
A game by Van Overbay
TRANQUILITY
>> BASE <<
U.S. AIR FORCE
UNITED STATES
UNITED STATES

Lunar module pilot, astronaut Edwin E. Aldrin Jr., descends the ladder of the lunar module (LM) *Eagle* as he prepares to be the second human to set foot on the moon. Photographed by mission commander Neil A. Armstrong with a 70mm lunar surface camera during the Apollo 11 extravehicular activity (EVA) on July 20, 1969.

# Welcome

Welcome to **TRANQUILITY BASE**™, the new expanded and remastered edition of **MOONSHOT THE GAME**™ by Van Overbay. Expanded to include new Mission, History, Wild, and Instant cards, the game also features beautifully remastered NASA photos and uniquely designed game mechanics that provide players with an even more exciting and challenging race to the moon!

**TRANQUILITY BASE** is a historically accurate game that captures the true history of America's endeavor to land a man on the Moon. It uses a deck of 136 cards and a meld-based game system to immerse players in the setting as they recreate the Space Race and assemble, launch, and complete missions from NASA projects Mercury, Gemini, and Apollo. History, Instant, and Wild cards simulate the historic events and deadly perils that occurred during Mankind's Greatest Adventure.

# How the Game Works

NASA projects Mercury, Gemini, and Apollo provide the backdrop as players are put in command of Mission Control. Each landmark event, heart-pounding crisis, and incredible machine is represented by a playing card. Players use these cards and a supply of fuel counters to assemble, launch, and complete historic NASA space missions in an exciting race to be the first player to land on the Moon!

The game-play is based on card-play. Each player is dealt a row of six mission cards (five in a 4-player game), a hand of eight cards, and seven fuel counters. Each mission card lists the equipment (launch vehicle, spacecraft, etc.) that it requires to assemble, launch, and complete that mission.

Mission and equipment cards are color coded; Mercury–red, Gemini–blue and Apollo–white. During the game you can also take advantage of Wild, History, and Instant cards. These powerful cards can be strategically played to speed your progress or hinder your opponent's. Wild and History cards can only be played during your turn. Instant cards can be played anytime during the game.

As the game progresses, players work to assemble the missions on their mission row by placing the correct equipment on each mission's launch pad (see the diagram on page 6). After assembling all of a mission's required equipment, you can then launch the mission.

Once you have a mission launched, you can use it to move your playing piece. When you move your playing piece to the corresponding mission patch on the gameboard of a mission that you have launched, this completes the mission, you receive the mission patch and gain a fuel bonus that is added to your fuel supply.

Each turn your fuel supply is recycled for use again. The more fuel that you have, the faster you can complete your missions. The first player to complete six missions (five in a 4-player game) and then land on the Moon wins the game!

**Note:** During the game, players should announce their actions such as, "I'm placing a Mercury spacecraft on the launch pad of Mercury 6," or "I'm launching Apollo 11."

# Game Equipment


- Gameboard
- 136 Playing Cards
- 84 Fuel Counters
- 30 Mission Patch Markers
- 5 US Milestone Markers
- 4 Apollo Lunar Module Playing Pieces
- Game Manual
- **The** History Behind The Cards Booklet

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# Game Setup

**DEAL EACH PLAYER SEVEN FUEL COUNTERS.** This is your fuel supply. It is used to pay pad and launch costs, play Wild cards, and move your playing piece. Set the remaining fuel counters aside to be distributed during the game.

**DEAL EACH PLAYER MISSION CARDS.** Separate the mission cards and sort them into three piles, one pile for each; Mercury, Gemini, and Apollo. Shuffle each pile and deal the mission cards to each player based on the number of players:

**1, 2, 3-Players:** 6 Missions – 2 Mercury, 2 Gemini, 2 Apollo.
**4-Players:** 5 Missions – 1 Mercury, 2 Gemini, 2 Apollo.

Players then arrange their missions face-up, next to the gameboard in front of them (see diagram on page 6). Set the remaining mission cards aside, separated and face down for Deck Setup.

**DECK SETUP.** Sort the cards and set the game deck up based on the number of players as shown below. Deal to the deck the number of each card shown. Deal Mission, Wild, History, and Instant cards randomly and hidden (face-down).

| | 1-Player | 2-Player | 3 and 4-Player |
|---|---|---|---|
| Mercury missions | 2 | 4 | All (2 / 4) |
| Gemini missions | 2 | 4 | All (4 / 2) |
| Apollo missions | 2 | 4 | All (6 / 4) |
| Redstone | 2 | 4 | All (4) |
| Atlas D | 3 | 4 | All (6) |
| Titan II | 5 | 8 | All (10) |
| Saturn 1B | 2 | 3 | All (4) |
| Saturn V | 5 | 8 | All (10) |
| Mercury Spacecraft | 4 | 6 | All (8) |
| Gemini Spacecraft | 5 | 8 | All (10) |
| Apollo Spacecraft | 6 | 8 | All (12) |
| Gemini Agena | 3 | 4 | All (6) |
| Lunar Module (LM) | 4 | 6 | All (8) |
| Lunar Rover (LRV) | 2 | 3 | All (4) |
| Wild cards | 4 | 6 | All (8) |
| History cards | 4 | 6 | All (8) |
| Instant cards | 4 | 6 | All (8) |
| Total cards in deck: | 59 | 92 | 118 / 116 |

After separating the cards required for play following the Deck Setup chart on the previous page, combine the cards into a single deck. Set the remaining cards aside; they will not be used during the game. Shuffle the play deck at least seven times to fully randomize the cards. (See additional rules for a 1-Player Solo Simulation Game on page 9).

**DEAL EACH PLAYER EIGHT CARDS FACE-DOWN.** Do not show these cards to the other players; this is the hand you will play from. Place the remaining cards in the center of the gameboard in a stack face-down. This becomes the draw pile. Turn the top card over and place it next to the draw pile face-up. This card becomes the discard pile.

**SELECT A PLAYING PIECE AND START SPACE.** The player with the earliest Mercury mission on their mission row (Mercury 2 being the first) chooses a playing piece and start space first. This player is the **Start Player**. Then the player with the next earliest mission chooses, etc., until each player has selected a playing piece and placed it on one of the start spaces on the gameboard (each player must select a different start space).

# Playing the Game

The player with the earliest Mercury mission on their mission row (the **Start Player**) goes first. Play then proceeds around the table clockwise as players take turns. Each player's turn has six phases. The phases must take place in the following order:

1. Draw
2. Recycle Fuel
3. Action
4. Upkeep
5. Discard
6. Refill Hand

1. **DRAW.** Draw one card, of your choice, from either the top of the draw pile or the top of the discard pile. You may start a turn with fewer than eight cards in your hand because you played one or more Instant cards between turns. If so, you still only draw one card during this phase.

2. **RECYCLE FUEL.** Recycle your fuel supply by turning back over your spent fuel counters from the last turn.

3. **ACTION.** During this phase you can do any of the following actions, in any order and **as many times during a single turn as your fuel supply permits:**

   A. Assemble Missions
   B. Launch Missions
   C. Move Your Playing Piece
   D. Complete Missions
   E. Move Equipment
   F. Scrub Missions
   G. Assemble and Relaunch Completed Missions
   H. Play Wild, History, and Instant Cards

A. **ASSEMBLE MISSIONS.** To assemble a mission, you must place the required equipment cards (listed on the mission card) on the mission's launch pad (see diagram on page 6). To bring an equipment card out of your hand and place it on a launch pad, you must pay the card's pad cost. **You can only place one of each of the mission's required equipment cards on its launch pad.** You can place equipment on a launch pad in any order. You cannot place equipment on the launch pad of a mission that has a Wild or Instant card on it.

B. **LAUNCH MISSIONS.** After you have assembled all of a mission's required equipment, you must pay the launch vehicle's launch cost to launch the mission. After a mission is launched, turn the launch vehicle sideways to show the mission is launched.

**Gemini missions that require a Gemini Agena must have the Agena launched before the Titan II and Gemini Spacecraft can be launched**. The Gemini Agena is also turned sideways after launch to show it is launched and in orbit. Also see the special rules about Gemini Agenas and Gemini 10 on page 11.

A launched mission cannot have any other equipment cards placed on it until the launched equipment is removed. Launched equipment can only be removed by a Wild card, Instant card, or by scrubbing or completing the mission.

C. **MOVE YOUR PLAYING PIECE.** To move your playing piece, you must use launched missions. **Each space you**

move costs one fuel. You can move up to the number of spaces listed as the max. move on the launch vehicle of each mission that you have launched, once per turn, as your fuel supply permits.

You can also move with missions that have been completed and relaunched (see **G. Assemble and Relaunch Completed Missions** below). You cannot stop and then start moving again with the same mission (unless you complete and relaunch the mission or the mission is aborted by a Wild or Instant card and you assemble and launch the mission again).

For example, you cannot move with one mission, stop to complete a different mission, and then continue to move with the first mission, even if you have not used all of the mission's max. move.

**Example move:** If you have a Gemini mission launched with a Titan II and an Apollo mission launched with a Saturn V, and you have 10 unspent fuel, you can spend 10 fuel and move four spaces with the Gemini mission and six with the Apollo mission, for a total move of 10 spaces.

If a Gemini Agena is removed by a Wild card from a Gemini mission after the mission is launched, the mission can still be used to move.

D. **COMPLETE MISSIONS.** To complete a mission, you must have the mission launched with all of the required equipment (listed on the mission card), and move to (or already have your playing piece on) the corresponding mission patch on the gameboard. This completes the mission and you receive the mission patch and the fuel bonus listed on the mission.

The fuel bonus is added to your unspent fuel supply and is **immediately usable during the same turn.** After completing a mission, you must immediately place all of its equipment cards on top of the discard pile. The mission card remains on your mission row and you place the mission patch on top of it to show that it has been completed. You can complete multiple missions during a single turn.

A mission that has a Wild or Instant card on it cannot be completed until the Wild or Instant is negated or expires.

E. **MOVE EQUIPMENT.** You can move unlaunched equipment from one mission's launch pad to the launch pad of another mission as long as it requires the same equipment. This costs no fuel and can be done multiple times during a single turn. You can also move equipment to the launch pad of a mission that has been completed (see **G. Assemble and Relaunch Completed Missions** below).

**You cannot move launched equipment** (see the special rules about Gemini Agenas and Gemini 10 on page 11), and you cannot move equipment to the launch pad of a mission that has a Wild or Instant card on it. Remember, you can only place one of each of a mission's required equipment cards on its launch pad.

F. **SCRUB MISSIONS.** You scrub a mission by replacing any uncompleted, launched, or unlaunched mission on your mission row with a mission card from your hand. You can scrub multiple missions during a turn as long as you have a mission to replace it (**you must always have six missions, five in a 4-player game, on your mission row**).

A scrubbed mission must be placed on the discard pile along with all of its equipment cards. The only exception is with unlaunched missions, where equipment cards may be moved to different launch pads before scrubbing the mission. When you scrub a launched mission, its equipment must be placed on the discard pile. You cannot scrub a mission that has been completed or that has a Wild or Instant on it.

G. **ASSEMBLE AND RELAUNCH COMPLETED MISSIONS.** You can assemble, relaunch, and move your playing piece with missions that have been completed. The same rules apply as with uncompleted missions (you must pay pad, launch, and move costs, and you can move with each one, once per turn, etc.) except you cannot complete the mission again or scrub it.

Gemini missions requiring a Gemini Agena must have the Agena launched (two Agenas for Gemini 10) and in orbit before being able to relaunch the mission (Titan II and Gemini Spacecraft). If a Gemini Agena is removed by a Wild card from a Gemini mission after the mission is launched, the mission can still be used to move with. Wild and Instant cards are treated the same also, and a completed

mission that is relaunched must remain launched until it is aborted by a Wild or Instant card (its equipment cannot be scrubbed). After completing all of your missions, you must have a mission relaunched to move your playing piece and land on the Moon.

H. PLAY WILD, HISTORY AND INSTANT CARDS. Wild and History cards can only be played during the Action phase of your own turn. Instant cards can be played during this phase and can also be played at anytime during the game. To play a Wild card you must pay the cost listed on the card. You can play Wild and Instant cards on your own cards and they can be played on completed missions that have been relaunched.

Note: If an Instant card is played between turns, any cards removed by it must be placed on the bottom of the discard pile. This is so that the top card of the discard pile, at the beginning of each player's turn, is always the last player's discard. Also see special rules about History cards with US Milestone markers on page 12.

4. UPKEEP. Remove any expired Wild or Instant cards that have been played on your missions and place them on the top of discard pile. Wild and Instant cards that last for two turns are turned sideways after the first turn, then are removed and placed on top of the discard pile during this phase the next turn.

5. DISCARD. During this phase you must discard one card from your hand and place it on the discard pile. Even if you can play all of the cards in your hand during a single turn, you must keep one card to discard. The top card on the discard pile should always be the last player's discard. You also have the option to discard one additional card from your hand by paying two fuel.

6. REFILL HAND. To end your turn, you must draw from the draw pile the number of cards it takes to refill your hand to eight cards. If you reach the bottom of the draw pile, set the top card of the discard pile aside and shuffle the discard pile, this becomes the new draw pile. The top card of the old discard pile becomes the top card of the new discard pile.

# Fuel Supply

During the game your fuel supply represents funding and resources and is used to pay pad costs, launch costs, play Wild cards, and to move your playing piece. When a fuel counter is spent, it is turned over and placed next to your unspent fuel counters to indicate that it has been used for that turn (see the diagram on page 6). Each turn your fuel supply is recycled for use again the next turn.

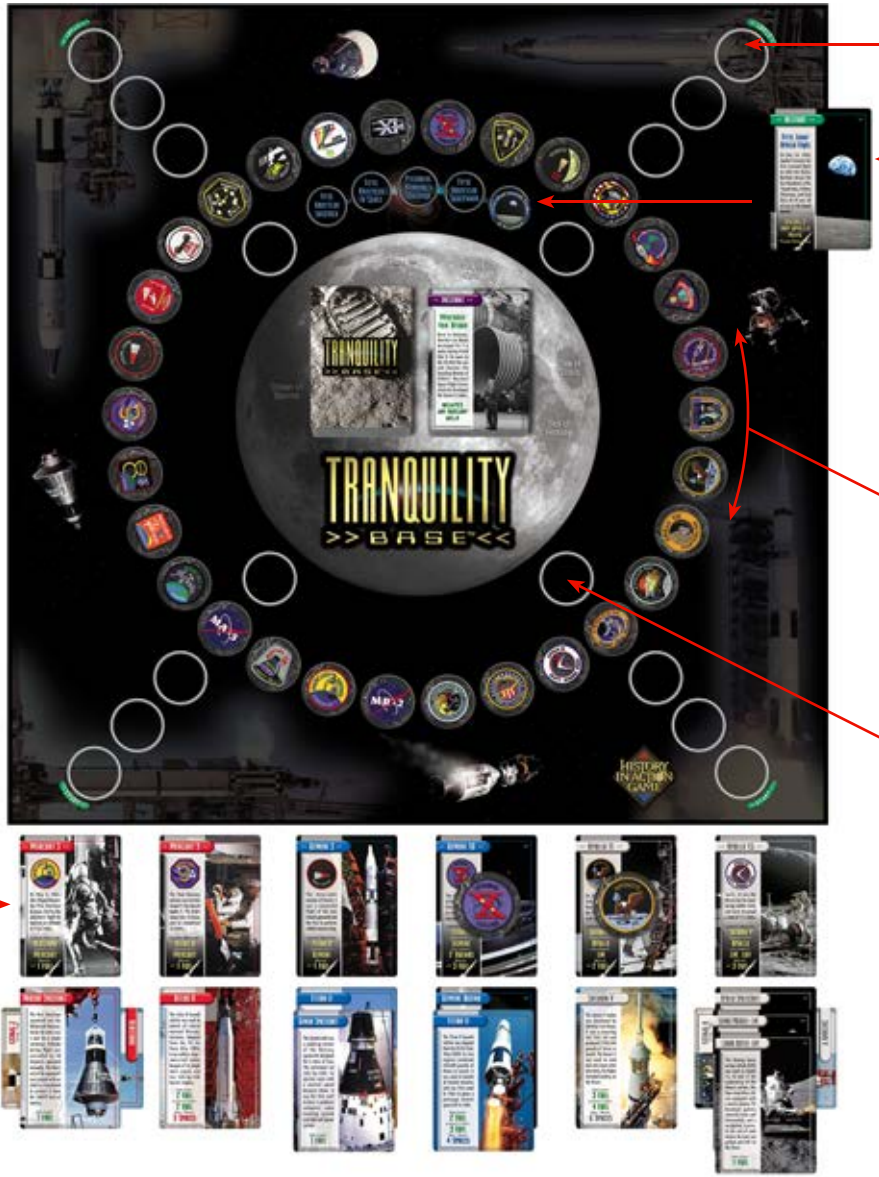
You can increase your fuel supply by completing missions. Each time you complete a mission you gain the number of fuel counters listed as the Bonus on the mission card. Fuel counters that are received during the Action phase of your own turn are added to your unspent fuel supply and are immediately usable that same turn.

# Winning the Game

When you have completed six missions (five in a 4-player game), you must use a completed mission that is relaunched, to move out of lunar orbit and down any one of the four lunar descent paths to the Moon (see the diagram on page 6). You must simply move the number of spaces to the Moon, counting the Moon as your final space. The first player to land on the Moon wins!

# Game-Play and Moving on the Board

The diagram on the next page illustrates the basic game layout for each player's cards and the rules concerning moving your playing piece on the gameboard. To move your playing piece you must use launched or relaunched missions. Each space you move costs one fuel. You can use any number of launched missions to move with during a single turn—as long as you have enough fuel to pay for the number of spaces you move, but you can only move with each launched or relaunched mission once per turn (see C. Move Your Playing Piece on page 3).




This is a start space. Each player begins with their playing piece on a start space as determined during setup.

Five History cards have US Milestone markers. Place the marker on the board when these cards are played. After being played, these History cards are removed from the game instead of being placed on the discard pile.

After you have a mission launched, you can use it to move from your start space out to lunar orbit. Lunar orbit is the ring of mission patches on the gameboard.

Once in lunar orbit you can move in either direction as you complete your missions. You can change direction at anytime and move across any mission patch space, but you must stay in lunar orbit until you complete your six missions (five in a 4-player game).

After you have completed your missions, you can move down any one of the four paths to land on the Moon.

(unspent) (spent)

This is your fuel supply. Turn your fuel counters over as you spend them to pay pad and launch costs, play Wild cards, and move your playing piece. Each turn your fuel supply recycles for use again.



This is your mission row, each player's mission row is setup on their side of the board. Beneath each mission card is its launch pad where the mission's required equipment is assembled by paying each card's pad cost. After assembling the mission's required equipment, launch the mission by paying the launch vehicle's launch cost. After a mission is launched, turn the launch vehicle sideways to show that the mission is launched. When a mission is completed, all of its equipment cards must be placed on the discard pile, the mission card stays on your mission row and the mission patch is placed on it to show that it has been completed. You also gain a fuel bonus for completing the mission. The fuel is added to your unspent fuel supply and is immediately usable the same turn. Note: More than one playing piece can occupy the same space on the gameboard at the same time without effect.


Diagram 1. Game setup at the start of Glenn's first turn.

# Brief Game-Play Example

This brief game-play example of three turns is to familiarize you with the basic mechanics of TRANQUILITY BASE. Glenn begins the game with a fuel supply of seven fuel counters, a hand of eight cards, and with Mercury 3, Mercury 9, Gemini 4, Gemini 8, Apollo 13 and Apollo 17 as the six mission cards on his mission row. You may find it helpful to set up your gameboard and cards as shown in Diagram 1. above and follow along as each turn is described.

GLENN'S FIRST TURN. Glenn begins the game by drawing a card from the draw pile. Next plays the History card "First American Satellite: Gain 1 Fuel." He places the US Milestone marker on the board, removes the card from the game and gains one fuel counter. Next, he starts his Action phase by scrubbing the mission Mercury 9. He places it on the discard pile and replaces it with Mercury 6 from his hand. Glenn then takes an Atlas D launch vehicle out of his hand and places it on the launch pad of Mercury 6. He pays its pad cost by turning over two fuel counters from his fuel supply. Next, he brings a Mercury spacecraft out of his hand and places it on the launch pad of Mercury 6. He turns over one fuel counter to pay its pad cost. Now that he has assembled all of the equipment that Mercury 6 requires (an Atlas D launch vehicle and Mercury spacecraft), he spends two fuel counters to pay the launch cost and turns the launch vehicle sideways to show that the mission is now launched (see Diagram 2. on the next page).

Now that Glenn has a mission launched, he can use it to move his playing piece. He spends his last three fuel and moves three spaces (each space you move costs one fuel) to the Mercury 5 mission patch on the gameboard (even if he had more fuel, he could still only move three spaces because that is the max. move for an Atlas D launch vehicle as shown on the card). To end his turn, he discards a card from his hand and then refills his hand to eight cards by drawing three cards from the draw pile.


Diagram 2. Game setup at the start of Glenn's second turn.

After placing the required equipment on a mission's launch pad, you must pay the launch vehicle's launch cost to launch the mission. Turn the launch vehicle sideways to show that the mission is launched.

GLENN'S SECOND TURN. Glenn begins by drawing a card from the draw pile. He then recycles his fuel and spends one fuel to move his playing piece with Mercury 6, one space to the Mercury 6 mission patch on the gameboard. This completes the mission, he receives the mission patch and gains a fuel bonus of one fuel which is added to his unspent fuel supply. He places the mission patch on top of Mercury 6 on his mission row and places all of the mission's equipment cards on the discard pile. Next, he places a Saturn V and Apollo spacecraft on Apollo 13 for a cost of four fuel. He then places a Titan II and Gemini spacecraft on Gemini 4 for three fuel. He spends his last fuel counter to place a Mercury spacecraft on Mercury 3. To end his turn, he discards a card from his hand and then refills his hand to eight cards by drawing five cards from the draw pile.

GLENN'S THIRD TURN. See Diagram 3. on the next page. To begin his turn Glenn draws a card from the draw pile and recycles his fuel. Next, he moves the Mercury spacecraft from Mercury 3 to Mercury 6. He then scrubs Mercury 3 by placing it on the discard pile and replacing it with Mercury 8 from his hand. He then moves the Mercury spacecraft from Mercury 6 to Mercury 8. Next, he pays two fuel and places an Atlas D on Mercury 8. He then launches Mercury 8 for two fuel and spends two more fuel to move his playing piece two spaces to the Mercury 8 mission patch on the gameboard, completing the mission and gaining a fuel bonus of one. He places the mission patch on Mercury 8 and places the equipment cards on the discard pile. Glenn spends his last four fuel counters to place a Saturn V and Apollo spacecraft on Apollo 17. Last of all, he discards one card and draws four cards to refill his hand to eight.


Diagram 3.
Game setup at the start of Glenn's third turn.

# 1-Player Solo Simulation Game

The solo simulation game is designed to challenge your skills at completing missions and landing on the Moon in the least number of turns possible. The rules are the same as in a multi-player game with following changes:

- You can pick any start space that you want after dealing yourself six mission cards.
- During the Draw and Refill Hand phases of your turn, you must draw from the draw pile only.
- Wild and Instant cards must be played on your own cards whenever possible.
- You do not have to pay the cost when you play Wild cards.

To begin the game, place a stack of 10 fuel counters to the side to use as a countdown timer. This stack is separate from your normal fuel supply. At the end of each turn, turn over a counter from this stack. If you complete six missions and land on the Moon before the countdown timer reaches zero, you win!

# The Playing Cards

The playing cards included with **TRANQUILITY BASE** are designed to provide endless game-play possibilities. Each card features a photo from the archives of NASA along with historical information and game-related text. Mission and equipment cards are color coded; Mercury–red, Gemini–blue and Apollo–white. The 136-card deck breaks down as follows:

30 Mission cards:
- 8 Mercury, 10 Gemini, 12 Apollo

82 Equipment cards:
- 34 Launch vehicles:
  - 4 Redstone, 6 Atlas D, 10 Titan II, 4 Saturn IB, 10 Saturn V
- 30 Spacecraft:
  - 8 Mercury, 10 Gemini, 12 Apollo
- 18 Other hardware and spacecraft:
  - 6 Gemini Agena, 8 Lunar Module (LM), 4 Lunar Rover (LRV)

24 Special action cards:
- 8 Wild cards, 8 History cards, 8 Instant cards

**MISSION CARDS.** These cards represent the historic missions of NASA projects Mercury, Gemini and Apollo. Each mission card lists the equipment (launch vehicle, spacecraft, etc.) that the mission requires to assemble, launch and complete. Only one each of a mission's required equipment cards can be placed on its launch pad. When a mission is completed, you receive the mission patch and the number of fuel counters listed as the Bonus on the mission card.

**EQUIPMENT CARDS.** These cards represent the launch vehicles, spacecraft and other hardware that was developed and flown during NASA projects Mercury, Gemini and Apollo.

**Launch vehicles:** (Redstone, Atlas D, Titan II, Saturn IB and Saturn V) These cards represent the rocket-powered launch vehicles that were used to launch all of the manned Mercury, Gemini and Apollo missions.

**Spacecraft:** These cards represent the spacecraft that were flown during Mercury, Gemini and Apollo missions.

**Lunar module (LM):** These cards represent the Apollo lunar excursion module that was developed to carry and land two astronauts on the moon. Lunar modules were flown on Apollo 9 through 17, and used for lunar landings on Apollo 11, 12, and 14 through 17.

**Lunar rover (LRV):** These cards represent the Apollo lunar roving vehicle that was developed for long-range exploration of the lunar surface. Lunar rovers were used to traverse and explore the Moon on Apollo 15 through 17.

**Gemini Agena:** These cards represent the unmanned Gemini Agena target vehicle, a first stage modified Atlas D rocket and a second stage Agena docking target. The Gemini Agena was used to perfect orbital rendezvous and docking maneuvers necessary for landing on the Moon. It was launched prior to the Titan II and manned Gemini spacecraft. Following a successful launch, the manned Gemini spacecraft would be launched to rendezvous with the Agena docking target in orbit.

Below is the Apollo 11 mission card:

The following rules apply for Gemini Agenas and Gemini missions requiring them:

• The Gemini Agena is placed on the Gemini mission's launch pad by paying the pad cost. The Gemini Agena can be launched by paying the launch cost anytime after being placed on the pad, whether any other equipment (the Titan II and Gemini Spacecraft) is on the pad or not. Turn the Gemini Agena sideways after launch to show that it is launched (and in orbit).

• On a Gemini Mission requiring a Gemini Agena, **the Gemini Agena must be in orbit before the mission can be launched** (before launching the Titan II launch vehicle and Gemini Spacecraft). After completing a mission with a Gemini Agena, it is placed on the discard pile with rest of the mission's equipment cards (except if it is needed for Gemini 10, see rules below).

• If a launched mission's Gemini Agena is removed by a Wild card, you can still move your playing piece with the mission, but you must acquire another Gemini Agena, place it on the pad, and have it launched to complete the mission (you must have 2 Gemini Agenas launched to complete Gemini 10).

• Gemini Agenas are not affected by Wild or Instant cards such as Launch Delays and Mission Aborted cards, unless the card specifically states that it plays on a Gemini Agena.

**Gemini Agenas and Gemini 10:**
The ambitious mission of Gemini 10 included rendezvous and docking with its own Gemini Agena, followed by a re-boost and rendezvous with the Gemini 8 Agena that remained in orbit. Because of these unique aspects of this mission, the following special rules apply:

• If Gemini 10 is on your mission row when you complete another Gemini mission with a Gemini Agena, you have the option of placing the used Gemini Agena on the Gemini 10 mission instead of on the discard pile. There is no cost, and the Gemini Agena remains launched and in orbit. Only one of the two Gemini Agenas required to complete (or relaunch) Gemini 10 may be acquired in this manner.

• Only one of the two required Gemini Agenas must be in orbit before the mission can be launched and used to move your playing piece with. The second Gemini Agena does not need to be on the launch pad.

• To complete Gemini 10, both of the required Gemini Agenas must be launched (in orbit). Both Gemini Agenas are also required to be in orbit to relaunch Gemini 10 after completing all of your missions.

**WILD CARDS.** These cards are based on actual events from NASA missions and can be used to slow or hinder your opponents. The following rules apply:

• Wild cards can only be played during the Action phase of your own turn. To play a Wild card, you must pay the cost listed on it and then place it on top of the mission that it affects.

• You can play Wild cards on your own cards, and multiple Wild and Instant cards can be played on a single mission (multiple Wild and Instant cards are treated individually and their durations run simultaneous).

• When a mission has a Wild card on it, it cannot be scrubbed, its equipment cannot be moved, equipment cannot be added, and the mission cannot be completed until the Wild card is negated or expires.

• Multiple Wild cards can be played during a single turn, and can be played on completed missions that have been relaunched.

Below is a Saturn V launch vehicle:

**Pad cost:** Fuel it costs to take the card from your hand and place it on a launch pad.

**Launch cost:** Fuel it costs to launch a mission with this launch vehicle.

**Max. move:** The max. spaces you can move your playing piece, once per turn, with a mission launched by this launch vehicle.

• When a mission is "**Aborted**" by a Wild card, all of the mission's equipment (except for Gemini Agenas) along with the Wild card and any other Wild or Instant cards on it, are immediately placed on top of the discard pile. The mission card remains on the player's mission row.

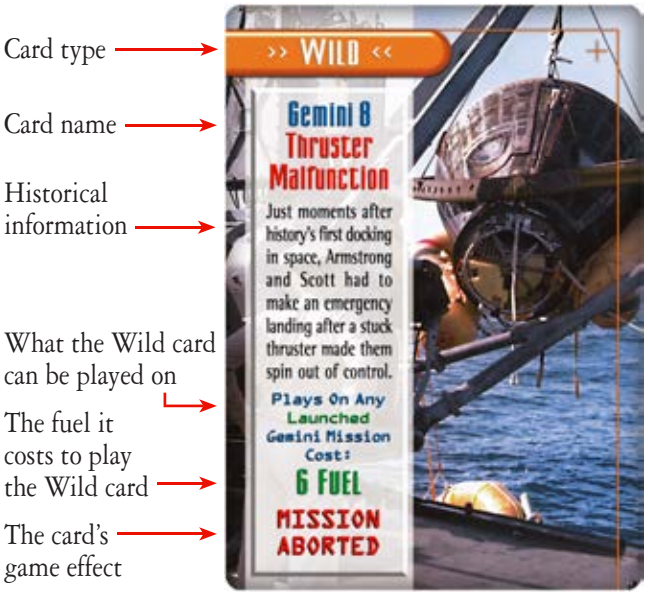
• When a Wild card is played that states, "**Cannot Move,**" it only affects the mission it is played on and means that mission cannot be used to move with. The player can use other missions to move with.

• When a Wild card is played that lasts for one turn, it is removed and placed on top of the discard pile during the Upkeep phase of the receiving player's next turn.

• When a Wild card is played that lasts for two turns, it is turned sideways during the receiving player's Upkeep phase of the first turn, then is removed and placed on top of the discard pile during the Upkeep phase of their second turn.

• Because Wild cards are always played during the Action phase of the active player, and resolved either immediately or during a player's Upkeep phase, the top card of the discard pile will always be the last player's discard.

Below is a typical Wild card:




**HISTORY CARDS.** These represent milestones and historic events in flight history. They can be strategically played during your turn to help speed your progress. The following rules apply:

• History cards can only be played during the Action phase of your own turn.

• To play a History card, the player simply announces it and places the card on the discard pile (unless the History card has a US Milestone, see rules below). The player then gets to use the card's game effect. Multiple History cards can be played in any combination during a single turn.

• When a move is added to by a History card, the added spaces cost no fuel to move and can go beyond the launch vehicle's max. move. If you stop to complete a mission during a move that is added to by a History card, you cannot start moving again with the same mission, even if you have additional move spaces left over.

• If you double a move to land on and complete a mission that is an odd number of spaces away, you lose the additional space you could have moved. For example, if you are moving to a mission 11 spaces away, and you double an Apollo move of 6 to be able to move a total of 12 spaces. If you stop to complete the mission after moving 11 spaces, you lose the additional space you could have moved.

**HISTORY CARDS AND US MILESTONES.** Five History cards have corresponding US Milestone markers with spaces for the markers on the gameboard. These cards are only used once each game. When played, the effect is the same, but instead of being placed on the discard pile, these History cards are removed from the game and its marker is placed on the gameboard.

Regardless of whether the History card is negated by an Instant, it is still removed from the game and the marker put in place.

**Example History card-play:** Glenn moves six spaces with Apollo 10. He pays the move cost (each space he moves costs one fuel) by spending four fuel counters and playing the History card, "**President Kennedy's Challenge: Use As 2 Fuel.**" Next, he plays the History card, "**First Lunar Orbital Flight: Double Any Apollo Move,**" and moves six more spaces, at no cost, for a total move of 12 spaces. He places both Milestone markers on the board and removes the cards from the game.

**INSTANT CARDS**. These powerful cards can be played at anytime during the game. The following rules apply:

- When an Instant is played, it is announced and placed on the card it affects. Any cards negated or removed by an Instant are immediately placed on the bottom of the discard pile with the Instant card (except History cards with US Milestones which are removed from the game, see rules on page 12).

**Note:** Instant cards and cards removed by them are always placed on the bottom of this discard pile. This to ensure that the top card of the discard pile, at the beginning of each player's turn, is always the last player's discard.

- Any number or combination of Instant cards can be played at anytime during the game.

- You can play Instant cards on your own cards, and multiple Instant and Wild cards can be played on a single mission (multiple Instant and Wild cards are treated individually and their durations run simultaneous).

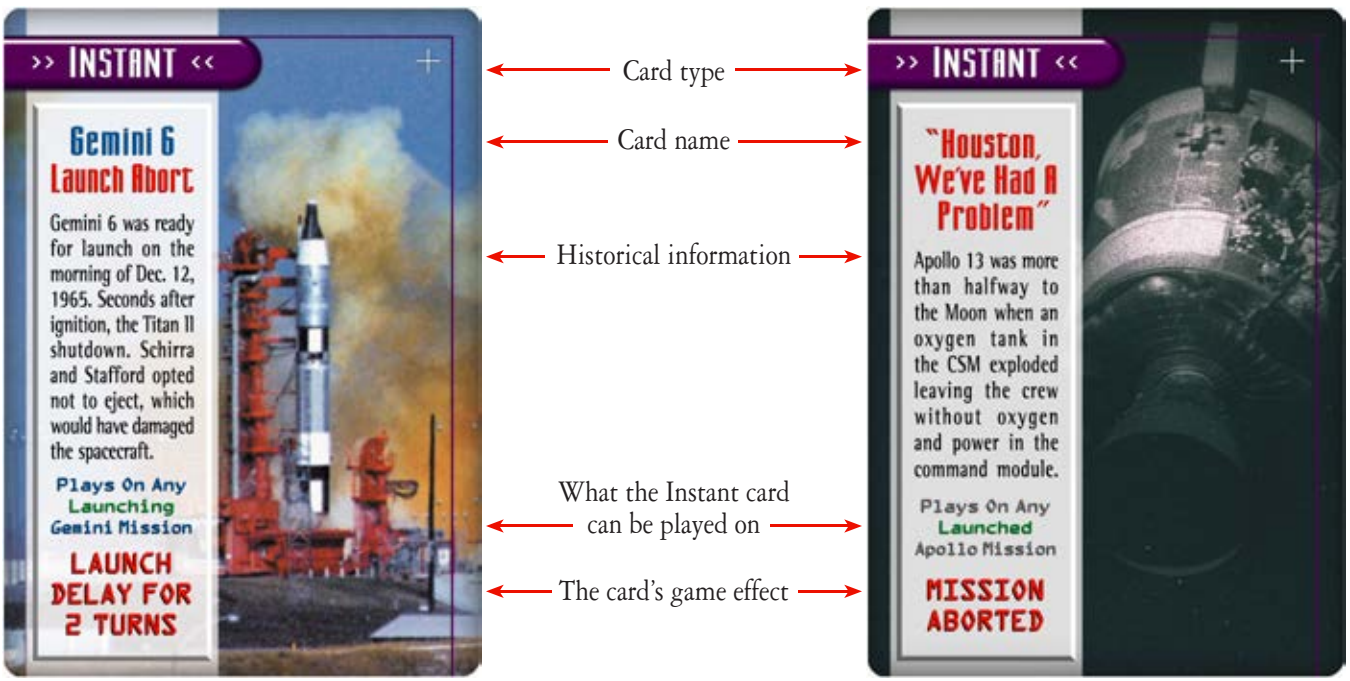
- Pay close attention to what an Instant card states that it can be played on. For example, an Instant card that states, "**Plays On Any Launching (Mercury, Gemini or Apollo) Mission,**" can only be played on a player's mission at the moment it is being launched.

- When a mission is aborted by an Instant, all of the equipment cards (except for Gemini Agenas) along with the Instant card are placed on the bottom of the discard pile.

**Example Instant card-play:** Lee places a Saturn IB on the launch pad of Apollo 7. To pay the pad cost of three, she spends two fuel counters and plays the History card "**First Powered Flight: Use As 1 Fuel.**"

Glenn immediately plays the Instant, "**The 'Flying Bathtub': Negates Any History.**" Fortunately, Lee has the Instant, "**X-15 Research Aircraft: Negates Any Instant,**" and plays it. By negating Glenn's Instant card, Lee gains the benefit of her original History card.

Below are two typical Instant cards:



# Timeline of the Space Age

**1783:** Frenchmen Jean Pilatre de Rozier and Marquis d'Arlandes make the first flight in a hot air balloon.

**1865:** French author Jules Verne writes *From the Earth to the Moon*, a science fiction story seen today as prophetic.

**1891:** In Berlin, Germany, Hermann Ganswindt draws designs for the first spaceship using solid-fuel rockets.

**1903:** Russian Konstantin Tsiolkovsky proposes space travel using multi-staged rockets with liquid propellants.

**1903:** Brothers Orville and Wilbur Wright are the first to successfully fly a heavier-than-air powered aircraft.

**1916:** American Robert Goddard receives a $5,000 grant from the Smithsonian Institution to build test rockets.

**1919:** Robert Goddard publishes a 69-page research paper entitled, *A Method of Reaching Extreme Altitudes.*

**1923:** Hermann Oberth's book, *The Rocket into Interplanetary Space,* establishes the basic theories of space flight.

**1926:** Robert Goddard successfully launches the world's first liquid-propelled rocket in Massachusetts.

**1927:** In Germany, the Verein fur Raumschiffahrt is formed, the first active astronautical society.

**1927:** American aviator Charles Lindbergh makes the first solo nonstop flight across the Atlantic Ocean.

**1929:** Hermann Oberth publishes *Roads to Space Travel,* called "the most important theoretical work on the subject."

**1930:** The American Interplanetary Society is formed (later called the American Institute of Aeronautics and Astronautics).

**1932:** Wernher von Braun is put in charge of developing rockets as military weapons for the German Army.

**1942:** The German V-2 rocket, developed by Wernher von Braun, makes its first successful flight.

**1944:** The first German V-2 rockets become operational and are fired against Paris and London during World War II.

**1945:** Wernher von Braun and about 120 other German engineers surrender and agree to work for the US Army.

**1945:** The US Secretary of War approves the establishment of White Sands Proving Grounds in New Mexico.

**1947:** The Bell X-1 rocket plane, piloted by Chuck Yeager, flies faster than the speed of sound for the first time.

**1948:** At White Sands Proving Grounds, a rhesus monkey named Albert is launched in the nose cone of a V-2 rocket.

**1949:** Viking, the first large US rocket, is launched by Wernher von Braun's team at White Sands in New Mexico.

**1950:** The First International Astronautical Congress meets in Paris, France.

**1957:** The Soviet Union launches Sputnik 1, the Earth's first artificial satellite—ushering in the Space Age.

**1958:** Wernher von Braun and his team launch Explorer 1, the first US satellite, from Cape Canaveral, Florida.

**1959:** The Soviet Union launches Luna 2 and it becomes the first man-made object to reach the Moon.

**1961:** The Soviets launch the first human into space and Earth orbit, Yuri Gagarin, aboard Vostok 1.

**1967:** The first Saturn V rocket, developed by Wernher von Braun, is launched from Cape Canaveral, Florida.

**1969:** On Apollo 11, Neil Armstrong and Edwin "Buzz" Aldrin become the first humans to walk on the Moon.

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# Credits


Game concept, development and design, graphic design, research and writing – Van Overbay.

Playtesters – Glenn Bradley, Jon Metzger, Lee Overbay, Kayla Overbay and Van Overbay.

Apollo 13 illustration – Henry Bosak.

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# Dedication

TRANQUILITY BASE is dedicated to the brave men and women who have lost their lives in the conquest and exploration of space.

Apollo 1, January 27, 1967

Roger Chaffee
Virgil "Gus" Grissom
Edward White II

STS-51-L, *Challenger*, January 28, 1986

Gregory Jarvis
Christa McAuliffe
Ronald McNair
Ellison Onizuka
Judith Resnik
Francis Scobee
Michael Smith

STS-107, *Columbia*, February 1, 2003

Mike Anderson
Dave Brown
Kalpana Chawla
Laurel Clark
Rick Husband
William "Willie" McCool
Ilan Ramon of Israel

Astronaut Edward White floats weightless in Earth orbit and makes history as the first American to spacewalk. Photographed by James McDivitt aboard Gemini 4, June 3, 1963.

View of the Taurus-Littrow landing site during Apollo 17. Photographed from the lunar module *Challenger* by astronauts Eugene A. Cernan and Harrison H. Schmitt before the third EVA on December 13, 1972. The US flag, darkened tracks and footprints, and the lunar rover with repaired fender can be seen.