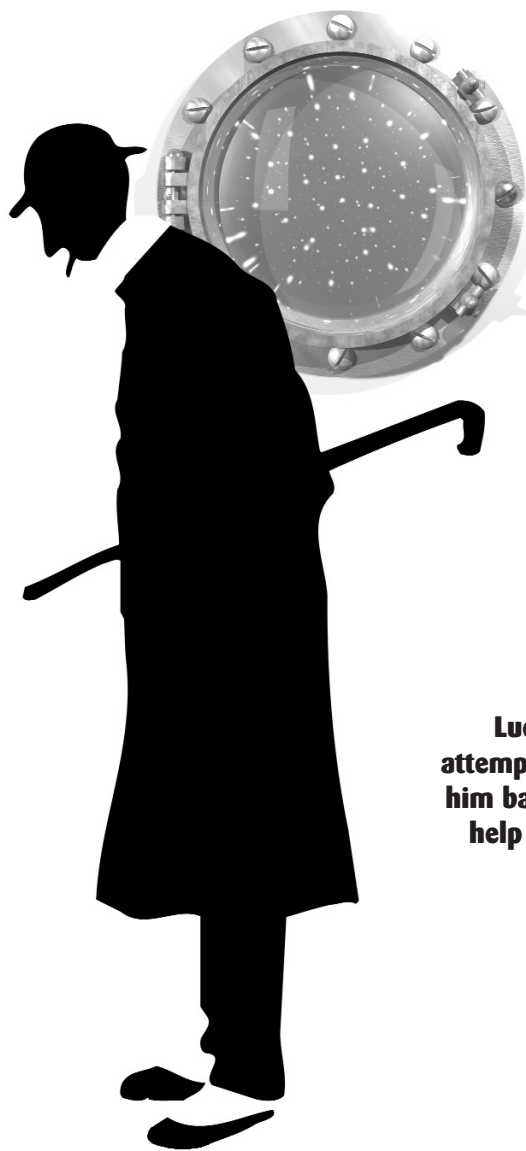


Save Doctor Lucky on

# MOON BASE COPERNICUS

an expansion for Save Doctor Lucky



**April 14, 2012.**

**A cold night in space.**

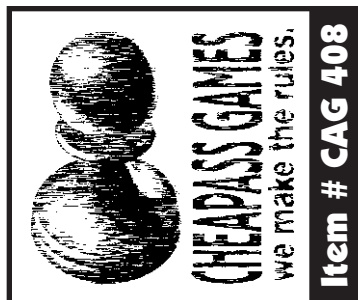
**Here you are again, trapped on another testament to Man's inability to stay safe. This time it's the Moon Base they called "Unexplodable," also known as the beleaguered Moon Base Copernicus.**

**Moon Base Copernicus is, of course, about to explode. And there's only room for two people in the last escape pod.**

**It's no secret that you hate old Doctor Lucky, especially considering your frequent attempts to kill him. But you've decided to take him back to Earth anyway, because without his help you're never going to inherit his ancient collection of interesting magazines.**

**And isn't that what life is all about?**

This is an expansion for Save Doctor Lucky, a Cheapass board game for 3-7 players. You need a copy of that game, along with all the necessary spare parts. For great new games all the time, check out our double-secret Web site at [www.cheapass.com](http://www.cheapass.com)



# SAVE DOCTOR LUCKY on Moon Base Copernicus

A Cheapass board game expansion for 3-7 players

*It's April 14, 2012, the hundred-year anniversary of the demise of the ship they called "Unsinkable." Now you, your friends, and that old coot Doctor Lucky are trapped aboard the moon base they call "Unexplodable," better known as the beleaguered Moon Base Copernicus.*

*Thanks to a bizarre set of coincidences, Moon Base Copernicus is, of course, about to explode. There are just two seats left aboard the escape pod, and those few stragglers who remain are determined to save themselves as well as Doctor Lucky.*

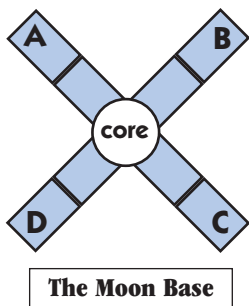
*You don't have any particular reason to save the old man. At this point he's more machine than man, anyway. But save him you must, and that means playing this darn fool game one more time.*

## Rules:

You need parts from the original **Save Doctor Lucky** game. Along with the original rules and cards, you also need to know the following about the Moon Base:

**The Board:** The moon base consists of four "wings" and a large central room, the "Core." Build all four wings around the Core as shown below.

For purposes of movement and sight lines, the Core counts as one large open room. For the two Aid Cards for which it matters, the Core is not part of **any** wing.



**Rooms:** Moon Base Copernicus has a few new rooms, but each of them corresponds to a room in Save Doctor Lucky. The original room names are written in small print. The Core, for example, is equivalent to the Grand Ballroom.

**Rocket Tubes:** These are fast-moving transport slides that connect different areas of the moon base. A tube is like a doorway between two rooms, but you cannot see through it. Tubes that lead to exploded decks cease to function.

**Forcefields:** To keep Moon Base Copernicus from exploding even faster, the base has been outfitted with several airtight forcefields, marked by dashed lines. You can see through these forcefields, but you can't move through them. For whatever reason, they don't stop Doctor Lucky.

**Monitors:** Many rooms on the Moon Base are connected by a closed-circuit security system. Every room with a Monitor (TV icon) can see into every other room with a Monitor.

**Exploding Wings:** As in the original game, you divide the remaining cards into four parts and put one part by each wing. However, in this game you draw cards from **the wing you are on**, not the highest wing. (In the Core, you may draw from any deck.) When a deck empties, the corresponding wing explodes. All the characters in that wing move into the Core, with the exception of Doctor Lucky, who moves into the highest numbered room in the next wing. If the last wing explodes, the game is over and no one wins.

**Save Doctor Lucky on Moon Base Copernicus** is a product of the idle minds at Cheapass Games. Look for the original Cheapass Game, **Kill Doctor Lucky**, at a game store near you. Or visit us on the Web at [www.cheapass.com](http://www.cheapass.com).

