

Update in colour
March 31

We also choose to go to the Moon

It's 1961, a Secret Space Program from (**the Country of your choice**) decides that they also want to win the Space Race and be the first Nation to put a human on the Moon.

Your task is to lead this Program! Even though your budget is almost nonexistent, your crew is inexperienced and your overall chances of succeeding are razor thin, we believe in you.

WARNING!

There is a lot of narrative richness to be found in a story that goes horribly wrong. If you are uncomfortable with losing in general, or don't find joy in these kinds of stories, this experience might be a little bit frustrating.

During your journey, you might be tempted to cheat. Bad rolls are part of this game. Find another way, learn from your mistakes, you'll never be as clever or resourceful as when you are in trouble.

Good luck!

GOAL OF THE GAME

Your Journey starts in 1961.

If you put a human on the Moon Before the end of 1969, you win!

If you leave no one in Space, even better!

If you mess up too much, you might have even less than a decade to succeed!

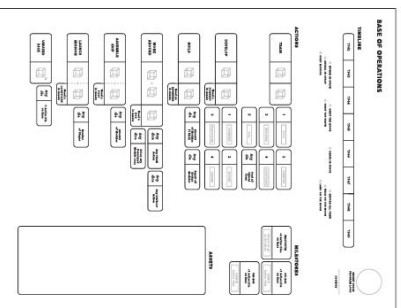


**SECRET SPACE
PROGRAM LOGO**

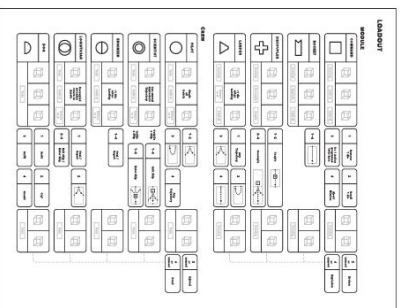
CANADA

COUNTRY

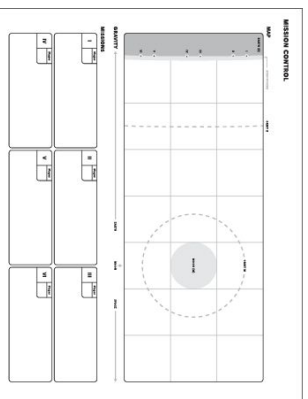
Base of Operations



Loadout



Mission Control



SET-UP

You will need 3 Documents to play the Game:

Base of Operations

This is where you track the Years, Develop and Build Modules, Train Crew members, Assemble Ships and Launch Missions.

Loadout

This is where you track the technological progress of the Modules you have developed and the evolution of the Crew's ability you have Trained. It is also where you program every Action you take during Missions.

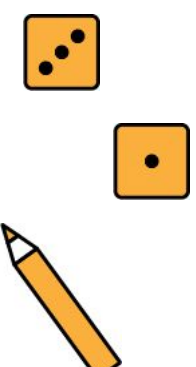
Mission control

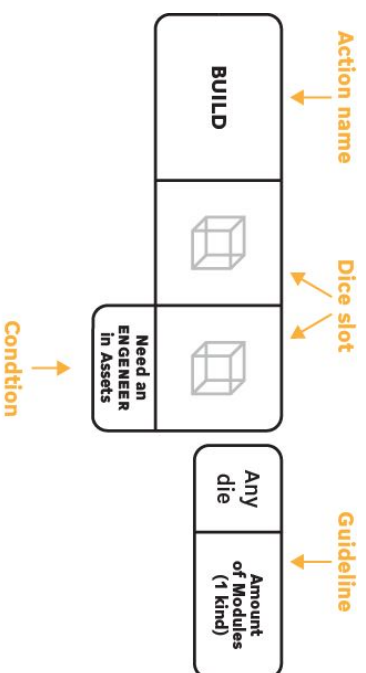
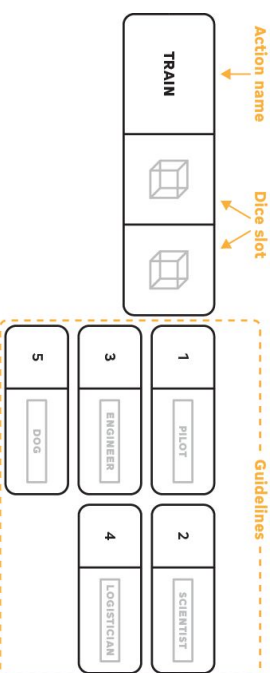
This is where you assemble Ships on Launch Pads and mark their progress during Missions on the Map.

You will also need:

At least 10 x **6 sided Dice**

5 or 6 Pencils It might be useful to use a different color after every Mission.





Key concepts

Roll and assign Dice

Every Year on your **Base of Operations**, and during Missions on **Loadout**, you will have to roll Dice and assign them all to Actions by placing them in Dice slots.

Every Action as a set of Guidelines.

Most of the time, the number on the Die will dictate what specific Guideline to follow.

EXAMPLE: When You place a Die on the Action TRAIN, the number on the Die specifies who exactly you are Training: a 3 Trains an Engineer, a 5 Trains a Dog. For certain Actions, the number on the Die determines the Amount of Things you do.

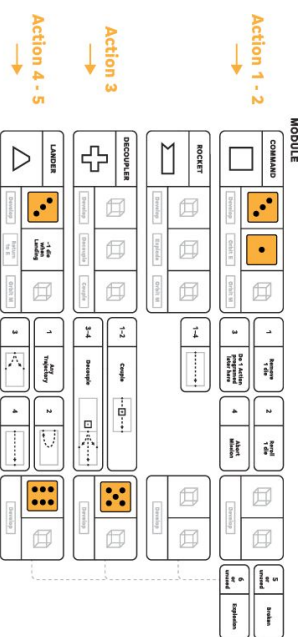
EXAMPLE: When You place a Die on the Action BUILD, the number on the Die specifies how many Modules you can Build: a 2 Builds two Modules, a 5 Builds five Modules.

Some Guidelines can be performed with Any number. Others need a specific number. If there is no corresponding numbered Guideline attached to an Action, you cannot place a Die with that number there.

EXAMPLE: You cannot perform a DEVELOP Action with a 5 or a 6.

Some Dice slots have a Condition that needs to be met before you can place a Die there. It can require that a specific Crew member is on **Base** at this moment, or it can require the achievement of a specific Milestone.

EXAMPLE: You need an Engineer on **Base** to perform a second Build Action.



Perform Actions

Whether you are at your **Base of Operations** or on a Mission, once all the dice are assigned, you perform all the Actions.

They must be performed in order, from left to right, top to bottom.

If for some reason you made a mistake and the Action you are supposed to perform cannot be done, move that Die to the next available slot in the sequence and keep performing Actions in order. This might have unexpected consequences.

Achieve Milestones

During the course of your game, you'll achieve different Milestones. They are written in **grey**, surrounded by a small grey box.

Once a Milestone is achieved, you can color its box to mark it as done.

On your **Base of Operations**, it will give you more Dice for next Year Actions or help you keep track of what you have developed and who you have trained.

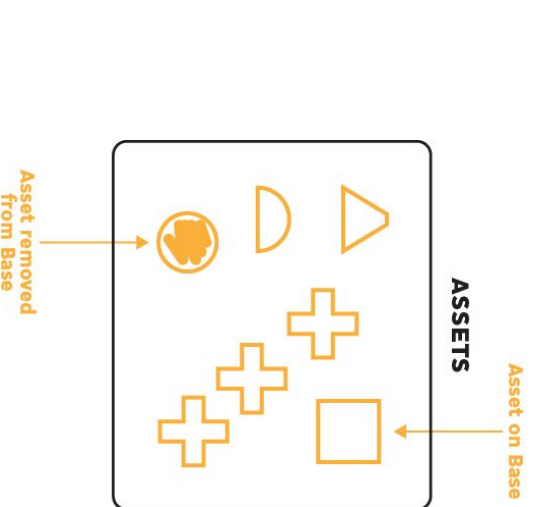
On your **Loadout**, it will open Dice slots, therefore giving you more room to place Dice during Missions.

Manage Assets

When you TRAIN Crew members or BUILD Modules, you will need to add them to the Assets Section on your **Base of Operations** by drawing them.

You can find out what they look like on your **Loadout**.

When you need to transfer Modules and Crew members from a place to another, simply color those Modules or Crew members and redraw them in their new location.



Structure of the game

A year is made of these 4 steps

1. **Throw Dice**
2. **Select Actions using all Dice**
3. **Perform all Actions in order**
4. **End of year**

If you have not yet put a human on the Moon but there is still time, repeat all 4 steps!

If you have put a human on the Moon, Bravo! You have won.

If you still have time, and there are Crew members stranded in space, you can try to bring them home.

If there is no time left, Game over!

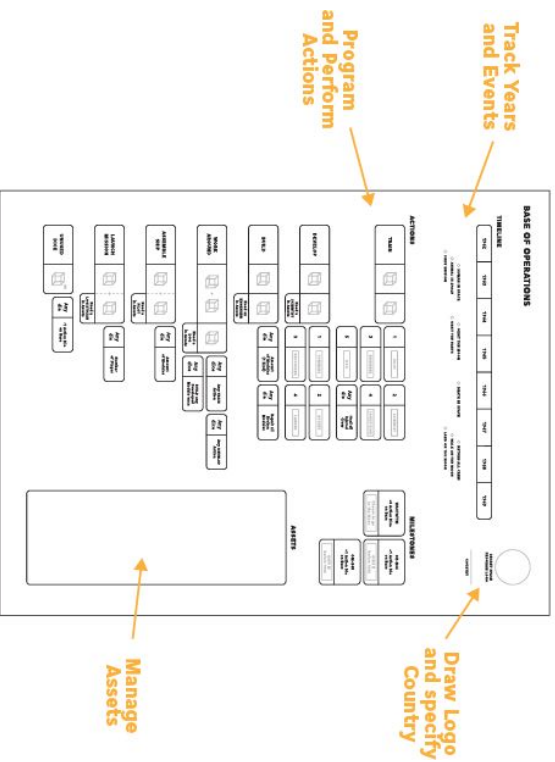


Start to play

If you accept the challenge, Find the Milestone called WACTGTTM, in the Milestone section of your **Base of Operations**.

Color the box **Choose to go to the Moon** to mark your success and gain your first 3 Dice.

Base of Operations



Base of Operations - Specifications

Timeline

This is where you Track the Years (basically the number of turns you have left to win the game).

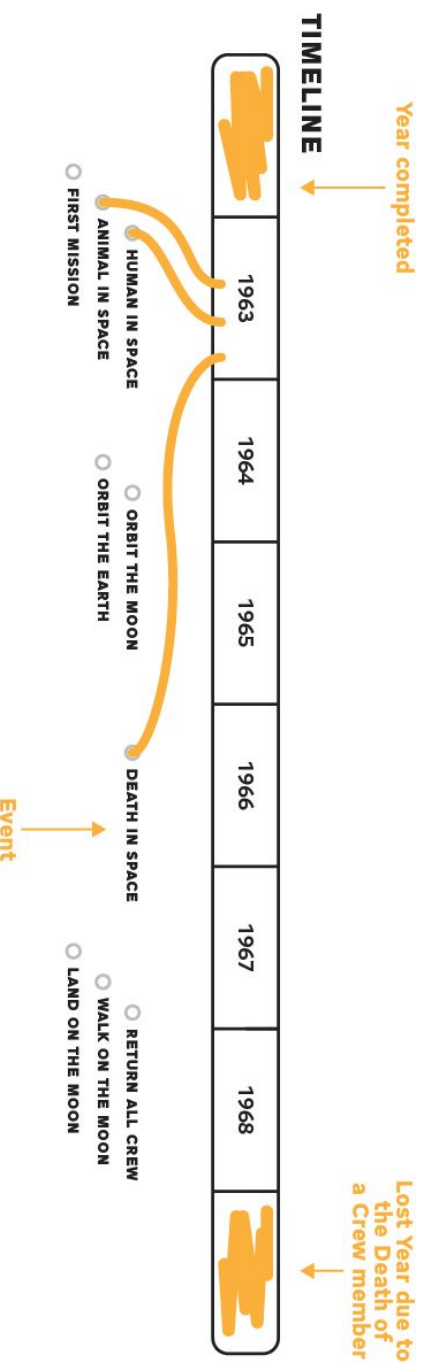
End of the Year

At the End of every Year:

- Connect any Events that might have happened during the year to the current Year with a line. (for posterity)
- Color the current Year's box to mark it as done, and move on to next Year.

For every Crew that Died during the Year, you will have one Year less to win. Color the last Year's box to mark it as done. You now have a shorter Deadline.

EXAMPLE: you've sent a Dog in Space, unfortunately, its Ship exploded! This is not so good in the eyes of the people that support this project. Color the last Year on the Timeline to show that it is done. You now have to put a human on the Moon before the end of 1968.



Actions

TRAIN

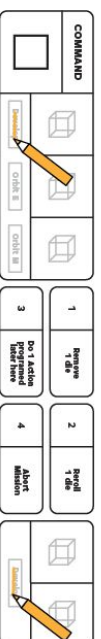
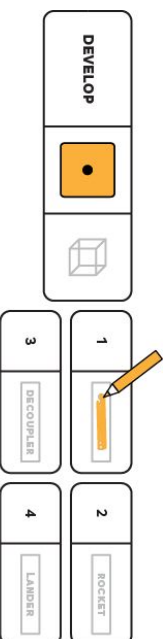
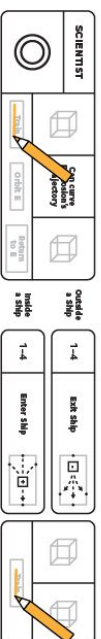
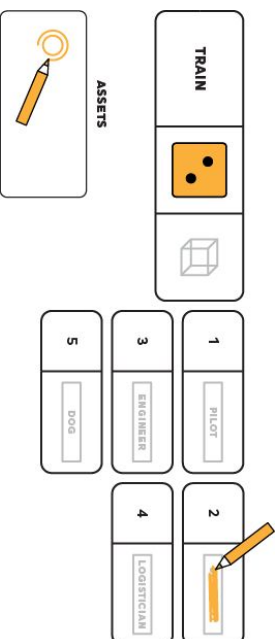
This Action lets you Train Crew members.

Guidelines (1 to 5 - Crew members type)

- In the Guideline section, color the **Box** associated with the Die number.
- Add that specific Crew member to the Assets Section by drawing them.

→ On your **Loadout**, find the corresponding Crew member, and color the two boxes called **Train**. You will now be able to place dice there during Mission.

IMPORTANT: you can only Train one Crew member of each type during the game. If you lose your Pilot in Space, you cannot Train another one!



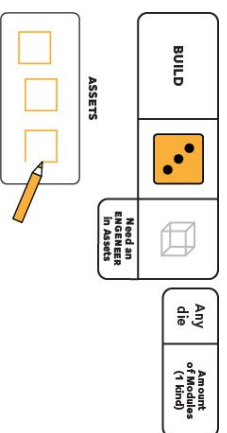
DEVELOP

This Action lets you Develop new Modules. Modules must be Developed before they can be Built with a BUILD action.

Guidelines (1 to 4) - Modules type)

- In the Guideline section, color the **Box** associated with the Die number.
- Add one Module of that kind to the Assets Section by drawing it
- On your **Loadout**, find the corresponding Module and color the two boxes called **Develop**. You will now be able to place dice there during Mission.

IMPORTANT: you can only Develop every Module once.



BUILD

This Action lets you Repair or Build Developed Modules.

Guideline (Any Die - Amount of Modules (1 kind))

- One action lets you Build one and only one kind of Module.
- The number on the Die corresponds to the Amount of Modules you are Building.
- Add Modules to the Assets Section by drawing each of them.

WORK AROUND

This Action lets you perform a TRAIN Action, a DEVELOP Action or a BUILD action with two Dice (or one Die if you have a PILOT on **Base**) Choose which Guideline you follow regardless of the number on the Die or Dice.

Guideline (Any Dice - Any TRAIN Action)

- Train a Crew member of your choice

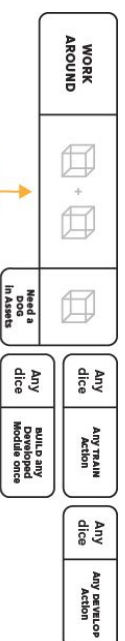
Guideline (Any Dice - Any DEVELOP Action)

- Develop a Module of your choice.

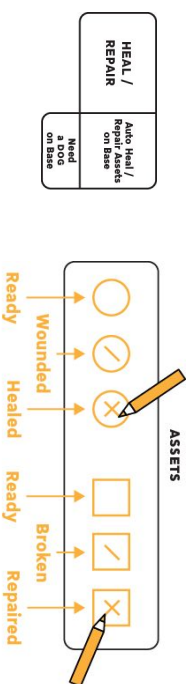
IMPORTANT: Remember that you cannot Develop Modules or Train Crew members that have already been Developed or Trained.

Guideline (Any Dice - BUILD any Developed Module once)

- Build one Developed Module of your choice.




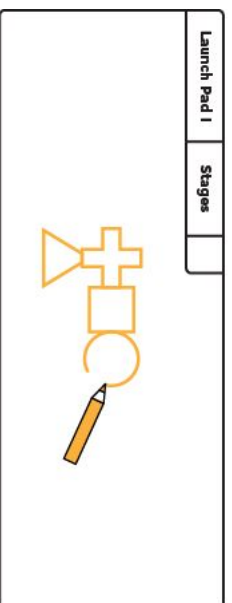
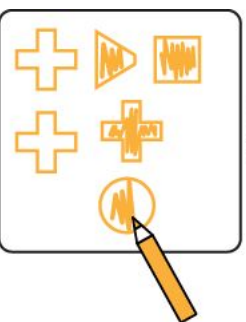
Require two Dice



HEAL / REPAIR

If you have a DOG on Base, all Crew members and Modules in Assets are automatically Healed / Repaired.

ASSEMBLE SHIP		Multiply by 2 Need a SCIENTIST on Base	Any die	Amount of Modules
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ASSEMBLE SHIP

This Action lets you ASSEMBLE a SHIP on one and only one Launch Pad found on **Mission control**. The number on the Die corresponds to the Amount of Assets you can Assemble together for a Mission.

If you have a Scientist on Base, you can double that Amount.

You can use any Assets found in the Assets Area of your **Base of Operations**, even Broken Modules and Wounded Crew members.

Operations, even Broken Modules and Wounded Crew members.

You can Assemble Ships as you wish, As long as every Asset is connected to at least one other, your Ship is good to go!

Your Ship does not need Rockets or a Crew to function. It can be made out of only Command Modules if you want. A Pilot alone can be a Ship.

Guideline (Any Die - Amount of Modules)

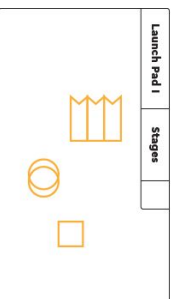
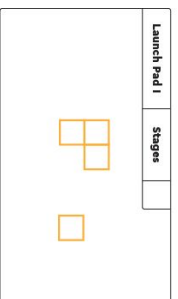
→ Assemble Assets on a Launch Pad found on **Mission Control** by drawing them.

→ Remove them from the Asset area by coloring them.

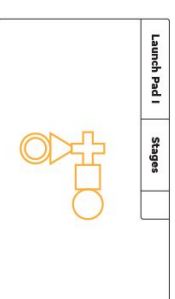
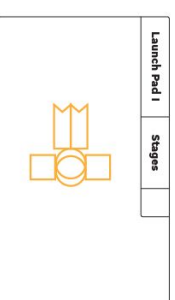
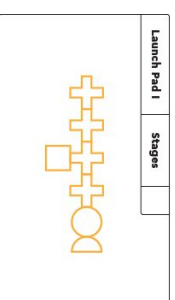
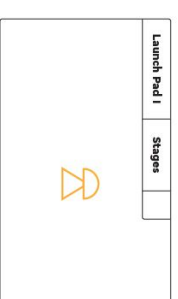
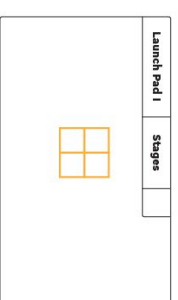
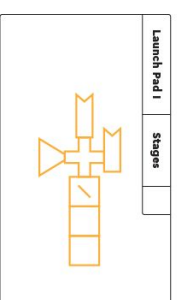
→ Remove them from the Asset area by coloring them.

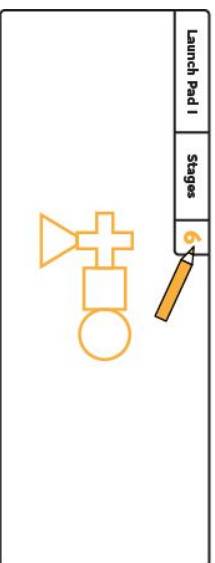
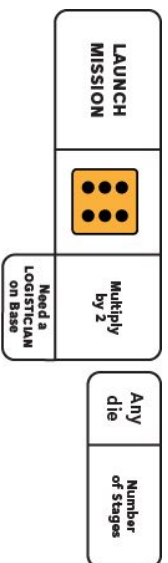
IMPORTANT: You can take multiple Years to Assemble a Ship. As long as a Mission is not Launched, you can add Modules and Crew members on a Launch Pad.

Impossible Ships



Possible Ships





LAUNCH MISSION

This Action lets you Launch a Mission (finally)!

The number on the Die corresponds to the number of Stages in the Mission.

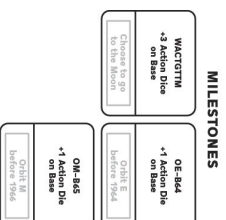
If you have a Logistician on Base, you can double that Amount.

Guideline (Any Die - Number of Stages)

- Choose a Launch Pad (I to VI) where there is an Assembled Ship.
- Specify the number of Stages in the Stage Section.
- Start your Mission! (see Missions)

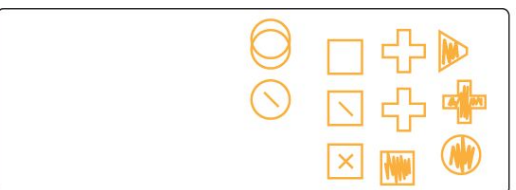
Milestones

Complete Milestones during the course of the Game to gain additional Dice on your **Base of Operations**.



- WACTGTTM
- OE-B64 must be completed before the end of 1963
- OM-B65 must be completed before the end of 1965

ASSETS

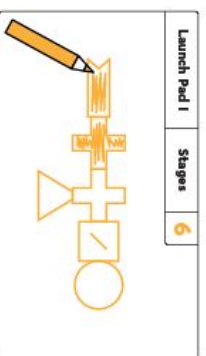
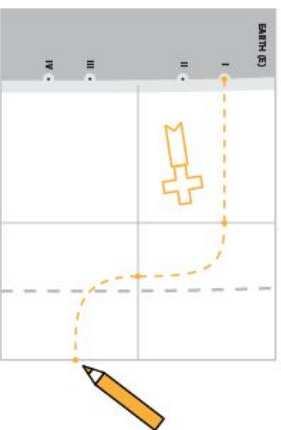
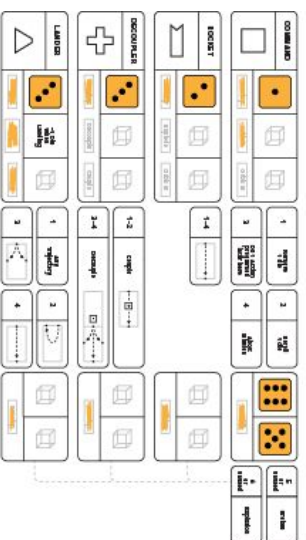
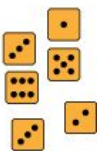


Assets

Assets are the Crew members you have Trained and Modules you have Built during the game. Use this area to keep track of what is on your **Base of Operations** at any given time.

Do not forget to remove Assets by coloring them when you Assemble a Ship on a Launch Pad.

When returning from Mission, Crew members and Modules that come back to Earth can be redrawn there in the state (Ready / Broken / Wounded / Repaired / Healed) they are in when Landing.



MISSIONS - Key concepts

By sending Ships on Missions, you complete Milestones, improve Assets, rescue Crew members stranded in Space, create Space Stations, Win the Space Race!

When you perform the Launch Mission Action on your **Base of Operations**, you immediately start a Mission!

- Select the Ship you want to send to Space
- The Location of your Ship at the start of the Mission is determined by the Launch Pad number of that Ship.

Missions - Overview

A Mission as a number of Stages determined by the Die or Dice that Launched the Mission.

At every Stage of a Mission, you will either:

- Roll Dice, Program Actions with them and perform all Actions on **Loadout**
- Or Wait and let Gravity do its work.

Every time your Ship moves, you will update your Trajectory by drawing it on the map found on **Mission Control**.

Every time an Asset Breaks, Explodes, get Injured, or is Decoupled, you will update your Ship's Assets in the Ships section found on **Mission Control**.

Sometimes, you will lose Assets in Space. Sometimes you will pick up Assets from Space. You will have to keep track of their Location by drawing them on your Ship or on the Map.

Structure of a Stage

1. Roll or Wait

- Roll Dice (1 for each functional Assets on your Ship).
- Or Wait (skip steps 2 and 3).

2. Program your Ship

3. Perform all Actions in order

4. Gravity

- If you moved during this Stage, skip this step.
- If you did not move during this Stage, adjust your Trajectory according to Gravity.

5. End of a Stage

- Mark your location on the Map with the number of the current Stage.
- If it's the last Stage, your Missions is over
 - Draw the rest of the Ships in the Quadrant that it reached
- If there is still Stages left, repeat all steps.

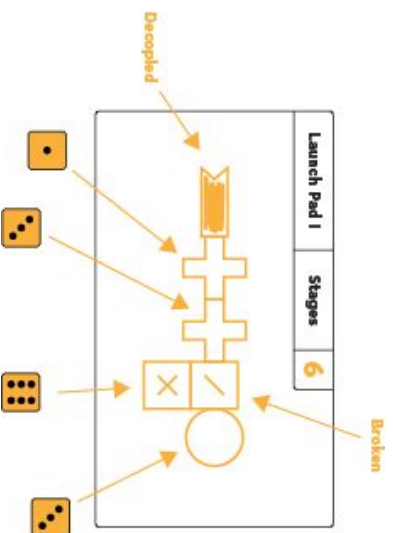
IMPORTANT: As soon as you reach Earth, your Mission is over, do not perform the rest of your Actions, do not draw your Ship on Earth. Instead, draw the returning Assets in the Assets Area of your **Base of Operations**.

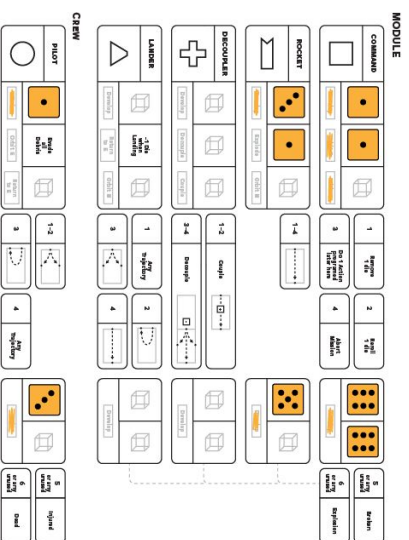
IMPORTANT: You cannot end a Mission whenever you want, you must perform all the Stages of the Mission or return to Earth.

Roll Dice or Wait

At the beginning of a Stage, every functional Asset on your Ship will give you one Die. Roll them all at once!

If you prefer, you can wait: skip step 2 and 3 and let Gravity do its work.





Program your Ship

Once you have rolled your Dice, you need to find a place for each one of them on your **Loadout**.

You can place your Dice wherever you want, but remember that if you cannot perform an Action, you will have to move that Die to the next available slot in the sequence which might cause trouble.

Perform all Actions in order

Once all the dice are assigned, you perform all the Actions.

They must be performed in order, from left to right, top to bottom.

IMPORTANT: Having multiple Assets of one kind does not affect the number of Actions you can take.

To be able to perform an Action, you must have completed the Milestone underneath the Die Slot.

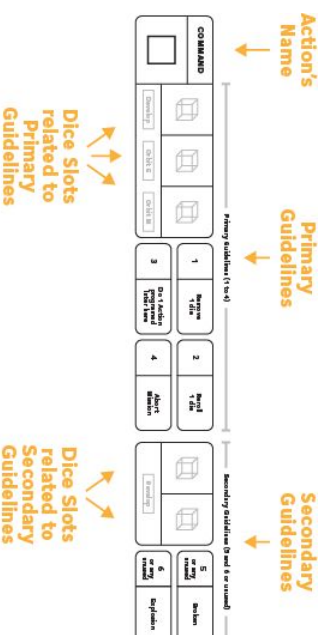
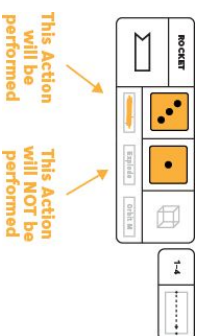
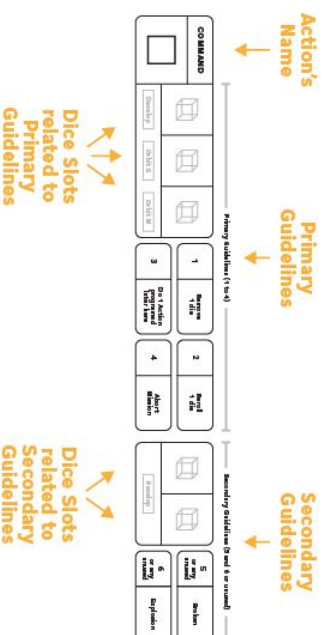
Primary Guidelines - 1 to 4

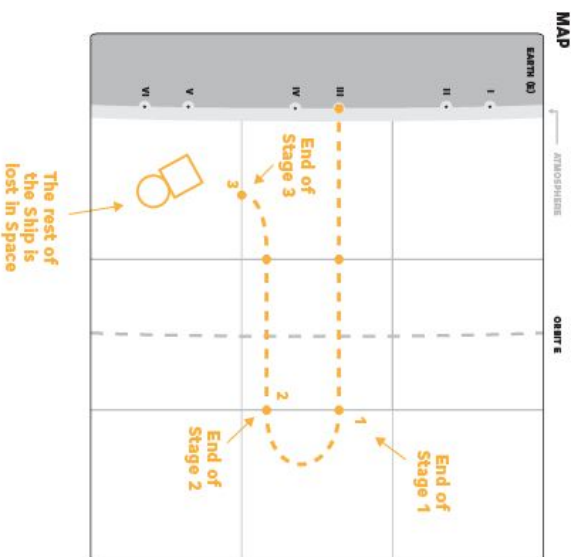
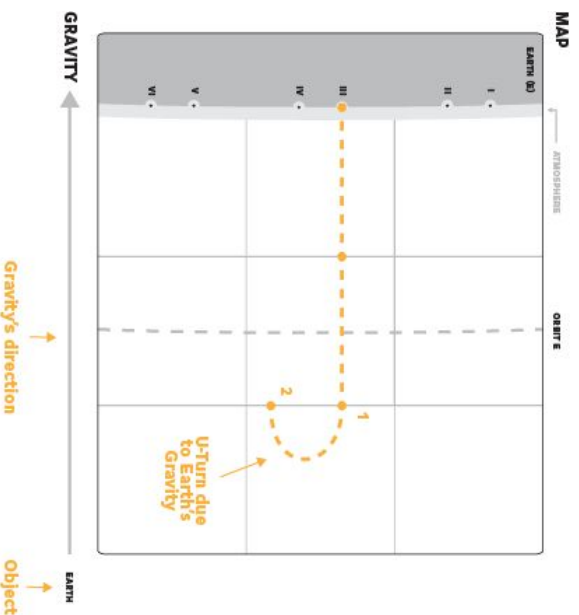
Primary Guidelines can be performed when you have at least one functional Asset of that Kind in your Ship.

Secondary Guidelines - 5 and 6 or unused Dice

Secondary Guidelines are all about problems on your Ship. All your Modules and all your Crew members have the same Secondary Guidelines.

They can be performed with any Die, although a 5 will always result in a Broken/Injured Asset and a 6 in an Explosion/Death of an Asset.





Gravity

If your Ship does not move during a Stage, the Trajectory of your Ship will be determined by Gravity.

If your Ship is on Earth's Orbit or the Moon's Orbit, it will simply follow that Orbit.

→ Draw a Trajectory following the Orbit.

If your Ship is not in Orbit, it will always try to find the shortest path to the object it is attracted to. Find the Gravity Section on **Mission Control** to find out if the Ship is attracted by the Earth, the Moon, or Space.

→ Draw the shortest Trajectory possible toward that object.

EXAMPLE: Your Ship did not move during this Stage, since its center of Gravity is Earth, your Ship will perform a U-Turn. Draw the new Trajectory on the Map.

End of a Stage

Once all the Actions are performed, mark your location on the Map with the number of the current Stage.

If it is the last Stage and you're not back to Earth, draw the rest of the Ship in its current Location. You might be able to recover those Assets in a later Mission.

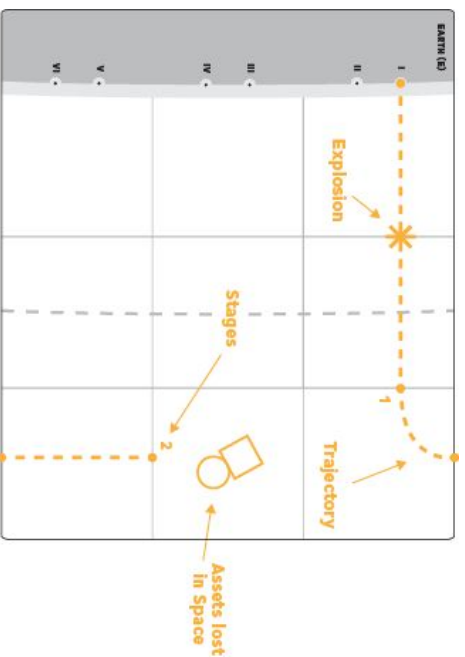
Mission Control - Specifications

Map

During a Mission, the Map is where you draw:

- The Trajectory of your Ships
- Every Stage of every Missions
- Explosions
- Decoupled Assets or Asset lost in Space

The Map wraps around vertically. If your Ship reaches the top of the Map, it automatically reappears at the bottom.



Trajectory

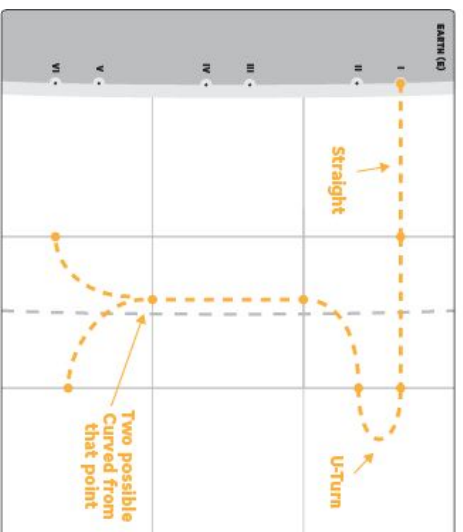
A Trajectory is the path you draw on the Map to keep track of where your Ship is going and where it has been.

Some are Straight, Curved or a U-Turn. Some will implicate Assets floating in Space or Leaving parts of your Ship behind.

When one of your Actions lets you draw a Trajectory, it is the whole Ship that moves.

A new Trajectory is related to the way your Ship is facing.

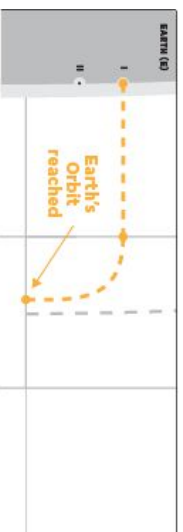
EXAMPLE: You are in Earth's Orbit and you perform a Curved Trajectory. You can turn toward the Earth or the Moon.

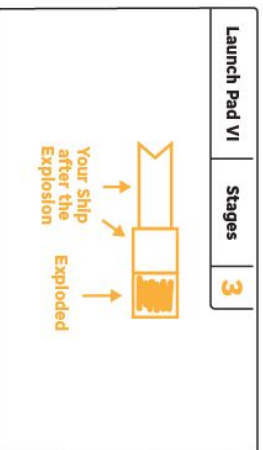
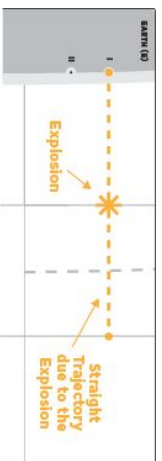


Orbit

To reach Earth's Orbit or Moon's Orbit, you need to reach it and your Ship's direction needs to be aligned with it.

EXAMPLE: Your Ship Travelled in a Straight Trajectory, and then a Curved one. You've reached Earth's Orbit. Every **Orbit E** Milestone is done!





Explosion

When a Module explodes, it is removed from your Ship.

Your Ship is propelled forward one Quadrant

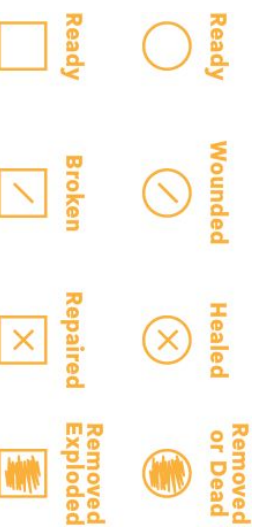
- Mark the spot where your Ship Exploded with a little star
- Draw one Straight Trajectory in the direction your Ship is facing
- Color the Exploded Asset to mark it as Removed from the Ship

Ship

Assets State

During a Mission, you will track the State of every Asset that composes your Ship in the Ship section of **Mission Control**.

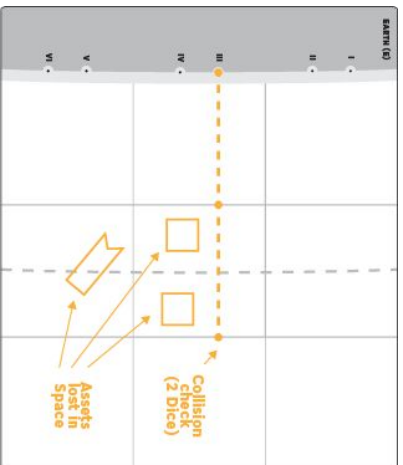
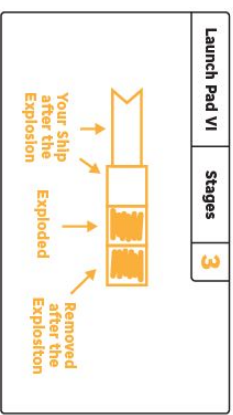
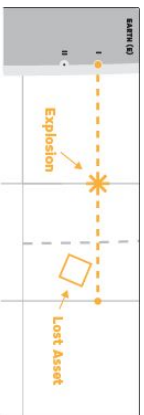
Depending on if it is a Module or a Crew member, an Asset can be:



- Functional
 - Ready
 - Repaired / Healed
- Not Functional
 - Broken / Wounded
 - Explosion / Dead
 - Removed (Decoupled or separated from the Ship)

2 x Broken/Injured = Explosion/Dead

If an Asset gets Broken/Injured twice, it automatically Explodes/Dies.



Dividing a Ship in multiple Groups

Decouplers, Explosions, Dead Crew members can all divide your Ship in multiple Groups.

At any one point during a Mission, you can only follow one group of Assets. If your Ship is divided in multiple Groups, you need to choose which one continues the Mission, and which ones are left behind.

EXAMPLE: The Command Module in the middle of your Ship Explode, dividing your Ship in two Groups. Since you can only follow one Group, you remove all Assets that are no longer part of the main Group by coloring it and adding the lost Assets to the Map.

Debris

After traversing a Quadrant with Assets in it, check if you collided with any of them. Do not include Assets you Coupled with while traversing.

- Roll 1 Die for every Asset in the Quadrant
- For every 5, Break/Injure one Asset
- For every 6, one Asset Explode/Dies

IMPORTANT: If there is an Explosion, your Ship is propelled forward by it.

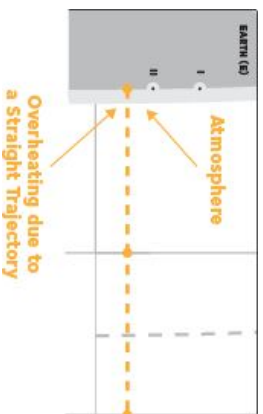
Landing

Atmosphere

If you return to Earth in a Straight Trajectory, you will Overheat due to the friction with the Atmosphere

- Roll 1 Die for every Asset on Ship
- For every 5, Break/Injure one Asset
- For every 6, one Asset Explode/Dies

IMPORTANT: When you enter the Atmosphere and there is an Explosion, your Ship is not propelled by it. Do not draw a new Trajectory.

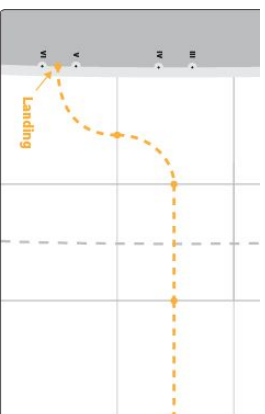


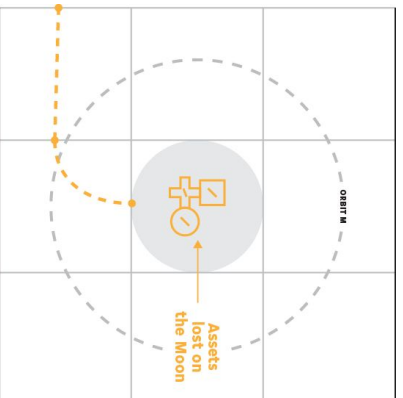
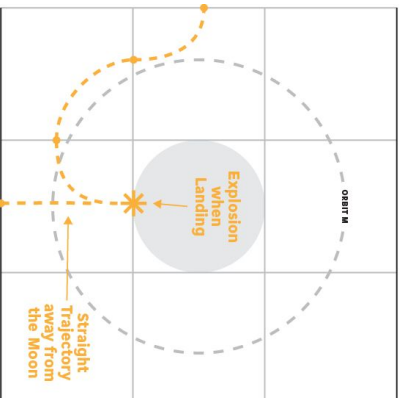
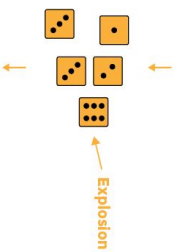
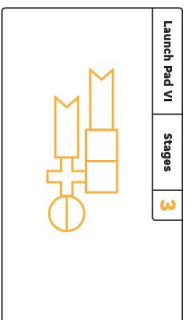
Landing on Earth

When you reach the Earth, you need to Land

- Roll 1 Die for every Asset on Ship
- For every 5, Break/Injure one Asset
- For every 6, one Asset Explode/Dies

IMPORTANT: When you land and there is an Explosion, your Ship is not propelled by it. Do not draw a new Trajectory.





Landing on the Moon

When you reach the Moon, it is automatically the end of the Stage.

Do not perform the rest of your Actions. Instead, try to Land!

- Roll 1 Die for every Asset on Ship
- For every 5, Break/Injured one Asset
- For every 6, one Asset Explode/Dies

IMPORTANT: When trying to Land, if there is an Explosion, your Ship will be propelled away from the Moon. Immediately draw a Straight Trajectory away from the Moon. You did not Land on the Moon yet.

EXAMPLE: You have reached the Moon with a Ship composed of 6 Assets. Landing with a big Ship is difficult. You roll 6 Dice (One per Asset).

You get: 1, 1, 2, 4, 4, 6. One of your Assets must Explode or Die. You do not want to lose a Crew member so your Command Module Explodes. Your Ship is propelled away from the Moon.

Once your Ship has Landed on the Moon:

- Draw a little Flag on it
- You can go on with the next Stages if there are some left

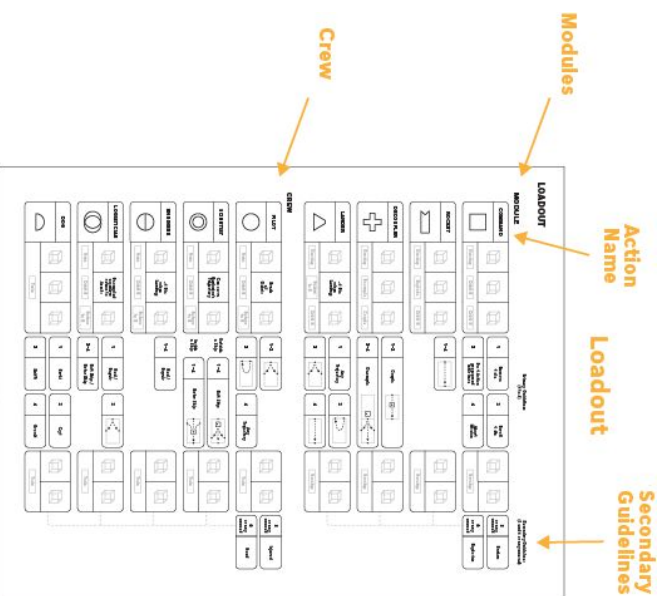
IMPORTANT: A Trajectory can never go through the Moon. When lifting off the Moon, your Ship face away from the Moon.

Assets left on the Moon

Some Assets might get stranded on the Moon. If it is the case, draw them on the Moon, in the middle of the Quadrant as usual.

To get those Assets back, you will need to Land another Ship on the Moon, on either side.

Once there, you can freely add all or some of the Assets stranded there to your Ship. Remove them from the Moon by colouring them and redraw them on your Ship. You do not need a Decoupler to do this.



Loadout - Specifications

Upgrading your Assets by reaching Milestones

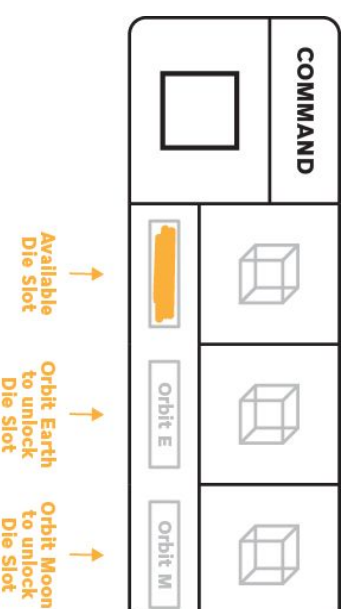
To be able to perform an Action, you must place a Die over a completed Milestone.

When you Develop or Train an Asset, you automatically achieve the **Develop** or **Train** milestones for that Asset.

To complete its other Milestones, the Asset must be part of the Ship when the requirement is met.




EXAMPLE: A Command Module must Orbit Earth itself to unlock the Milestone **Orbit E**.

Every time you achieve a Milestone related to an Asset, you immediately color that **box** to mark it as done. If there is a Die already programmed there, you will be able to perform that Guideline.



Modules - Primary Guidelines

COMMAND

COMMAND				1	Remove 1 die	2	Reroll 1 die
	Develop	Orbit E	Orbit M	3	Do 1 Action programmed later here	4	Abort Mission

The Command Module lets you take control of your Dice. Going to Space without it makes you more vulnerable to bad rolls.

Guideline (Remove 1 Die)

→ Choose one Die in the Sequence, and remove it

Guideline (Reroll 1 Die)

→ Choose one Die down in the Sequence and reroll it.

→ Place the Die somewhere down in the Sequence.

Guideline (Do 1 Action programmed later here)

→ Do one Action programmed later right now.

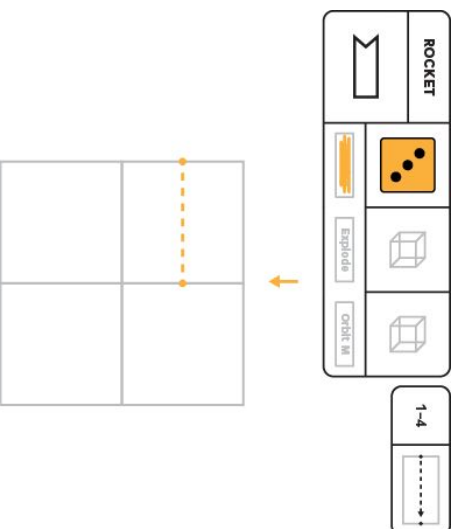
→ Remove that Die from the Sequence.

Guideline (Abort Mission)

→ Do not perform the rest of the Sequence.

→ Do the rest of the Stages, but do not roll Dice anymore.

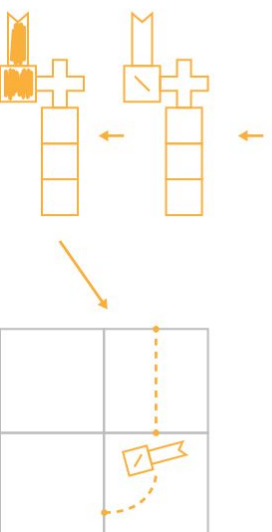
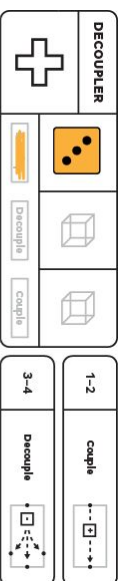
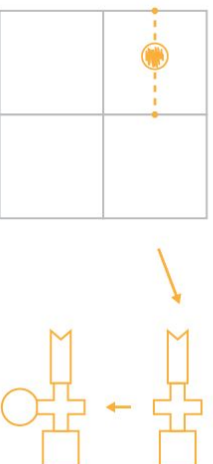
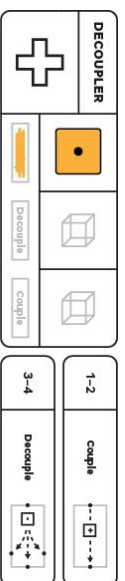
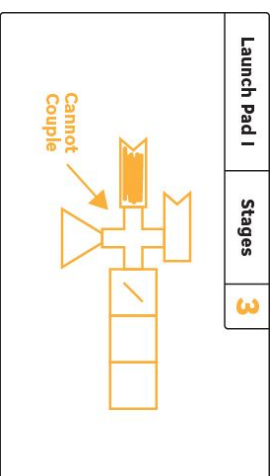
ROCKET



Rockets let you travel in a straight line in Space. They do not do much else, but they are a reliable way to go far fast.

Guidelines (1 to 4 - Travel in a Straight Trajectory)

→ Draw a Straight Trajectory



DECOUPLER

Decoupler lets you grab Assets in Space or leave Assets behind.

Coupling and Decoupling can also be an unorthodox but interesting way to move around in Space.

Decouplers can be attached to four different Assets or groups of Assets. For a Decoupler to be able to Couple with more Assets, one of its branches must be free of any Asset, including Assets that are not here anymore.

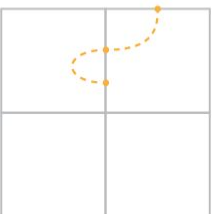
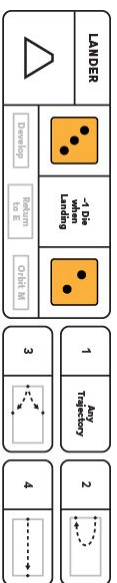
To be able to perform these Guidelines, you must have something to Decouple or something to Couple with.

When Decoupling, the Decoupler can be the thing that is Decoupled.

Guideline (1 and 2 - Couple)

- Draw a Straight Trajectory
 - Add one Asset or group of Assets to your Ship
 - Remove those Assets from the Quadrant by coloring them
- Guideline (3 and 4 - Decouple)

- Remove An Asset or Group of Assets connected to the Decoupler by coloring it
- Draw it in the Quadrant behind the Ship
- Draw a Straight or Curved Trajectory (your choice)



LANDER

Landers are highly flexible when you need to move around in Space. They only have two Dice Slots but they can be upgraded to make your Landings a little bit safer.

Guideline (1 - Any Trajectory)

→ Draw the Trajectory of your choice

Guideline (2 - U-Turn Trajectory)

→ Draw a U-Turn Trajectory

Guideline (3 - Curved Trajectory)

→ Draw a Curved Trajectory

Guideline (4 - Straight Trajectory)

→ Draw a Straight Trajectory

Crew - Primary Guidelines

PILOT

Pilots are skilled at manoeuvring your Ship. They can also learn to Evade all Debris.

Guideline (1 or 2 - Curved Trajectory)

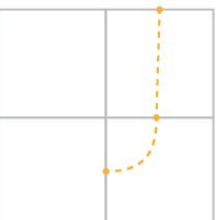
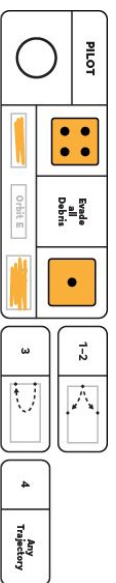
→ Draw a Curved Trajectory

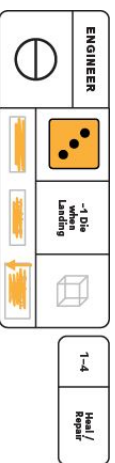
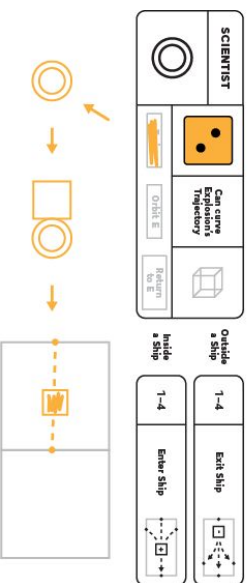
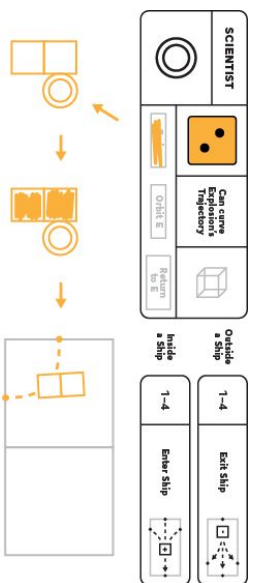
Guideline (3 - U-Turn Trajectory)

→ Draw a U-Turn Trajectory

Guideline (4- Any Trajectory)

→ Draw the Trajectory of your choice





SCIENTIST

Scientists can Enter and Exit Ships.

When Exiting a Ship, the Scientist leaves the rest of the Ship behind.

To move around, Scientists need a Ship to Exit, or any Asset to Enter. They cannot perform these Actions without Ships or Assets.

Scientists can also learn to ride an Explosion. You can perform a Curved Trajectory instead of a Straight one when there is an Explosion.

Guideline when inside a Ship (1 to 4 - Exit Ship)

- Remove All Assets but the Scientist by coloring them all. Your Ship is now only composed of one Scientist.
- Draw the rest of the Ship in your current Quadrant
- Draw a Straight or Curved Trajectory (your choice)

Guideline when outside a Ship (1 to 4 - Enter Ship)





- Draw a Straight or Curved Trajectory (your choice)
- Add one Asset or group of Assets to your Ship
- Remove those Assets from the Quadrant by coloring them

ENGINEER

Engineers can Heal other Crew members and Repair the Ship. They can also learn to make the Landing safer.

Guidelines (1 to 4 - Heal/Repair)

- Heal one Injured Crew member or Repair one Broken Module

LOGISTICIAN				Decoupled module returns to Assets			
		OK/E		Return		1	
		3-4		Exit ship / Enter Ship		2	
							

LOGISTICIAN

Logisticians can do a little bit of everything. They can also learn to automatically recapture Decoupled Modules.

When Decoupling Modules, do not draw them on the Map. Instead, send them back to the Assets Area on your **Base of Operations**.

Guideline (1 - Heal/Repair)





→ Heal one Injured Crew member or Repair one Broken Module

Guideline (2 - Curved Trajectory)

→ Draw a Curved Trajectory

Guideline (3 and 4 - Exit/Enter Ship)

→ See Scientist

DOG							
		3		Sniff!		4	
		1		Bark!		2	
		3		Sniff!		Growl!	

DOG

Your Dog cannot do much but it has a lot of energy. Dogs always know what to do with Unused Dice.

Guideline (1 - Bark!)

→ The Dog Barks!

Guideline (2 - Cry!)

→ The Dog Cries!

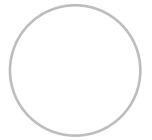
Guideline (3 - Sniff!)

→ The Dog Sniff!

Guideline (4 - Growl!)

→ The Dog Growls!

BASE OF OPERATIONS



SECRET SPACE PROGRAM LOGO

TIMELINE

1962	1963	1964	1965	1966	1967	1968	1969
------	------	------	------	------	------	------	------

- HUMAN IN SPACE
- DEATH IN SPACE
- ORBIT THE MOON
- RETURN ALL CREW
- ANIMAL IN SPACE
- ORBIT THE EARTH
- LAND ON THE MOON
- FIRST MISSION

COUNTRY

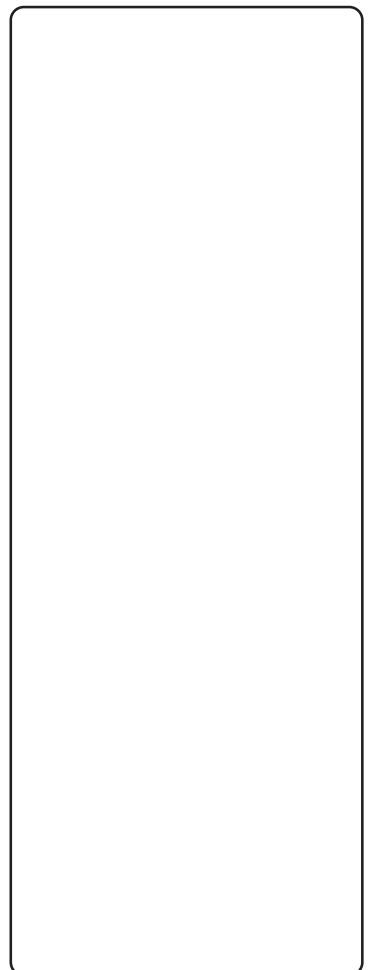
ACTIONS

TRAIN			1	PILOT	2	SCIENTIST
			3	ENGINEER	4	LOGISTICIAN
			5	DOG		
DEVELOP			1	COMMAND	2	ROCKET
			3	DECOUPLER	4	LANDER
BUILD			Any die Amount of Modules (1 kind)			
			Need an ENGINEER on Base			
WORK AROUND	+		Any dice	TRAIN any	Any dice	DEVELOP any
			Need a PILOT on Base			
HEAL / REPAIR	Auto Heal / Repair Assets on Base					
	Need a DOG on Base					
ASSEMBLE SHIP		Multiply by 2	Any die Amount of Modules			
			Need a PILOT on Base			
LAUNCH MISSION		Multiply by 2	Any die Number of Stages			
			Need a LOGISTICIAN on Base			

MILESTONES

WACTGTMM +3 Action Dice on Base Choose to go to the Moon	OE-B64 +1 Action Die on Base Orbit E before 1964
	OM-B65 +1 Action Die on Base Orbit M before 1966

ASSETS



LOADOUT

MODULE

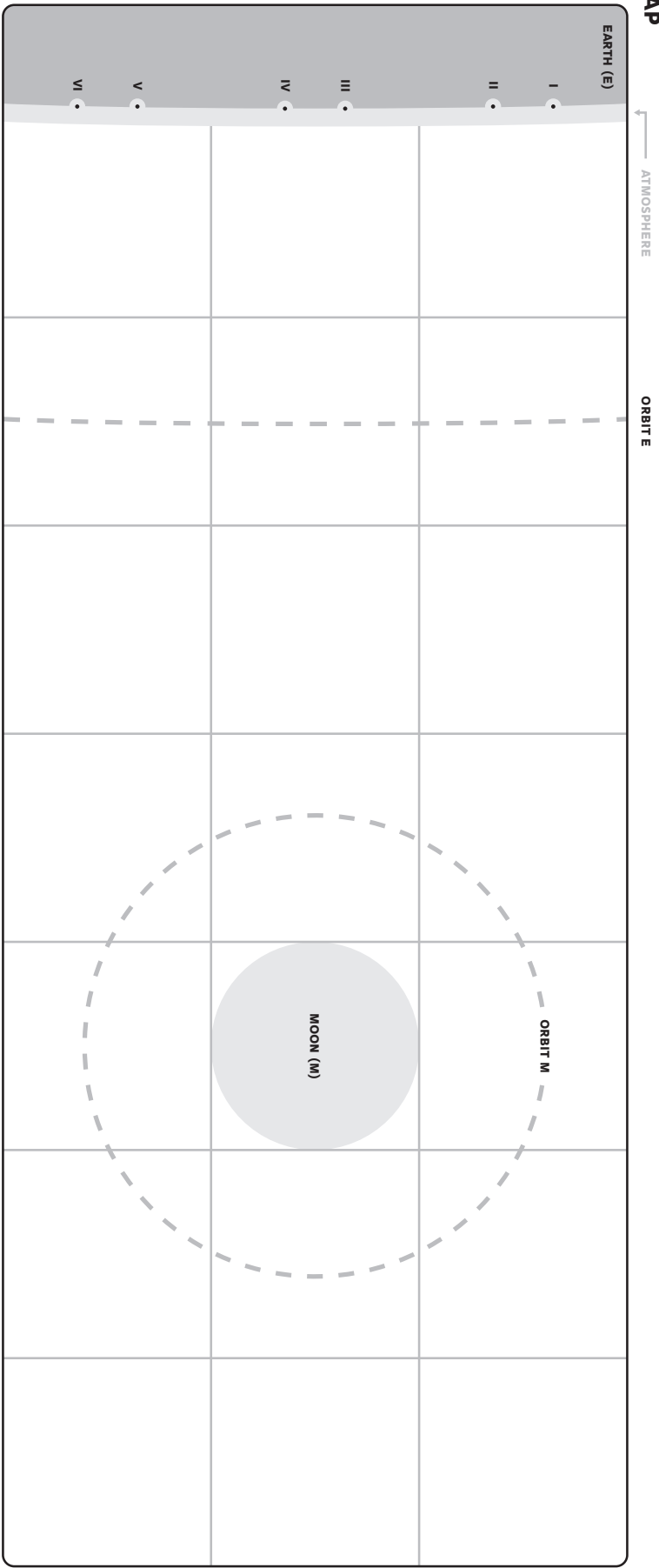
				Primary Guidelines (1 to 4)				Secondary Guidelines (5 and 6 or unused)			
COMMAND				1	Remove 1 die	2	Reroll 1 die			5 or any unused	Broken
		Develop	Orbit E	Orbit M	3	Do 1 Action programed later here	4	Abort Mission	Develop	6 or any unused	Explosion
ROCKET				1-4				Develop			
		Develop	Explode	Orbit M							
DECOUPLER				1-2	Couple			Develop			
		Develop	Decouple	Couple	3-4	Decouple	Develop				
LANDER		-1 Die when Landing		1	Any Trajectory	2					
		Develop	Return to E	Orbit M	3		4		Develop		

CREW

				Primary Guidelines (1 to 4)				Secondary Guidelines (5 and 6 or unused)			
PILOT		Evade all Debris		1-2				5 or any unused	Injured		
		Train	Orbit E	Return to E	3		4	Any Trajectory	6 or any unused	Dead	
SCIENTIST		Can curve Explosion's Trajectory		Outside a Ship	1-4	Exit Ship					
		Train	Orbit E	Return to E	Inside a Ship	1-4	Enter Ship	Train			
ENGINEER		-1 Die when Landing		1-4	Heal / Repair			Train			
		Train	Orbit E	Return to E							
LOGISTICIAN		Decoupled ROCKETS return to Assets		1	Heal / Repair	2					
		Train	Orbit E	Return to E	3-4	Exit Ship / Enter Ship	Train				
DOG				1	Bark!	2	Cry!				
		Train			3	Sniff!	4	Growl!	Train		

MISSION CONTROL

MAP



GRAVITY



SHIPS

