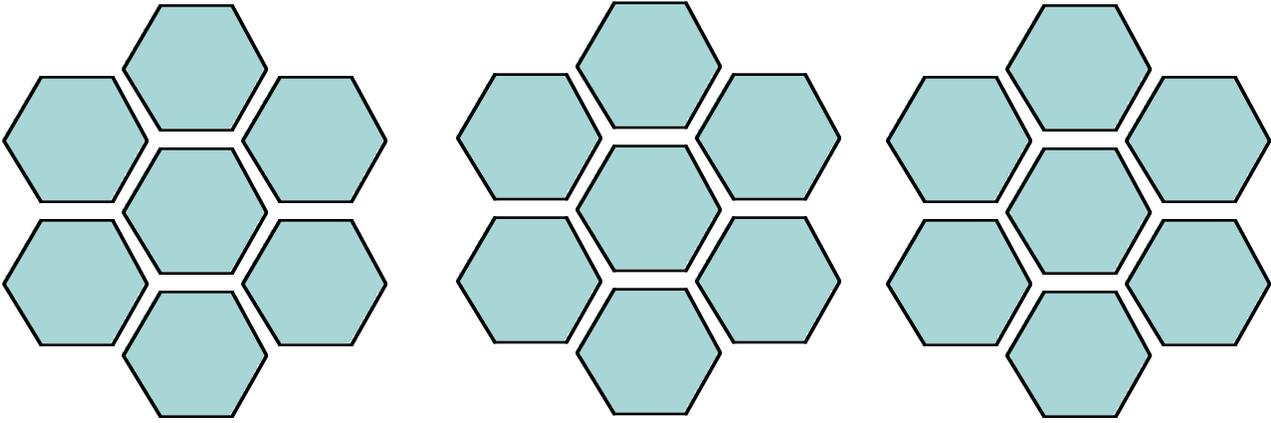
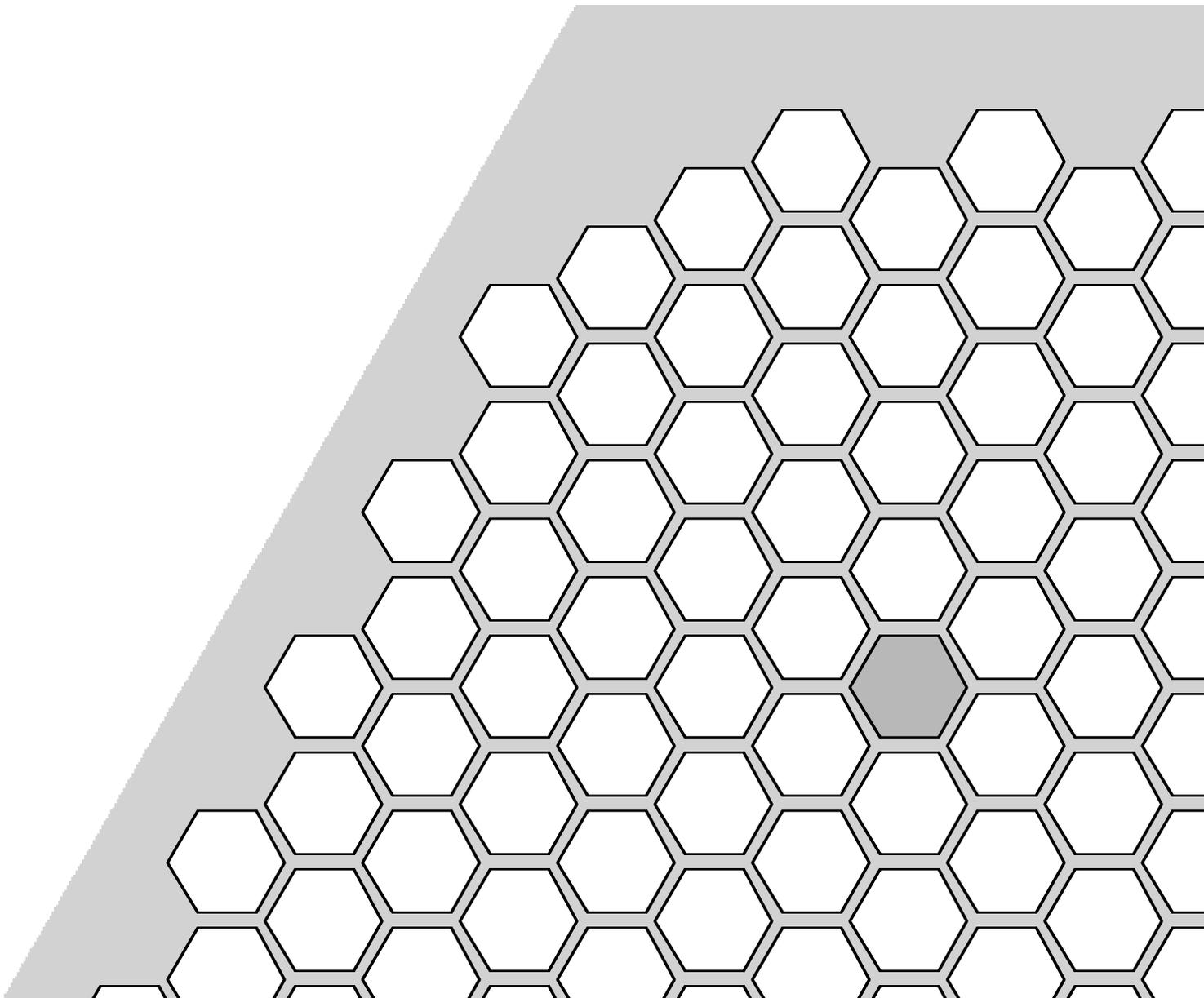


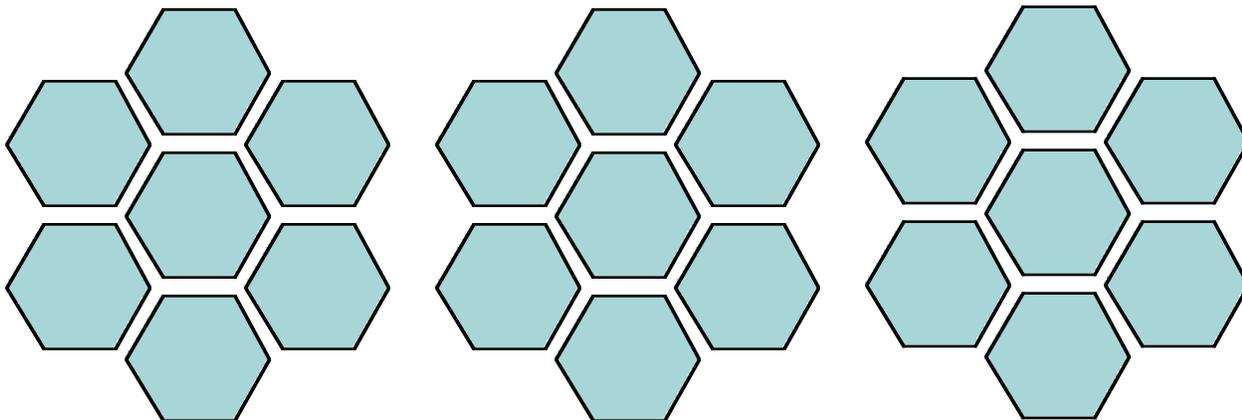
Detach the strip of hexes from the game board, then cut out the large lake hexes individually..



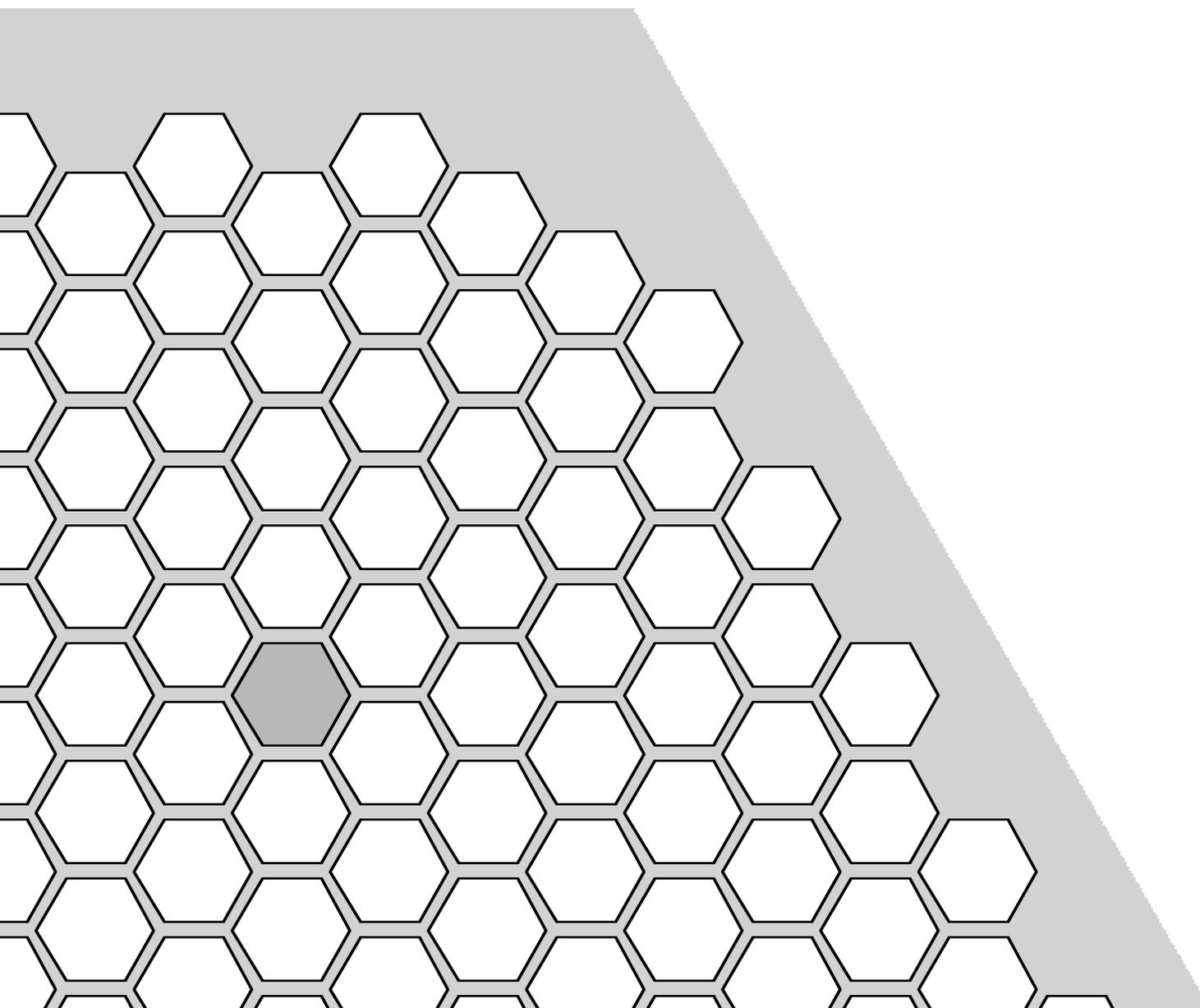
Cetacean Ascen

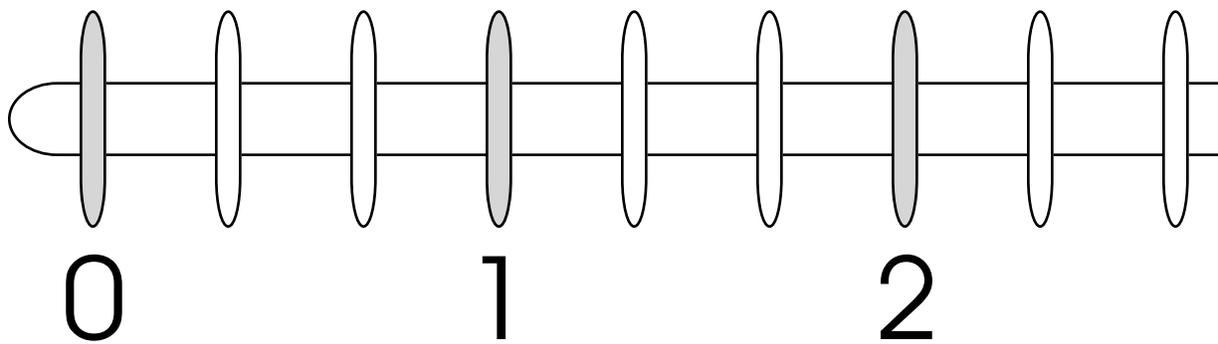
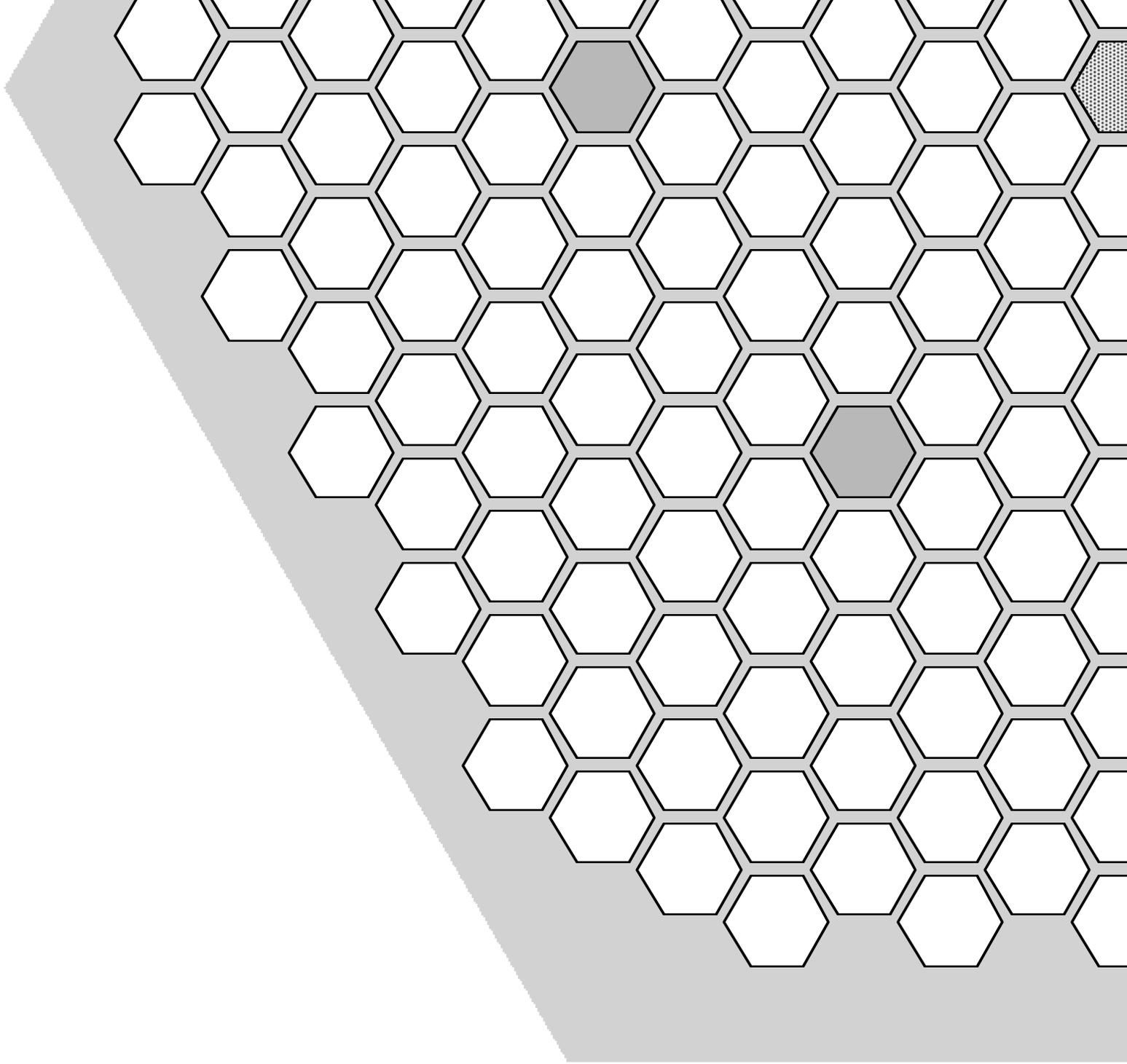


Detach the strip of hexes from the game board, then cut out the large lake hexes individually..



ision Moonbase 8



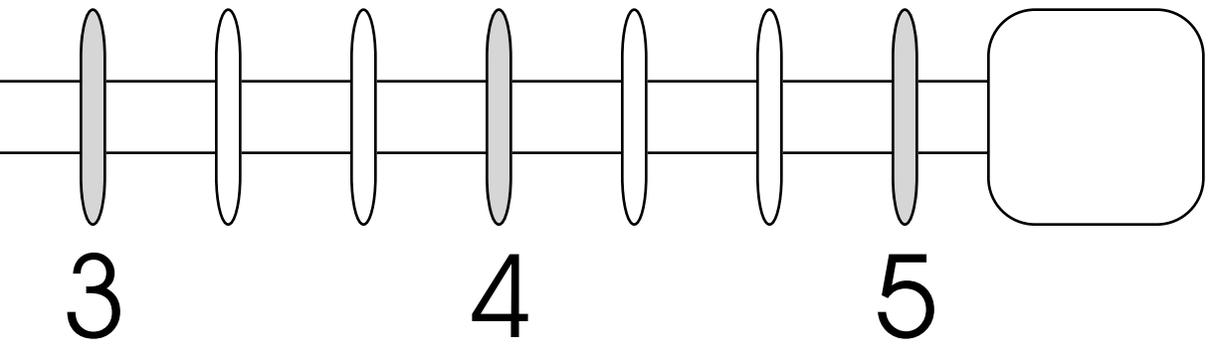
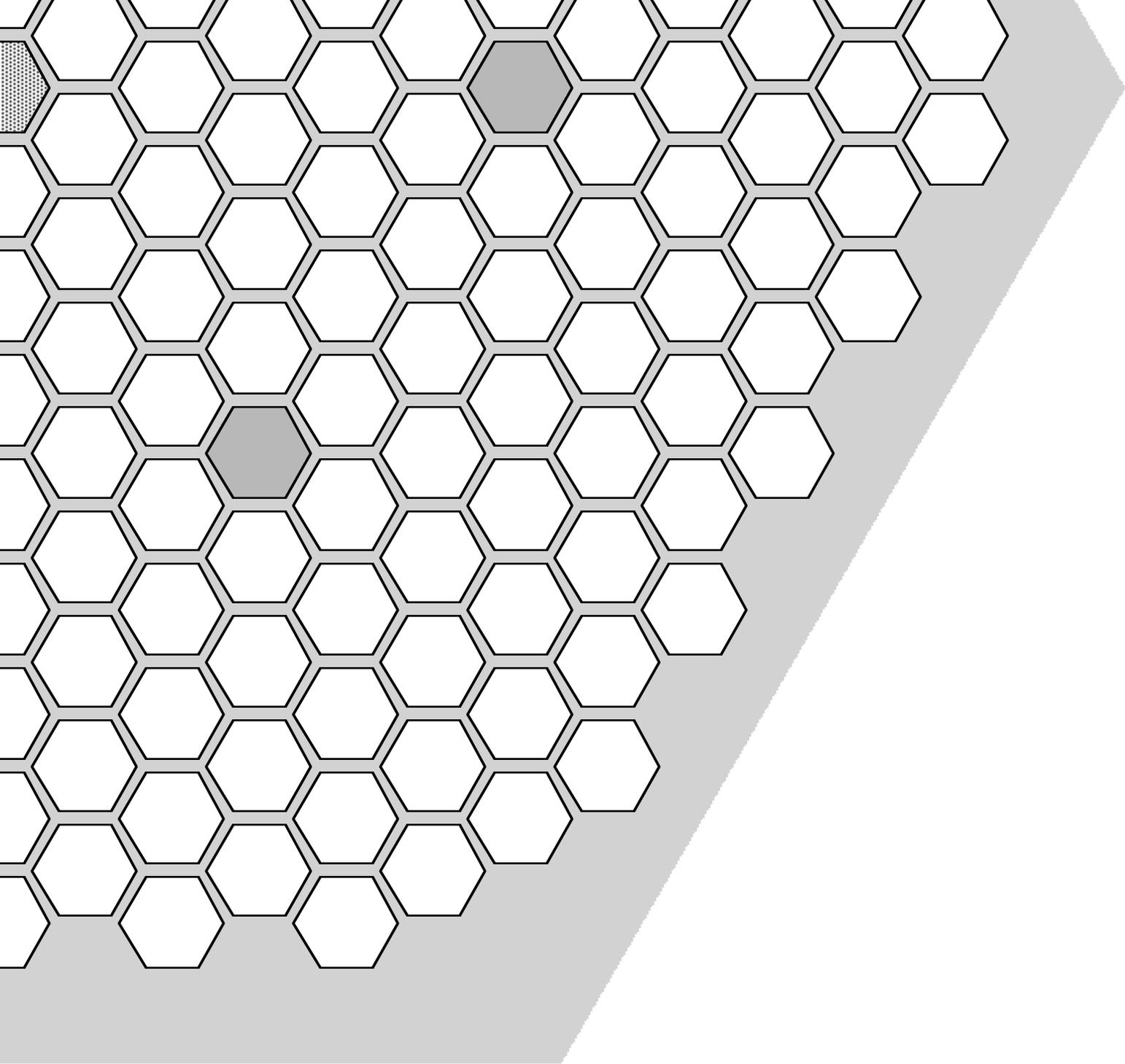


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Feral Hamster Po



pulation Tracker

Whale Brain

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2

3

4

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6

Whale Size

Breeders

Diggers

Harvesters

Guards

Politicians

Storehouse

Command Actions

Engineer – Gain one hamster.

Breed – Roll a die. If it is less than 2, gain hamsters equal to 1/2 your number of Breeders. If it is greater than 4, gain hamsters equal to twice your number of Breeders. Otherwise, gain hamsters equal your number of Breeders.

Tunnel – You get as many tunnel tokens as you have Diggers. Place these tokens in spaces adjacent to tunnel tokens you have in play. Roll a die for each token you place. If the result is less than one, remove that token and lose a Digger.

Harvest Krill – Roll a die. If it is less than 2, gain krill equal to 1/2 your number of Harvesters. If it is greater than 4, gain krill equal to twice your number of Harvesters. Otherwise, gain krill equal to your number of Harvesters.

Patrol – Roll a die for every Guard you have. Reduce the number of Feral Hamsters by 1 for every result of 4 or greater. Lose 1 Guard for every result of 2 or less.

Invade – Target a player whose dry tunnels are adjacent to your dry tunnels. Roll dice equal to the number of Guards you have. Convert one tunnel from them to you for every result that is greater than your target's number of Guards. Lose a Guard for every result less than 1.

Recruit Barbarians – Roll a die for every Politician you have. Reduce the number of Feral Hamsters by 1 and gain 1 hamster for every result of 5 or greater. Lose 1 Politician and add 1 Feral Hamster for every result of 1 or less.

Recruit Hamsters – Target a player. Roll a die for every Politician you have. Every result greater than the number of Politicians your target controls forces that player to give you a hamster of his or her choice; the hamster retains its occupation.

Psychic Boost – You get +1 to all rolls you make on your next action that requires die rolls in this phase. This effect is cumulative.

Transcend – Roll a die. If the result is 10 or greater, you win the game.

Initiative Cards

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