DARK MOON
SHADOW CORPORATION
OVERVIEW

The Noguchi Masaki Interplanetary Mining Corporation has learned of the "Infection" that has spread through their mining outpost on Titan. They are only interested in one thing, however (and it isn't the well-being of their employees): extracting a sample of the pathogen in order to profit off of it.

In *Dark Moon: Shadow Corporation*, an expansion for *Dark Moon*, the nefarious corporation will be interfering with events on Titan. They have "helpfully" sent an Evacuation ship to the surface in the hopes that an Infected worker will be loaded onto it; they will be interfering in tasks, making routine repairs that much more difficult; they may be threatening the miners or their loved ones in an effort to get them to further the company's goals; and they may have placed one of their own fanatically loyal people on the surface. With the company lurking in every shadow and possibly tainting every decision, it will be that much more difficult to answer the question, "Who can I trust?"

Dark Moon: Shadow Corporation includes new characters, new actions, new events, new ways in which the game can end, and two optional modules that can be added to ramp up the paranoia and mistrust even further.

INTERNAL MEMO

TO: TITAN OUTPOST
FROM: NOGUCHI MASKI
THE RECENT DEVELOPMENTS ON TITAN PRESENT AN INCREDIBLE OPPORTUNITY FOR NOGUCHI MASAKI AND ITS SHAREHOLDERS. THIS ALIEN PATHOGEN AND ITS EFFECTS ON BIOLOGICAL SYSTEMS MUST BE STUDIED AND, IN TIME, HARNESSED. THE MILITARY POSSIBILITIES ALONE REPRESENT PROFIT OPPORTUNITIES IN THE BILLIONS. ACQUIRING A VIABLE SAMPLE IS OF PARAMOUNT IMPORTANCE AND TAKES PRECEDENCE OVER ALL OTHER COMPANY DIRECTIVES.

COMPONENTS

- **Evacuation Clearance board**
- **Evacuation Vote board**
- **2 Uninfected player screens**
- **81 cards**
  - › **2 Character cards**
  - › **5 Status cards**
    - * **1 Infected**
    - * **3 Uninfected**
    - * **1 Company Man**
  - › **46 Task cards**
    - * **23 Silver-backed Task cards for 3/5/7 player games**
    - * **23 Black-backed Task cards for 4/6 player games**
  - › **2 Evacuation Failure cards (one with a black back, one with a silver back)**
  - › **10 Event cards**
  - › **2 Final Event cards**
  - › **7 Player Aid cards**
  - › **7 Threat cards**
- **3 yellow Corporation dice**
- **1 Commander Die token**
- **1 Active Player token**
- **9 Evacuation Clearance tokens**
- **11 Threat tokens**
- **7 Amputation tokens**
- **3 Damage tokens**
  - › **1 Outpost token**
  - › **2 Fatigue tokens**
- **1 blue Evacuation cube**

EVACUATION CLEARANCE BOARD (1)
Tracks which characters have received **Clearance** to be **Evacuated**.

EVACUATION VOTE BOARD (1)
Tracks when an automatic **Clearance** or **Takeoff** vote takes place.
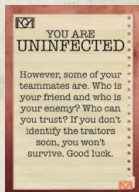

CHARACTER CARDS (2)
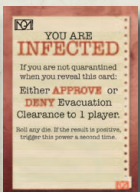

UNINFECTED PLAYER SCREENS (2)

CORPORATE DICE (3)
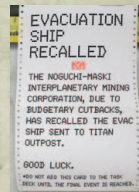Rolled before every **Malfunction** task.

UNINFECTED CARDS (3)
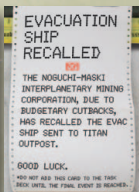For use in an optional module.

STATUS CARDS (2)
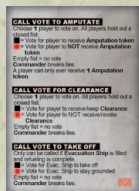1 new **Infected** card and 1 **Company Man** card for use in an optional module.

TASK CARDS (46)
23 Silver-backed Task cards for 3/5/7 player games

23 Black-backed Task cards for 4/6 player games

Replaces the original **Task** cards.

EVACUATION FAILURE CARDS (2)
Shuffled into the Task deck when the **Final Event** is reached.

EVENT CARDS (12)
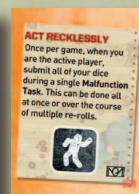10 Event Cards
2 Final Event Cards

PLAYER AID CARDS (7)

THREAT CARDS (7)
THREAT TOKENS (11)
Company threats that the **Uninfected** team must act on or risk losing the game; an optional module.

COMMANDER DIE TOKEN (1)
Given to the **Commander** to indicate ownership of the **Commander** die.

ACTIVE PLAYER TOKEN (1)
Indicates which player is the **Active** player.

AMPUTATION TOKENS (7)
Given to a player who has had a limb **Amputated**. Decreases a player's die limit.

EVACUATION CLEARANCE TOKENS (9)
Placed when a character has been cleared for **Evacuation**.

FATIGUE TOKENS (2)

OUTPOST TOKEN (1)

EVACUATION CUBE (1)
Placed when a character has been cleared for **Evacuation**.

SETUP

Follow the rules for setup in *Dark Moon* with these exceptions:

1. Add the two new Character cards to the Character deck, the two new Final Event cards to the Final Event deck, the ten new Event cards to the Event deck, the new Infected Status card to the Infected Status deck, and the new Outpost token to the pool of Outpost tokens. Replace the original Task decks with the new Task decks. Place the old Task decks back in the box to avoid any confusion.

2. Give each player a Player Aid card.

3. Place the Evacuation Vote board directly underneath the "Suspicious Activity" section of the game board and place the blue Evacuation cube on the first spot on the track. Beneath it, place the Evacuation Clearance board with its "Refueling – Not Ready for Takeoff" side showing.

4. To build the Fatigue pool (after Character cards have been dealt out), add a Fatigue token matching each character in play to the pool (with the exception of David, who does not have a Fatigue token). Then, if necessary, add additional Fatigue tokens so that pool has a total of six tokens in it (it does not matter which characters' Fatigue tokens you add). If there are seven players and David is NOT one of the characters in play, the Fatigue pool will have seven tokens in it. In this case, the Infected team will still win once six of the tokens are drawn.

5. Build the Evacuation pool by adding an Evacuation Clearance token matching each character to the pool.

6. Set the Corporation dice and the Amputation tokens next to the board.
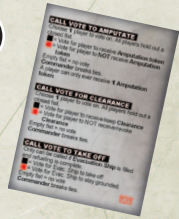
7. When the Commander is chosen, make sure they also receive the Commander Die token.

8. Place the Refueling card in front of the first player (the one to the left of the Commander), which indicates that the Evacuation ship is refueling and is not ready to take off yet.

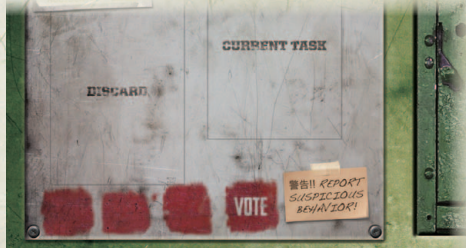**9.** Give the first player the Active Player token.

2 CALL VOTE TO AMPUTATE ... CALL VOTE FOR CLEARANCE ... CALL VOTE TO TAKE OFF ...

3

CURRENT TASK

DISCARD

警告!! REPORT SUSPICIOUS BEHAVIOR!

VOTE

VOTE — EVACUATE! EVACUATE!!!

EVACUATION CLEARANCE

3 PLAYER 4/5 PLAYER 6A PLAYER
4/5 PLAYER 6A PLAYER
6A PLAYER

REFUELING EVACUATION SHIP NOT READY FOR TAKEOFF

4 LINCOLN OCTAVIUS — SERENE MEYER

5 L. Octavius — C. Besser

6 -1 -3 / A A A

7 + / ⚡

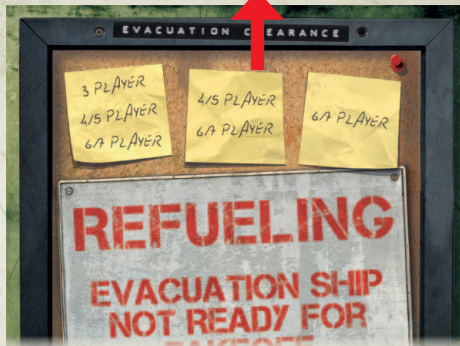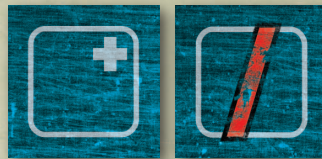**8** REFUELING EVACUATION SHIP NOT READY FOR TAKEOFF

9

GAMEPLAY

Dark Moon: Shadow Corporation plays exactly the same as the original game with a few exceptions.

Active Player

Since *Dark Moon: Shadow Corporporation* contains additional rules that may impact the active player, after each player's turn make sure to pass the Active Player token to the next player.

Corporation Dice

The company has begun to actively interfere with events on Titan, hoping that they can influence them in their favor. The Corporation dice represent this continual interference.

> What was that? Enver, you're breaking up, I didn't get that last thing you said. Repair... repair what? Enver! Dammit, where's all this interference coming from? Need to check the comm lines again. You'd think someone was screwing with the signal on purpose.

After the active player has chosen a Task card but before each player chooses whether or not they will participate, the active player must secretly roll two of the Corporation dice behind their screen and publicly submit one (the die faces are 0, -1, -1, -2, -2, -3, so the die submitted will usually be negative but might be 0). If the number on the submitted die is negative, shift the black Success cube backwards on the track. The Task will be that much harder to overcome now. The second die is discarded without anyone seeing what its facing was.

After the Corporation die has been submitted players (beginning with the active player) choose whether or not they will participate as normal.

Normally players will only roll two Corporation dice, although certain cards and abilities will require all three dice to be rolled.

Corporation Dice Example

1. Stephen draws two Task cards and chooses a Life Support Malfunction with a difficulty of 7 and a consequence of 2.

2. Before Stephen chooses whether he is in or out, he takes two yellow Corporation dice and rolls them behind his player screen, coming up with a -2 and a -1.

3. Since Stephen is Infected, he chooses to submit the -2 to the board. "Trust me guys, the other die was worse," he says.

4. Place the blue Difficulty cube on the 7 and the black Success cube on the -2. The task will now be that much harder to overcome.

5. Play now progresses as normal, beginning with Stephen choosing whether he is in or out.

1

2

-1 -2

3

-2

4

-3   0   3   6

SPENT RESOURCES   AVAILABLE

5

IN OUT
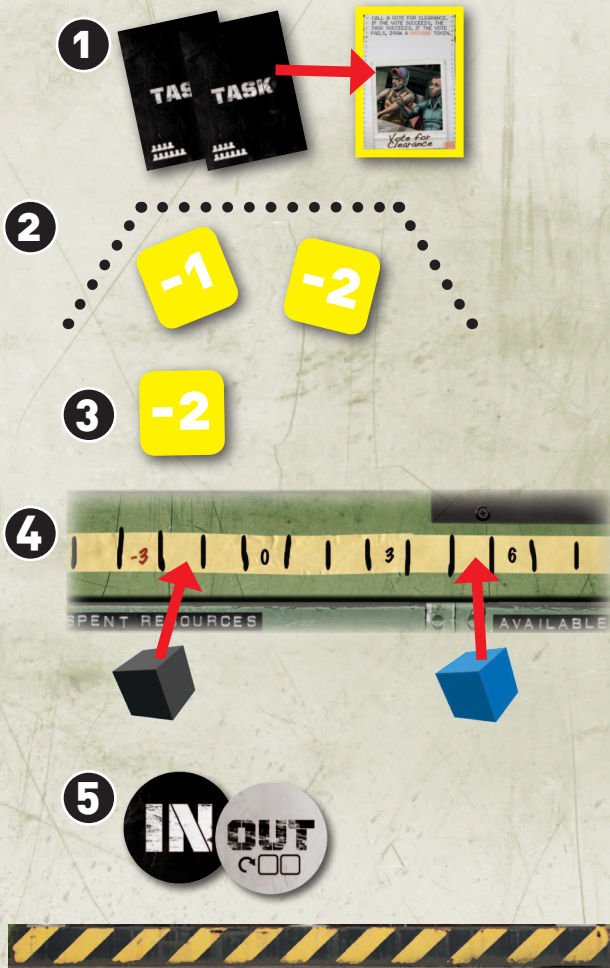
Amputations

Sometimes quarantining a player is only a half-measure. If players are absolutely sure that one of their own is Infected, amputating a limb may be in order. But be careful! Unlike placing a player in quarantine, an Amputation is permanent and cannot be reversed.

Doc, you sure about this? You think we can stop the infection by cutting Townsend's arm off? Well, we all saw what he did. He's definitely compromised. Anything's worth trying once. Ok, hold him down. Steve, sorry about this... it's gonna sting a little.

As an action, players can now choose to call an Amputation vote on another player. Amputation votes happen exactly like Quarantine votes. Every Weak (red) die is a vote to amputate one of the player's arms. Every Strong (black) die is a vote to NOT amputate their arm. If the vote is successful, the character's arm is cut off and they receive an Amputation token which permanently reduces their die limit by one. However, unlike being quarantined, this Amputation is permanent and carries over even if they reveal themselves to be Infected. A revealed Infected player with an Amputation token will only ever have a die limit of 1.

The Commander breaks ties as usual.

You can call an Amputation vote on a quarantined player, but you cannot call one on a revealed Infected player.

A player can only ever receive one Amputation token. If for whatever reason they would receive a second Amputation token, there is no effect.

Evacuation

The company has sent an Evacuation ship to Titan in the hopes that they can acquire a sample of the pathogen. If enough players receive clearance, the ship may take off early, ending the game before the Final Event is reached.

There are two new voting actions associated with evacuating.

Vote for Clearance

Choose a player to vote on. Every Weak (red) die is a vote to deny them clearance OR revoke their clearance (if they've been previously cleared to evacuate). Every Strong (black) die is a vote to clear them for Evacuation OR maintain their clearance (if they've been previously cleared to evacuate).

The Commander breaks ties as usual.

If the vote is successful and the player has not already been cleared for Evacuation, place their Evacuation Clearance token on the Evacuation Clearance board.

If the vote fails and the player already had their Evacuation Clearance token on the Evacuation Clearance board, remove the token from the board and place it back in the Evacuation pool.

Thematically, when a player is cleared for Evacuation, they haven't actually boarded the Evacuation ship yet; they've only been cleared to evacuate. They are still present on the outpost, helping out with tasks and waiting until the ship is ready to takeoff.
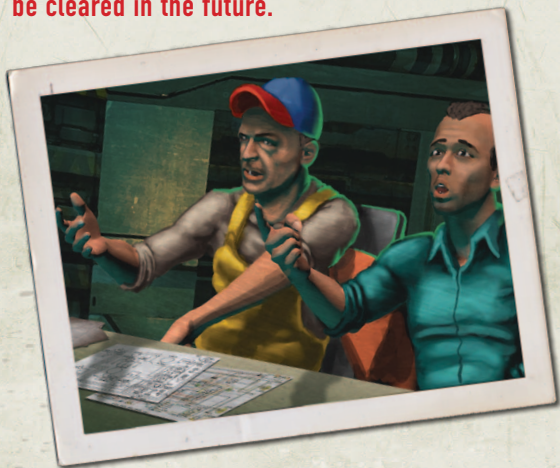
If the Evacuation Clearance board is full based on the player count (see chart on pg 10), you can only call a Clearance vote on a player that already has their Evacuation Clearance token on the board. In other words, in a 5 player game, if two players have already been cleared to evacuate, you cannot call a vote on a 3rd player since there isn't room for them on the ship. You can only call a Clearance vote to possibly kick out one of the two players who already have clearance.

You cannot call a Clearance vote on a player that is in quarantine. If a player that has already been cleared to evacuate is later quarantined, remove their Evacuation Clearance token from the board and place it back in the Evacuation pool.

Clearance Vote Example

1. It's a 4-player game and both Chaya Besser and Daniel's Evacuation Clearance tokens are already on the Evacuation Clearance board. The Evacuation ship is now full and is ready to take off at any time.

2. Stephen, however, doesn't trust Chaya and wants to revoke her clearance. He could call a Quarantine vote and, if the vote was successful, Chaya's Evacuation Clearance token would be removed from the Evacuation Clearance board AND she'd be placed in quarantine (two birds with one stone!), but the Research Lab Outpost token is on the board, blocking that action. Instead, he chooses to call a Clearance vote on her.

3. Daniel abstains from the vote and Chaya submits a black Strong die (hoping to maintain her clearance), but both Stephen and Enver vote with red Weak dice. Chaya's clearance is revoked and her Evacuation Clearance token is removed from the Evacuation Clearance board, leaving room for another player to be cleared in the future.


DANIEL   CHAYA   STEPHEN   ENVER

Vote to Take Off.

If the Evacuation Clearance board has filled (see chart), you may call a vote for the Evacuation ship to take off and leave the planet with those who have received clearance.

Every Weak (red) die is a vote to NOT take off. Every Strong (black) die is a vote TO take off.
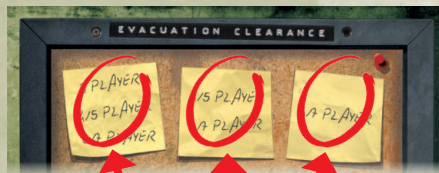
If the vote is successful, the Evacuation ship takes off carrying only the characters with clearance and the game IMMEDIATELY ends.
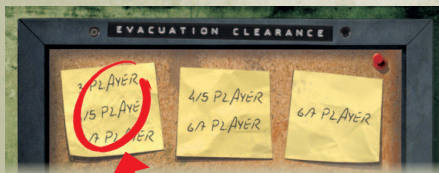
3 Player Game, 1 Evacuation Clearance token
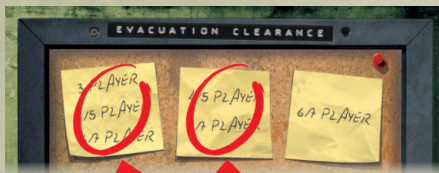
4 / 5 Player Game, 2 Evacuation Clearance tokens

6 / 7 Player Game, 3 Evacuation Clearance tokens

EVACUATION AND GAME END

If the Evacuation ship takes off, the game immediately ends. Check the Status cards of all the players who were cleared for Evacuation and left with the ship (do it one at a time for ultimate dramatic impact). If all players are Uninfected, the Uninfected team wins. However, if only a single Infected player made it onto the ship, the company succeeded in its evil scheme to extract a sample of the pathogen and the Infected team wins.

Choose who you put on the ship wisely!

Refueling Card

During the first full round of the game, the Evacuation ship is refueling and cannot take off, even if the full complement of players have been given clearance. This is indicated by the Refueling card placed in front of the start player as well as the Evacuation Clearance board starting the game on its "Refueling – Not Ready For Takeoff" side.

When every player has had one turn and the Active Player token has returned to the initial start player, discard the Refueling card and flip over the Evacuation Clearance board from its "Refueling – Not Ready for Takeoff" side to its "Fueling Complete – Ready for Takeoff" side. If there were any Evacuation Clearance tokens already on the board, simply place them back on the board after flipping it.

Players may now call a Take Off vote as an action.

Forced Clearance and Take Off Votes

Just like the "!!!Suspicious Activity!!!" that comes up on Task cards and moves the Suspicion cube one space down the Suspicion track, eventually forcing a quarantine vote, there is now "!!!Evacuate Evacuate!!!" on many of the Task cards. Whenever a Task card is played that says "!!!Evacuate Evacuate!!!" on it, move the Evacuation cube one space forward on the Evacuation Vote track, regardless of whether the Task succeeds or fails.

When the Evacuation cube reaches the last space on the track, the active player must call either a Clearance vote OR (if the Refueling card has been discarded and the Evacuation Clearance board on the "Fueling Complete – Ready for Takeoff" side) a Take Off vote at the end of the turn.

A forced Quarantine and Clearance / Take Off vote may both occur on the same turn. The Active Player may choose which order to conduct the votes in.

BEGINNING THE FINAL EVENT

When you begin the Final Event, remove all Complication Task cards from the Task deck as normal, leaving only Malfunction Task cards. Additionally, shuffle in the Evacuation Failure card that matches the Task deck you're using (either silver or black). When this card is drawn, the player who draws it must IMMEDIATELY reveal it. Evacuation proceedings have failed and the company has become tired of waiting. The Evacuation ship is immediately recalled, leaving everyone stranded on Titan (even if they were cleared to evacuate). Discard the Evacuation Clearance and Evacuation Vote boards during the Final Event as well as any Evacuation Clearance tokens. Players may no longer call Clearance or Take Off votes. When drawing Task cards, ignore any "!!!Evacuate Evacuate!!!" text.

> Despite our best efforts, Noguchi Masaki has failed to extract a sample of the pathogen from the surface of Titan. Divert all resources to other operations immediately before the company incurs any further losses.
> ~Internal Noguchi Maski Executive Memo~

During the Final Event, there is a push-your-luck element to deciding whether or not to take off in the Evacuation ship, as you may draw the Evacuation Failure card and no longer be able to end the game in that manner.

OPTIONAL MODULES

The following two optional modules are only recommended for experienced players familiar with the new *Dark Moon: Shadow Corporation* rules. The modules can be added on their own or together, although the Company Man module works best when combined with the Threats module.

Optional Module 1
Threats

Noguchi Masaki is not afraid to use any means at its disposal to sow dissension and increase paranoia, including threatening the Titan miners. Each character has their vulnerabilities and the company is an expert in exploiting them. Perhaps it's utter financial ruin they've threatened, or framing a character for a horrific crime they did not commit, or, worst of all, they've promised to "take care of" a character's closest loved ones back home on Earth. Whatever the threat, each player must do what is asked of them during the game or face certain loss.

This module adds Threat cards and Threat tokens to the game which will force the Uninfected players to behave in suspicious ways.

During Setup

Shuffle and place the Threat cards in a facedown pile next to the Refueling card in front of the start player. Separate the Threat tokens into their respective types and stack them next to the board.

Gameplay

After the Refueling card is discarded but before the original start player begins their second turn, deal a Threat card to each player. Discard any leftover Threat cards to the box without looking at them. Each player should study their Threat card and make sure they clearly understand the card's requirements before placing it facedown next to their Status card. Threat cards will be one of the following:

Act Recklessly (x2): Once per game, when you are the active player, submit all of your dice during a single Malfunction Task. This can be done all at once or over the course of multiple re-rolls.

Isolate Specimen (x1): Once per game, when you are the active player, call a Quarantine vote on another player and vote with a Weak (red) die.

Retrieve Sample (x3): Once per game, when you are the active player, call an Amputation vote on another player and vote with a Weak (red) die.

Exposure (x1): Once per game, when you are the active player, you must reveal your Status card to another player.

You may only fulfill the requirements on your Threat card when you are the active player (i.e., the Active Player token is in front of you). If another player takes the Issue Order action and chooses you, you cannot fulfill the requirement on your Threat card in that manner.

When you have fulfilled the requirement on your Threat card, simply state, "I have done what the company has asked me to do." Then, take the appropriate Threat token and place it on the back of your Threat card, covering up the matching space.

A player may only ever take one Threat token.

Infected Players

Even though each player receives a Threat card, the requirements only apply to Uninfected players. Infected players may choose to fulfill the requirements of whichever threat they want (whether that requirement is on their card or not), taking a Threat token and placing it on the back of their Threat card.

Since there are only a certain number of each type of Threat card and since Infected players can lie about which card they have, it may be that multiple players will fulfill the same requirements. If this happens and a player cannot take the appropriate Threat token (because another player took the last one), that player should take one of the wild Threat tokens and place it on the appropriate space on the back of their Threat card. At this point you know that someone is lying about which Threat card they have.

> I didn't do what they told me to. I thought I could stand up to them. I didn't think they'd actually... my family... oh god, my family. There's nothing for me on Earth now, no point. We're going home? I have no home. Burn it, burn it all. If I'm not going home, NONE OF YOU ARE.
> ~From the journals of Hiro Bando~

Ending the Game

If the game ends by completing the Final Event, all Uninfected players must show that they correctly fulfilled the requirements on their Threat card. If an Uninfected player accidentally acted on the wrong threat (i.e., they thought they had the Isolate Specimen Threat card but actually had the Retrieve Sample card) or did not fulfill their requirements at all, the company makes good on their threat. The consequences are so devastating for the character that it plunges them into a pit of rage and despair. Their last act is to initiate the self-destruct sequence, obliterating themselves and everyone else. This results in a victory for the Infected team.

If the game ends when the Evacuation ship takes off and any Uninfected players have not yet had a chance to fulfill the requirements on their Threat cards, there is no penalty for the Uninfected team. Threats are only relevant when the game ends by completing the Final Event.

Threat Example

1. Michihiro is the active player and he decides he needs to fulfill the requirements on his Threat card before it's too late. His Threat card is Isolate Specimen, so for his action he calls a Quarantine vote on Stephen.

2. Michihiro makes sure to vote with a red Weak die per the requirements on his Threat card.

3. The vote is unsuccessful and Stephen stays out of quarantine, but Michihiro states, "I have done what the company has asked me to do." Even if the vote had been successful Michihiro would still have been able to fulfill the requirements on his Threat card.

4. Michihiro reaches to take the Isolate Specimen Threat token but it's already been taken by Luba! Instead, Michihiro takes one of the wild Threat tokens and places it on the back of his Threat card on the Isolate Specimen space.

5. Since there is only 1 Isolate Specimen Threat card in the game, Michihiro knows that Luba is lying, but he'll have to convince the other players of that.

Optional Module 2
Company Man

It is rumored that Noguchi Masaki secretly embeds fiercely loyal employees at random outposts, tasking them with one job: protect the company's interests at all costs. These Company Men work alone and follow the directives given them with an almost fanatic zeal, often at the cost of their own lives.

Yes sir, they trust me. It should be simple to extract a sample of the pathogen. I believe Besser has already been infected. As she is already acting erratically, convincing the crew to amputate her arm will require minimal influence on my part. No sir, of course not. I will not fail you or Noguchi Masaki in this. ~Intercepted Transmission Between Noguchi Masaki Headquarters and Company Man #215~

This module adds a third team to the game, the Company Man, who is secretly working for Noguchi Masaki, attempting to extract a sample of the pathogen by any means necessary. The Company Man is neither on the Infected or Uninfected team; they win or lose on their own.

The Company Man module works best when used with the Threats module and is only recommended for experienced groups.

Setup

Before forming the Status deck, take the original four Uninfected Status cards and shuffle them with the additional three Uninfected Status cards and the Company Man Status card. You will now have 8 Status cards, one of which is the Company Man Status card. Set aside the appropriate number of cards needed for the Uninfected team based on player count, and place the remaining cards back in the box without looking at them. Select the appropriate number of Infected Status cards as normal and shuffle all the selected cards together to form the Task deck.

In a 3 player game, there will be a 25% chance that the Company Man is in play; in a 4-5 player game, a 35% chance; and in a 6-7 player game, a 50% chance.

Gameplay

The Company Man has their own victory and loss conditions and needs to push for one of two outcomes: making sure an Infected player has their arm amputated OR making sure an Infected player is on the Evacuation ship when it takes off.

If the game ends with the completion of the Final Event, first check to see if any Infected players have an Amputation token. If any Infected player had their arm amputated, the Company Man managed to retrieve a sample of the pathogen and is the game's sole winner. The Uninfected team has lost as they failed to keep the infection contained. However, if no Infected players have an Amputation token, the Uninfected team wins as normal and the Company Man loses along with the Infected team.

If the game ends with the Evacuation ship taking off, check the Status cards of all players on the ship as

normal. If all evacuated players are Uninfected, both the Infected team and the Company Man lose. If a single Infected player was on the ship, however, this would normally mean a victory for the Infected team. But if the Company Man is in play, they instead are the sole winner as they managed to identify a "sample" of the pathogen and ship it back to company headquarters. Both the Infected and the Uninfected teams lose.

Note that the Company Man does not have to be on the Evacuation ship when it takes off in order to win; they just have to insure that an Infected player is. If the Company Man is somehow on the Evacuation ship when it takes off but no Infected players are, the Company Man still loses the game along with the Infected team.

If the Infected team wins when six of one type of damage token are on the board, the Company Man loses along with the Uninfected team.

Company Man & Threats

When using the Threats module, the Company Man will be dealt a Threat card along with the rest of the players but, like the Infected players, they do not have to act on that particular Threat. The Company Man may lie about whichever Threat they received in order to throw the other players off.

If the game ends with the completion of the Final Event and the Company Man has not taken a Threat token, there is no penalty.

STRONGHOLD GAMES

Revised Turn Order

1. Retrieve Dice
2. Perform an Action
3. Choose a Task Card
4. Resolve the Task Card
5. Add an Event Cube (Conditional)
6. Complete the Event (Conditional)
7. Select a New Event (Conditional)
8. Advance the Suspicion Cube (Conditional)
9. Advance the Evacuation Cube (Conditional)
10. Hold a Vote or Votes (Conditional)
11. Pass the Active Player Token to the Next Player

HOW DID THE GAME END?

6 of one type of Damage token are on the board.

The Final Event was completed.

The Evacuation Ship took off.

Do any Infected players have an Amputation token? — **NO** / **YES**

Are there any Infected players on the ship? — **NO** / **YES**

Did any Uninfected players fail to fulfill the requirements on their Threat card? — **NO** ← Is the Company Man in the game? — **NO** / **YES**

Is the Company Man in the game? — **NO** / **YES**

THE INFECTED TEAM WINS!
The Uninfected team & the Company Man lose.
(How I learned to live with the Infection)

THE UNINFECTED TEAM WINS!
The Infected team & the Company Man lose.
(Sometimes karma gets it right)

THE COMPANY MAN WINS!
The Infected & the Uninfected teams lose.
(The rich get richer)