

Moon

Rulebook

version 3.2. Created by Haakon Hoel Gaarder

Introduction

You are the leader of one of the first settlements on the Moon. Expeditions are regularly launched from Earth, with valuable personnel, equipment and schematics for new structures. These hopeful space pioneers travel from settlement to settlement in great caravans, leaving behind new settlers and picking up people going back to Earth. As each expedition visits your settlement, you get to choose who will settle in your base and what will be constructed next.

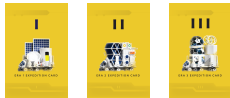
Living on the Moon for too long damages health, so personnel will have to return to Earth at regular intervals. As they do they will spread the word about your settlement, and rate everything from your scientific capacities to your food and housing quarters. If you can make your Settlement the most popular, it will surely become the future capital of the Moon.



Components:



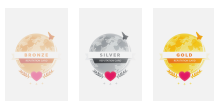
104 Structure Cards: 34 Era I Cards, 34 Era II Cards and 36 Era III Cards



18 Expedition Cards: 6 Era I, 6 Era II, and 6 Era III Expeditions



2 First Expedition Cards



24 Reputation Cards: 8 Bronze, 8 Silver, and 8 Gold Reputation Cards



5 Base Cards



2 Flag Reward Cards



5 Player Aid Cards



50 Rovers.



60 Heart Tokens, 10 "10" Heart Tokens, and 10 "20" Heart Tokens.



20 Energy Tokens, 20 Water Tokens, 20 Bio Tokens, and 20 Metal Tokens.

Also five "3" resource tokens and one "5" resource token of each kind.

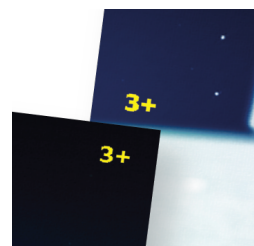
Setup*

1. Place the two Flag Reward Cards near the centre of the table, and put three Hearts on the space under each Flag, and three Hearts on the X Space.
2. Place as many random Reputation Cards of each level as there are players in the game face-up in the centre of the table. In a three-player game for example you would place three Bronze Cards, three Silver Cards and three Gold Cards. In a two-player, use three of each like in a three-player game.
3. Put all the Resources (Energy, Water, Bio, Metal), all the Hearts and all the Rovers near the centre of the table. This is the *General Supply*.
4. Place the Era I, Era II, and Era III Structure Cards in separate stacks on the table.
5. Shuffle the *Era I Stack* and place one card from it face-up next to the Flag Reward Cards. This card and the cards that will be placed on top of it are called the *Discard Pile*.
6. Give each player a Base Card, a Player Aid and two Rovers. Players place these on the table in front of them. Through the game the player will acquire Structure Cards and Reputation Cards and place them on top of, under or next to the Base Card.
7. Deal a First Expedition Card to a random player. Use the one marked “2-3” in the bottom right corner for two- or three-player games, and use the one marked “4-5” for games with four or five players.

The Base Card and all the Structure Cards acquired through the game are referred to as the Player's **Settlement**. The area where the player keeps their Rovers and any resources they accumulate is called their **Supply**. (this box should be next to the Base in the Setup picture)

*In a two-player game, some cards should be removed from the decks before setting up the game:

- Remove the one base card with a “3+” in the top right corner.
- Remove the six Cards with a “3+” in the bottom right corner from the three Expedition decks. (There are two in each Era).
- Remove the Cards with a “3+” on the middle left from the **Era II** and **Era I** Structure decks. There are six in Era I and four in Era II. No Structure cards need to be removed from the Era III deck.



Also notice the different **2-Player** rules for turn order on page 12.

The removed cards may be stored behind the “Unused Cards” divider in the box.





Rules

Moon is played in three rounds called **Eras**, representing the first 100 years of populating the Moon. The rules for all three Eras are the same and are outlined below in the Era Sequence. **In each Era the** players will expand their Settlement on the **Moon with new Cards with various** properties and abilities. The goal is to earn as many Hearts as possible. Hearts represent the popularity of the player's settlement on Earth, and the winner is the player with the most Hearts at the end of the game.

Era Sequence

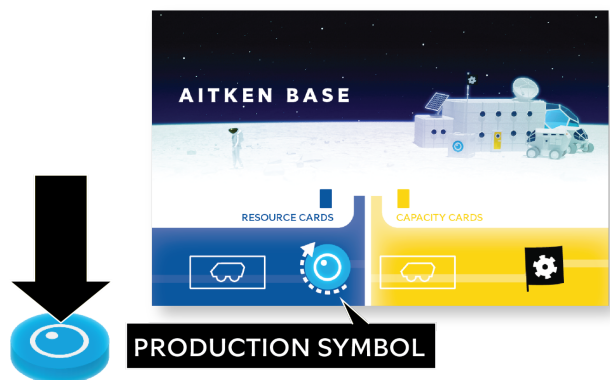
Every Era has the following phases, carried out in order:



1. **Production**  **se.** Players produce Resources, Rovers, and Hearts from their Settlements.
2. **Construction phase.** The main part of the game. Players construct structures from  hands and do various optional actions.
3. **Scoring phase.** Players claim the Hearts on the Flag Reward Cards, and score any Hearts placed on their structures.

Production phase

In the production **phase all players** claim the Resources and other items depicted on the Production Symbols in their Settlement. Production Symbols have a white circular arrow on them, and can be found on the Base card as well as on the blue Production Cards obtained during the game. **In the first Era of the game players** only have the Production Symbol on their Base Card. **Production Symbols on blue Structure cards also produce immediately when built in the Construction Phase.**

Example: **Toby** has one Water production in his Settlement, so he takes one Water in the first Production Phase **at the very beginning of the game.** Hopefully he will produce a lot more in the next Production Phases!



You could skip the first Production Phase and just give players the Production on their  Pages as part of Setup. But it's a good idea to make a point of going through it, so that  ers will remember that it happens at the beginning of each Era and not the end.

Construction Phase

In the Construction Phase players will take turns over several hands acquiring cards and placing them into their Settlements, as well as doing various extra actions.

Start by carrying out the following steps in order:

1. Deal each player except the player who has the First Expedition a random Expedition Card from the current Expedition Deck. In Era 1 for example, use the Era 1 Expedition Cards. These cards can be taken directly from the box, as it's not necessary to store them on the table during play.
2. Deal each player a hand of Cards from the current Era Deck:
2 players: 8 Cards. 3-4 players: 7 Cards. 5 players: 6 Cards.

Each player now has a hand consisting of several Structure Cards and one Expedition Card. This hand of Cards represents an expedition from Earth that travels from settlement to settlement on the Moon.



Example: It's the first Era of a three player game. Haakon has the First Expedition, and Dave and Nick each draw a random Era 1 Expedition Card to their hand. Then Dave, Nick and Haakon each draw 7 Era 1 Structure Cards.

Players are now ready to do their turns, as outlined below in the Turn Sequence. The Player with the First Expedition card goes first, then the rest of the players do their turns in clockwise order.

Turn Sequence

On their turn, a Player must either Construct or Assimilate one Structure Card from their Settlement hand.

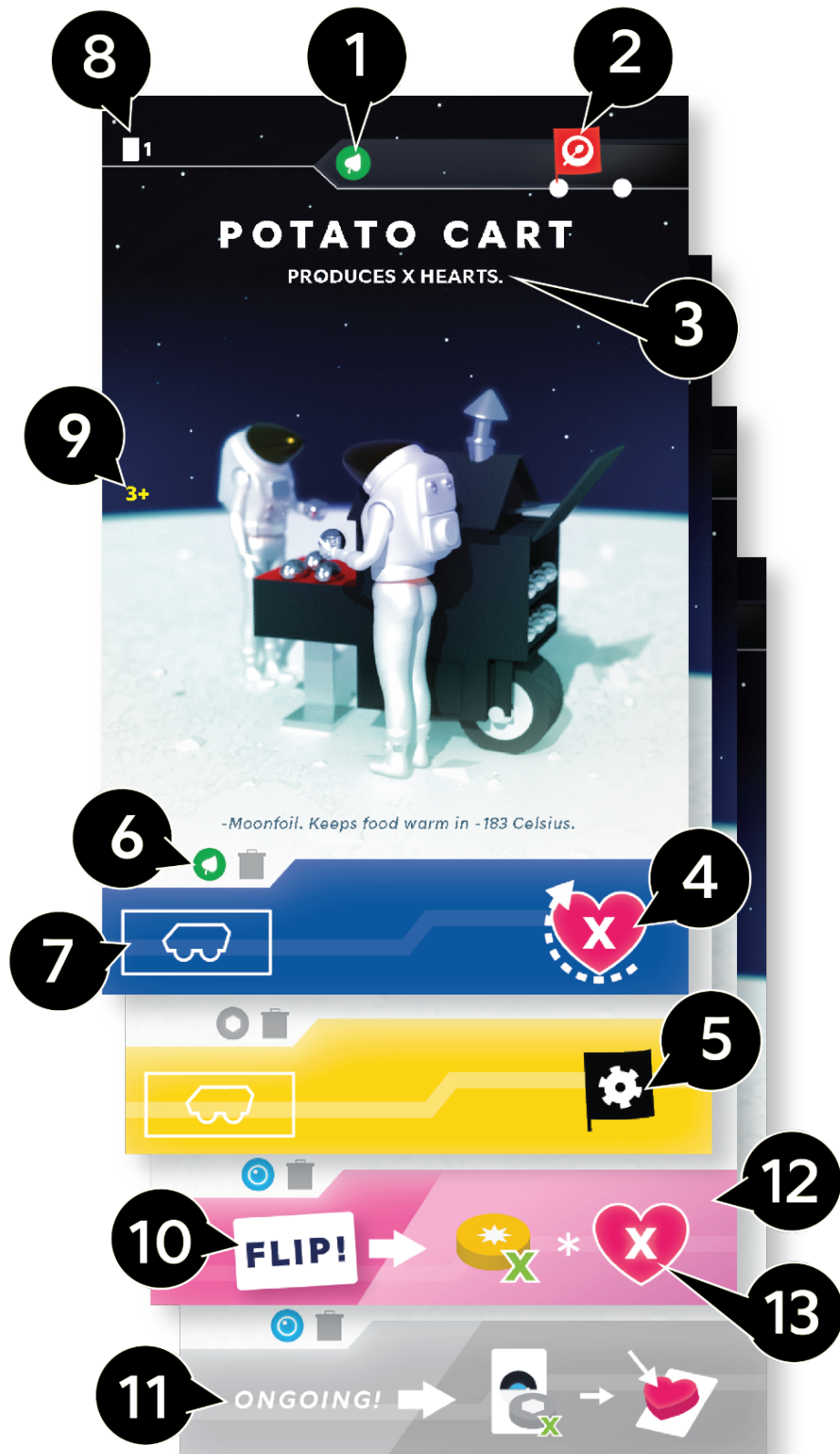
To Assimilate a Structure Card, place it on top of the discard pile, and take the resources depicted next to the trash can on the card to your supply.




To Construct a Structure Card, simply place it in your Settlement, following the rules outlined on the next pages.

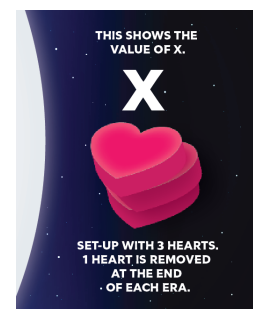
Structure cards

This is a good time to take a look at the anatomy of the Structure Cards:



1. **Resource Cost:** A number of resources is depicted. These must be paid from your Supply to the General Supply when you construct the Structure.* Many Structures are free and have no  depicted.
2. **Flag Requirement:** Some structures have one or more Flags depicted on their top right. You must already have the depicted Flags in your Settlement to be allowed to **build** the Structure.*
3. **Description:** This describes in plain text what the card does. Very useful for the pink and grey Cards in particular, which have advanced properties.
4. **Production:** Blue Cards have Production Symbols. **As soon as a blue card is Constructed you immediately get what is depicted on the Production Symbol.** You will also get it again every subsequent Production phase. See "Production Phase" on the previous page.
5. **Flags:** Yellow Cards have Flags on them. There are 5 different Flag types representing various aspects of your Settlement that people will talk about when returning to Earth. The player with the most of each Flag will receive the corresponding Hearts on the Flag Reward Cards in the scoring phase. **In addition the** Flags are prerequisites for some Structures, see **Flag Requirement** above.
6. **Assimilation reward:** If you choose to Assimilate the Structure, you get what is depicted here.
7. **Rover Parking Space:** Other players may park Rovers here. See *Rovers* section.
8. **Card count:** This shows how many copies of this particular card exist in the game. On Cards that say ½, that means there is one copy when playing 2-player, and two copies **at all higher** player counts.
9. **Player count:** If there is a 3+ here, this card is not used in 2-Player games.
10. **Flip icon:** **On Pink Cards there is a Flip icon, reminding** the players that this card can be flipped to trigger its effect. See *Pink Structures* on the next page.
11. **Ongoing or End of Game:** Grey **cards** have effects that are either ongoing or that trigger at the end of the game. See *Grey Structures* on the next page.
12. **Formulas:** Pink and Grey **cards** have formulas describing their effects. New players might prefer reading the card's Description instead, as it provides the same information.
13. **Cards that use X:** Some cards in the game refer to X. When they do, X is a number equal to the Hearts placed under X on the Flag Reward card.

*Example: Nick uses the Charger card in Era I. It scores X Hearts for each Energy he spends. Nick boldly decides to spend 4 Energy, and as the value of X is currently 3, this scores him 12 Hearts! (3*4=12)*



***Resource costs and Flag Requirements may be circumvented by Parking a Rover, see the Rovers section.**

Structure Card Types

The colouring on the bottom area of the Structure Cards shows you what kind of Structure it is, and where to place them in your Settlement.



Blue Structures: aka *Production Structures* are stacked above the Blue area on your Base when constructed. These all have production symbols, as described in the Production Phase section earlier. Place them so that the Blue area and the Production Symbols on every card are visible.

Yellow Structures: aka *Flag Structures* are stacked above the Yellow area on your base, and must be placed so that the yellow area and the Flags are visible on all Cards. These structures all have Flags that are used as prerequisites for some structures (see Flag Requirement on the previous page). Also, the player with the majority of each Flag can claim the corresponding Hearts on the Flag Reward Cards every Scoring Phase (see page 13).

Grey Structures: aka *Scoring Structures* are placed next to your base on their own. They have either a unique ongoing ability, or score you bonus Hearts at the end of the game. If there is a Heart depicted with a number on it, it's worth that number of Hearts at the end of the game. Often, the bonus will be shown as a formula, like the Worker's Union for example, which scores you two Hearts for each Blue card in your Settlement at the end of the game.

Some Grey structures can get Hearts placed on them, which will be scored in every Scoring Phase.

Pink Structures: aka Flip Structures are placed next to your base on their own, these provide an ability you can use once per Era by flipping the card. The Cards are flipped back at the end of each Construction phase. The abilities are described with symbols as well as text in the description on each card. They are generally very powerful when used at the right moment. You may only flip one card each turn.

Red Structures: aka Special Structures. These structures have completely unique rules described on the cards. In the base game, the only such cards are the Obelisks. Unless otherwise mentioned on the card description, these cards are placed next to your Base card just like the pink and grey Cards.

Rovers

All players start with two Rovers in their supply, and can acquire more as the game progresses. **Every turn you may Park up to one Rover from your supply on a yellow or blue Structure Card belonging to another player.** Place the Rover on the Rover Space of the Structure you wish to use. If you park it on a blue structure you immediately get all the production depicted on its Production Symbols. This is typically done when players lack a resource they need to **construct a structure**, but may also be done just to amass extra resources. **If you park a Rover on a yellow Structure, you can use the Flags on the card to fulfil Flag Requirements on the card you're constructing.**



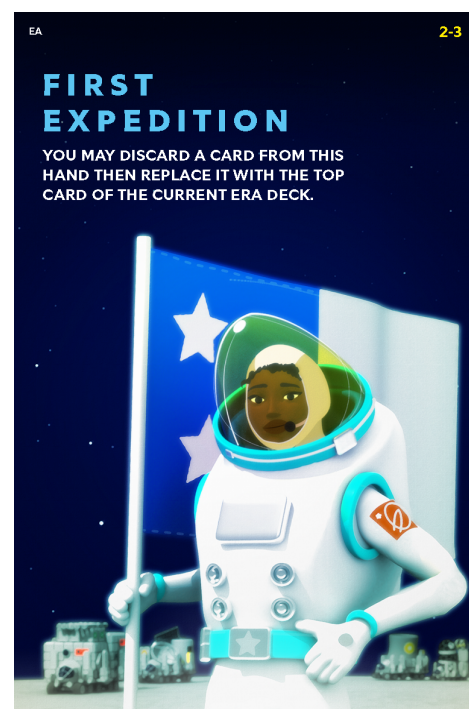
There is only room for one Rover on each structure, and the Rover will remain on the structure blocking the space until the end of the Era. Once you've placed a Rover on another player's Structure, it no longer belongs to you. Instead it now belongs to the other player, who will get to take it into their supply at the end of the Era. The Rover will also benefit the other player because whoever has the most total Rovers **(including those placed on Structures)** win ties for Flag Rewards in the Scoring Phase (see Scoring Phase on page 9).

Rovers represent trade between settlements. Settlements send people, resources and equipment back and forth between each other, trading for resources and favours. It is not unusual to make a gift of the Rovers themselves in return for something more important. Personal property isn't really a big thing on the Moon, as no one stays permanently and nothing is brought home. Rovers and other equipment change hands frequently, much like shipping containers and pallets on Earth.

Expedition Cards

Every expedition is different, their expertise, culture, or equipment sets them apart from the rest.

Each Expedition Card either has a bonus action you can do on your turn, or a special rule that applies on your turn. They may let you take an extra resource or swap out a card in your hand for example. What each Expedition does is described on the Expedition Cards themselves, and there is also a reference section at the back of this book **dealing with** them in detail.



Reputation Cards

Reputation Cards are legendary milestones you race to achieve before the other settlements. This will affect the reputation and culture of your Settlement in interesting ways, attracting different people and sometimes shifting the focus of your efforts.

In the centre of the table are the Reputation Cards, that players will race to claim as they provide Hearts and powerful abilities.

1. **Requirement:** On your turn you may claim a Reputation card if you have fulfilled the Requirement described here. You may only claim one of these cards per turn, even if you have fulfilled the requirements for several. The first player to fulfil the requirement is not necessarily the one who gets to claim the card, as you can only claim reputation cards on your turn. If you forget to claim a card on your turn you need to wait until your next turn, running the risk that someone else claims it before you do.
2. **Effect:** When you claim a Reputation Card you immediately get its effect. There are two types of effects on Reputation Cards:
 3. **Ongoing Ability:** This gives you a special ability for the rest of the game, like a discount on constructing Grey Structures for example.
 4. **When Claimed:** These give you a one-time ability that must be used on the turn the card is claimed.
5. **Hearts:** Each Reputation Card provides a small number of Hearts during final scoring.



The Reputation Cards are divided into three levels. On the top row we have the Bronze Cards, which are quite easy to fulfil. On the second row are the Silver Cards, slightly more powerful, and likely to be claimed during the second Era, though getting them earlier is possible and can be great. The Gold Cards on the bottom row are unlikely to be claimed until the third Era, though they may be taken earlier by deft players. The Reputation Cards are not directly connected to the three Eras in any way.

Player Aid and “The Rule of One”

The **player aid** gives a nice short summary of what you can do on your turn. As described **in the previous rules there** are up to four **extra actions** a player can do on their turn, in addition to **building or assimilating a Structure**. To help understand the game more quickly we recommend teaching new players “The Rule of One”: you may place **one** Rover, Flip **one** card, use your Expedition Card bonus action **once**, and claim **one** Reputation Card per turn. You can do all **four things** in any order, but you can’t do any of them more than once per turn.

Ending your turn

Once you’ve either **Constructed or Assimilated a Structure and done any of the optional actions**, your turn is over and the player seated to your left **gets to go**.

Several games with similar mechanisms have the players playing simultaneously. This does not work in this game, as the order of play is important. **But we** encourage players to plan their actions as much as possible while the other players are taking their turns

Ending the und, passing the cards and starting a new round



Once all players have taken a turn, the round is over. All players pass their hands (including the Expedition Cards) to the player seated to their left. Then you play **another round, starting with the player who now has the First Expedition**. As the Expedition Cards follow the hands around the table, who goes first will constantly cycle around the table.*

***In a 2-Player game the First Expedition does not decide who is first player. Instead you should keep the same turn order for the whole Era, only changing who goes first at the beginning of each Era. This prevents players from getting double turns.**

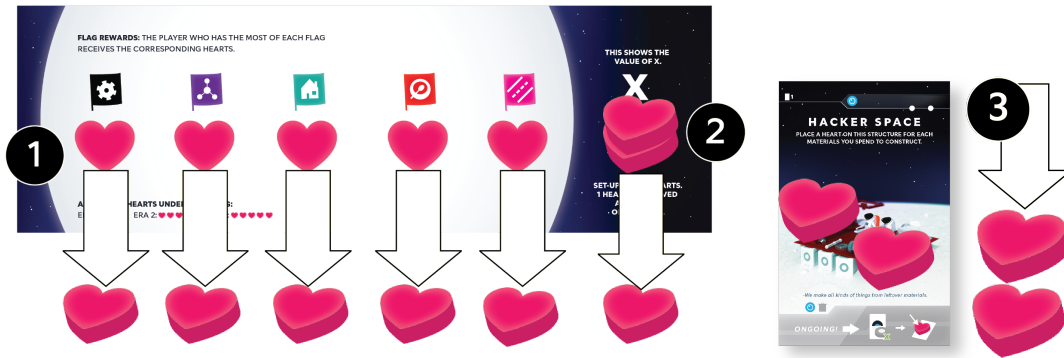
Ending the Construction Phase

Once the Expedition Cards are the only Cards left in the Expeditions (when every Structure card has been Constructed or Assimilated), the Construction Phase ends.

Do the following:

1. **Pass the First Expedition to the next player if you have it.** The rest of the Expedition Cards are now returned to the box.
2.  **Players must also now take all Rovers on their Structure Cards to their Supply, and flip back all flipped Cards.**
3. Put the **Cards** in the discard pile back into the current **era** stack and  **ffle it.**

After this, proceed with the Scoring phase.



Scoring phase

In the scoring **phase players** claim the Hearts on the Flag Rewards, remove 1 Heart from **X**, **and** score for any Hearts placed on the Cards in their Settlement. **After this they** set up for the next Era.

1. Claiming the Flag Rewards

Check the Flag Rewards one at a time. The player who has the most of the depicted Flag in their Settlement claims the associated reward. **If you have the most Industry at the end of Era 1 for example, you claim** the two Hearts below the Industry Flag. **If two or more players are tied for a Flag**, the player with the most Rovers in their Supply gets the Reward. If players are also tied for Rovers, no-one gets the reward, and the Hearts stay in place. When the Flag Rewards are refilled (see below) these extra Hearts stay and **so** will increase the Reward for **next round further**.

2. Remove one Heart from X

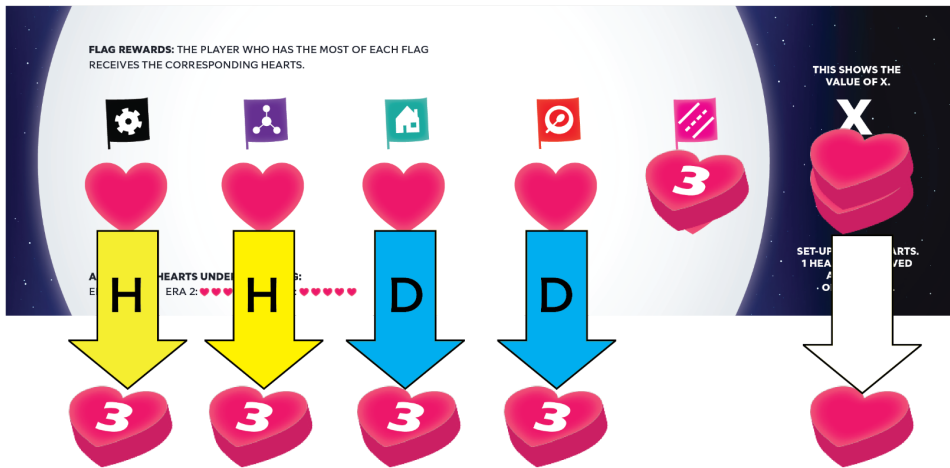
Once all five **Flag rewards** have been claimed, remove one Heart from the space below X. This reduces the multiplied value of effects in the game that interact with X.

3. Score Heart Tokens on Cards

All players now score Hearts equal to the Heart Tokens placed on their Structure Cards and Reputation **cards**. **Do not remove the Hearts from the cards, take an equal number of Hearts from the General Supply and add to your Supply instead**. The **Hearts** on the cards will stay and be scored again in subsequent Eras. **If you have one Heart on a card in Era 1 for example, that Heart will score again in Era 2 and Era 3, and so it will be worth a total of three Hearts in the end**.

4. Refill the Flag Rewards

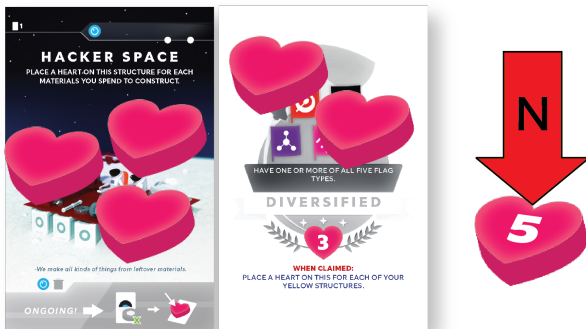
Place four Hearts under each Flag if it's the end of **Era 1**, or five Hearts under each Flag if it's the end of **Era 2**. (see example). After that proceed with the next Era. **If it's the end of Era 3 skip this entire step and start calculating the final scoring**.



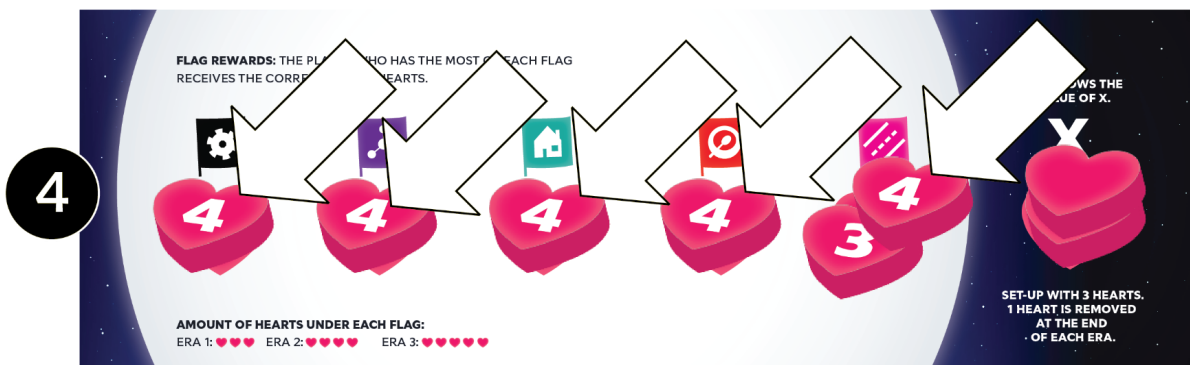
Example: It's the Era 1 Scoring Phase. Haakon has the most Industry and Science Flags so he takes all the Hearts below those flags. Nick and Dave are tied for the House and Food flags, but Dave has the most Rovers and so gets the Hearts for both those. Haakon and Dave are tied for Transport Flags, but as they both have the same number of Rovers no-one gets the Hearts under the Transport Flag.

They then remove one Heart from the X stack, so X will be worth 2 the next Era.

Next the players score the Heart Tokens placed on their cards. Nick has five Heart Tokens on his cards, and so scores five Hearts. He does not remove the Heart Tokens from the cards.



Finally the players prepare for Era 2 by adding four Hearts to each Flag Reward. They're all now worth four, except the Transportation Flag which is now worth seven because of the tied result in Era 1.



Final Scoring

Players add up all their Hearts. The player with the most Hearts is the winner.

To determine your **score add** up:

- Heart Tokens earned through the game.
- **The Hearts depicted on your Grey structures.**
- **The Hearts depicted on your Reputation Cards.**

*Example: **Buzz** has 58 Heart tokens, 12 Hearts from his Opera house, earns 20 Hearts from his Workers Union and has 10 Hearts on his Reputation Cards. He has a total of 100 Hearts.*

Flag types and play style

Each Flag type has a theme to it, that comes out through the Structure Cards they unlock.

Industrial: Represents your capacity for manufacturing goods and equipment. Structures that require Industry Flags help you earn more Resources.

Housing: Represents how much living space you have, and so the size of the workforce available to you. Cards that require **housing** Flags generally help you get more Flags and earn more Hearts from your Flags.

Transport: Represents your ability to get around on the Moon. These are the least expensive Flags, and unlock the structures that let you produce more Rovers, which generally makes you **more powerful.**

Food: Represents your ability to provide the luxury of fresh food to people, which is a big deal on the Moon. Food related cards are direct sources of Hearts.

Science: Represents your scientific advancement, which for many people on the Moon is the whole point of being there. The science themed cards in the game focus on powerful and flexible special abilities, often involving getting extra cards.

Beginner tips

New players should get the following hints the first time they play:

-Look at your Expedition Card first before deciding what you do on your turn, it's usually worth making use of your Expedition Cards as much as possible.

-Focus on getting the Bronze Reputation cards right away.

-Keep an eye on the flags of all players, and don't forget the Rovers are tiebreakers, including those placed on cards.

Additional rules for the cards

Here is some additional information about the cards.

Cards that search a stack

Searching means to look through the entire deck/stack/pile of cards. Whenever you do this, shuffle the deck afterwards.

Dealing with the Discard pile

The discard pile is open information. So players may look at the cards in it at any time.

Constructing multiple Structure Cards

Extra Construct actions cannot be used to Assimilate **instead**. You may still Assimilate as your main action.

Base Cards

The Base Cards count as both Yellow and Blue Structure Cards, as they have both colours on them. This is relevant for some Reputation Cards and for scoring some Grey Structure Cards.

Structure card reference: Era I

Printer: The player pays one Metal, then gets to look at all the cards in the Current Era stack, then construct an extra Structure Card from it. The Structure is not constructed for free, the player must pay Resources and have the required Flags.

Particle Beam: The player pays one Energy, then gets to look at all the cards in the Discard Pile, then construct an extra Structure Card from it. The Structure is not constructed for free, the player must pay Resources and have the required Flags.

Junkyard: Only Metal, Energy, Bio and Water are considered Resources..

Antenna: To be considered winning a Flag the same conditions apply as for winning them in the Scoring Phase. This means Rovers also break ties when using this, and if you're tied for both a Flag and Rovers you score nothing for that Flag. Rovers placed on your Structures are included when counting your Rovers for this purpose.

Distiller: This card must always have as many Hearts as you have Food Flags. **So not** only do you add Hearts to this for each of your Food Flags when you Construct it, **you also have to keep adding Hearts through the game to make sure the number of Hearts matches your Food flags.** Similarly, if you somehow lose **some** Food Flags, Hearts must **also** be removed from this.

Reservoir: This **simply** gives you 1 Heart for each Water Token you have in Your Supply. You do not spend the Water when you score with this card. **So you** could flip this card to score for the Water, then spend the Water afterwards to pay for a **Structure.** **Or you** could simply keep the Water so **that** you can score it again in the next Era.

LED Garden: This card must always have as many Hearts as you have Bio Production (not Bio Tokens!). **So not only do you add Hearts to this for each of your Bio Production Symbols when you**

Construct it, you also have to keep adding Hearts through the game to make sure the number of Hearts match your Bio Production Symbols. Similarly, if you somehow lose some Bio Production Symbols, Hearts must also be removed from this.

Charger: Energy Tokens used for scoring this are immediately returned to the General Supply.

Hackerspace: You place one Heart on this card for each Metal (not other Resources!) you spend to Construct Structures. If you Construct a Structure that costs 3 Metal for example, you add 3 Hearts to this. **This includes Metal paid for with a Rover (as you technically first use the Rover to get the Metal, then use the Metal to pay for the Structure).** You only get to place Hearts if you actually pay the **Metal**, **if** you Construct for free or use a discount to avoid paying you don't get to place Hearts.

Rover Stop: Move ALL your Rovers to this card after Flipping, including those placed on your Yellow and Blue Structures. At the end of the Construction Phase, these Rovers are returned to **Your** Supply just like other Rovers Parked on your Structure Cards.

Obelisk: This lets you Construct an extra Structure from one of your future hands in exchange for returning the Obelisk to that hand. As you spend a **Construction** action to get the Obelisk, it doesn't really give you an extra **Structure. But you get** the ability to pick two Structures from the same hand, which can be quite powerful. Obelisks are not locked to the Era **they were Constructed in**, an Era I Obelisk will usually make it through several Hands in Era II and Era III. As an Obelisk gives X Hearts as an Assimilation Reward, it can also be tempting to Assimilate it early in the game. You may have **several** Obelisks, and use **both** on the same turn to construct 3 Structure Cards.

Example: It's Nick's turn. He Constructs a Rover Stop. Then he puts his Obelisk into the current hand, and Constructs a Garage.

Structure Card reference: Era II

Fragmenter: Each Assimilation Reward you pick must come from a different card. Cards that have several Resources or Rovers as an Assimilation Reward only count as one Assimilation Reward for this.

Science Club: You choose one Resource to give the other **player (Metal, Bio, Energy or Water).**

Robot Factory: All the Resources you produce must be of one type (Metal, Bio, Energy or Water).

Engineering: It does not matter if there is a Rover on the Blue Structure you **choose, you** can still use it with the Engineering card.

Radio Tower: All the Hearts must be placed on the same Flag Reward.

Archive: The previous Era deck means all the remaining cards from the previous Era, as the Discard Pile and Era Stack are combined at the end of each Construction Phase.

Embassy: You don't get to build an extra Structure Card when **using this, the** discount applies to your main Construct action. You don't have to pay any Resources, but you still need to fulfill the Flag Requirements. If you're Constructing several Structure Cards by using an Obelisk or a Reputation Card, it only applies to one of the Structures constructed, but you may choose which one to use the Embassy on.

Atom Builder: You can pick any Resources to convert (Metals, Bio, Energy or Water), but they must all be converted into the same **one** Resource Type.

Structure Card reference: Era III

Takeout hub: If you Flip back the Rover Stop, the Rovers stay on it after Flipping.

Stockbrokers: Include the Stockbrokers card itself in the scoring.

Expedition Card reference: First Expeditions

2-3 Players First Expedition: You must discard the card in your hand before looking at the card you draw from the current Era Stack.

Expedition Card reference: Era I

Hyped Expedition: To be considered winning a Flag the same conditions apply as for winning them in the Scoring Phase. This means Rovers also break ties when using this, and if you're tied for both a Flag and Rovers you score nothing for that Flag. **Rovers placed on your Structures are included when counting your Rovers** for this purpose.

Expedition Card reference: Era II

Insightful Expedition: An empty Grey Structure Card is one that has no Heart Tokens on it **already**.

Expedition Card reference: Era III

Reckless expedition: You do get the Production or Flag before the Rover is discarded.

Reputation Card reference

Versatile: The Red Special cards do not count as one of the four colours.

Innovative: You may pick several types of resources.

Specialised: Using the Rover Stop Flip action does not count as Parking Rovers, and so does not score from this Reward.

Creative: If you Flip back the Rover Stop, the Rovers stay on it after Flipping.

Capable: To claim this, count the total of Resources spent on your turn from all actions: Constructing, Flipping Cards, and the Expedition Card. A common way of achieving this is using an Obelisk or Flipping a card that lets you Construct an extra Structure, allowing you to spend more Resources. Another method can be Flipping a card such as the Charger to spend a lot of Resources. **Resources paid by Parking Rovers are included, as they technically first go to Your Supply before they are spent.** Discounted Resource costs are not included, only the Resources that are actually spent.

For your reward: You must remember to use this the next time you Construct a card, be it this turn or the next turn. You don't have to pay any Resources to Construct your next card, but you still need to fulfil the Flag Requirements. If you're Constructing several Structure Cards by using an Obelisk or Flipping a Card, it only applies to **one of the Structures constructed, but you may choose which one to use this Reputation card for**. If you have not Flipped a card already, you may use the Embassy card in the same turn **as Capable, and that way combined with an Obelisk you** can end up Constructing two cards for free in the same turn.