

Leaving Earth - All official rule updates to date (Rulebook 4m)

Rulebook 4g

The new version of the rulebook is online (version 4g).

No new rules, just some minor clarifications:

Each Year > End of Year > Off-Earth Survival (p15)

- Added "at the end of the year" to second main paragraph.
- Moved rule about damaged capsules not providing life support from item #1 to item #2.

On Your Turn > Assembly (p22)

- Added the second paragraph, explaining that a spacecraft can be made of anything as long as astronauts have seats, and a footnote that a spacecraft without components is meaningless.

On Your Turn > Maneuvering (p23)

- Added a sentence to the second paragraph, explaining that you do not move if you do not generate enough thrust.

On Your Turn > Maneuvering > Faster and Slower Maneuvers (p27)

- Added a sentence at the end, explaining that you decide how many years a maneuver takes before generating thrust.

On Your Turn > Maneuvering > Rendezvous (p30)

- Changed the final paragraph to explain that a spacecraft can be made of anything as long as astronauts have seats.

On Your Turn > Maneuvering > Exploration (p31)

- Added a final sentence to clarify that Solar Radiation can be surveyed.

Beyond the Game > Astronauts (p43)

- Fixed the list of astronauts to match the ones actually in the game.

Rulebook 4h

I'm posting rulebook version 4h later tonight. It has two minor changes.

First, a very minor change on page 17:

At the end of your turn, automatic maneuvers take place...
is changed to

At the end of your turn, your automatic maneuvers take place...

Second, an actual rule change. You can only turn in samples for money or tech at the start of the year. This is to avoid a situation where players could collect samples from the Moon and turn them in during the same turn for more than it cost to get the samples, leading to an infinite money-making loop. (Thanks to Larry L for finding this problem and pointing it out.) The changed text is on pages 30 and 31, adding the phrase "at the start of the year" to the relevant sections under Exploration.

Rulebook 4i

Just finished a new version of the rulebook (4i). No changes of any significance, just a few attempts to forestall the usual questions answered in the FAQ.

A complete list of changes, for those who are interested:

- * Pointed out that there's a way to plan maneuvers without using multiplication. (p6)
- * Added a footnote explaining why you might take more than one turn in a year. (p14)
- * Underlined what a spacecraft may be made of. (p22)
- * Revised the paragraph about maneuver hazards. (p24)
- * Added a footnote to the landing hazard section stressing that any spacecraft may attempt any maneuver. (p25)
- * Added an entry for the Mercury Survey mission to the historical notes. (p42)
- * Added a note about the Mercury cards. (p54)

Rulebook 4j

Just uploaded a new version of the rulebook. Changes in this version:

- * Added a reminder that an advancement with no outcomes is always successful. (p20)
- * Fixed a typo: changed "they can received" to "they can receive". (p22)
- * Described what happens when an ion thruster is successful, but the maneuver fails anyhow. (p26)

The most significant change is the third one. It's there to prevent infinite testing of ion thrusters in a single turn -- we've been discussing this problem in another thread.

Here's what the new version of the rulebook says on page 26:

Quote:

Occasionally an ion thruster fires successfully but you do not generate enough thrust to complete the maneuver (perhaps because another thruster failed). In this case, if there is an automatic maneuver present, perform that immediately. If there is no automatic maneuver, take one time token and remain in the same location.

If you have any questions, feel free to ask.

Rulebook 4k

I posted a new version of the rulebook today. Two meaningful changes and a few clarifications.

For turn order, only count points from completed missions, not from dead astronauts. (p14, 16, 28)
This gets rid of the situation where players deliberately kill off astronauts just to get ahead in turn order. It has no other effect on the game. Astronauts still count as -2 points at the end of the game.

An ion thruster that fires successfully cannot be fired again in the same year. (p26, 29)
This is a simpler fix for the infinite-thruster-testing problem than what we tried before. It seems to work quite well, having very little effect on the game.

Clarified when exactly hazards take place. (p15, 24, 25)

A discussion here on BGG showed that I hadn't explained well enough when hazards take place.

There are no rule changes here, just further explanation.

Specified that supplies collected on a planet are free. (p31)

If a planet has supplies present, you don't have to pay money to collect them. This isn't a rule change, but it wasn't explained clearly enough before.

That's it for now. As always, if there's anything that isn't clear from reading the rules, let me know and I'll try to make it clearer for the next printing.

Rulebook 4m

The latest version of the rulebook is now online. (It's version 4m because 4l looks too much like 41.)

Added the full rendezvous testing action that we've been talking about. (p30)

This is just a shortcut to avoid infinitely docking and undocking to test Rendezvous. It doesn't meaningfully change the decisions you'd make in the game, it just saves time and shuffling for everyone at the table.

Reworded local conditions to avoid giving away information about where alien technology might be found. (p31)

Those of you who have looked through all the cards or played enough know exactly where this can be found, but for those who prefer fewer spoilers, the rulebook now avoids mentioning the location.