

The Moon Ant Mow Down

at Lunar Base: Dirty Ankle

The United States wants to be the first to colonize the moon, but due to years of political division, they have squandered all of their money for the space program. Through an ambitious, cost saving (and dangerous) plan, they can send one person to the moon, start the project and thus reclaim their preeminence in the space race. Except there is one tiny problem ... moon ants! Ants that cause havoc on electrical equipment. To make matters worse, they breed at an incredible rate and all of them must be destroyed in one day or they will be back at full strength. To accomplish colonization, the U.S. must send an expendable intrepid American to eradicate this menace. Cleephas Spangler, whose affinity for plowing through fire ant hills, was chosen for this mammoth challenge. With ant killer in hand and his modified, solar power push mower, Cleephas has been given the task of mowing down all the moon ant hills on the surface and inject ant killer under the moon's surface. Cleephas has to contend with his usual mower problems, compounded by the fact that the dark side of the moon is creeping up on his solar power mower. If this happens, his mower no longer works and he has failed his mission. His one request for this dangerous mission: The United States national anthem be changed from the Star Spangled Banner to the Star Spangler Banner! Think this story absurd? Wait till you play the game!

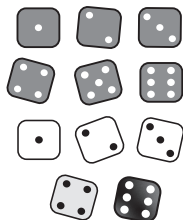
STORY:

The Moon Ant Mow Down at Lunar Base Dirty Ankle is the sequel to the wildly unpopular game, The Fire Ant Mow Down at Dirty Ankle. Our intrepid hero, Cleephas Spangler, will leave the comfort of his mobile home in Dirty Ankle and answer the call to serve his country to eradicate all the ants on the moon.

With his converted solar powered 1986, 21 inch mower and the tow behind A.N.T.-1000 vacuum, Cleephas will have to vacuum up all the ant hills on the moon. He will also have to inject the entire moon's surface with ant killer solution to make sure they don't come back.

Can you help Cleephas accomplish all this before the moon's shadow over takes him and his solar powered mower? Or will he make it back to his lunar mobile home and accomplish his mission?

COMPONENTS: Copy of the game, pencil or pen, (11) six sided dice. (If available, six of one color for the ant hills, three of a second for mowing paths, one for headaches and one for the mower)



OBJECTIVE:

Help Cleephas mow down all the moon ant hills, inject ant killer on every space under the moon's surface and return to his lunar mobile home.

Win Requirements

- Fill in all injection circles on the board
- Eliminate all the ant hills
- Make it back to the lunar mobile home

Lose Conditions

- 1) Any ant hill gets to the maximum level
- 2) Run out of solar power
- 3) The moon's shadow overtakes you
- 4) You did not fill in a row

PLAYERS: Solo TIME: 20 Minutes AGE: 12+

GAME FLOW:

Each turn you will perform these steps:

1. **Roll for a path**- Roll three dice to determine which path is available to you
2. **Choose a path** - After rolling the dice, choose which path would be the most advantageous for you.
3. **Move your mower** - Move your mower according to the path you have chosen. ! *Remove or reduce ant hill.*
4. **Roll for any headaches that you moved over or stopped on.**
5. **Advance moon shadow**- Fill in one marker for the moon's shadow



OVERVIEW:

Board - There are thirty-seven spaces on the board. Each space represents a section of the moon. Within each space there is a small circle. When filled, this represents that ant killer has been injected.



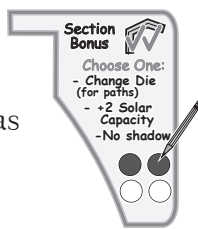
Arcing Rows - The board contains six curved rows, going from left to right. **These rows will be referred to as arcs for the rest of the rules.** They are identified by the icon with the number and an arc.



Sections - The board is also divided into three sections.



Each section contains two arcs. The sections are divided by the white and black dashed lines. When you have injected ant killer in all the spaces in the first two sections, you will get two separate bonuses which can be stored or used immediately. When you complete a section, you will fill in two bonus circles. When you activate a bonus, place a X over a circle to show it has been used.



You can choose between:

- 1) Change one **path die** to the path value of your choosing
- 2) Increase the solar capacity on your mower by two
- 3) Do not increase the moon's shadow on a turn.

When you cross over a section divider there is a penalty of a loss of one solar capacity unit for your mower. Crossing from the first section to the second, you lose one unit. If you travel **in either direction** between the second and third sections you will also lose one unit.



Mower (Storage Capacity) - Use your mower to mow down ant hills and inject ant killer under the moon's surface. Your mower may be involved in three actions:

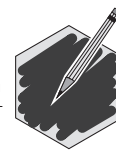


- 1) As you stop or move over a space you, will fill in the circle on the space showing it has been "treated".
- 2) If you stop or move over a space with an ant hill, you will reduce or remove an ant hill.
- 3) If you stop or move over a headache, you will perform that headache.

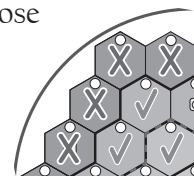
If the storage capacity on your mower reaches zero, you lose the game. Three things hurt your capacity:

- 1) Roll a three for a headache
- 2) You cannot perform a path
- 3) Crossing into a section

Craters - At the beginning of each game you will block off one space in each of the three sections to represent a crater. This space will not be used for the remainder of the game. A space that has a crater cannot be landed on or moved over with a **ground movement**.



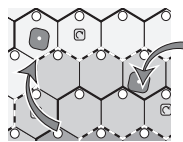
During the game's set up, you will choose where you want to place the craters in each section.:



- A crater must be at least one space away from another.
- A crater cannot be placed on an edge space.
- A crater cannot be placed on a space with a headache.

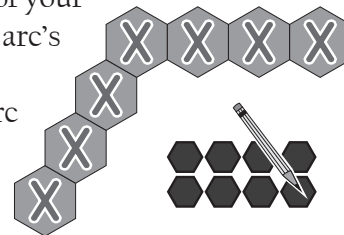
Note: An example of the game set up is given on the summary page.

Ant Hills - The die for the ant hills represents how tall the ant hills are. When you move over or stop on an ant hill, you will do one of two things. If the ant hill is at one, you will remove it from the game. If it is a higher number, you will reduce the number on the dice by one. You will have to go back on an additional turn(s) to reduce the ant hill to zero. Once at zero, it is considered eliminated.



- During set up you will place one ant hill in the first section with the value of one. Two ant hills in the second section with the value of one. And one ant hill in the third section with the value of two.
- An ant hill must be placed at least one space away from another ant hill
 - You may not place an ant hill on a headache

Shadow Tracker - At the end of each arc is a shadow tracker. This will keep track of how far along the moon's shadow has progressed. You will fill in one hex at the end of your turn. If all of the hexes on the arc's shadow tracker are filled this will indicate that the entire arc is the moon's shadow:



- If your solar powered mower is in the shadow, it will no longer work and you lose the game.
- If you missed a spot on the arc and the shadow overtakes the arc, you lose the game.

Once all the hexes on the arc's shadow tracker is filled, cross out all the spaces to show that the spaces are no longer available for movement.



GAME FLOW

(Step One) Roll for a path:

Each turn you will roll three dice to decide which path you will take. The paths icons show you how many spaces you can move and what type of movement.

(Step Two) Choose a path:

You will then determine which die (path) you will use for that turn. The path guide, in the upper left corner of the map, show you the six possible choices. There are two type of movements:

Ground movement - *Taking your time, you steadily mow with your feet firmly on the moon's surface.* You will move adjacently to the next space.



Jump movement - *Too much speed or an unfortunate misstep lets gravity play havoc on your ability to mow.* You will jump over the dark spaces in the pattern of the path.



Hexes with a light color represent the spaces on the map that your mower will mover or stop on. If the hex has a dark color in the path, that space(s) is skipped over (you cannot land on it).

* When jumping over a dark space, you will not:

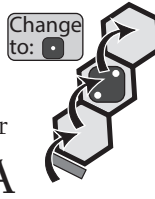
- 1) Mark that a circle as "treated".
- 2) You will not do a headache.
- 3) You will not reduce or remove an ant hill.

! You can only move over a crater with a **jump movement**. You cannot land on a crater during your movement.

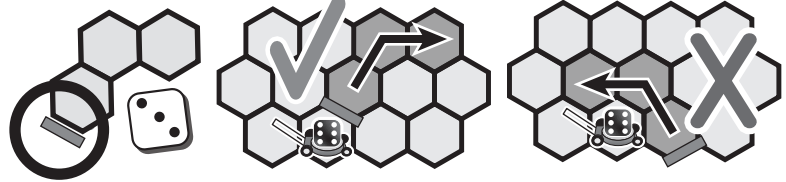
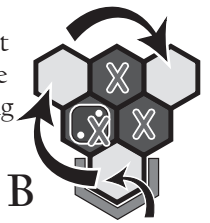


Entry Points - Each path has a entry point that you must enter from. The point must be adjacent to your mower. This is indicted by the green line adjacent to the hexagon on the path. In example A, you may only enter on one side. In example B, you may enter four of the six sides of the space.

In this example, the ant hill is reduced to one when the mower moves over it.



The ant hill is not reduced since the mower is jumping over the ant hill



(Step Three) Move your mower:

Now that you have weighed your options, move your mower die to the desired spot.

Movement over an ant hill, headache or crossing over a section will lead to you having to do additional actions :

- 1) Reduce or remove an ant hill.
- 2) Reduce your solar capacity if you crossed any sections.
- 3) Step four - Perform any headache(s). If there are two headaches, you will do those in order.

! When the movement of your mower requires any additional actions, they will be performed in the order of priority which they are listed above.

(Step Four) Headaches: *Nothing slows you down from accomplishing your mission more than having problems with your mower.* When you pass over or stop over a headache, you will roll to see which one you will activate. Each headache will give you an action that will slow down your progress. The headache will be performed after finishing your movement and making any adjustments to an ant hill. If you move or stop on more than one, do both actions, one at a time in order. If you have a repeating headache (for example: two repairs), you will apply it only once !



When you pass over or stop over a headache, you will roll to see which one you will activate. Each headache will give you an action that will slow down your progress. The headache will be performed after finishing your movement and making any adjustments to an ant hill. If you move or stop on more than one, do both actions, one at a time in order. If you have a repeating headache (for example: two repairs), you will apply it only once !


Missed a spot - Add an additional circle on the spot you are currently on next to the existing circle. This creates an additional time in which you will have to return to this space on a (future turn). *Play this immediately.*





Repairs - Fill in an additional space to the moon's shadow tracker. If the shadow over takes you while performing this action, you automatically lose the game. *Play this immediately.*






Headaches continued on next page.

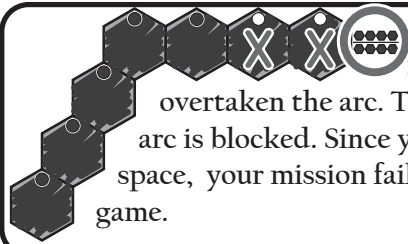
 **Solar Capacity** - Subtract one solar capacity unit from your mower. Rotate the die to the next value down. *Play this immediately after moving.*

 **Steering Problems** - On your next turn, you will only use two dice to determine your mowing path. *Play this on next turn.*


 **Ant Hill Grows** - Increase the value of the closest ant hill by one on the die. If there are multiple ant hills that are the same amount of spaces away, choose the one closest to the sun. *If you moved (and eliminated) an ant hill during your movement, you will choose a different one.*
Note: If there are no more ant hills on the board, the Ant Hill Grows action will default to the Carburetor Issues (see next item). *Play this immediately.*

 **Carburetor Issues** - On your next turn, steps one and two are replaced by moving only one space. *Play this on your next turn.*

(Step Five) Increase the Moon's Shadow: 
 In this step you will fill in one of the hexes  on the Shadow Tracker. Start with the top arc at the beginning of the game, complete one arc at a time and work your way down. Once all the spots are colored in that group, that **arc** will be blocked for the remainder of the game. **If you are caught in the shadow of the moon or you did not fill in the circles of that arc, you lose the game.**



In this example, the moon's shadow has overtaken the arc. This means the entire arc is blocked. Since you did not "treat" ever space, your mission failed and you lose the game.

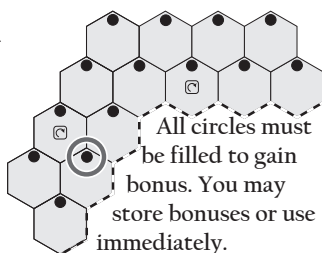
If you roll a  for a Headache, you will also increase the moon's shadow. The Bonus Section will allow you to stop the shadow's progress for one round.

The game flow continues until you meet all of the requirements for winning the game or your mission failed earlier than anticipated.

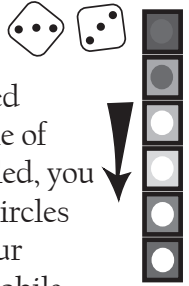
ADDITIONAL MAP INFORMATION:

Sample Bonus Section:

When you fill in all the circles of the first and second sections of the board, the section is considered "treated" and you will gain two bonuses. *More details on page two.*




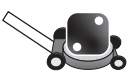
Battery Charge:

With all the space dust your bound to have battery issues. For that, you will need to go back to your lunar mobile home. 
 If doubles are rolled before moving, you will fill in the top circle of one column. Each subsequent doubles rolled, you will fill in the next circle down. If all the circles in one column are filled, you will move your mower die to the space with your lunar mobile home. Once one column is filled, you will move on to the next column. If in the rare case you fill both columns, doubles will be ignored for the rest of the game.



- Apply Battery Charge action before you move
- Once finished, you choose if you want to use the doubles rolled or the single value die to move your mower.

Add Ant Hill:

Move your mower according to the value of the rolled dice. You will add another ant hill to the board during step four of your turn. Find the closest ant hill to your mower and place a new ant hill adjacently towards the sun. Set at one. You be the judge on which space is closest. *If there are two or more ant hills the same amount of spaces away, choose the one closest to the sun. If there are no ant hills on the board, ignore the add an ant hill.* 


Can't Perform Path - If for any reason you cannot or choose not to do a path, you will reduce the solar capacity of your mower by one. 

Increase Capacity - If at anytime during the game you roll a straight, you will gain additional solar capacity for your mower. These can be stored or used immediately:

- 1) Circle the value of the next available solar panel when the dice are rolled in a straight. 
- 2) When you apply it to your mower, put an X over the circle indicating it has been used. 
- 3) Rotate the dice adding the additional value.

For example, when you roll a 4,5,6, circle the three on the first solar panel to show it is stored. When you use it on a later turn, mark out the solar with an X to show it has been used.

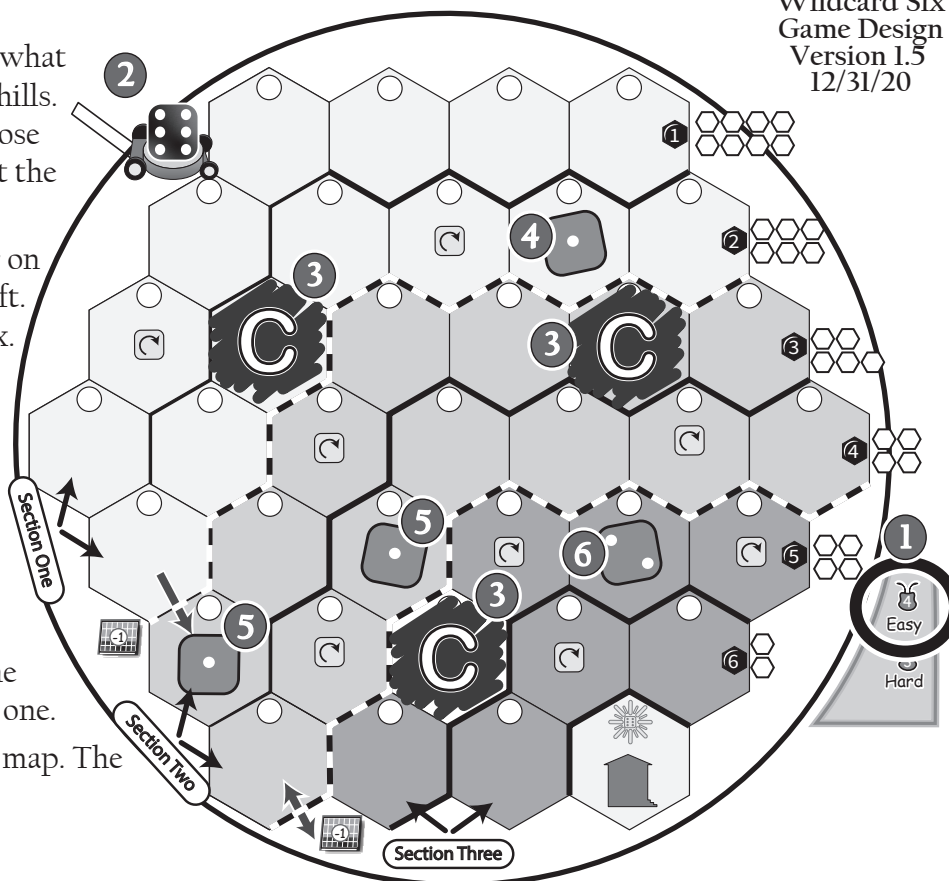
There will never be more than six solar capacity units on the mower die.

Choose Difficulty - At the beginning of the game you will choose the game ending height of an ant hill. If the ant hill die reaches that level, you lose the game. *For example, on the easy level, an ant hill will have to get to level four to lose the game.* 



GAME SET UP:

- 1 Choose a game level - You determine what will be the game ending height of the ant hills. If an ant hill reaches that maximum, you lose the game. Circle which level you choose at the beginning of the game.
- 2 Place your die representing the mower on the starting spot of the moon at the top left. Your starting value of the die will be at six.
- 3 In each section of the map, fill in one spot to show that the space has a crater on it. It is represented by the letter C in the example on the right.
- 4 Place an ant hill in section one of the map. The value of this die will be set at one.
- 5 Place two ant hills in section two of the map. The value of these dice will be set at one.
- 6 Place an ant hill in section three of the map. The value of this die will be set at two.



Win Requirements:

1. Fill in all the injection circles on the board.
2. Eliminate all the ant hill
3. Return back to your lunar mobile home:

Lose Conditions :

1. Any ant hill gets to the maximum level
2. Run out of solar power on your mower
- 3 The moon's shadow overtakes you
4. You did not fill all the circles of an arc

Game Flow:

1. Roll for a path
2. Choose a path
3. Move your mower
4. Roll for a headache (if applicable)
5. Advance moon shadow

Three things that will reduce you mower's capacity:

1. Roll a three for a headache
2. You cannot perform a path
3. Crossing into a section

Set Up:

- Ant hills must be at least one space from another ant hill.
- You cannot place an ant hill on a space with a headache.
- Craters must be at least one space from another crater
- You cannot place a crater on a space with a headache
- You cannot place a crater on an edge space
- Place one crater per section



! A section has two arcs (curved rows)

Bonus:

- Two bonuses are earned when you inject every space in a section
- Bonuses can be played immediately or stored

- You may use multiple bonuses in one turn

Movement:

- Ground movement: You cannot move over or land on a space with a crater
- Jump movement: You cannot land on a space with a crater, but you can move over it.
- You cannot land or move over the same spot you started on when rolling a  or .

Additional actions caused by mower:

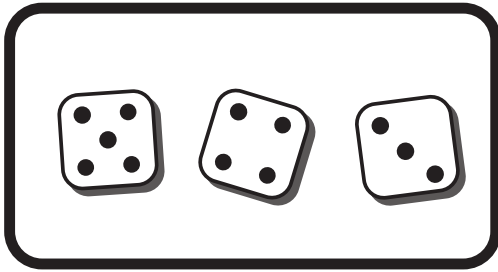
- 1) Reduce or remove an ant hill.
- 2) Reduce your solar capacity if you crossed any sections.
- 3) Perform any headache(s). If there are two headaches, you will do those in order.

When the movement of your mower requires any additional actions, they will be in the priority which they are listed above.

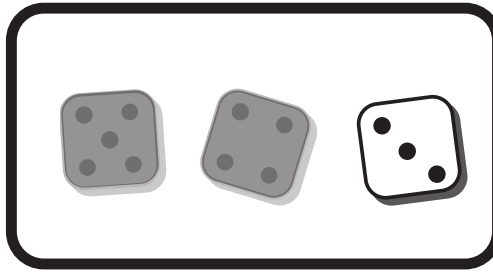
Dice Rolls:

- When you roll a **double**, fill in the top most available circle on the Battery Charge tracker. You choose if you want to use the double value or the remaining die value. If all circles on the column is filled in, move your mower dice to the space with the lunar mobile home icon at base of map.
- When you roll **triples**, move the mower according to the value of the dice rolled. You will add an ant hill before step five.
- When you roll a **straight**, you will gain additional solar capacity.

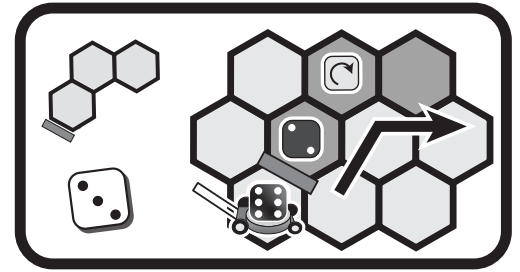
Illustrated Guide



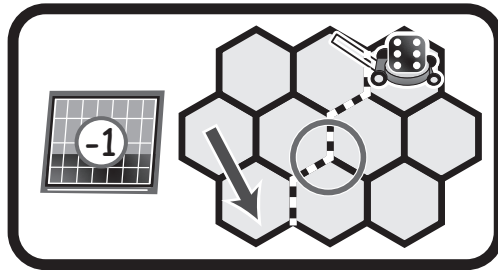
1. Roll for a path



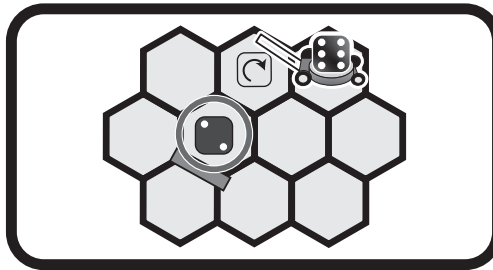
2. Choose a path



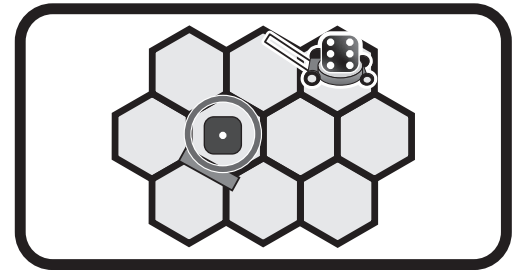
3. Move Mower



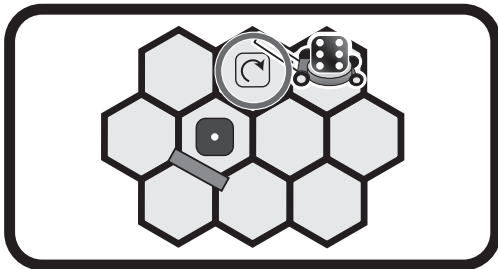
3a. Reduce solar capacity if necessary



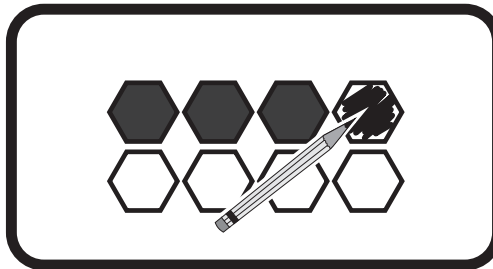
3b. Take any additional actions



3c. Reduce ant hill



4. Roll and perform a headache



5. Increase Shadow



Notes and Rule Changes

Special thanks to Eric Miller (govmiller) and Nathan Van pamelen (Twin_Column), for they gave up time in their busy, personal lives to preview my game and give me valuable input.

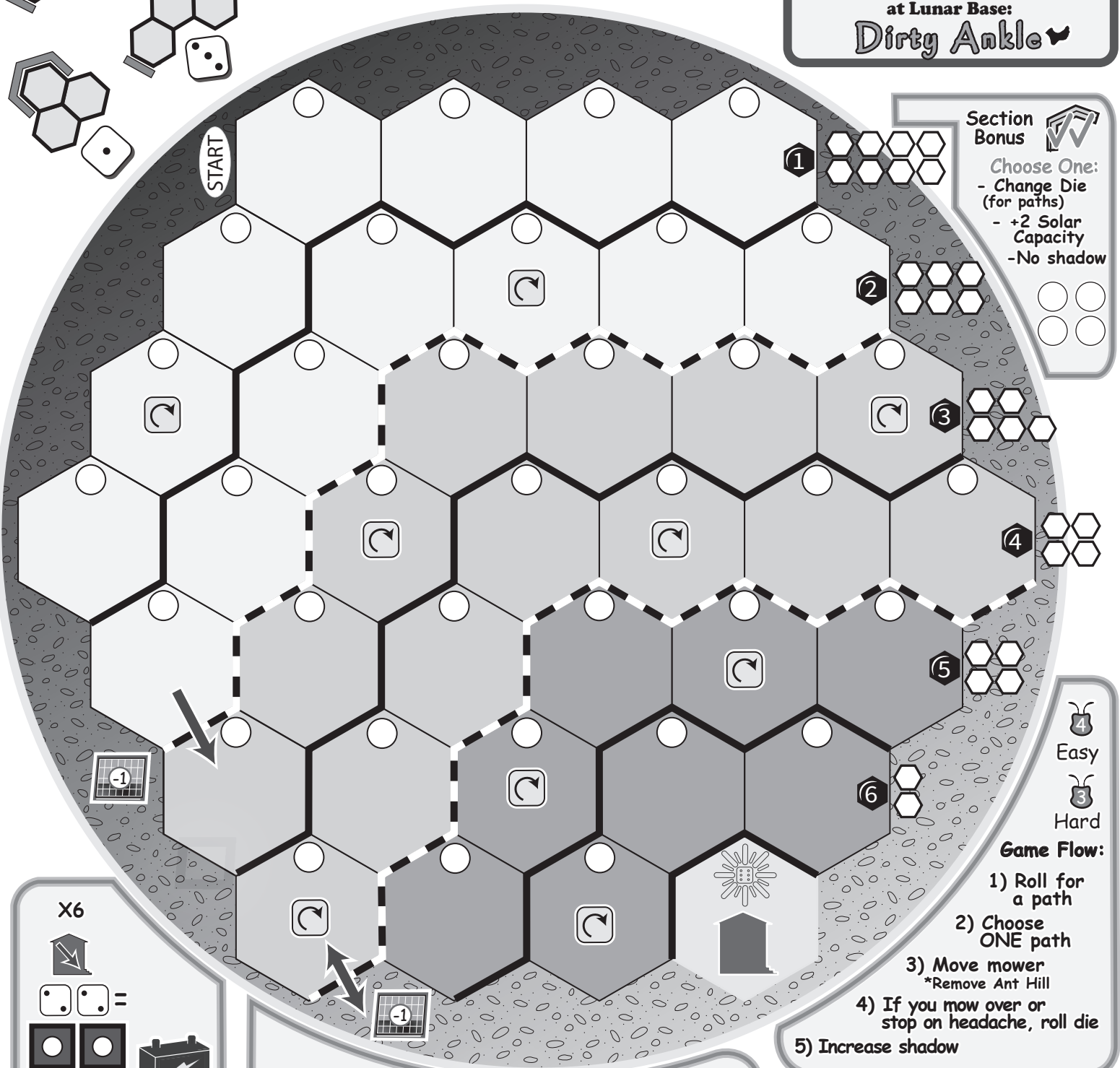
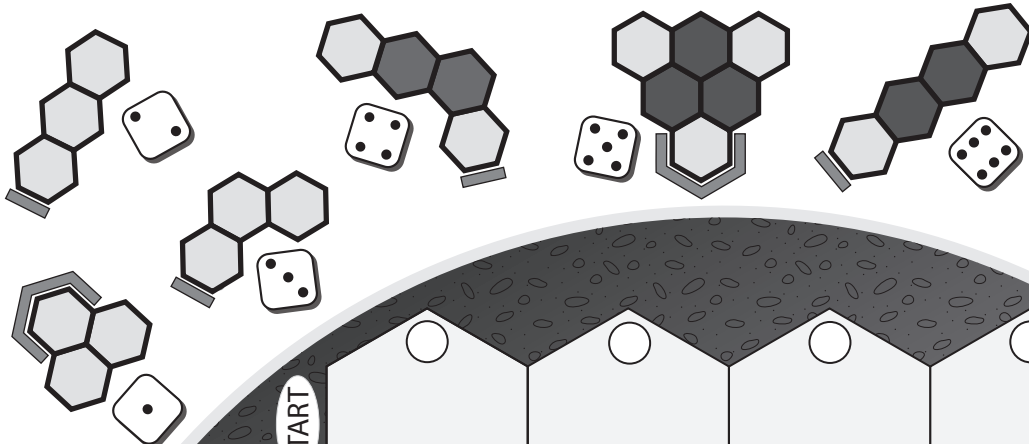
Game Design, Layout and artwork:
Frank
(Wildcard Six Game Design)

Cover art and artwork:
Amanda
(Dream On Images and Comics)

The Moon Ant Mow Down

at Lunar Base:

Dirty Ankle



Section Bonus



Choose One:

- Change Die (for paths)
- +2 Solar Capacity
- No shadow



Easy



Hard

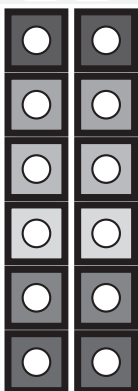
Game Flow:

- 1) Roll for a path
- 2) Choose ONE path
- 3) Move mower
*Remove Ant Hill
- 4) If you mow over or stop on headache, roll die
- 5) Increase shadow

X6



=



Battery Charge

= Add Ant Hill

Can't Perform Path = Solar Capacity -1

= Increase Capacity



Headaches

*Applies to next roll

Missed a Spot
Add circle on space

Repairs
Increase shadow +1

Solar Capacity
Decrease capacity -1

Steering Problem*
Roll two dice

Ant Hill Grows
Add 1 to an ant hill

Lack of Traction*
Move 1 space only