**RULES**

Please read the following instructions carefully to ensure your mission is a success.

**MISSION OBJECTIVE**

Your objective is to to launch the Artemis rocket, and enable human expansion across the solar system. Artemis can only launch once all elements have been fully developed however, so you must work as a team to fully develop the element systems and ensure a successful mission.

**PLAYERS**

At the beginning of each game you must enter the number of players that are undertaking the mission. Your team may compose of up to four players.

**WHO STARTS?**

Players will take turns, in the order names were entered.

**HOW TO WIN**

The game finishes once there has been a successful launch of Artemis. Artemis is launched when all four element systems (Space Launch, Orion Spacecraft, Gateway and Lunar Base Camp) have been fully developed.

**HOW TO LOSE**

If one player runs out of resources, or forfeits before mission launch, Artemis will not be able to launch and the mission has failed.

**PLAYING A ROUND**

Rolling and Moving: At the start of each turn players roll two dice. The player then moves on the board based on the value of the dice roll. Information will be displayed telling the current player what square they landed on and all relevant data about that square.

Passing Go: Every time a player has passes ‘GO’ they will receive \*\*200\*\* additional resources.

Purchasing Element: If a player lands on an element not owned by another player, they will have the option to purchase

Developing Element: If the player owns all elements within a system, they will be given the option to develop that system, and the cost of development will be displayed to them.

If a square is already owned: If a player lands on an element already owned by another player, that player has the option to charge them rent.

Trading Elements: Players will also be given the option to To trade an Element the current player owns to another player.

*It is advised to wear the correct safety gear when venturing into space.*