



**LEGITIMATE**

**MOON**

**CO.**

**2 PLAYERS**  
**15 - 30 MINS**  
**AGES 12 +**

**V2.0**

**DEAR CITIZEN,**

**THANK YOU FOR CONTACTING  
THE DEPARTMENT  
OF INTERPLANETARY  
DEVELOPMENT.**

**YOUR APPLICATION FOR  
CONSTRUCTION OF A SMALL  
RESEARCH COMPLEX ON  
EARTH'S MOON IS HEREBY  
GRANTED.**

**CONGRATULATIONS AND GOOD  
LUCK WITH YOUR NEW LAWFUL  
BUSINESS ENTERPRISE.**

**APPROVED**

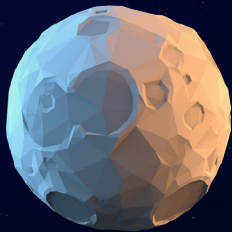
**DEPARTMENT OF INTERPLANETARY DEVELOPMENT  
NEW CONSTRUCTION DIVISION  
OCTOBER 8, 2166**



## QUICK START

This version of Legitimate Moon Co. is for **2 players**.<sup>\*</sup> Choose who is playing as the Moon and who is playing as the Earth, and start shuffling the poker-sized decks.

*\* We're working on a solo-play mode, check our website for the draft version of those rules if you want to help us test it.*



# LEGEND



Special



Offence



Defence



Resource



Moon Projects



Moon Employees





Earth Resources



# MOON SETUP

Shuffle the Employee deck and put it face down, then choose four Projects (1x Defence, 1x Offence, 2x Special) to plan out your base.



Place two of them face up in front of you (these are built) and put the others face down (these can be built later). If it's your first game, start with  'Missile Defence' and  'Frickin Laser Beam'.

The icons on a Project that look like people show how many Employees you can fit in a Project. The Project effect is active at the start of the Moon's turn if the project is fully staffed at that time.

## MOON SETUP CONT.

Draw Employees from your deck one by one and employ them until you've filled your two built Projects. You can't fire anyone (yet!), so when you're done the game can start.

If you get a **Social Media Junkie**, hire the bonus employee(s) at the start of your first turn.

If you get a **DIY Space Suit**, you can put it on one of your unbuilt Projects and draw again!



## THE MOON'S TURN

The Moon always takes the first turn after setting up.

In a given turn, the Moon hires, fires and builds. Your objective is to outlast the Earth's attempt to destroy all your projects, or take out the Earth's resources first.

1. Draw and hire (or discard). The base number of Employees you must hire per turn is **2**, though some effects may give you access to more or less. Once drawn, each Employee must be hired into an existing Project or discarded.
2. Optionally build / rebuild a project by sacrificing employees.

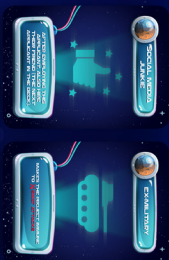
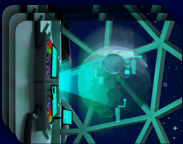


## HIRING ON THE MOON

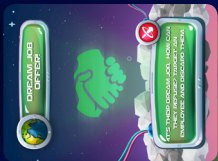
Each Project is powered by Employees, which are hired each turn. The number of Employees required to power a Project is shown by the icons displayed at the top of the Project card. If a Project has as many Employees as the number of active slots, it is **Fully Staffed** and its effect is active!



DISCARD



DISCARD



## HIRING ON THE MOON CONT.

Counts as **X staff** on cards doesn't fill additional active slots. That Employee is considered skilled enough to cover the work of more than one person, allowing the project to be treated as **Fully Staffed** even if the number of Employee cards is less than the number of slots.

You can still hire more if you want (up to the max for that project).

## FIRING AND REPLACING EMPLOYEES

To replace an Employee on a Project, they are fired... *from a cannon!* Firing an Employee is an attack on the Earth. This attack, if undefended, causes the top card on the Earth's deck to be discarded.

Firing can only happen when you replace the Employee with a new Employee.



## BUILDING A MOON BASE

To build a new Project you must sacrifice any **3 Employees** from existing Project(s), or **2 Employees** from the face-down Employees drawn at the start of your turn.

Sacrificed Employees get discarded, **not fired**.

The Moon can build once per turn, at any point during your turn.

Pick one of your unbuilt Projects and flip it over, it's now built and ready to be employed into!

If a project is 'destroyed', turn it over and discard the Employees in it. You can build it again later.

*no peeking!*



## EARTH SETUP

Shuffle your deck of cards (your resources) and put them close by, face down. Draw **3 cards** into your hand and keep them to yourself.

Go get some drinks and snacks while the Moon sets up!





## THE EARTH'S TURN

Your objective is to either destroy all of the Moon's active Projects, or convince all of their Employees to abandon the base (including the Moon's deck).\*

### **DRAW AND UPGRADE**

Draw to a maximum of **3 cards** in your hand. Many cards can be upgraded by sacrificing other cards in your hand. During your turn, you can use any / all of your cards, in any order you want.

At the end of your turn, discard any cards you don't want to keep for the next round.

Then it's the Moon's turn again!

*\* Employees on unbuilt projects are excluded*

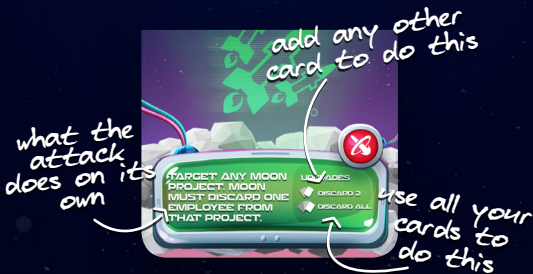


# ATTACK AND DEFEND FROM EARTH

The Earth will have many opportunities to attack the Moon. Individual **Offensive Cards** have different effects, and can be countered by select Employees.


## UPGRADING YOUR ATTACKS

**Missiles**, **SWAT Teams**, and some other cards can be upgraded for better effect before you unleash them. To upgrade a card you have to sacrifice the relevant number of additional cards from your hand. (e.g. for a +1, discard 1 extra card).



# ATTACK AND DEFEND FROM EARTH CONT.

## DEFENCE SATELLITE

The Earth may sometimes be able to launch a  **Defence Satellite**. When playing this card, the Earth can upgrade the damage that the Satellite can absorb in the same way attacks are upgraded. Place it in front of you with the discarded upgrade cards underneath to use as damage counters. Attacks from the Moon must hit the Satellite before they can attack your deck.

Once deployed you can't repair it or upgrade it further.






## EARTH'S SPECIAL ATTACKS

### INCAPACITATING EMPLOYEES

**Incapacitating an Employee** means it doesn't count as a staff member of a Project, and cannot be fired. Flip it over where it is to remind yourself, and don't forget to flip it back at the **start** of the Earth's next turn!

### LOCK OUT A PROJECT

**Locking Out a Project** means the Moon doesn't get the benefits of that Project while it's locked out. The Moon also can't fire from - or hire to - a locked out project. The Earth can still target this Project and the Employees inside it. Turn the Project sideways to help you remember.

Unless the card says otherwise,  **Incapacitate** and  **Lock Out** wear off at the start of the Earth's next turn.

A lovingly crafted side project by the team at  
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