

RULE BOOK

Uranus!



**THE
DARK
IMP**

INTRODUCTION

You are the ruler of one of six alien races, each with their own special powers, which inhabit the lesser-known moons of Uranus. Until recently, your people have been living peacefully in underground dwellings to protect themselves from the noxious gases on the surface. But now you are besieged by violent and increasingly frequent asteroid attacks, which are causing irreparable damage and threatening your very existence.

Working together with the other rulers, you must rally the troops to build infrastructure and develop technologies that will protect you from the asteroids and will ultimately allow you to escape. Use your race's special powers to help you and your neighbouring moons, which are suffering the same fate, to settle on Uranus before your moons explode.



HOW TO PLAY VIDEO
TheDarkImp.com/games/Uranus

1-6 players

Age 10+

60 - 90 mins

OBJECT OF THE GAME

This is a co-operative game: players work together to try to beat the game. Players win the game if they manage to get all of the moon races housed in completed modules on **Uranus** before the moons explode. No race must be left behind.

SPECIAL ABILITIES

Each player's race has a special ability. These are shown on each **project board**. There is no limit to the communication between players.

Most races have special abilities that enable them to help neighbouring moons. Neighbouring moons are the moons directly to the player's left and right. In a 3-6 player game, each player always has two neighbours. In a 2-player game, each player has just one neighbour. In a 1-player game, there are no neighbouring moons.

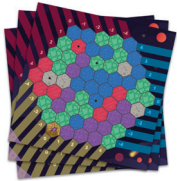


More information about each race's special abilities can be found in reference section on page 18-19



COMPONENTS

6 Moon Boards



6 Project Boards



Uranus



Asteroid Track



61 Coordinate Cards



36 Impact Cards



12 Space Junk Cards



12 Starting Mines Cards



12 Personal Objectives Cards



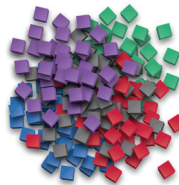
6 Imps



6 Dry Erase Pens




190 Moon Rocks
50 Green, 44 Blue,
38 Red, 32 Purple,
26 Grey



1 Asteroid Track Marker



- A.** Place **Uranus** 1 and the **asteroid track** 2 in the centre of the table, with the **asteroid track marker** 3 on the moon at the start of the track.
- B.** Place the **moon rocks** 4 in piles according to colour around **Uranus**.
- C.** Give each player a **moon board** 5, a **project board** 6, a **starting mines card** 7, an **imp** 8 and a **dry erase pen** 9. On your first play, the first player selects the **moon board**, **project board** and **starting mines card** showing 'I' in the bottom left corner. The second player selects those components showing 'II' and so on. In subsequent plays, this can be random. Players place their chosen **project boards** with the side marked 'Multiplayer game' face up.
- D.** Shuffle the **impact cards*** 10, **coordinate cards** 11 and **space junk cards** 12 and place them face down in reach of all players. *For your first play, remove **impact cards** that have a triangle symbol .
- E.** Deal a facedown **impact card** and a facedown **coordinate card** between each player 13.
- F.** Each player marks the first four mines listed on their **starting mines card** 7 and **moon board** 5. If there is a clash with a current mine or volcano, they can use the 5th mine noted. See **Hex coordinates** for how to read the **starting mines card**.
- G.** Each player chooses two additional mines for their board, bringing the total mines per person to 10.

Playing solo?



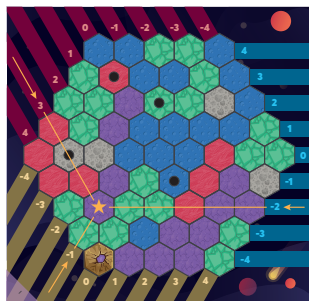
The gameplay in the one-player version of Uranus! is very similar to the main game. Read the full rules first, then refer to the modifications for solo play on page 17

Hex coordinates

The **moon boards** use a hex coordinate system to identify specific hexes.

To find a hex from given coordinates, look for the coloured columns labelled in the same way as the coordinates and find the point of intersection of these columns.

For example, the coordinates  will lead to the hex shown.




STARTING MINES				III
1	-4	2	0	4
-1	0	-3	3	0
0	4	1	-3	-4

Use these coordinates  Just a reserve 

Tip: Only two of the three coordinates are needed to find each hex, the third coordinate can be used as a check. Trios of hex coordinates always add up to 0.

Each **moon board** already has four pre-existing mines (the black dots). Using your **starting mines card** and **dry erase pen**, draw 4 more mines on your **moon board**. Use the first four sets of coordinates only (those with a border). If you already have a mine in one of these locations, you may use the extra set of coordinates.

You may now choose the location of two further mines, and draw them on your **moon board**. These new mines can be on any hexes that do not yet have a mine and do not contain the volcano. 

Tip: Look on your **project board** to see what single **moon rock** enables you to build a tunnel. Make sure you have enough mines on this colour to get started with your tunnel building.

Each player should now have 10 mines: 4 printed on the **moon board**, 4 determined by the **starting mines cards** and 2 of the player's free choice.

HOW TO PLAY

Each round has four phases that must be completed in order:


- Phase 1: Asteroid track
- Phase 2: Mine and transport
- Phase 3: Use and remove
- Phase 4: Build and activate

These phases are shown on the **asteroid track** for easy reference.

IMPORTANT

Players play simultaneously within each phase, but wait until all players have finished a phase before moving on together to the next.

PHASE 1. ASTEROID TRACK

Move the **asteroid track marker** forward one space on the **asteroid track**. If it lands on an asteroid attack  , the next attack is carried out.

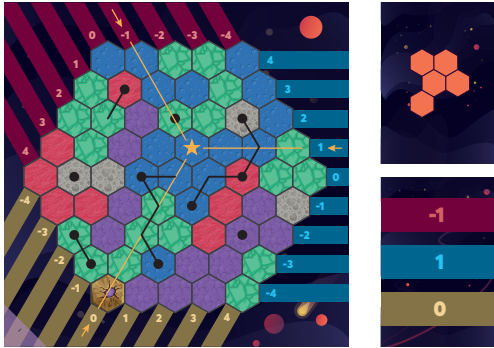
ASTEROID ATTACK

- Each moon suffers two attacks - one from the cards on the left and one from the cards on the right (in any order).
- Reveal all face down **coordinate cards** and **impact cards** between players. These cards show the location and magnitude of the attack. The player chooses the orientation of the impact pattern, which can be rotated and reflected.
- Hexes that have been damaged 'go dark'. Draw lines through the hex or colour it in. 'Dark' hexes are permanently damaged.
- After the attack is carried out, discard all used **coordinate cards** and **impact cards** and draw new ones.

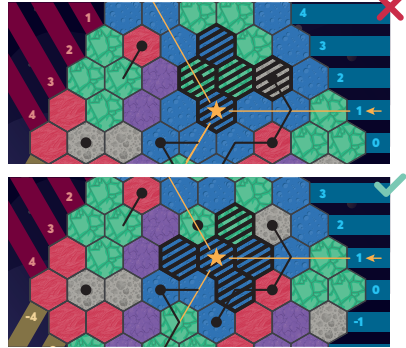
Tip: Avoid impact on your moon's volcano at all cost, and avoid impact on tunnels and mines where possible.



ASTEROID ATTACK EXAMPLE



The *coordinates card* gives the required point of impact at (**-1 1 0**) as shown by the star. The **impact card** shows the extent of the damage.



There are several options. Here are two. Position the impact so that it wipes out as little infrastructure as possible.

ASTEROID IMPACT ON 'DARK' HEXES

If the point of impact (as indicated by the **coordinates card**) occurs in a hex that is already dark, no damage at all is sustained - the impact pattern cannot originate from a dark hex.

If the point of impact is on a normal usable hex but part of the impact pattern falls within a hex that is already dark, no further damage is sustained to the dark hex. Positioning impact patterns so they coincide with as many dark hexes as possible, to minimise further damage, is a good tactic.

ASTEROID IMPACT ON VOLCANOES

If a moon's volcano is affected by an asteroid impact, the attack takes place as usual, but then at the start of the next round, the volcano begins to erupt. The eruption will take place at the start of each of the following turns, prior to any asteroid attacks, until the end of the game, or until the player's moon is completely wiped out.

The eruption increases by one hex in every direction every turn. Any hex into which the eruption spreads goes 'dark'. The eruption cannot spread into fortified mines.

The volcano is always protected from the first asteroid attack. If the volcano is the point of impact for the first asteroid, another **coordinate card** and **impact card** are drawn to replace the original ones.

VOLCANO ERUPTION EXAMPLE



The **coordinate card** and **impact card** indicate a direct hit on the player's volcano. The attack takes place as usual.



At the start of the following turn, the volcano starts to erupt. All active hexes a distance of 1 from the volcano now go dark.



At the start of the following turn, the eruption continues. All active hexes a distance of 2 from the volcano go dark.

The fortified mine does not go dark, but the tunnel that leads to this mine from the green hex is lost. If there were two fortified mines in neighbouring hexes connected by a tunnel, the fortifications would also protect the tunnel.



At the start of the following turn, the eruption continues. All hexes a distance of 3 from the volcano go dark.

The fortified mine can now not be connected by any tunnels and is cut off.

The eruption continues to progress at the start of each turn. If the moon is completely dark before the asteroid track marker reaches the end of the asteroid track, the game ends immediately.

PHASE 2. MINE AND TRANSPORT

Every active (non-dark) mine on each moon produces one **moon rock**. Each mine produces a **moon rock** of the same colour as the terrain the mine is on. For example, a mine on a red hex produces a red **moon rock**. The **moon rocks** are taken from the general supply and placed on top of each mine.

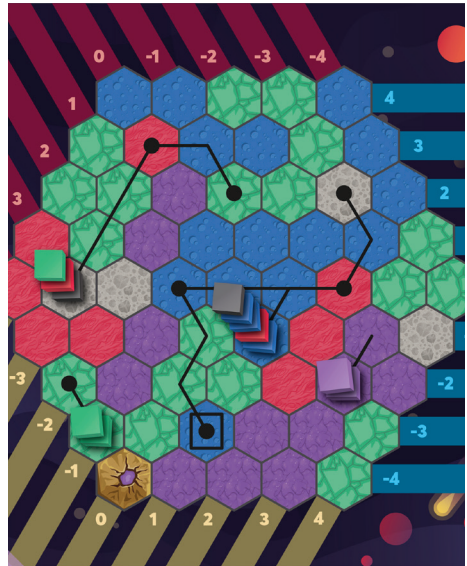
After each mine has produced a **moon rock**, the player transports all the **moon rocks** produced by mines which are connected by tunnels onto one of the connected mines to form 'sets'. It doesn't matter which of the mines in a connected tunnel network the **moon rocks** are collected on.

Moon rocks on mines that are not connected to any other mines by tunnels, remain where they are. When each player has mined and transported **moon rocks**, all players move onto the next phase.

MINE AND TRANSPORT EXAMPLE



The mines each produce a **moon rock**.



The **moon rocks** in each connected network are transported down the tunnels to one mine. Each set of **moon rocks** represents one "set".

PHASE 3. USE AND REMOVE

Decide how to use your available **moon rocks**. Each set of **moon rocks** stacked on a single mine, must be used together.



Moon rocks are either used for:

- 1) projects shown on the **project board** or
- 2) sending to **Uranus**.

THE PROJECT BOARD

Keep track of your progress towards different projects within the four sections of your **project board**. To progress with each project, you must have the right amount of the **moon rocks** required.

Where a number is shown within a coloured box, this indicates the number of that colour of **moon rock** required for this project.


For example,  indicates that 1 **red moon rock** is required, and  indicates that 2 **blue moon rocks** are required.

The symbol  indicates that different colour **moon rocks** must be used.


For example,  indicates that 3 different colour **moon rocks** must be used. All three **moon rocks** must be different colours.

Some projects allow or require different combinations of **moon rocks** to be used.

Where a project shows different requirements separated by the / symbol, players can use any of the combinations of **moon rocks** shown.

For example,  indicates that you may either use 2 **green moon rocks** OR 2 **blue moon rocks** OR 2 **purple moon rocks** OR 3 any **moon rocks** of different colours.

Where a project shows different requirements separated by the + symbol, players must use all of the **moon rocks** shown.

For example,  indicates that you must use 1 **green moon rock** AND 1 **blue moon rock** AND 1 **purple moon rock**.

When a set of **moon rocks** is allocated to a particular project, one single step can be checked off in **dry erase marker** on the associated track of the **project board**. Any **moon rocks** within the set that are not used towards the project may not be used within any other project.

Important: As sets of **moon rocks** are used, remove them from your **moon board** and place them back in the general supply. **Moon rocks** must be removed as they are used, so that sets are not used multiple times in one turn, by mistake.

THE SECTIONS OF THE PROJECT BOARD

Build: Produce new tunnels and mines;

Upgrade: Produce fortifications and launchpads for mines;

Space Gun: Ready your space gun for attack;

Learn: Develop technologies that help your race progress.

BUILD EXAMPLE



Set 1 Set 2 Set 3

BUILD									
Tunnel	2 / 1	1	2	4	7	11	15		
Mine	2 / 2 / 2 / 3	1	2		1		2		

The players have 3 sets of **moon rocks** on their **moon board** to allocate to 'build' projects this turn.

- Set 1 consists of 3 different colour **moon rocks**. This set can be used on the mine track. The player checks off one step on the mine track. After checking the step on the track, all **moon rocks** in the set are discarded.
- Set 2 consists of 2 green **moon rocks** and 1 red **moon rock**. The player uses 2 green **moon rocks** and checks off one step on the tunnel track. After checking the step on the track, all **moon rocks** in the set are discarded. NB: Despite having enough **moon rocks** to progress two spaces on the tunnel track, the player is not permitted to do so. **Moon rocks** in a set may only be used in a single step of a single project.
- Set 3 consists of 1 red **moon rock**. This set can be used on the tunnel track. The player checks off one step on the tunnel track. After checking the step on the track, this **moon rock** is discarded.



Examples of Upgrade, Space Gun and Learn projects can be found in the reference section on page 20-21

SENDING MOON ROCKS TO URANUS

Sending **moon rocks** to **Uranus** enables you to build a module that will house your people once they have left their home moon. Requirements:

- Your rocket technology track must be complete;
- You must have built a launchpad on your moon;
- The set of **moon rocks** must be collected from mines in the same tunnel network as the mine with the launchpad.

If all the requirements are met, you may send a set of **moon rocks** to **Uranus**. The **moon rocks** are placed within one module on **Uranus**. The **moon rocks** must be used together and cannot be split over multiple modules.

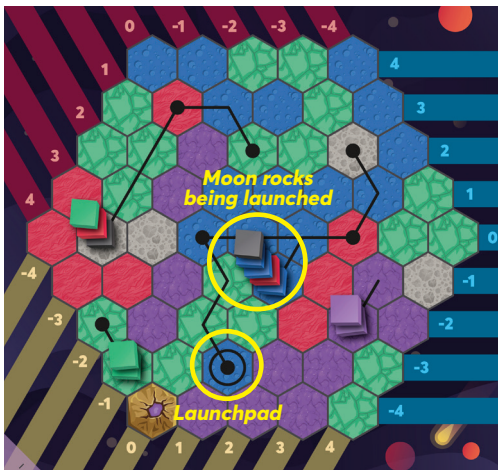
Moon rocks must be matched to the colour of the boxes within the module. You may add to a module that another player has started to build.

If some of the **moon rocks** you send can't be used to construct your chosen module on **Uranus**, these additional **moon rocks** become **space junk**. For each surplus **moon rock** sent to **Uranus** that cannot be used, one **space junk card** is taken and the action on the card is executed. After actions have been completed any unsecured space junk is returned to the general supply of **moon rocks**.

Tip: Space junk can cause chaos and is usually best avoided.

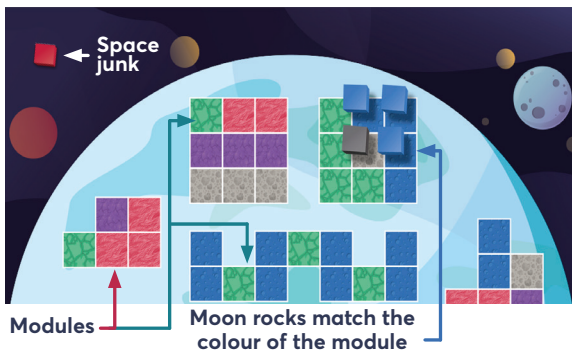


Full explanations of **space junk cards** can be found in reference section on page 22-23



The players have already discovered rocket technology.

*They decide to send the **moon rocks** in the tunnel network connected to the launchpad to **Uranus**.*



3 blue **moon rocks** and 1 grey **moon rock** are placed on sections of a single module that match the colour of the **moon rocks**. The module does not require any red **moon rocks**, so the 1 red **moon rock** sent to **Uranus** becomes space junk.

One **space junk card** is revealed. This piece of space junk causes damage to the moon on the player's right. An extra **impact card** and **coordinate card** are revealed and the damage is taken on the neighbouring moon immediately.

END OF PHASE

Any sets of **moon rocks** that you can't or do not wish to use this turn, should now be removed from your **moon board**. When all **moon rocks** have been removed from all **moon boards**, players may move onto the next phase.

PHASE 4. BUILD AND ACTIVATE

You may now use projects that have been completed on your **project board**. You may choose when you use your completed projects. You are not required to use a project on the same round that you complete it.

BUILD TUNNELS

Building tunnels allows you to connect mines together so you can use **moon rocks** together in a single project. The largest number checked off on the tunnel track of the **project board** shows how many tunnels can be drawn on the **moon board**. Tunnels are always drawn from the centre of one hex to the centre of an adjacent hex.

Notes:

- When you build some tunnels on your **moon board**, all the markings on the tunnel track are erased;
- You may save tunnels until you decide to build. But once you decide to build, the entire track is erased regardless of whether you built all the tunnels you had available;
- Tunnels cannot be drawn in the hex that contains the volcano or any hex that has 'gone dark';
- Tunnels can be drawn between any two adjacent hexes on the **moon board**. Tunnels do not have to directly connect existing mines;
- If you wish to remove a tunnel that has previously been drawn, it costs the same as building a new tunnel. You may draw and remove tunnels in a single turn as long as you have enough steps completed on the tunnel track of your **project board**.

Tip: Plan your network of tunnels so you can stack **moon rocks** from connected mines in sets according to what the goals are on your **project board**.

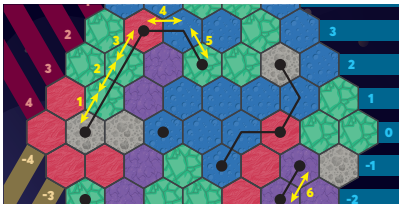
TUNNEL EXAMPLE

Tunnel 2 / 1 ~~1~~ ~~2~~ 4 7 11 15

In phase 3 of one round, the players cross off two steps on the tunnel track. They are able to build 2 tunnels. In phase 4, the players decide not to build any tunnels. As they have chosen not to build any, they may save them to use in a future round.

Tunnel 2 / 1 ~~1~~ ~~2~~ ~~4~~ ~~7~~ 11 15

In phase 3 of the following round, the players cross off two more steps on the tunnel track. They are now able to build 7 tunnels. The players decide to build 6 of them.



*They draw six new tunnels on their **moon board** as shown. The players decide not to use the seventh tunnel. As they have chosen to build some tunnels this round, they may not save any tunnels for use in a future round.*

Tunnel 2 / 1 1 2 4 7 11 15

The players erase all of the marks on their tunnel track.

BUILD MINES


Building new mines gives you more **moon rock** production each turn. The largest number checked off on the mine track of the **project board** shows how many mines can be drawn on the **moon board**, up to a maximum of 2 mines per turn. Mines are always drawn as a large dot in the centre of a hex.

Notes:

- You may save mines until you decide to build. But once you decide to build, the entire track is erased regardless of whether you built all you had available, and regardless of the progress you had made towards another mine.
- Having built the available mine(s), all the markings on the mine track are erased.
- Mines cannot be drawn in the hex that contains the volcano or any hex that has 'gone dark'.
- Mines can be drawn in the centre of any available hex on the **moon board**, even if there is a mine in an adjacent hex.
- If you wish to remove a mine that has previously been drawn, it costs the same as building a new mine. You may draw and remove mines in a single turn as long as you have enough steps completed on the mine track of your **project board**.

FORTIFICATIONS

Fortifications prevent mines from being damaged in asteroid attacks and volcano eruptions.

When the marks on the fortification track reach the step containing the square , a fortification may be built. To build a fortification, draw a large square around the mine, as shown on the left. Then erase all the markings on the fortification track.


Notes:

- A fortification is always built on a hex containing a mine. A fortification cannot be built on a hex that does not contain a mine, a hex that has 'gone dark' or a hex that contains a launchpad.
- Multiple fortifications may be built on each **moon board**.



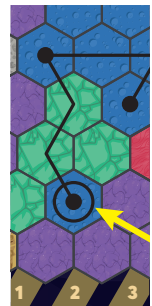
LAUNCHPADS

Launchpads allow **moon rocks** to be sent to **Uranus** and allow your race to escape on a spaceship.

When the marks on the launchpad track reach the step containing the circle , a launchpad may be built. To build a launchpad, draw a large circle around the mine, as shown on the left. Then erase all the markings on the launchpad track.


Notes:

- A launchpad is always built on a hex containing a mine. A launchpad cannot be built on a hex that does not contain a mine, a hex that has 'gone dark' or a hex that contains a fortification.
- Multiple launchpads may be built on each **moon board**.



SPACE GUN

Your space gun can be fired at approaching asteroids, to prevent damage on the next asteroid attack.

When the marks on your space gun track reach the step containing the explosion , you may fire your space gun. You may save your space gun until you decide to use it. But when you decide to use it, all the marks are erased from the track.

By firing your space gun, you can eliminate the attack to either the left or right of your moon (your choice). Remove the associated **coordinate card** and **impact card**.

TECHNOLOGY TRACKS

When you discover new technologies you receive benefits which you keep for the rest of the game. When the marks on the technology track reach the step containing the star , your race has discovered that technology.

- Telescope technology allows you to turn current and future **coordinate** and **impact cards** on either side of your **moon board** face up.
- Weaponry technology allows you to cross out the first two steps on your space gun track. You now start from the third step on the track when loading up the space gun (green border).
- Rocket technology allows you to send **moon rocks** to **Uranus** (providing you have a launchpad).
- Spaceship technology allows you to send your race to **Uranus** (providing you have a launchpad). Every race must discover spaceship technology.

GETTING TO URANUS

To complete the game, each player must have:

- Their own completed module on **Uranus**, not necessarily built by themselves;
- At least one launchpad on an active mine on their **moon board**;
- Spaceship technology.

When, as a single player, you meet these conditions, you may fly your race to your completed module on **Uranus**. Now your **imp** comes dramatically into play. Fly your **imp** from your moon to your completed module on **Uranus**.

Beware! Your role in the game ends once you fly your race to Uranus. You'll have to decide between continuing to play to help your neighbours and saving your own species. You may wish to fly to Uranus if your launchpad is under threat.

When you have flown your race to **Uranus**:

Your **moon board** stays where it is and the **coordinate** and **impact cards** on either side of the moon stay in place for neighbouring moons. Any future **coordinate** and **impact cards** are dealt out as normal.

- Your special abilities can no longer be used. If you had developed telescope technology, neighbouring moons no longer benefit from this advance. Any future **coordinate** and **impact cards** are only face up for remaining players who have discovered telescope technology.
- Your neighbours now become neighbours for purposes of supporting each other with special abilities.
- The module you have used on **Uranus** may not be used by any other player.

END GAME

The game ends immediately when EITHER the **asteroid track marker** reaches the end of the **asteroid track** OR all players reach **Uranus**.

If the **asteroid track marker** reaches the end of the **asteroid track**, all the moons of **Uranus** explode and any race that has not escaped to **Uranus** is sadly wiped out. If this happens, players have LOST the game.


If all the players reach **Uranus** before the moons explode, the races all have a safe new place to live. If this happens, players have WON the game.

ADVANCED PLAY

- Remove **impact cards** that have a circle symbol in the bottom right corner. The damage the moons will sustain from asteroid attacks will now be more severe.
- For games of 3-6 players: In the initial set up, deal each player a personal objective card. These are kept secret. If players win the game as a group, you could also have an individual win, if you have managed to complete your personal objective. This is secondary to the group win. If players lose the game, personal objectives are irrelevant. Personal objective cards are not recommended for 1-2 player games.

THE SOLO GAME

The game plays almost exactly like a multiplayer game with the following changes on set-up:

- Lay out two sets of **coordinate cards** and **impact cards** - one set on each side of your **moon** and **project board** set up.
- Place your chosen **project board** with the side marked 'Solo game' face up. For your first solo games, we suggest you start with the lower numbered **project boards**.
- Remove all the **space junk cards** marked with a 

NB: You have no neighbouring moons. You do not benefit from any other race's special abilities and you do not share your own special abilities with others.

REFERENCE

THE OSMISH FROM OSMIOND: LAUNCHERS



- “Launch any set of **moon rocks** on your moon, once per turn per launchpad”: Other races can only launch **moon rocks** from the tunnel network connected to their launchpads, but the Osmish players can launch **moon rocks** from any tunnel network. They can only send one set of **moon rocks** from each launchpad each turn.
- “Rocket technology has already been discovered”: The players may launch **moon rocks** as soon as a launchpad has been built.
- “Building launchpads costs less than other races”: Four **moon rocks** are required to progress along the launchpad track, instead of five.

THE FALKAFREEDI FROM FALKELAFREED: MINERS



- “You may donate one **moon rock** to one neighbouring moon each turn”: The players may give one **moon rock** produced to one *neighbouring* moon each turn. The players that receive the **moon rock** can add it to any set of **moon rocks** or use it on its own as a single **moon rock**.
- “One mine produces double **moon rocks**. This mine may change each turn.” Each turn the Falkafreedi player may select one mine to produce two **moon rocks** instead of one. Both **moon rocks** should be used within the same project unless one is being donated to another player.

THE YARLS FROM YARLIOPE: SHOOTERS



- “Fire space gun at an asteroid affecting a neighbouring moon”: Other races can only fire their space guns at asteroids that affect their own moon, but the Yarl players can also take out asteroids that affect their *neighbours*.
- “Weaponry technology has already been discovered”: The players have a short 2-step space gun track.
“Space gun costs less to fire than other races”: Three **moon rocks** are required to progress along the space gun track, instead of four.
- “Space gun costs less to fire than other races”: Three moon rocks are required to progress along the space gun track, instead of four.

THE KROVIOTS FROM KROVOS: BUILDERS



- “Build mines for neighbouring moons”: The players may ready new mines on the mine track of their own **project board** but instead of constructing a mine on their own moon board, they may donate the mine to a *neighbouring* moon.
- “Build mines more quickly”: The first mine can be built two steps along the mine track instead of three.
- “Remove tunnels and mines at no cost”: Other players pay the same to remove tunnels and mines as it costs to build them. But the Kroviot players may remove mines and tunnels for free in phase 4 of any round.

THE GALEPEGALS FROM GALEPEGO: LEARNERS



- “Develop technology for a neighbour”: The players may complete technology tracks on their own **project board** but instead of using that technology themselves, they may donate it to a *neighbouring* moon. Unlike other races, the Galepegal player can remove marks from technology tracks and develop the same technology multiple times. When the players keep technology discoveries for themselves they must check the “own moon” box.
- “Spaceship technology has already been discovered”: The players do not need to discover spaceship technology for themselves, but they may do so for other players.
- “Discovering technologies costs less than other races”: Each technology track requires fewer **moon rocks** to complete than other races.

THE ARSHANTANS FROM ARSHANTA: DEFENDERS



- “Fortify mines on neighbouring moons”: The players may ready fortifications on the fortification track of their own **project board** but instead of constructing a fortification on their own moon board, they may donate the fortification to a *neighbouring* moon.
- “Telescope technology has already been discovered”: The players may turn the **coordinate cards** and **impact cards** affecting their own moon face-up from the start of the game.
- “Fortifying mines cost less than other races”: Two **moon rocks** are required to progress along the fortification track, instead of three.

MINE AND TUNNEL EXAMPLE

Within the BUILD section of the **project board**, new tunnels and mines can be produced. Each 'set' of **moon rocks** must be used together for one single step on a tunnel or mine track.



		BUILD									
Tunnel	2 / 1	1	2	4	7	11	15				
Mine	2 / 2 / 2 / 3	1	1	1	1		2				

The players have 3 sets of **moon rocks** on their **moon board** to allocate to 'build' projects this turn.

- Set 1 consists of 3 different colour **moon rocks**. This set can be used on the mine track. The players check off one step on the mine track. After checking the step on the track, all **moon rocks** in the set are discarded.
- Set 2 consists of 2 green **moon rocks** and 1 red **moon rock**. The players use 2 green **moon rocks** and check off one step on the mine track. After checking the step on the track, all **moon rocks** in the set are discarded. NB: Despite having enough **moon rocks** to progress two spaces on the tunnel track, the players are not permitted to do so. **Moon rocks** in a set may only be used in a single step of a single project.
- Set 3 consists of 1 red **moon rock**. This set can be used on the tunnel track. The players check off one step on the tunnel track. After checking the step on the track, this **moon rock** is returned to the general supply.

LAUNCHPAD EXAMPLE

Within the UPGRADE section of the **project board**, fortifications and launchpads can be produced. Each 'set' of **moon rocks** must be used together for one single step on a fortification or launchpad track.



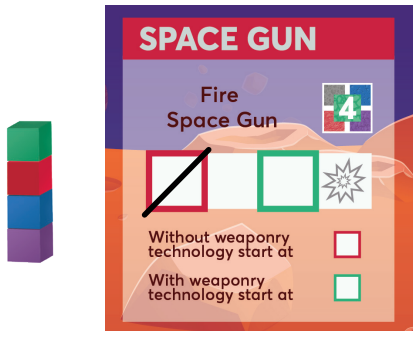
The players have 1 set of **moon rocks** to allocate to the Launchpad project this turn.

The set consists of 6 **moon rocks** in five different colours. The players cannot use all six **moon rocks** for one project, but may not split the **moon rocks** to use in separate projects. The players use 5 **moon rocks** and check off one step on the launchpad track and return all **moon rocks** in the set to the general supply.

NB: Despite having enough **moon rocks** to progress two spaces on the fortification track, the players are not permitted to do so. **Moon rocks** in a set may only be used in a single step of a single project. After checking the step on the track, all **moon rocks** in the set are returned to the general supply.

SPACE GUN

Within the SPACE GUN section of the **project board**, you may ready your space gun. Each set of **moon rocks** must be used together for one single step on the space gun track.



The players have 1 set of **moon rocks** to allocate to the space gun project this turn. They have not yet discovered Weaponry Technology, so they must start in the red step on the space gun track. The set consists of 4 different colour **moon rocks**. This set can be used on the space gun track. The players check off one step on the space gun track and return all **moon rocks** in the set to the general supply. After checking the step on the track, all **moon rocks** in the set are discarded. If

the players have discovered Weaponry Technology, they would be able to start at the green step and ignore the two steps to the left.

TECHNOLOGY EXAMPLE

Within the LEARN section of the **project board**, you may develop technologies which help your race to progress. Each set of **moon rocks** must be used together for one single step on each technology track.



- The players have 2 sets of **moon rocks** to allocate to learn projects this turn.
- Set 1 consists of 3 green **moon rocks** and 1 red **moon rock**. This set can be used on the rocket technology track (for the circled option). The players check off one step on the rocket technology track. After checking the step on the track, all **moon rocks** in the set are discarded.
- Set 2 consists of 3 purple **moon rocks**. This set can be used on the telescope technology track (for the circled option). The players check off one step on the telescope technology track. After checking the step on the track, all **moon rocks** in the set are discarded.

SPACE JUNK CARDS



① - The space junk collides with an asteroid, which spins and changes direction. The players replace the **coordinate card** to their right with a new one from the top of the deck.



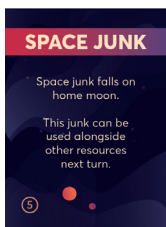
② - The space junk collides with an asteroid, which spins and changes direction. The players replace the **coordinate card** to their left with a new one from the top of the deck.



③ - The space junk collides with an asteroid, which explodes into millions of tiny pieces. The players remove the **coordinate card** and **impact card** to their right.



④ - The space junk collides with an asteroid, which explodes into millions of tiny pieces. The players remove the **coordinate card** and **impact card** to their left.



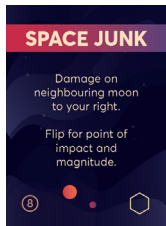
⑤ - The space junk falls on the players' own moon and stays intact. In phase 2 of the following round, this **moon rock** can be used towards a project (on its own or as part of any set of **moon rocks**).



⑥ - The **moon rock** is secured before it becomes space junk. This **moon rock** can be placed within a different module on **Uranus**.



⑦ - The space junk falls on the players' own moon and destroys stored **moon rocks** for building projects. The players erase all marks on the tunnel track and mine track on their own **project board**.



8 - The space junk lands on the moon to the players' right. The players flip a new **impact card** and a new **coordinate card** from their respective decks. The associated damage

is carried out on the moon to the right immediately. If the players have a space gun ready to fire themselves, they may, if they choose, fire it to prevent the attack. No other player can fire a space gun to prevent this damage.



9 - The space junk lands on the moon to the players' left. The players flip a new **impact card** and a new **coordinate card** from their respective decks. The associated damage

is carried out on the moon to the left immediately. If a player has a space gun ready to fire themselves, they may, if they choose, fire it to prevent the attack. No other player can fire a space gun to prevent this damage.

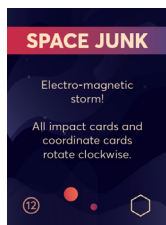


10 - The space junk crashes into the players' own moon. They flip a new **impact card** and a new **coordinate card** from their respective decks. The associated damage is carried out

immediately. If a player has a space gun ready to fire themselves, they may, if they choose, fire it to prevent the attack. No other player can fire a space gun to prevent this damage.



11 - The space junk orbits **Uranus** then falls to the planet at speed. One uncompleted module is wiped out. Remove and discard the **moon rocks** on one uncompleted module. If there are no uncompleted modules containing any **moon rocks**, no damage is caused.



12 - The space junk is lost within an electromagnetic storm. All **impact cards** and **coordinate cards** are picked up and moved one place clockwise. So, for each player, the **impact card** and **coordinate card** that was on a player's right will be moved to the player's left. Any cards that are face up stay face up. Any cards that were face down, but are now next to a player who has discovered telescope technology, may be turned face up.

Uranus!

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Published by The Dark Imp

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