



MOONS



ARDAN

GAME WALKTHROUGH



EARLY GAME

This is the title screen that welcomes you

MOONS OF ARDAN

NEW GAME

LOAD GAME

OPTIONS

EXIT



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CREDITS

First, you will be shown a bit of story and be taught how to control the game using static screen tutorials.

WELCOME TO MOONS OF ARDAN!

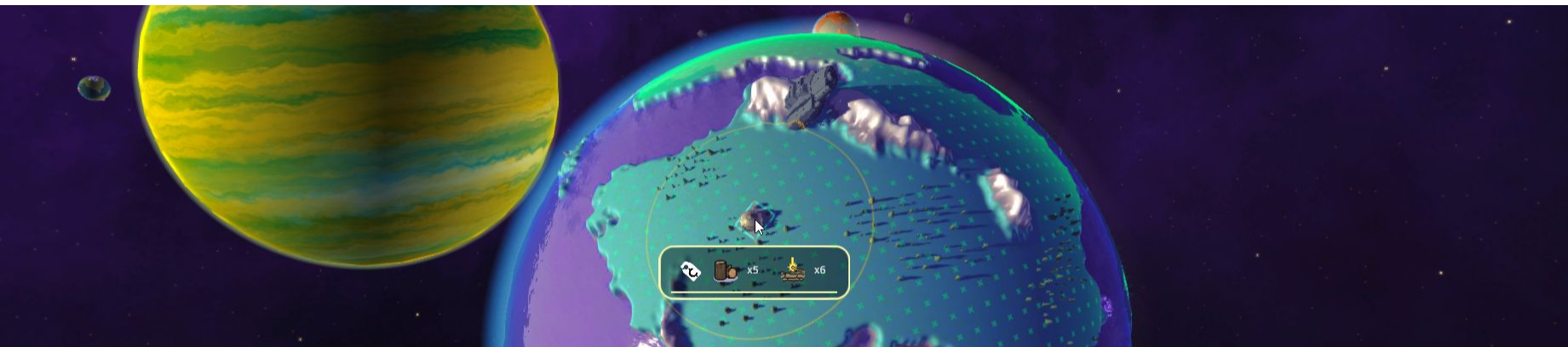
Moons of Ardan is a city-building and management game where you rebuild and expand your civilization across moons in a real-time simulated planetary system.

You follow the **axonauts**, the survivors of a generational ship that crashed on a lonely moon.

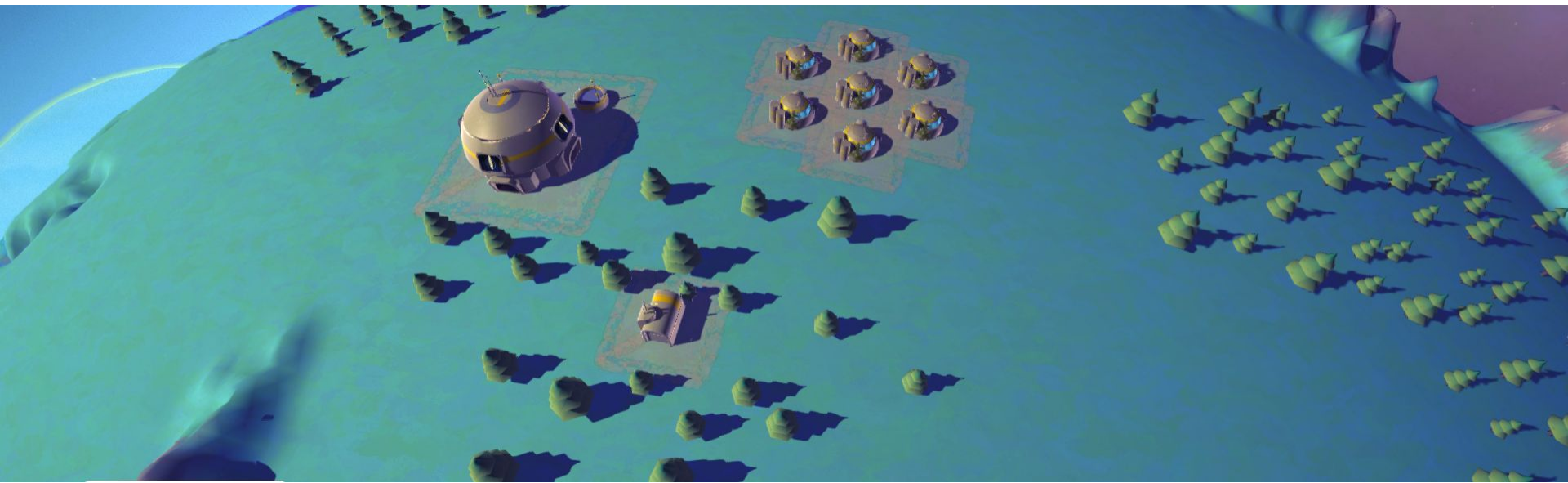
Isolated and cut-off from their people, they need your help to restore their culture and reconnect with their homeworld by **building a great wonder**.

OK

You will have to build your first city center to be able to construct in its range.



The next step is a woodcutter's hut to start collecting wood.



But you will also need to build some shelter (aka houses). This is what allows the population to start to rise and fill up the required jobs so the other buildings can work.

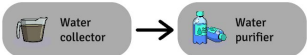
As the population rises, milestones will be unlocked and with them, new buildings will become available.

PRODUCTION CHAINS

New buildings available: **Water collector** and **Water purifier**.

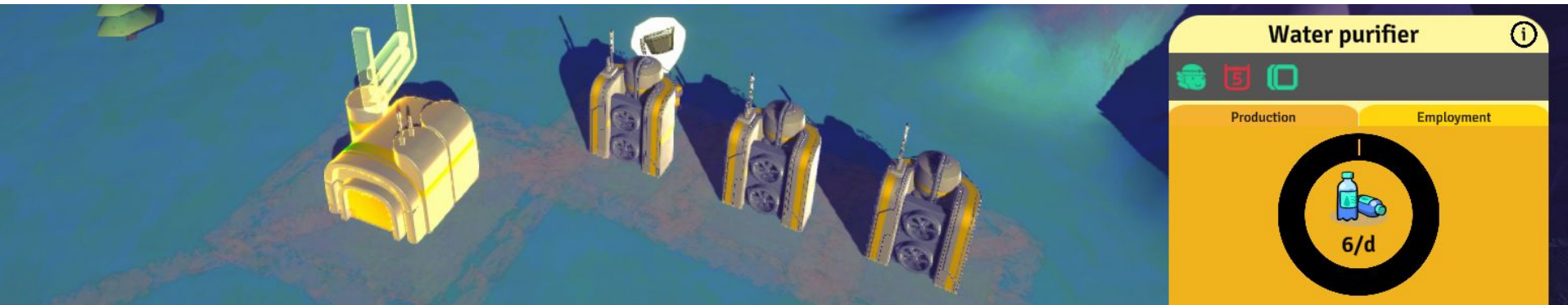
Your people also need to drink. To satisfy them, you will need to build your first production chain.

Build some **water collectors** to extract **grey water** and a **water purifier** to transform it into drinkable **water**.



```
graph LR; WC[Water collector] --> WP[Water purifier]
```

Most of these milestones are production chains that transform raw resources.



Some of these resources are called “needs resources” and are required to satisfy your citizens and increase the capacity of each house.



Needs fulfilment can be monitored by clicking on **shelters** and looking at their satisfaction progression.
As your civilization evolves, your people discover new needs that have to be satisfied.



FIRST MOON COLONIZATION



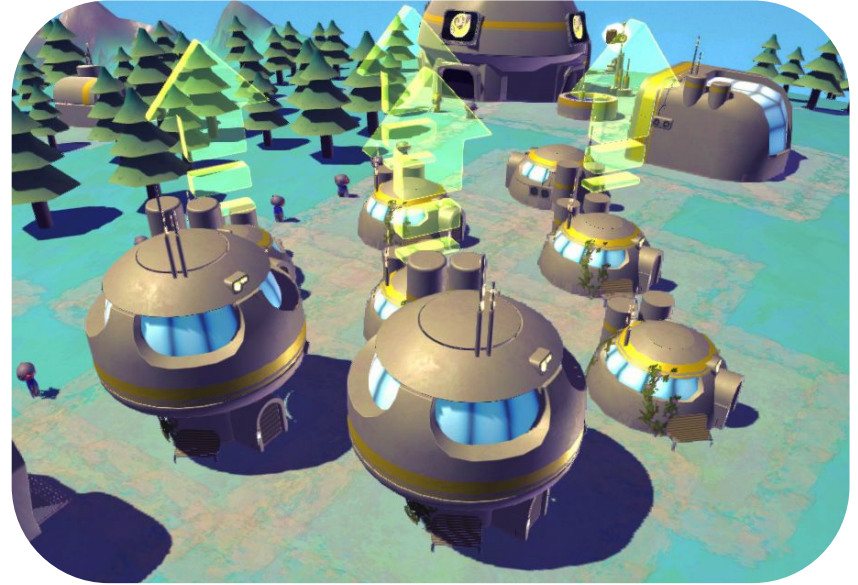
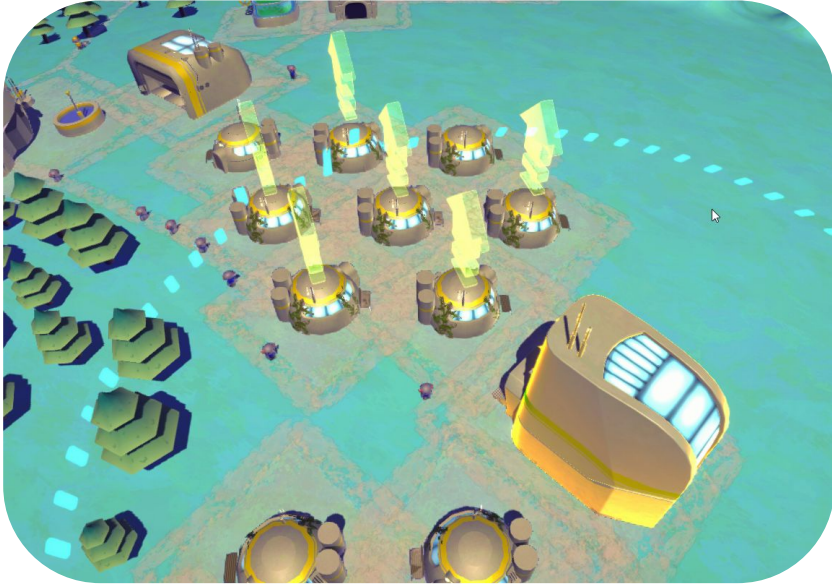
Shortly, you will discover new types of buildings that have an area of effect.



Stranded

For example, the warehouse helps you to increase the efficiency of your transport network which was only managed by your city center until now.

You will also unlock the community center that allows improvement of your shelters to level 2 if manned and in range.

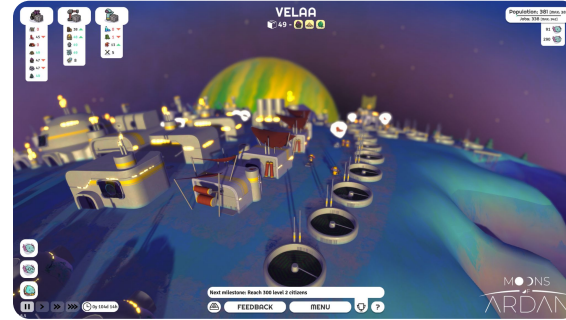
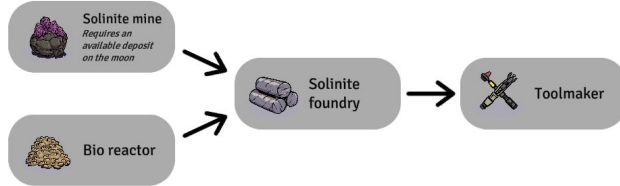


Upgrading your houses will unlock more complex production chains.

Clothes production chain:

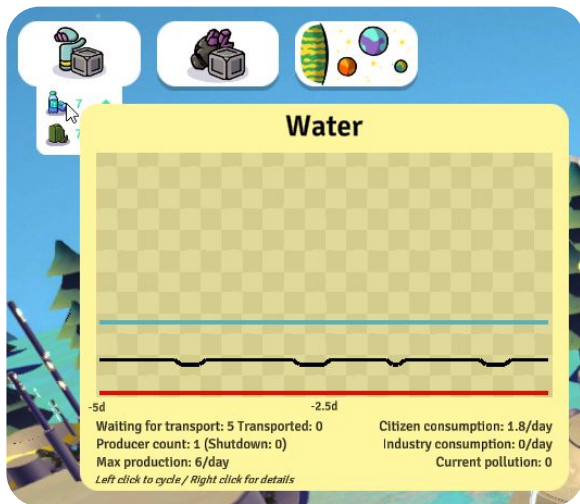


Tools production chain:



Many tools are developed to help optimising productions based on carefully selected information.

Information about production and transport network efficiency:



A unique “worker slot” system to fine-tune production chains:



Information to monitor your population requirements:



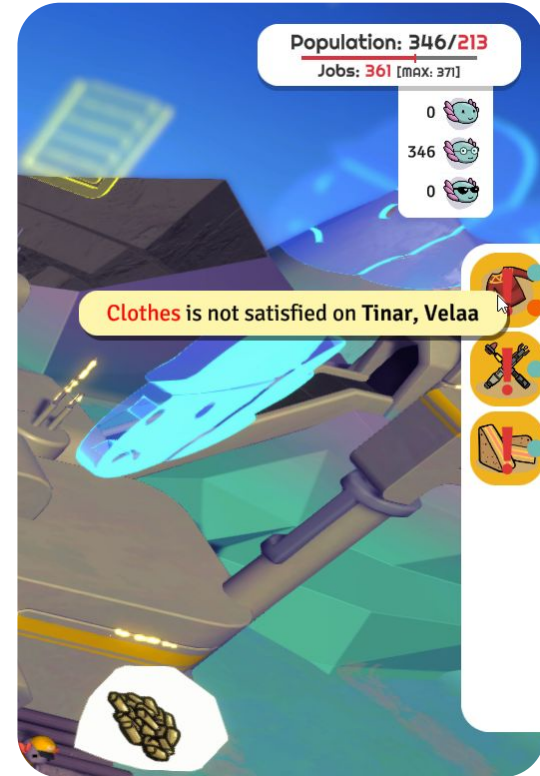
Citizen

 Category: Settlers
Arrival Date: 0y 1d 14h

Job Status:
Working at Biocrusher
Transporting:

The panel features a yellow background with a white octagonal icon of a log on the left. Below the icon is a small illustration of a character on a raft. The text is in a clean, sans-serif font.



Population: 346/213
Jobs: 361 [MAX: 371]

0 
346 
0 

Clothes is not satisfied on Tinar, Velaa





The interface shows a blue background with a white octagonal icon of a log on the left. Below the icon is a small illustration of a character on a raft. The text is in a clean, sans-serif font.

SECOND MOON COLONISATION



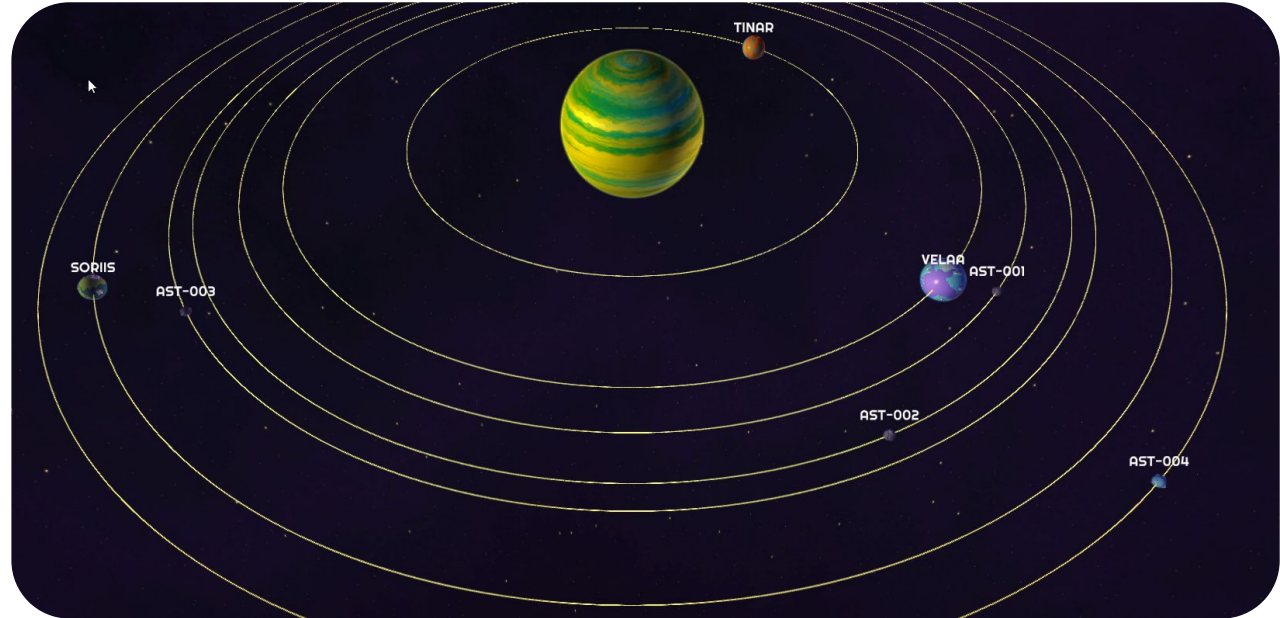
Shelter



Information



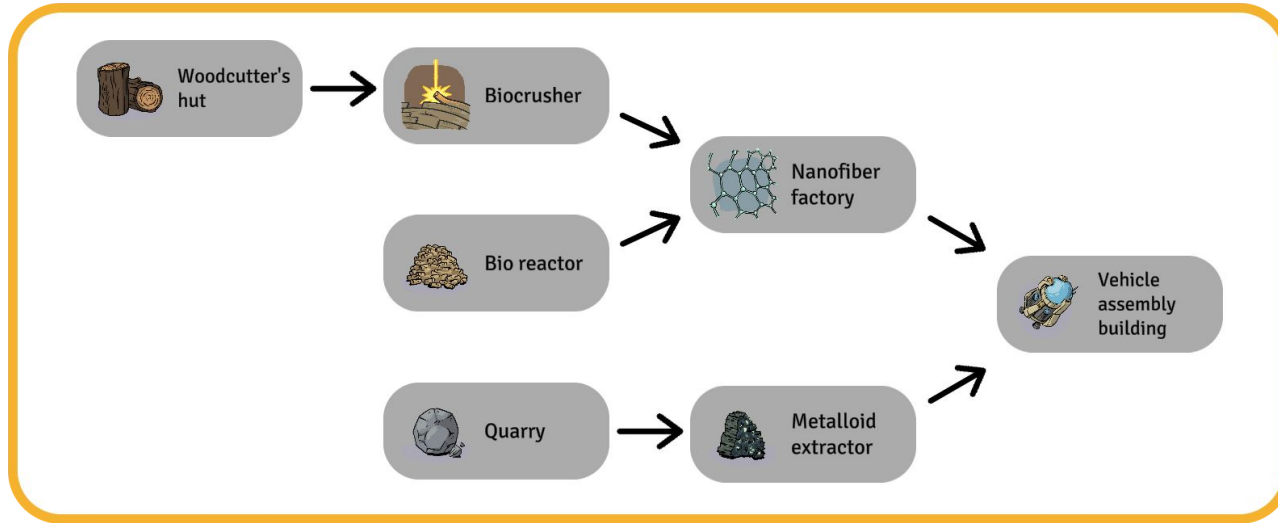
The “medical center” need requires you to go to space. It can only be built with resources found on other moons in the system.



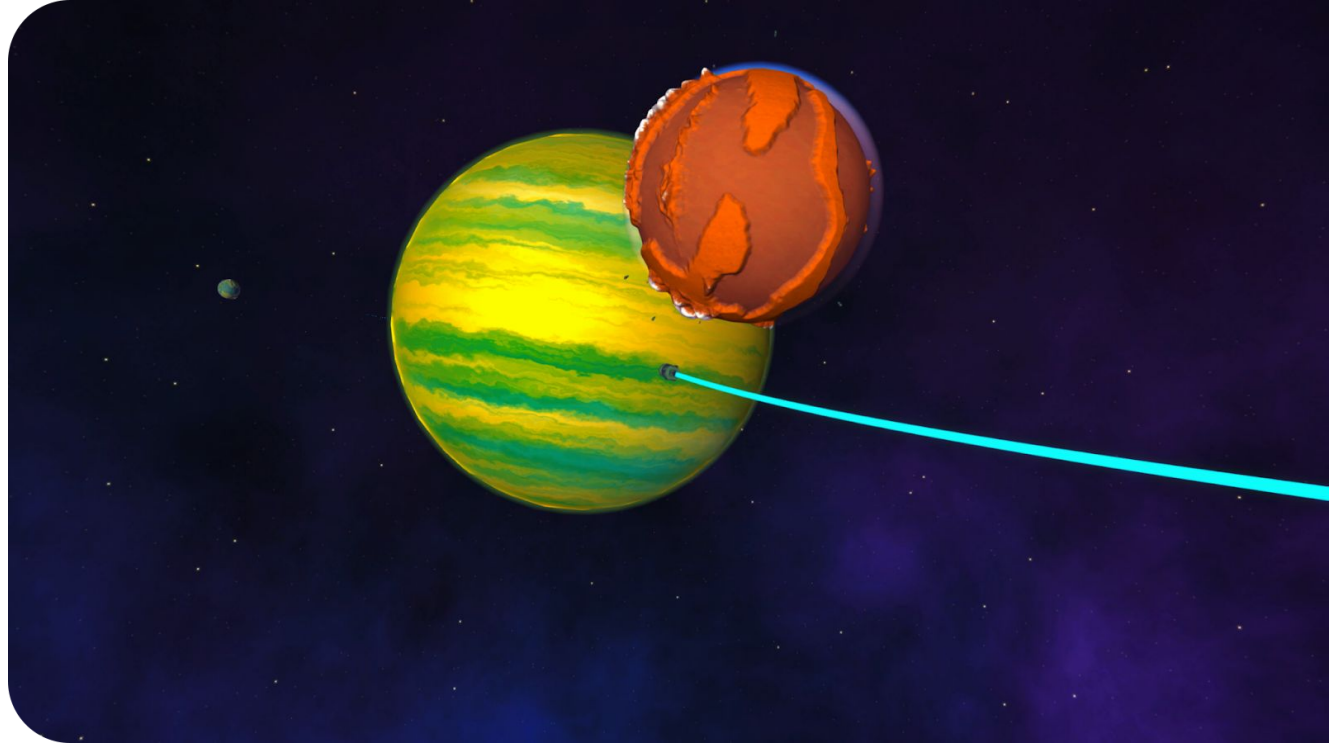
You will unlock milestones to build spacecraft and specialized buildings needed to send them into space.



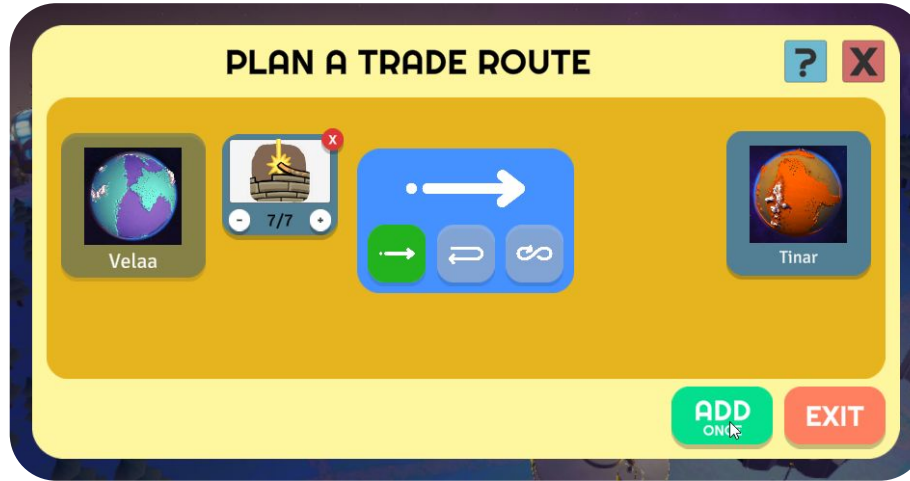
Spaceship tool chain:



Once you've chosen which planet to colonize to get the needed resource, you will send colonization materials there and start your colony.



Using the planning tool, you will define the transfer of resources between your moons.



It will bring **strategic choices**, such as:

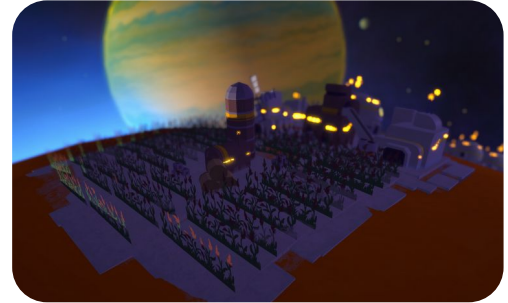
- Will you **transform** completely the needed resources there **or transport** raw materials to your starting moon?
- Will you develop your population there to reach level 3 **or** keep your starting moon as the main base?

A futuristic space colony is built on a reddish-brown, hilly planet surface. The colony consists of several white, dome-shaped structures with yellow glowing windows and doors, connected by a network of walkways and platforms. A central, taller structure with a conical roof and a small flag on top serves as a hub. In the background, a massive, banded gas giant planet dominates the sky, with a small satellite or probe orbiting it. To the right, a smaller blue planet and a bright yellow sun or star are visible in the deep blue space.

POPULATION-LEVEL 3 REACHED



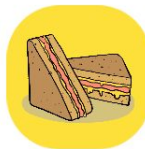
New needs and building chains will be unlocked regularly.



A new type of citizen appeared in your colony, the **dwellers**.



They also come with a new need: **Synthwiches**.



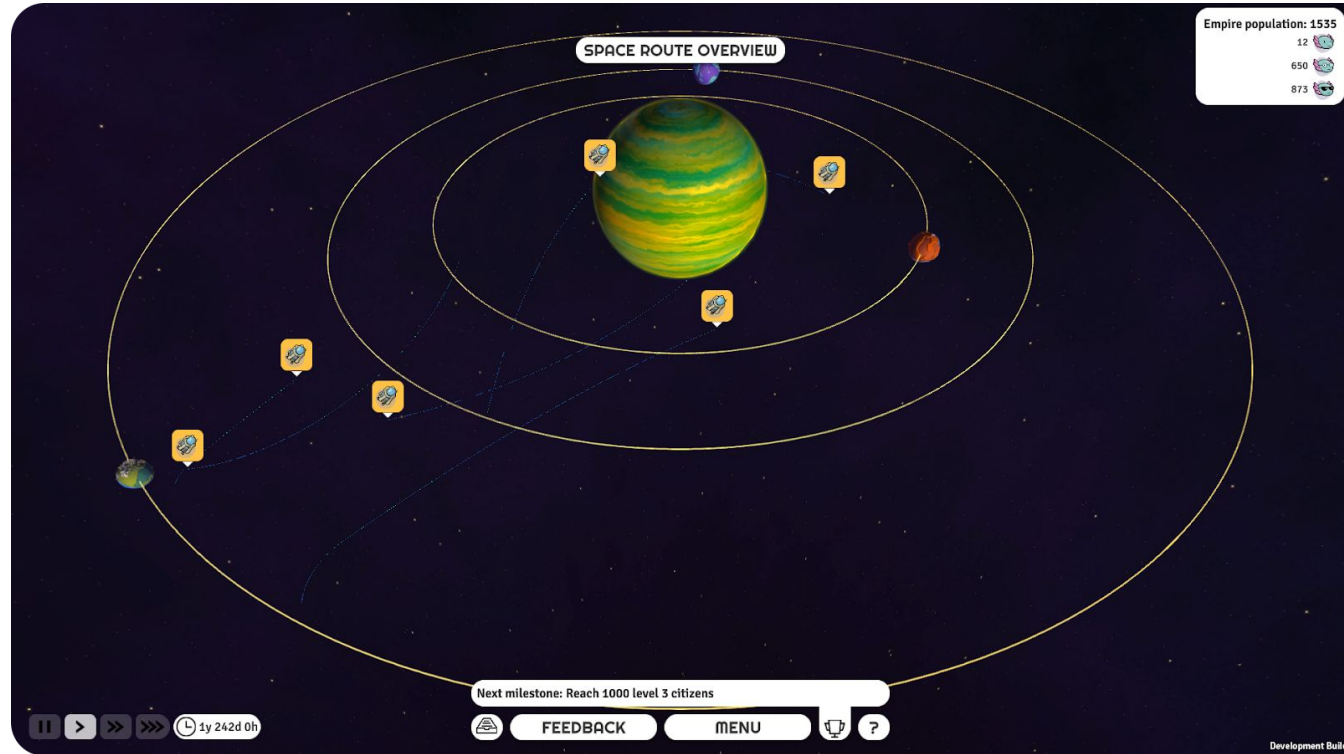
A new building material has been discovered: **Biofibers**.



You will have to colonize the last moon to fulfill your citizens' most advanced needs.

These will require you to create more advanced production chains that combine raw resources from all moons.

A **large network of automated trade routes** and carefully thought production systems will be required.



Keep developing your colonies until you gather enough resources to build the wonder. That building will trigger the end of the early access.

