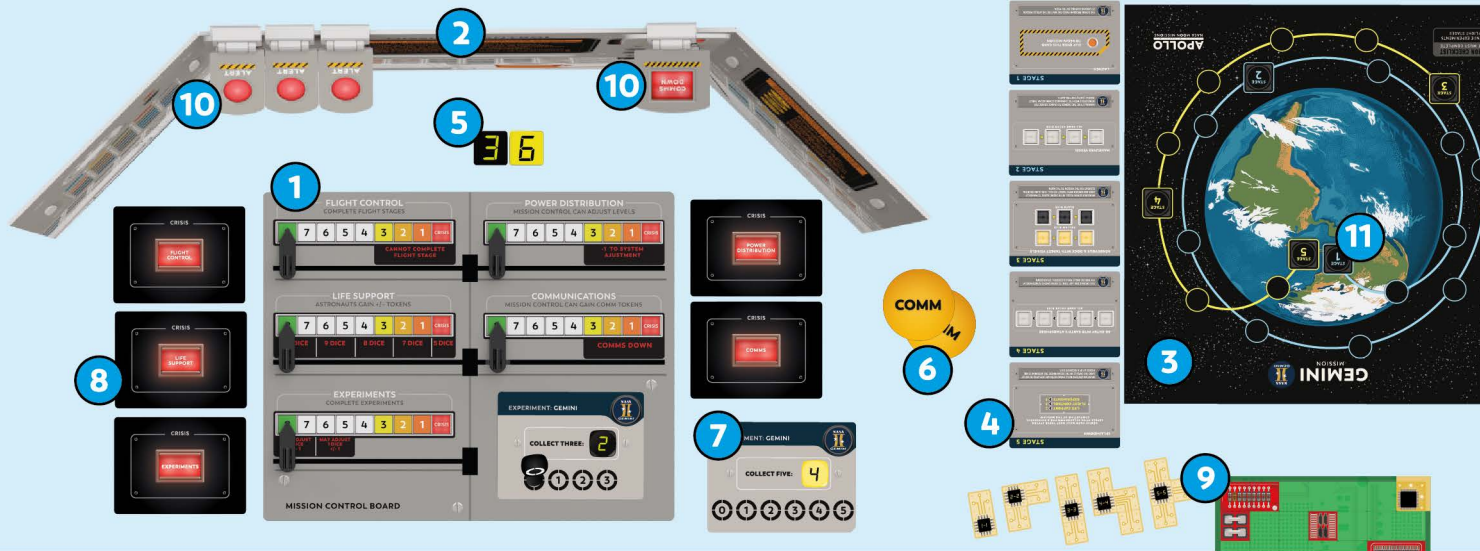
Experiments to be completed: 3

Duration: 45-60 mins

GAME SETUP

Choose one player to play as Mission Control. All remaining players will be Astronauts.
Both Mission Control and Astronauts set up their boards for play.
Watch the video online for a quick setup: **buffalogames.com/Apollo**

MISSION CONTROL SETUP

1 Place the Mission Control Board in front of the Mission Control player. Move all 5 sliders to the green 8 position so each system begins the game at its optimal level.

To add sliders to the board, insert the base of each slider into the square for a system with the arrow pointing horizontally. Then rotate so the arrow is vertical and move the slider over to its system.

2 Place the Player Screen in front of the Mission Control Board so it blocks the Astronauts' view of it.

3 Place the corresponding Mission's Game Board (Gemini or Apollo) next to the Player Screen so it is visible for both the Mission Control and Astronaut players.

4 Place Flight Stage Cards next to the game board facing the Astronauts so they can see each of the stages in order beginning with Stage 1: Launch. (dice combination side facing up).

5 Mission Control takes 1 yellow and 1 black die. Place them near the Mission Control Board.

6 Mission Control takes 2 COMM (communication) Tokens. Make sure these tokens do not have a special icon on the reverse side. Place the remaining COMM Tokens within reach of Mission Control with the COMM sides facing up – so you can't tell which ones have special icons.

7 Shuffle the Mission's Experiment Cards with the experiment side facing up (with the numbered die showing). Place the top card on the corresponding spot on the Mission Control Board, and place the rest of the deck near the board.

8 Divide the Crisis Cards by the 5 systems listed on the Mission Control Board (Flight Control, Power Distribution, Experiments, Life Support, Communications).
There are 5 cards per system. Shuffle each deck of 5 cards and place them next to the matching system on the control board face-down.

9 Stack the 4 Crisis Puzzle Boards and place close by along with the 12 Crisis Puzzle Pieces.

10 Slide the 3 Warning Alert Lights and COMMS DOWN Clips on top of the Player Screen as indicated, with the lights folding down toward the Mission Control player.

11 Place the corresponding Mission Pawn on the Stage 1 start space on the game board.

12 Get a timer that Mission Control will use for the game. It can be a smart phone, kitchen timer, etc. Set it to 4 minutes and place it so it's visible to all players.

All systems go. Mission Control is now ready for launch.

ASTRONAUT SETUP
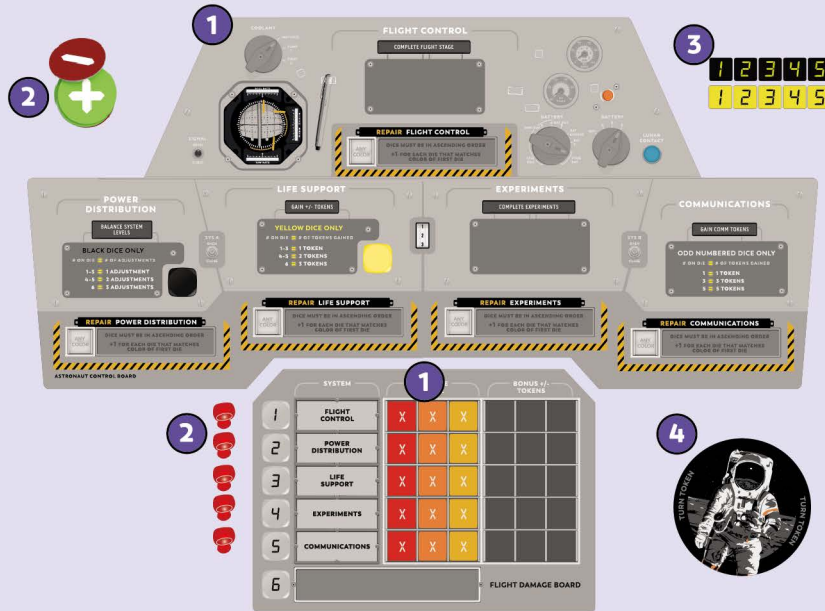
1 Place the Astronaut Control Board on the Astronaut side of the Player Screen and within reach of all the Astronaut players.
Place the Flight Damage Board beneath it.

2 Place the +/- Tokens and 5 Astronaut Markers near the Astronauts' Game Boards.

3 Give remaining 5 yellow dice and 5 black dice to the Astronauts to use as their Dice Pool.
Place them near the Astronauts' Boards.

4 Astronauts decide which Astronaut will have the first turn and give them the Turn Token.

...Flight, you are now all ready for liftoff!

STARTING THE GAME

When ready, Mission Control flips over the first stage card for the mission – LAUNCH – to begin the first round of your mission!

GOAL OF THE GAME
Win the game by working as a team and completing a successful mission:

1 Complete each stage of the mission – one at a time, and in order. Each stage must be completed before the pawn passes its space on the game board.

2 Complete the required number of Experiments before the pawn reaches the last space on the game board, returning to Earth (SPLASHDOWN).

If either objective is not completed, then it is a failed mission, and the game is over.

During the mission, the spacecraft will take on damage and obstacles will arise. Work together to resolve these challenges while completing the mission.

HOW TO PLAY

The game plays in rounds. Each round has two phases, performed in this order:

1. ROLL PHASE

Astronauts roll dice to determine how much damage the flight takes on.

Mission Control adjusts the flight's system levels based on the roll and uses COMM Tokens to share any flight information with the Astronauts.

2. ACTION PHASE

Mission Control starts the 4-minute timer for this phase.

Astronauts take turns deciding how to use the dice they just rolled to complete actions. The main goal is completing FLIGHT STAGES and EXPERIMENTS, but other obstacles will arise which also require actions.

At the same time, Mission Control starts the timer and manages the mission. They move the pawn forward on the game board after each Astronaut action, provide flight support as needed, and address any Crisis if a system's level gets too low.

The Action Phase ends when time runs out, the Astronauts run out of dice to use, or they decide to roll again, starting a new round.

1. ROLL PHASE

The Roll Phase is performed in this order:

1 DETERMINE HOW MANY DICE TO ROLL

The Astronaut with the Turn Token will roll the Astronaut Dice Pool, but first must ask Mission Control how many dice they are to roll.

"Houston, how many dice do we roll?"

Mission Control checks the location of the marker on the Life Support System Track to determine how many dice to roll. Mission Control Board then instructs the Astronauts:

IF MARKER IS ON
8-7 = roll 10 dice
6-5 = 9 dice
4-3 = 8 dice
2-1 = 7 dice
0/CRISIS = 5 dice

"...roll 9 dice"

If instructed to roll less than 10 dice, the Astronauts must determine which dice to remove from the dice pool (yellow or black) in order to roll the required number. (Some actions in the game can only be completed with certain colored dice, so choose carefully.)

If there is a disagreement, the player rolling the dice makes the final decision on what dice to use.

2 ROLL THE DICE

Once the dice are selected, the Astronaut now rolls the dice.

3 ASSIGN DICE TO FLIGHT DAMAGE BOARD

Astronauts place the rolled dice on their Flight Damage Board.

Each die goes in the corresponding row for the number rolled.

For example, all 2s will be placed in the #2-Power Distribution row, 3s will be placed in the #3-Life Support row, etc.

Dice are placed in the DAMAGE LEVEL section for each row. Place one die on each colored square (with an X), beginning with the square on the left side of the column and moving to the right. Some squares will not have dice on them after all dice are placed.

For example: two dice with a 3 are placed in the #3 - Life Support System row. One die is placed on the first red square. The second die is placed on the orange square next to it, leaving the yellow square visible.

If 3 dice have been rolled for a number, then all three damage squares will be covered.

If more than 3 dice have been collected in a row, those extra dice are placed in the BONUS +/- TOKEN section in the same row - even if there are more dice than spaces available.

Dice showing 6s are placed in the corresponding row without any numbers on the bottom of the board:

After all dice have been placed in their corresponding rows for each system, Astronauts can see the number of X's visible in each row. The number of X's indicate how much damage each system will receive. The more X's, the more damage.

Now, Astronauts may move any 6s to other rows. You may want to put them on systems that did not receive many dice to reduce the level of damage those systems will incur.

For example: two dice with a 6 are placed in the #3-Life Support System row.
One die is placed on the first red square. The second die is placed on orange square next to it, leaving the yellow square visible. One die with 6 is placed in the #5-Communications System row as shown below:
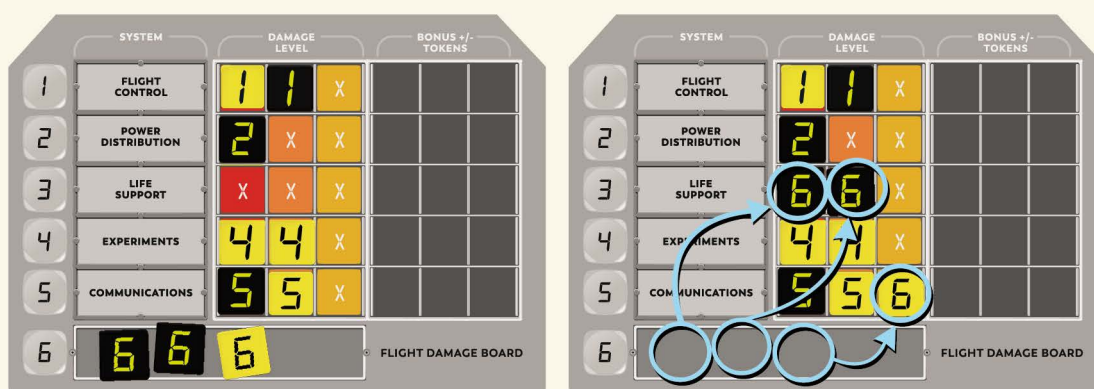
Using this example, the team used the 6s to reduce the amount of damage to these two systems.

4 RELAY DAMAGE TO MISSION CONTROL

After all dice have been placed, the number of X's showing on colored squares indicates how much damage that system receives.

For example: if only one die was placed in the #3-Life Support row, then that system takes on -2 damage since 2 X's are visible on squares in that row.

Indicates -2 Damage for Life Support System

In this example Astronauts might say, **"Houston, Life Support has -2 damage."**

Mission Control updates all the system levels on their Mission Control Board. They will say, "Copy that," after moving the marker for each system to indicate they have completed the adjustment and are ready for the next system.

When adjusting tracks, Mission Control will see that some systems may have further actions to take as indicated on the Mission Control Board. (–see ACTION PHASE: MISSION CONTROL BOARD section)

After all the system tracks have been adjusted, keep the dice in place.

**GAME TIP: As the game goes on, system levels will get low and need repair. Since only Mission Control can see system levels, Astronauts may want to place their red markers next to systems on their Damage Board as a note to repair those systems in the Action Phase.

5 **EARN BONUS +/- TOKENS**

Astronauts gain 1 +/- Token for each die placed in the Bonus +/- Token column.

These tokens may be used in the Action Phase to alter numbers on any die when completing actions in the next phase of play.

6 **START THE TIMER & BEGIN ACTION PHASE**

Mission Control now starts the 4-minute timer and gives the go ahead to the Astronauts to begin the Action Phase by saying,

"Flight, you are a go for actions!"

2. ACTION PHASE

The 4-minute clock is running.

The team's main goal is to complete each flight stage before the pawn passes its space on the game board. However, players must also complete other actions to prevent the mission from failing.

Astronauts will use the dice they just rolled to complete actions on the Astronaut Control board. There are only so many dice, so choose your actions wisely.

At the same time, Mission Control manages the mission by moving the pawn one space after each Astronaut action, provides flight support as needed, and addresses any Crisis if a system's level gets too low.
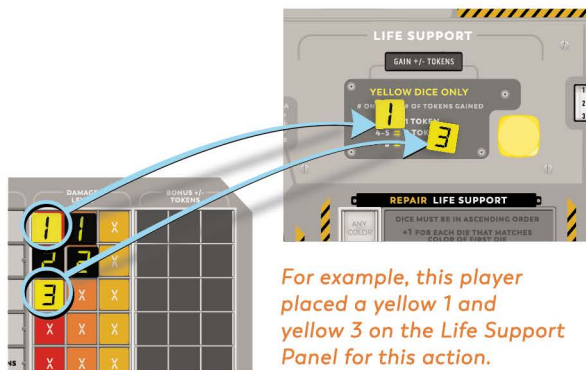
The Action Phase ends when time runs out, the Astronauts run out of dice to use, or they decide to roll again, starting a new round.

ASTRONAUTS

During the Action Phase, Astronauts take turns, in the same turn order – always moving left to right. When ready, the Astronaut with the turn marker takes the first turn.

ON A TURN:

1. Astronauts complete one action per turn. The Astronaut selects their action. *(see: ASTRONAUT ACTIONS)*

2. To complete an action, the Astronaut takes dice from the Flight Damage Board and places them on the corresponding panel on the Astronaut Control Board for the action they wish to take.

For example, this player placed a yellow 1 and yellow 3 on the Life Support Panel for this action.

Use as many dice as you want in an action, but each die may only be used once. So, Astronauts should strategize how to best use the dice.

+/- Tokens may be used here to increase or decrease numbers on dice.

3. Mission Control then moves the Mission Pawn 1 space forward on the game board after each Astronaut completes their one action for their turn and makes any adjustments as a result of that action if needed.

4. The Astronaut passes the Turn Token to the next Astronaut on their left to take their turn.

THIS PHASE ENDS IMMEDIATELY IF:

• Astronauts run out of dice to use.

• Time expires. Mission Control ends the round immediately even if Astronauts have actions in progress.

OR

• Astronauts decide to stop the clock and roll again.

Then a new round begins. Astronauts pick up all the dice. Mission Control tells them how many dice they can roll based on system thresholds and they start again.

ASTRONAUT ACTIONS

Each of the five flight systems on the Astronaut Control Board has a unique action, as well as the ability to be repaired.
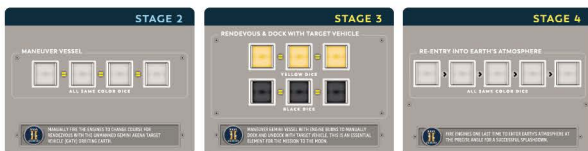
1 FLIGHT CONTROL
ACTION: COMPLETE FLIGHT STAGES

Each stage **MUST BE COMPLETED BEFORE** the Mission Pawn passes its space on the game board - or else the mission has failed.

Use dice to complete the next Flight Stage on the game board.

Requirements to complete each Flight Stage are listed on the individual Flight Stage Cards next to the game board. *For Example:*

You do not need to complete the entire Flight Stage in one action or one roll.

Any dice spent on the Flight Stage will remain on the Flight Stage Card until it is completed and will not be available to the Astronauts when rolling.

For example, if you're about to roll dice at the start of a round, and Mission Control tells you can only roll 9 dice according to the Life Support track, but 2 of your 10 dice are on a Flight Stage, then you will only be able to roll 8 of the remaining dice.

If a Flight Stage has a sequence with two numbered parts to it, then Astronauts must complete the first part of the sequence before starting the second part. In doing so, any dice used in the first part are returned to the Astronauts after it is completed, and they may be used in the next roll, and subsequently, the next sequence.

As soon as a Flight Stage is completed and the Flight Pawn moves past that stage on the game board, Astronauts may begin to complete the next Flight Stage.

2 POWER DISTRIBUTION
ACTION: ADJUST SYSTEM TRACKS

Only **BLACK DICE** may be used for this action.

Use dice to give Mission Control the ability to re-route power by balancing system tracks on the Mission Control Board.

To make 1 adjustment, Mission Control will lower 1 system track by 1 space and raise a different track by 1 space. To move any additional spaces will require additional adjustments.

The number of adjustments is determined by the number on each die you use in this action:

Use die with #1-3 = 1 adjustment
Use die with #4-5 = 2 adjustments
Use die with #6   = 3 adjustments

3 LIFE SUPPORT
ACTION: GAIN +/- TOKENS

Only **YELLOW DICE** may be used for this action.

Use dice to gain additional +/- Tokens. Use as many yellow dice as you wish to gain more tokens.

+/- Tokens increase or decrease a number on a die. Each token has a + and a – . Each + increases the number by +1. Each – decreases the number by -1. *You MAY NOT use a – on a 1 to turn it into a 6.

These tokens may only be used on dice during Actions, not on a roll.

When using a token for an action, place it along with the die you wish to apply it on. You may use as many tokens as you wish. When the Action Phase is over, these tokens are discarded.

The number of tokens you collect is determined by the number on each die used in this action:

Use die with #1-3 = 1 token
Use die with #4-5 = 2 tokens
Use die with #6   = 3 tokens

4 EXPERIMENTS
ACTION: COMPLETE EXPERIMENTS

Only Mission Control can see what dice are needed to complete the current experiment. Their Experiment Card displays the **COLOR, NUMBER VALUE,** and **HOW MANY** of those dice are needed to complete the experiment (for example: 4 yellow 4s, 5 black 3s.).

Use dice to complete the current Experiment on the Mission Control Board.

EXPERIMENT: APOLLO

COLLECT FIVE: 4

① ② ③ ④ ⑤

In this example, 5 black dice with the number 4 will be needed.

Since Astronauts do not have visibility to the Experiment Card, they may use any dice they choose to for the Experiment action. However, if it is not the die required on the card, then the die is wasted on the action. So, it becomes important to use COMM Tokens so Mission Control can share information about the dice color, number, and how many are needed to complete the experiments.

Each correct die used in this action moves the Experiment Marker forward one space toward completion (the last number). You may use as many dice as you like in this action to complete the Experiment quicker.

When the Experiment is complete, Mission Control tells the Astronauts, flips over the card, and reads the Flight Reward on the back to the Astronauts. That does not require a COMM Token.

Mission Control draws a new Experiment Card and places it on the Mission Control Board.

Astronauts must complete 2 Experiments on the Gemini Mission, and 3 Experiments on the Apollo Mission before the final Splashdown Stage for a successful mission.

5 COMMUNICATIONS
ACTION: GAIN COMM TOKENS

Only **ODD NUMBERED DICE** may be used for this action.

Use dice to gain additional COMM (Communication) Tokens for Mission Control.

Mission Control gains the number of COMM Tokens equal to the number shown on each die used.

COMMUNICATIONS *CONT'D*

For example, if you use a die with a 5 on it, you receive 5 COMM Tokens.

Mission Control will randomly draw COMM Tokens from the pile next to the Player Screen.

In order to share information with Astronauts, Mission Control must use one COMM Token to share one piece of information.

Keeping communication channels open is strategically important so Astronauts can be aware of any alerts or system needs.

6 REPAIRING A SYSTEM

During the game, system levels will get low and have negative effects on the mission.

Repair systems to increase a system's levels on the Mission Control Board.

If a system gets too low, then it will fall into Crisis. To take the system out of Crisis, Astronauts need to repair its level to 4 on the Mission Control Board - unless the Crisis indicates that Mission Control must solve a Crisis Puzzle.

The repair action is completed in the same manner for each system:

1. Choose the system you wish to repair.

2. Dice will need to be in a sequence of ascending numbers.

3. Calculate how many dice to use. Count the number of dice used in the sequence plus the number of dice that match the color of the first die.

For example: You use a sequence of a yellow 1, black 3, and a yellow 4 dice to repair the Life Support System. You have repaired Life Support by +4 since you used 3 dice and 1 of them matches the first die.

REPAIR LIFE SUPPORT

1 3 4

N ASCENDING ORDER
DIE THAT MATCHES
OF FIRST DIE

4. Place the dice in ascending order in that section on the Astronauts' Control Panel Board.

5. Tell Mission Control how many levels the system is repaired. Mission Control then slides the marker for that system up the amount of spaces of the repair.

Using the example above: Mission Control now increases the Life Support track up +4 spaces on the Mission Control Board.

MISSION CONTROL

Mission Control plays simultaneously with the Astronauts during this phase. Their objective is to monitor the flight systems, advise Astronauts, move the Mission Pawn, and give support through their own actions.

They also start the 4-minute timer during this phase. When time expires Mission Control notifies the Astronauts and ends the round immediately – even if actions are in progress. Astronauts pick up their dice to start their next roll.

There are 5 different actions Mission Control may complete during this phase in addition to actions that may be directed by the system levels on the Mission Control Board.

MISSION CONTROL ACTIONS

1 TRACK MISSION
ACTION: MOVE MISSION PAWN & FLIP STAGE CARDS

Mission Control moves the Mission Pawn forward one space on the game board after each Astronaut action. Spaces are either circles or square shaped for stages.

When a Flight Stage Card is completed, Mission Control flips it over to show the visual for the completed stage and leaves it next to the game board.

If the Mission Pawn moves past the Flight Stage space before the stage is completed, Mission Control must declare a MISSION FAILURE, and the game is over.
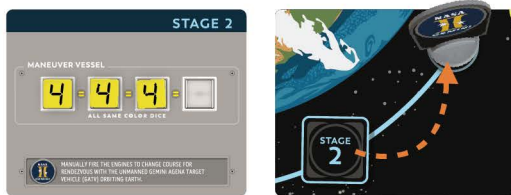
For example: the pawn has passed the Stage 2 space without completing the Stage Card. So, this mission has failed, and the game is over.

2 RAISE ALERT LIGHTS
ACTION: ALERT ASTRONAUTS

There are 3 Alert Lights on the top of the Player Screen.

Mission Control uses them to indicate when a system's level is getting low on the Mission Control Board and is close to going into crisis. Flip up an alert for each system that is in trouble.

Astronauts will see that a system will need repair.

If Mission Control really needs to communicate exactly what the problem is, they must use COMM Tokens - if they have them.

3 USE COMM TOKENS
ACTION: SPEAKING WITH ASTRONAUTS

Mission Control can only share mission information using COMM Tokens. They must use **1 COMM Token** to share 1 piece of information with the Astronauts at any time.

For example, the one piece of information to be shared with each token may include:

- **COLOR** of the dice needed to complete an experiment.

- **TOTAL NUMBER** of dice needed to complete an experiment.

- **NUMBER VALUE** of each die needed to complete an experiment.

- The level a system is currently at – for example, ***"Flight, be advised, your Life Support is at a 2."***

- What system is in Crisis – ***"Flight, your Power Distribution System is in Crisis."***

- If a system Crisis must be addressed / or can be ignored.

MISSION CONTROL BE ADVISED...

Some COMM Tokens have an icon on the back of the token. Instead of using a COMM Token to communicate, Mission Control may use the token with the icon to perform the corresponding action:

+1 TO ANY SYSTEM   ***INCREASE ANY SYSTEM TRACK +1***

ADD 1 DIE TO ONE ROLL   ***LIFE SUPPORT:*** *ADD A DIE TO ASTRONAUT'S ROLL (MAX OF 10 DICE ALLOWED).*

ANY COLOR DIE   ***EXPERIMENT:*** *USE A DIE WITH THE WRONG COLOR (BUT CORRECT NUMBER) TO COUNT TOWARD THE EXPERIMENT.*

TRANSFER DAMAGE FROM A ROLL   ***DURING ROLL PHASE:*** *APPLY DAMAGE FROM ONE SYSTEM TO A DIFFERENT TRACK.*

4 RAISE COMMS DOWN ALERT

ACTION: ALERT ASTRONAUTS

At times during the mission, communication between Mission Control and the Astronauts may be cut off either due to a Crisis, or if the system level for Communications is too low.

In this event, Mission Control will raise the COMMS DOWN Alert Flag at the top of the Player Screen to alert the Astronauts.
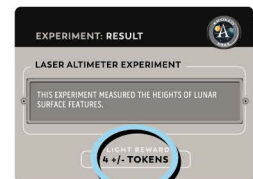
During this time, Mission Control may not share ANY information pertaining to the mission and COMM Tokens may not be used.

Mission Control still tracks system readings after a roll and during actions but may not relay information to the Astronauts until communication is restored by addressing the system levels.

5 TRACK EXPERIMENTS

ACTION: MOVE EXPERIMENT MARKER

Mission Control tracks the number of Experiments needed for each mission and moves the Experiment Marker forward one space on the current Experiment Card when Astronauts successfully complete an Experiment action on their Control Panel. When an Experiment is completed*, Mission Control flips over the card, reads, and collects the Flight Reward on the card.

EXPERIMENT: APOLLO
COLLECT FIVE: 4
0 1 2 3 4

EXPERIMENT: RESULT
LASER ALTIMETER EXPERIMENT
THIS EXPERIMENT MEASURED THE HEIGHTS OF LUNAR SURFACE FEATURES.
FLIGHT REWARD
4 +/- TOKENS

The Experiment is successfully completed when the Experiment Marker is placed on the last ○ of the card.

MISSION CONTROL BOARD

This board monitors each system aboard the Astronaut's spacecraft. The position of the marker on each system track can provide a bonus or a penalty to the actions the players take:


1. FLIGHT CONTROL

If system levels are between 3-0, a Flight Stage cannot be completed. Astronauts may still use actions to assign dice to the Flight Stages, but when the Flight Pawn passes the Flight Stage on the game board, the system levels must be at 4 or higher to continue the mission. If the readings are 3 or lower, then the mission has failed, and the game is over.

2. LIFE SUPPORT

The system level determines how many dice are rolled at the start of the round (in the Roll Phase).

3. EXPERIMENTS

If the system readings are at 7 or 8, Mission Control may adjust 2 dice, each either +1 or -1, when the Astronauts use an action to assign dice to the Experiment. When readings are at 5 or 6, then Mission Control may adjust 1 die, either +1 or -1, when the action is taken.
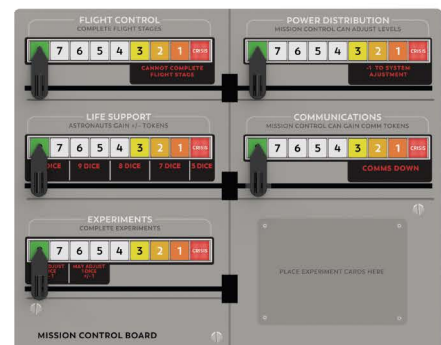
4. POWER DISTRIBUTION

If system levels are between 3-0, Mission Control makes 1 less adjustment when the Astronauts use the Power Distribution Action.

5. COMMUNICATIONS (COMM)

If system levels are between 3-0, Communications are down, and Mission Control cannot use COMM Tokens to speak. Raise the COMMS DOWN Alert on the Player Screen so that Astronauts are advised.

SYSTEM CRISIS

When a System Track Marker reaches the CRISIS square, the system is in Crisis.

In this event, Mission Control draws a Crisis Card for that system, and reads its negative effect on the mission.

Some Crisis Cards cause a mission failure if not solved within a specific number of rounds.

If the Astronauts are affected, then give that card to the Astronauts. If Mission Control is affected, then the cards is placed next to the affected system on the Mission Control Board. Mission Control must use a COMM token to tell the Astronauts what the Crisis is.

Unless stated on the card, Astronauts must repair the system level to a 4 in order to resolve the Crisis.

Sometimes a Crisis Card will say that Mission Control must solve a Crisis puzzle to repair a system. Mission Control will start the puzzle after the timer begins at the start of the Action Phase. During this time, Astronauts cannot take any actions until the puzzle is solved.

When Mission Control solves the puzzle, the system is repaired, and the System Track Marker is moved to the green 8 space. Now, Astronauts may resume their Action Phase in the remaining time. *(See CRISIS PUZZLES)*

Once a system's Crisis is resolved, the Crisis Card is then discarded. If a system runs out of Crisis Cards, simply reshuffle the Crisis Cards in the discard pile for that system, place them face-down in a deck, and use again.

CRISIS PUZZLES
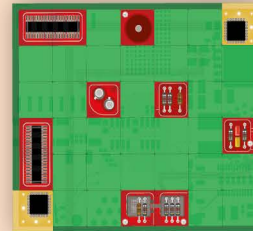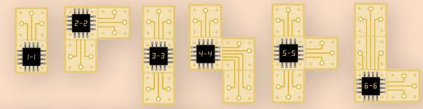
When a Crisis Card indicates that Mission Control must complete a Crisis Puzzle, then Mission Control will draw the top Crisis Puzzle Board and flip it over when the timer for the Action Phase begins.

**Astronauts must wait for the puzzle to be solved before they can complete any actions.** (Mission Control does not need to use a COMM Token to tell the Astronauts they must wait until the puzzle is complete.)

The object of the Crisis Puzzle is to acquire puzzle pieces and create one path that connects the two yellow squares on opposite corners of the Puzzle Board.

When it is repaired, the system marker is moved to the green 8 space and has full power. Astronauts may now complete actions in the remaining time.

RULES FOR SOLVING A CRISIS PUZZLE:
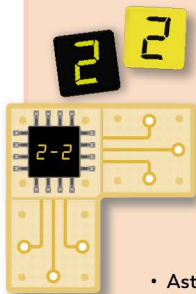
• Mission Control must collect puzzle piece shapes to use on the Puzzle Board by rolling their two dice. When Mission Control rolls the numbers noted on a puzzle piece, they earn that piece to use in the puzzle.

• Mission Control may roll as many times as they like to collect as many pieces as they wish. When rolling, they may also set aside dice to use toward numbers on a puzzle piece.

• Astronauts may give extra dice to Mission Control. It will better their odds in getting combinations quicker. Also, some pieces have 3 dice combinations as well.

• However, Astronauts will not be able to use those dice in their next actions. Astronauts do not get these dice back until the next Roll Phase after the puzzle, or puzzles, have been solved.

• When creating the path, puzzle pieces must have at least one square side touching with another piece for a correct path.
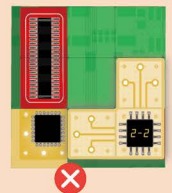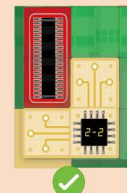
• Pieces may not overlap. Pieces also may not hang off the board.
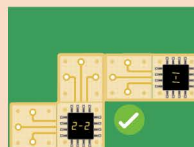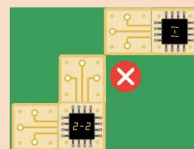
• Pieces may be rotated to any orientation when placed on the puzzle.

• Pieces may NOT be placed over red obstacle squares.

• The two yellow squares must be covered by a piece, and there must be a clear pathway from one to the other in order to complete the puzzle.

• Mission Control may have multiple Crisis Puzzles to complete at one time. Mission Control will need to complete one puzzle at a time.

• If Mission Control does not solve all Crisis Puzzles before time runs out, a new round begins. Astronauts must go through the Roll Phase with any Crisis penalties enacted before Mission Control may continue to work on solving any puzzles.

• When the Crisis Puzzle is solved, that system reverts to being fully repaired, and the marker is moved to the green 8 space. Now, Astronauts may resume their Action Phase in the remaining time.

GAME END

THE GAME ENDS IN ONE OF TWO WAYS:

MISSION SUCCESS!

The team wins when:

1. Each stage of the mission is completed - one at a time, and in order. Each stage must be completed before the pawn passes its stage on the game board.

2. And the required number of Experiments are completed before the pawn reaches the last space on the game board.

CONGRATULATIONS! MISSION ACCOMPLISHED.

MISSION FAILURE

The team loses when:

1. The team does not complete a stage before the pawn passes its space on the game board.
2. Or if the Flight Control system readings are below 4 when passing a stage space on the game board.
3. Or if the required number of Experiments are not completed before returning to Earth.

THE MISSION HAS FAILED, AND THE GAME IS OVER.

GAME DIFFICULTY

Once you have gained enough flight time and are looking to be promoted to a Commander level of play, try adding these adjustments to the rules to play the game at the highest level.

COMMANDER LEVEL (EXPERT)

• During the Roll Phase – Astronauts MAY NOT move any 6s to other rows. They stay in their row and other systems take on full damage.

• If a Crisis involves a Crisis Puzzle, then the system is repaired to 4 when the puzzle is resolved.

• During the setup, Mission Control will move each system level to 6.
Mission Control then rolls 8 dice from the Astronaut's pool behind the screen.
For each 6 rolled, Mission Control will move 1 System Marker of their choice down -1 space.

> For all other numbers rolled, move the corresponding System Marker up +1 space:

> *For example:*
> • Each Die with #1 = +1 to Flight Control
> • Each Die with #2 = +1 to Life Support
> • Each Die with #3 = +1 to Experiments
> • Each Die with #4 = +1 to Power Distribution
> • Each Die with #5 = +1 to Communications

Die may be **YELLOW** or **BLACK**.

Die must be **YELLOW**.

Die must be **BLACK**.

GEMINI MISSION STAGE CARDS

ALL SAME COLOR DICE

All dice must be same color AND same number.

YELLOW DICE

BLACK DICE
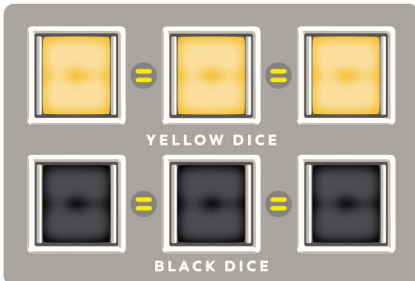
TOP ROW: Dice must be YELLOW with same number.

BOTTOM ROW: Dice must be BLACK with same number.

ALL SAME COLOR DICE

Dice must be DECREASING numbers in same color.

GEMINI CREW MUST MEET THESE SYSTEM LEVELS UPON SPLASHDOWN FOR A SUCCESSFUL COMPLETION OF THE MISSION:

LIFE SUPPORT ❯ 2
FLIGHT CONTROL ❯ 3
EXPERIMENTS ❯ 3
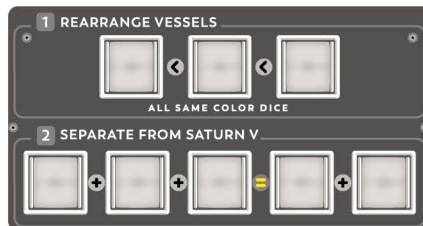
Upon reaching the final space on the game board, these systems must be at these levels.
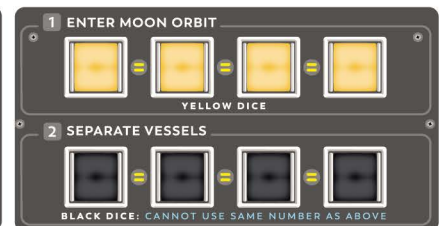
APOLLO MISSION STAGE CARDS

ALL SAME COLOR DICE

All dice must be same color AND same number.

1 REARRANGE VESSELS

ALL SAME COLOR DICE

2 SEPARATE FROM SATURN V

Complete STAGE 1 before starting STAGE 2.

STAGE 1: Dice must be INCREASING numbers in same color.

STAGE 2: Dice may be any colors. Sum of first three dice must equal sum of last two dice.

1 DESCENT MANEUVERS

FOUR SEQUENTIAL NUMBERS WITH ALTERNATING DICE COLORS

2 LAND ON LUNAR SURFACE

MUST BE THE 2 NUMBERS NOT USED ABOVE

Complete STAGE 1 before starting STAGE 2.

STAGE 1: Dice must be four numbers in a row with alternating colors on dice.

STAGE 2: Dice must be numbers not used in 1st stage in any colors.

Dice must be DECREASING numbers in any colors.

1 ENTER MOON ORBIT

YELLOW DICE

2 SEPARATE VESSELS

BLACK DICE: CANNOT USE SAME NUMBER AS ABOVE

Complete STAGE 1 before starting STAGE 2.

STAGE 1: Dice must be YELLOW with same number.

STAGE 2: Dice must be BLACK with same number. Cannot use same number as yellow dice.

1 LIFTOFF FROM MOON SURFACE

ALL SAME COLOR DICE

2 DOCK WITH COMMAND MODULE ORBITING MOON
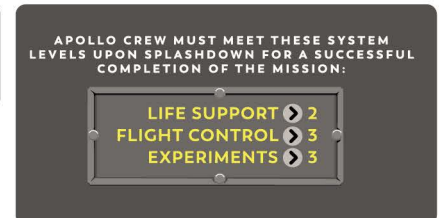
YELLOW DICE   BLACK DICE

Complete STAGE 1 before starting STAGE 2.

STAGE 1: All dice must be same color AND same number.

STAGE 2: Dice must be YELLOW with same number and dice must be BLACK with same number.

APOLLO CREW MUST MEET THESE SYSTEM LEVELS UPON SPLASHDOWN FOR A SUCCESSFUL COMPLETION OF THE MISSION:

LIFE SUPPORT ❯ 2
FLIGHT CONTROL ❯ 3
EXPERIMENTS ❯ 3

Upon reaching the final space on the game board, these systems must be at these levels.

APOLLO

A GAME INSPIRED BY
NASA MOON MISSIONS

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