



A MOONRAKERS
PUSH YOUR LUCK
DICE GAME

A large, stylized red hand icon, resembling a dice, is centered within a red hexagonal outline. The hand is composed of several thick, rounded rectangular segments, giving it a blocky, dice-like appearance. The background of the entire cover is a dark blue with a complex, repeating pattern of small squares and circles, creating a textured, grid-like effect.

MOONROLLERS

RULEBOOK

PLAYERS

2-5

PLAY TIME

30-45 MIN

AGES

14+

ROBERT HOVAKIMYAN



ABOUT THE GAME

Moonrollers is a push your luck dice rolling game for 2-5 players that takes 30-45 minutes. Over the course of the game, players earn **Prestige** by helping Moonrakers Crew on contracts. Each Crew member, when hired onto a player's ship, provides a unique ability handy for completing those contracts. Some missions are particularly hazardous, granting players **Hazard** tokens worth **Prestige** at the end of the game. However, the player with the most **Hazard** tokens will be reprimanded for their chaotic conduct and will receive no extra endgame **Prestige**. The game ends once a player hires a certain number of Crew to their ship.

For a "How to Play" video, visit: moonrakersgame.com/moonrollershowtoplay

COMPONENTS



12 DICE

30 CREW CARDS

45 HAZARD TOKENS



5 REFERENCE CARDS



50 PLAYER TOKENS



1 PRESTIGE BOARD



1 RULEBOOK

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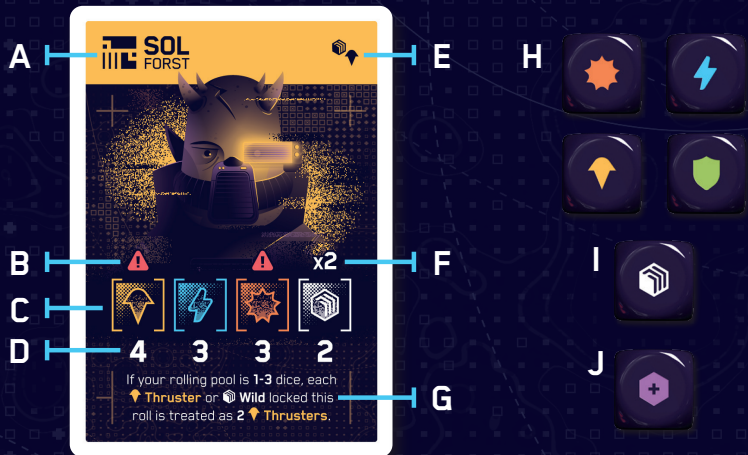
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CARD AND DICE BREAKDOWN



- A. FACTION** - Represents the Crew's Faction.
- B. HAZARD** - Signifies to draw 2 **Hazard** tokens and return 1 to the pile.
- C. REQUIREMENTS TO HIRE CREW** - Shows the specific die symbol needed.
- D. REQUIREMENT NUMBER / PRESTIGE** - Reflects the number of locked dice needed for each symbol and **Prestige** granted for completing Crew missions.
- E. REMINDER ICON** - A small indicator that relates to the Crew's special ability.
- F. DOUBLE POINTS** - Signifies double **Prestige** on **Wild** requirements.
- G. SPECIAL ABILITY** - An effect that may be used during your turn.
- H. REQUIREMENT SYMBOLS** - **Damage**, **Reactors**, **Thrusters**, and **Shields**.
- I. WILD SYMBOL** - May be locked as any of the 4 possible requirements.
- J. EXTRA DIE SYMBOL** - Adds a die to your rolling pool from the supply.

TABLE SETUP



- Each player takes a reference card, starting Crew (signified by a **♣** icon on the top right of the card), and 10 player tokens in a color of their choice. Each player places 1 token on the 0 space of the **Prestige** board.
- Shuffle the unused starting Crew cards with the remaining 25 Crew cards and place them face down within reach of each player, forming the Crew deck.
- Shuffle the **Hazard** tokens face down in a pile.
- Reveal a number of cards from the Crew deck according to player count face up beside the deck to form the starting display:
 - 2 PLAYERS:** 4 Crew cards with no duplicate Factions.
 - 3 PLAYERS:** 5 Crew cards with no duplicate Factions.
 - 4-5 PLAYERS:** 6 Crew cards with at least 1 of each Faction.
- Set the 12 dice next to the Crew deck, forming the dice supply.
- The first player is the player who last won a game of Moonrakers (or is chosen randomly).

DETAILS AND DICE POOLS

Starting with the first player, players take turns going clockwise around the table until the game ends. The game ends immediately when a player has hired 1 Crew of each Faction or 3 Crew from the same Faction. Afterwards, proceed to final scoring.



1 OF EACH FACTION



3 OF THE SAME FACTION

DICE POOLS

On your turn, make space for the following 3 separate dice pools:

- **Rolling Pool:** This starts with 5 dice, since you start your turn by taking 5 dice from the supply and rolling them.
- **Supply Pool:** This starts with 7 dice, since there are 7 dice left in the supply after you take your starting 5 dice.
- **Locked Pool:** This is where dice that are locked and contributed to requirements go. This starts at 0 dice.



SUPPLY POOL

ROLLING POOL

LOCKED POOL

ROLLING AND CHOOSING CREW

TAKING TURNS

Each turn consists of a series of rolls, where you will attempt to fulfill requirements on 1 Crew card to earn **Prestige**, **Hazard** tokens, and potentially the Crew card itself. On your turn, follow these guidelines:

1. Roll 5 dice.
2. Choose a Crew.
3. Commit to a requirement.
4. Bust, roll again, or stop.

ROLL 5 DICE

Take 5 dice from the supply and roll them to form your rolling pool.



CHOOSE 1 CREW CARD TO WORK ON THIS TURN

After looking at your initial roll, choose 1 Crew card to work on their contract.

- This may be any Crew card in the display.
- Each Crew has 3 or 4 requirement types.
- The requirement numbers indicate how many locked dice of the matching type must be contributed to clear the requirement.
- Requirement numbers also signify **Prestige** values.
- You may only work on 1 Crew each turn.
- **Wild Die Faces:** Dice depicting a **Wild** face may be contributed to any requirement. However, **Wild** requirements only take **Wild** faces. As such, these requirements are harder to meet, but they award double **Prestige** when scored (as denoted by the x2 above the requirement).



CREW REQUIREMENTS

COMMIT TO 1 REQUIREMENT ON THE CHOSEN CREW CARD

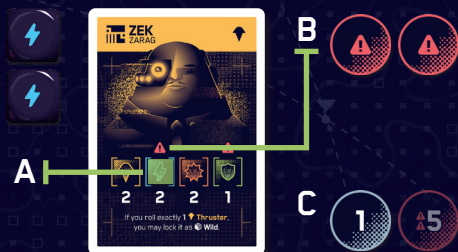
You must commit to any 1 requirement on the chosen Crew that does not have a player token on it.

- Place 1 of your player tokens above the requirement as a reminder that you are committing to it.
- Lock in at least 1 die of that requirement.
- To lock in a die, move it from your rolling pool to your locked pool.



You **complete a requirement** after you lock in a number of matching dice equal to its requirement number. You do not need to complete a requirement in 1 roll, but you do need to complete a requirement in 1 turn.

- Upon completing a requirement, slide your player token down to cover the requirement. You do not earn **Prestige** immediately.
- If the requirement contains a **Hazard** symbol above it, immediately take 2 random **Hazard** tokens.
- Look at them privately and return 1 of them to the pile face down, keeping the other. You are free to inspect your **Hazard** tokens at any time, but other players may never do so.



BUST, ROLL AGAIN, OR STOP

BUSTING

If you are unable to lock in at least 1 die after a roll, you bust. Remove all the player tokens you placed this turn. Any player tokens from previous turns remain. You **do not** return any **Hazard** tokens you gained this turn. Your turn ends and play proceeds to the next player.



ROLLING AGAIN

Roll all the dice in your rolling pool. Repeat this step until you **stop** or **bust**.

- Before rolling all the dice in your rolling pool, count the number of **Extra Dice** symbols depicted. For each of these, add 1 die from the supply to your rolling pool. If the supply is empty, you cannot add more dice to your rolling pool this turn. Then, roll your dice.
- If you have already committed to a requirement type, then you must lock in at least 1 die of that requirement.
- If you are not currently committed to a requirement (because you just completed a requirement on your last roll), you must commit to any requirement on the chosen Crew that does not have a player token on it, then you must lock in at least 1 die of that requirement.



STOPPING

You may choose to stop instead of continuing to roll (because you do not want to risk busting). If you are currently committed to an uncompleted requirement, take your player token off the requirement. However, keep all your player tokens on completed requirements. Your turn ends and play proceeds to the next player. Since you may only work on 1 Crew each turn, **you must stop if you complete the last requirement on a Crew card.**

PRESTIGE AND HIRING CREW

PRESTIGE

Once all requirements on a Crew card have been met, award **Prestige** to players who contributed to the mission. Return each player token to its owner; they gain **Prestige** equal to the requirement number below each token returned. **Wild** requirements reward **Prestige** equal to 2 times the requirement number (as denoted by the "x2").

BLUE PLAYER - 4 Prestige (4 ⚡ Reactors)
GREEN PLAYER - 3 Prestige (3 ⚡ Thrusters)
ORANGE PLAYER - 7 Prestige (3 🛡 Shields, 2x2 🌀 Wilds)

HIRING CREW

The player who completes the last requirement on a Crew gains the card. When hiring a Crew, place it in front of you.

- If this is your first hired Crew card of its Faction, place it next to your other Crew cards, in a row.
- If you already have a Crew card of that Faction, you must place the Crew either on top of or under your Crew card(s) of the same Faction. When you hire a duplicate Faction, you may also immediately return 1 of your **Hazard** tokens of your choice face down to the pile.
- Each visible Crew card gives you a special ability. These benefits are clarified in detail in the glossary. You may only use the abilities of cards at the top of a Faction's stack (thus, you will only ever have 1 ability from each Faction).

When a Crew is removed from the display, draw the top card from the deck to replace it before the next player starts their turn. There should always be the same number of Crew cards in the display for the entire game.

GAME END AND HAZARDS

GAME END

Once any player has hired 1 Crew of each Faction or 3 Crew from the same Faction, the game ends immediately. In the rare case that the last card of the Crew deck is drawn, the game ends. Players proceed to final scoring.

HAZARDS

Players now reveal their **Hazard** tokens. Players have a chance to score these tokens for additional **Prestige**, as long as they are not the player with the most **Hazard** symbols.

- The player(s) with the most **Hazard** symbols across their **Hazard** tokens are disqualified from scoring additional **Prestige** from their tokens.
- In the case of a tie for the most **Hazard** symbols, all tied players do not score their tokens.
- In 2 player games, the player with the most **Hazard** symbols is only disqualified from scoring additional **Prestige** if they have at least 3 more **Hazard** symbols than their opponent.
- Remaining players gain the amount of **Prestige** depicted on their tokens.
- Reminders: Draw 2 **Hazard** tokens and return 1 to the pile when completing requirements with **Hazard**. A **Hazard** token may be returned to the pile when hiring a duplicate Faction.

1 PRESTIGE
0 **HAZARD**

2 PRESTIGE
1 **HAZARD**

5 PRESTIGE
2 **HAZARD**

DETERMINING THE WINNER

After scoring additional **Prestige** from **Hazard** tokens, the player with the most **Prestige** wins. In the case of a tie, the Player with the least **Hazard** symbols across their tokens wins.

TURN EXAMPLES



Angelo begins his turn by rolling 5 dice. Since he has **SALATAR**, he may re-roll his starting dice, but he elects not to (A). He decides to work on **NAMARI** this turn. **Danielle** has previously completed the 1 ⚡ **Reactor** requirement on **NAMARI**, as denoted by her token, so Angelo cannot commit to that requirement (B).

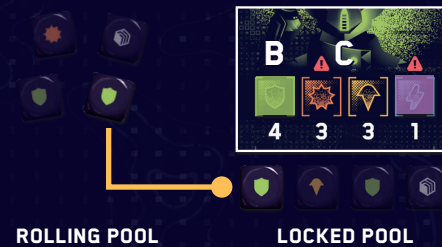


He commits to the 4 **Shield** requirement. He locks in 1 **Shield** and 1 **Wild**, and places one of his tokens above the **Shield** requirement as a reminder of his commitment (C). Before rolling again, he adds 2 dice to his rolling pool because he rolled 2 **Extra Dice** (D). As long as Angelo rolls at least 1 **Shield** or **Wild**, Angelo will not bust.

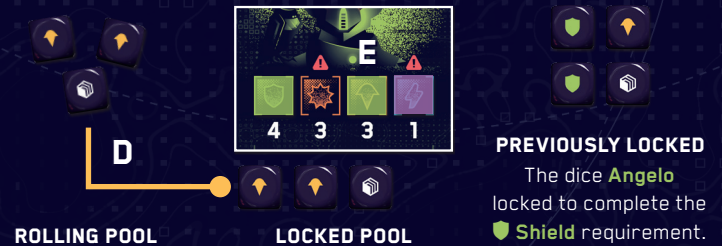
TURN EXAMPLES, CONTINUED



Angelo did not roll **Shields** or **Wilds**, but uses **ZEK ZARAG** to lock 1 **Thruster** as a **Wild** (A). 3 out of the 4 **Shield** requirements are now completed. He rolled no **Extra Dice** so he only has 4 dice for his next roll.

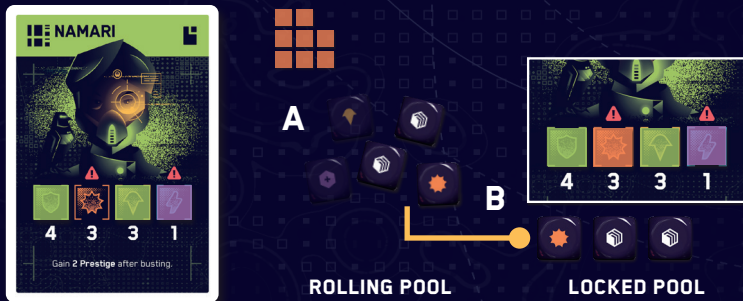


Angelo rolls his final **Shield**! He locks this in and slides his token down (B). He can stop and secure his token on the card, or roll again. If he rolls again, he will end up having to commit to either **Damage** or **Thrusters**. (C)



Angelo rolls a **Wild** and 2 **Thrusters** (D). He locks his final 3 dice and places his token on the **Thrusters** requirement (E). This ends his turn.

TURN EXAMPLES, CONTINUED



Adria begins her turn by rolling 5 dice (A). Given her roll, she could complete the 3 **Damage** requirement on **NAMARI** immediately, taking the card, or go after something with more risk. She decides to play it safe and lock her 2 **Wilds** and 1 **Damage** to complete **NAMARI**'s 3 **Damage** requirement (B).

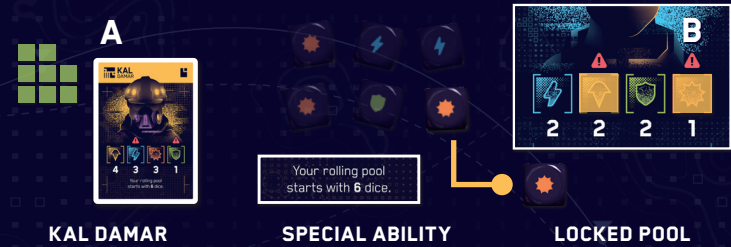


Since the **Damage** requirement is **Hazardous**, (C) she draws 2 **Hazard** tokens and keeps 1 of them (D). Since players may only work on 1 card per turn, this ends her turn.



Prestige is now distributed: 7 to **Angelo**, 3 to **Adria**, and 1 to **Danielle** (E). **NAMARI** goes to **Adria** as the player who completed the card (F).

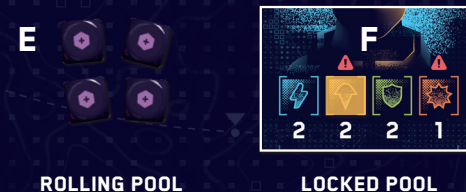
TURN EXAMPLES, CONTINUED



Alex starts their turn by rolling 6 dice, since they have **KAL DAMAR** (A). They decide to lock in 1 **Damage** on **LEE VAN CRIBB**, completing the requirement by placing their player marker on it (B). They draw 2 **Hazards** and keep 1.



They roll again and lock 2 **Wilds** as **Reactors**, completing that requirement by placing their player marker on it (C). They rolled 1 **Extra Die**, so they gain a die from the supply before rolling again (D).



Alex decides to roll again, but they rolled no **Shields** or **Wilds** so they bust (E)! They take back all tokens they placed this turn, but keep their **Hazard** tokens (F). Alex flips the table, ruining game night (NOT PICTURED).

CREW ABILITY APPENDIX A-B

SPECIAL CREW ABILITY RULES

- You only bust if you cannot lock in any dice after using your abilities.
- If an ability mentions a specific die face, it requires the actual die rolled and not one modified from a different Crew ability.
- When an ability allows you to treat one die face as another, do not physically turn the die.
- All abilities are optional to use.

ADA MASSA

Each **Extra Die** may be locked as 2 **Reactors**. If a die is locked in this way, it does not add an additional die to your rolling pool if you roll again.

APONI

If your rolling pool contains 1, 2, or 3 dice, each **Wild** or **Reactor** locked may count as 2 **Reactors**.

AT-OK

If you roll 2 or more **Shields** and you do not bust on this roll, you are safe from busting on the next roll. On your next roll, you may stop and keep your completed requirements or roll again even if you are unable to lock any dice.

AVARI

If you roll all **Wilds**, add 2 dice from the supply to your rolling pool when you roll again.

B3-AR

If you roll 3 or more **Thrusters**, complete your current committed requirement. If you are not currently committed to a requirement, you must first commit to one by locking at least 1 die and then use this ability on the same roll. Since you complete your requirement, you do not bust this roll.

BILL BENDO

If you roll exactly 1 **Shield**, that **Shield** may be locked as a **Wild**.

CREW ABILITY APPENDIX C-M

CRUSSE PARKE

If your rolling pool contains 1, 2, or 3 dice, each **Wild** or **Damage** locked may count as 2 **Damage**.

DANA POWALKI

Each **Extra Die** may be locked as 2 **Damage**. If a die is locked in this way, it does not add an additional die to your rolling pool if you roll again.

FT-1000

If you roll exactly 1 **Wild**, that **Wild** may be treated as an **Extra Die**. If you use this ability, it may not be locked as a **Wild**.

IMDAR SHADE

If you roll no **Shields**, you may draw 1 **Hazard** token from the pile.

KAL DAMAR

Your rolling pool starts with 6 dice instead of 5.

KARY POWALK

Any number of **Damage** on the first roll of your turn may be treated as **Extra Dice**. Any dice used for this ability may not be locked as **Damage**.

LEE VAN CRIBB

If you roll exactly 1 **Reactor**, that **Reactor** may be locked as a **Wild**.

LILA AL BINDAR



If you roll 2 or more **Reactors**, you may re-roll any dice in your rolling pool. This may include the **Reactors** themselves.

MEG GALLAK



1 **Wild** from the first roll of your turn may be saved for your next roll. When you roll again, do not roll this die, but instead place it back into your rolling pool.

CREW ABILITY APPENDIX M-S

MORO MADA

If your rolling pool contains 1, 2, or 3 dice, and you roll at least 1  **Extra Die**, you are safe from busting. You may stop and keep your completed requirements or roll again even if you are unable to lock any dice. Rolled  **Extra Dice** still add dice to your rolling pool.



MYLA DYSTRA

If you roll 2 or more  **Thrusters**, any die may be treated as an  **Extra Die**. If you use this ability, that die may not be locked.




NAMARI

Gain 2 **Prestige** after you bust.



NELLA VAN DAVAL

Each  **Extra Die** may be locked as 2  **Thrusters**. If a die is locked in this way, it does not add an additional die to your rolling pool if you roll again.

[REDACTED]

If your rolling pool contains 1, 2, or 3 dice, each  **Wild** or  **Shield** locked may count as 2  **Shields**.




RYAN ROGAL

If you roll 2 or more  **Damage**, roll 2 dice from the supply and add any  **Wilds** to your rolling pool. These dice are immediately available to use.

RYLE AL WREN

Each  **Extra Die** may be locked as 2  **Shields**. If a die is locked in this way, it does not add an additional die to your rolling pool if you roll again.

SAGHARI




If you roll no  **Damage**, roll 1 die from the supply and add any  **Wild** or  **Extra Die** to your rolling pool. This die is immediately available to use.

CREW ABILITY APPENDIX S-Z




SALATAR

Before locking any dice or using any abilities on the first roll of your turn, you may re-roll all dice in your rolling pool.

SELLA PELLEON

If you roll exactly 1  **Extra Die**, that  **Extra Die** may be locked as a  **Wild**. If a die is locked in this way, it does not add an additional die to your rolling pool if you roll again.



SOL FORST

If your rolling pool contains 1, 2, or 3 dice, each  **Wild** or  **Thruster** locked may count as 2  **Thrusters**.


TANTIN AL VALE

If you roll exactly 1  **Damage**, that  **Damage** may be locked as a  **Wild**.

VANTA SAE

If you roll no  **Extra Dice**, 1 die from your rolling pool may be locked as a  **Wild**.

VILA NOIR

If you roll no  **Reactors**, you may re-roll 2 of the dice in your rolling pool.

ZEK ZARAG

If you roll exactly 1  **Thruster**, that  **Thruster** may be locked as a  **Wild**.

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