

MOON HARVESTERS

A board game for 2 to 4 players by
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OVERVIEW

Helium-3 is one of only two stable isotopes with more protons than neutrons¹. Its unusual properties give humanity access to technology beyond science fiction; for example, by combining superfluid helium-3 with common helium-4, a *dilution refrigerator* can maintain cryogenic temperatures at 2 millikelvins, and hyperpolarized ³He enables MRI imaging of the flow of air within the lungs.

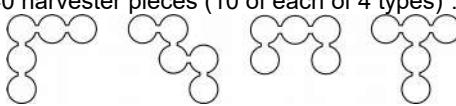
So, once the speculation began that billions of years of solar winds should have embedded even more helium-3 in the surface of the Moon than we can find on Earth, it didn't take long for the first companies to propose the profitability of mining helium-3 from the lunar surface.

You head one such lunar mining company, with its own patented, uniquely-shaped helium-3 extraction apparatus. Of course, you also must regularly send moon rovers to identify new helium-3 deposits.

Moon Harvesters is a reimplementation of another game by the same designer called 'The Bitcoin Harvest'.

Note: some rules have changed from the first edition.

MATERIALS

- Lunar surface gameboard (12×12 / 12×16 grid)
 - 40 harvester pieces (10 of each of 4 types)²:
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- 80 helium-3 deposits.
 - 3 craters
 - Game case

SETUP

The gameboard starts empty. For a 2-player game, use the 12×12, non-shaded portion of the board; for 3–4 players, use the entire 12×16 grid. Keep the helium-3 deposits inside the game case.

Players take turns in anticlockwise order during the game. The player who most recently visited the moon (even figuratively — but real visit trumps figurative) starts.

1 Make your own ³He in **Particle Accelerator** or **Big*Bang**, also from nestorgames!

2 The 2-player base game and the 3–4 players expansion are purchased separately. Each of them contains 20 harvesters in 2 types.

Bidding for harvesters: place one harvester of each type and the 3 craters next to the game board. Starting from the first one, players in turn take either one harvester or one crater. Players that have already taken a harvester are out of the bidding phase. As a result each player will have one harvester (that will be her assigned type for the rest of the game) and some players will have one or more craters.

Players that have taken craters place them on any cells of the board in turn order (one crater per cell and per turn).

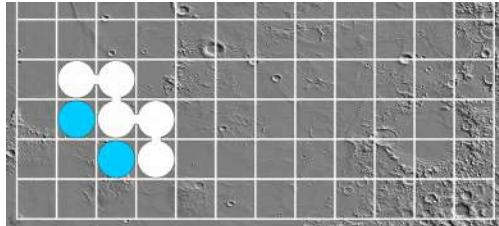
The starting player places **2** helium-3 deposits from the game case on any 2 unoccupied spaces of the grid. The turn passes to the next player.

PLAY

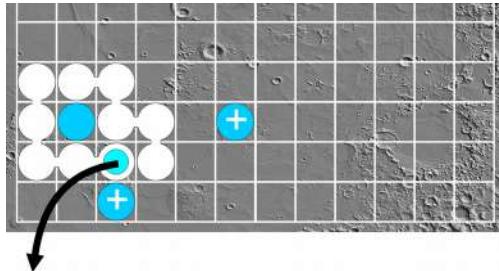
On your turn, do the following **in order**:

1. Place one of your harvesters aligned with the grid on the board. It must not overlap any previously-placed harvester, and no parts of it can be outside the grid; however, you are welcome to rotate or flip the harvester before you place it. You can (and should, if you want to score points) place it so it overlaps some helium-3 deposits.
2. Collect all of the helium-3 deposits that your harvester has covered.
3. Place **2** helium-3 deposits from the game case on any 2 unoccupied spaces of the grid.

If you cannot place a harvester on your turn, then simply pass instead.



Example: Player W places a harvester and then 2 deposits.



Example: Player L places a harvester atop a deposit to collect it. Then L places 2 deposits (marked with the '+' symbol)

END OF THE GAME

If all players pass consecutively, the game is over. Each helium-3 token in your possession is worth one point. The player with most points wins the game. In a tie, the tied player who placed fewer harvester pieces wins. If the tie persists, play again.