



# ARTEMIS LITE GAME GUIDE

*Join the space quest*



## Game Rules

### Set up

- Up to 4 players are permitted with a minimum of 2 players.
- Each player must input a name before the game can begin.
- Before the start of the game, each player is allocated with the same number of resources (called **NASA credits**) which can be used for developments in the game
- All players begin at the “*Cape Canaveral*” square.
- 2 virtual dice are thrown on the players turn.

### Game play

- There are four systems in the game which make up the four sides of the board game (see board game diagram below)
  - Orion spacecraft
  - Space launch system
  - Astronaut space suit
  - Exploration ground systems
- Players must attempt to become custodian of the system. Once players are custodian of a system, they can develop the elements in the system.
- To become custodian of a system, you must plant a flag on all squares of the system.
- Once you have planted a flag on all square of the system, you can begin to use your resources to develop the elements.
- Each element has 3 minor developments and 1 major development to be complete.
- Players must “pay” some resources (NASA credits) to complete a development. A specific cost is associated with each minor and major development.
- A player can develop an element in a system that they own, even if they are not currently positioned on that element.
- A player can develop one element fully before developing the other elements.
- A player can make more than one development per turn.
- A system is fully developed when all squares in the system have completed three minor developments and one major development.
- If a player lands on the “**Take a holiday**” square, no action can be taken. The player must wait until their next turn to move off this square.

- If a player lands on a square in a system owned by another player, they must pay the owner for doing so.
  - The owner can decide to not take payment from the other player in the interest of the continuation of the game if they wish. It is up to the discretion of the system owner.
- A player's NASA credits are topped up by **X** amount each time a player passes the "Cape Canaveral" square.

#### Systems and elements- **this section needs updated**

- Orion Space craft
  - 3 Elements= Service, crew, launch abort system
- Space Launch System
  - 3 elements= boosters, cargo hold, core stage
- Astronaut space suits
  - 2 elements= life support, communications
- Exploration ground systems
  - 2 elements= mobile launcher, crawler

#### How the game ends

- If *one player* runs out of resources during the gameplay, or if one player no longer wants to play, the game ends for *all the players*.
  - If the game ends without a successful lift off, then the final state of play will be displayed to players. (E.g., who owned each system and how developed it was).
- If all the elements of all the systems are fully developed, the rocket is ready to launch. All players can now move to the "**Lift off!**" square and the Orion spacecraft launches into space.

### Draft game diagram

