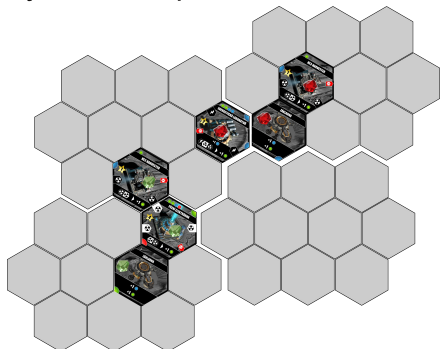




Moonriser is a strategic board game for 2 - 4 players with a playing time from 60 to 90 minutes. It is a Territory Building and Economic game and the main game mechanics are Tile Placement, Modular Board and Route/Network Building.

The theme of the game is near-future Moon colonization. Players colonize the modular board, which represents a resource rich area on the Moon, by tile placement where tiles represent colony parts. The player whose colony has the highest value will become the winner.

The colony value consists of individual tile values and the values of functional relationships between individual tiles created by the tile's positions and rotations.



The functional relationships represent synergy between individual tiles. The following picture shows the functional relationship between the Helium 3 harvester and Fusion power plant tiles which represents such a synergy – the Helium 3 harvester mines Helium 3 and the Fusion power plant creates energy from the mined Helium 3.

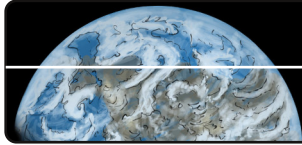


The player needs resources to be able to place a new tile (build a new part of the colony). Those resources are gained from already placed tiles in the colony due to the functional relationships described above.

Colonies of individual players can join. One player can try to restrain the other player's colony, or use the other player's tiles and create functional relationships with those. Moonriser is in essence a building game but it has a very strong - non-destructive - interaction between players

because of the common colonization of a limited game area.

There is a strong stress on geometry in this game - stress on tile positions in the colony and tile rotations.



Game Advantages

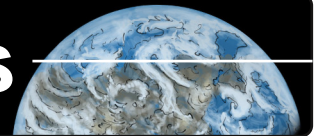
Moonriser has simple rules but at the same time it gives a lot of strategic possibilities. There is no winning formula in this game. Moonriser is easy to learn but hard to master.

One needs to place as many tiles as possible but at the same time the resulting colony needs to have the highest value. Quantity sometimes goes against quality and it is necessary to evaluate every turn what is more valuable in the ever-changing situation.

Each new tile that is placed into the colony uses resources, and either closes off or creates some opportunities to grow.

Game resources can be used multiple ways (to buy new tiles, to place a tile, to upgrade an existing tile, to exchange for a winning point, to gain a possibility to place another tile in one turn,...). It is necessary to continuously evaluate what is the best use of the player's available resources in each individual situation.

Behind The Scenes



Moonriser development started in May 2015. Ten versions have been trailed, resulting in this final version with refined rules and mechanics.

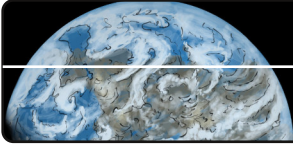
Public testing of the game began in February 2016 in Brno board game club. There were two big blind-tests performed in board game clubs in Olomouc and in Valašské Meziříčí.

400+ games with 80+ different players have been played. The game was also tested and promoted in the Brnohnaní, Deskofobie LIVE and Game Jams Brno Czech game festivals.

Given the level of development so far, we are currently changing only parameters of individual tiles to make the game more fun and balanced - the overall approach is finished article.

We have a lot of positive feedback on Moonriser and we love our game. It has already (without any marketing) gained a lot of fans. This reaction from the players has led us to want to publish Moonriser and deliver it to broader audience. We are currently researching the best way to achieve that.





Art & Theme

It is 2113.

Mankind is able to control fusion power and reach space - to reach the Moon to be more precise.

The Moon - nobody was interested about the Moon just century ago with the exception of dreamers and poets. The Moon - a huge reserve of Helium-3 - new source of energy.

Four nations have sent their colonization ships to the Moon to get all those resources. Who will manage to conquer the Moon and to enter new age of mankind as a winner?

The theme of the game is near-future sci-fi. We have striven to make all the game elements and colony parts realistic; for example, the resources that are mined in Moonriser are actually present on the Moon.

The illustrator studied existing systems and projected design and functional concepts.

