STAR CLICKER

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Illustrated by GYOM

6 Content

Rules of the game: Level 1 - Initiation Mode

8 Set up
10 Goal of the game
10 Game turn
10 Pilots phase
14 Creepers Phase
15 End of Game

Level 2 - The Power of Friendship

16 Set up
16 Pilots power

Level 3 - Murphy's Law

17 Set up

Level 4 - Destroy them all

18 Set up
18 New Rules

19 Thanks
20 Floppy Disks Effects

Watch the Video Rules

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SOS






















Content

- 1 Board
- 40 Sector tiles (8 for each of the 5 areas)



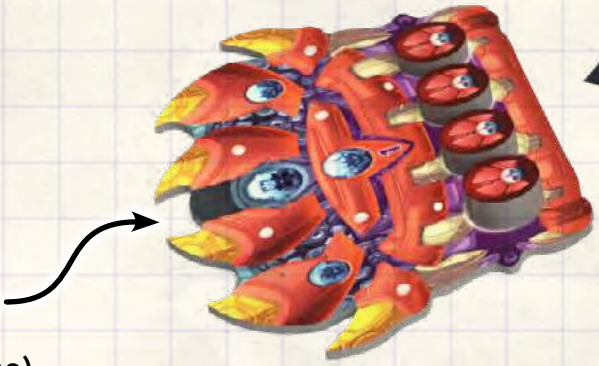


- 4 Spaceship tokens



- 4 Shield tokens



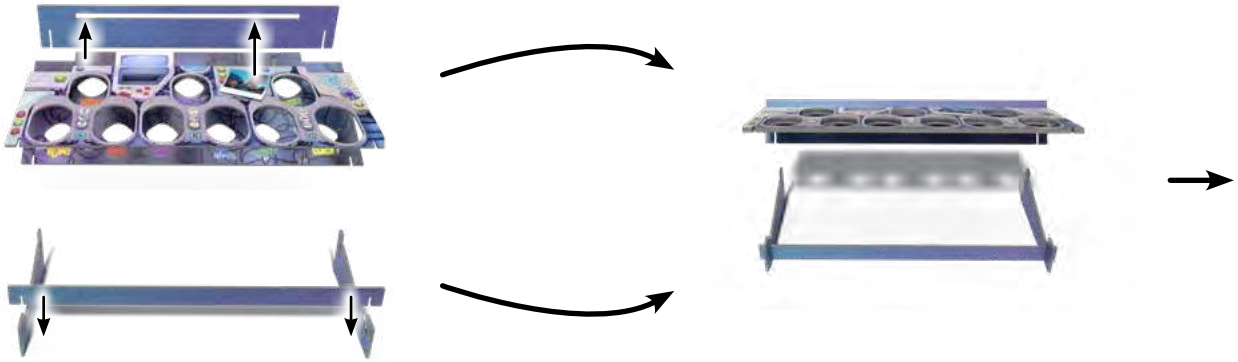


- 2 Mothership tiles
- 33 Creeper/Energy tokens (Recto/Verso)



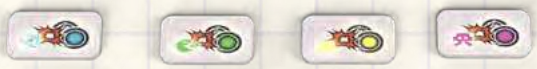
- 1 Rules

Put together the Dashboards as shown below.



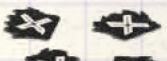


- 4 Neutralized Assault Line tokens



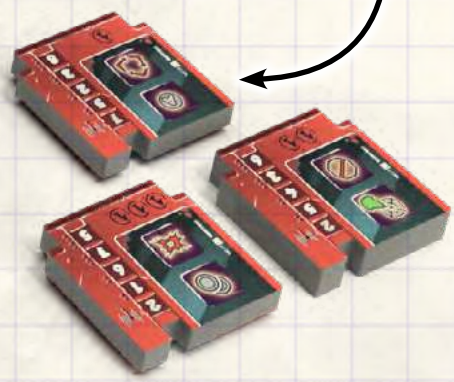
- 4 Broken Replicator tokens







- 20 Floppy Disk tiles
  - 6 level 1
  - 8 level 2
  - 6 level 3



- 4 Dashboards
- 36 Button tokens (9 per Pilot)
- 4 Upgraded Monitor tiles





Rules of the game:
Level 1 - Initiation Mode

Set up

The setup detailed here corresponds to the Initiation Mode. The setup adjustments for the next levels will be detailed later.

Place the Board in the middle of the table.

For each Pilot

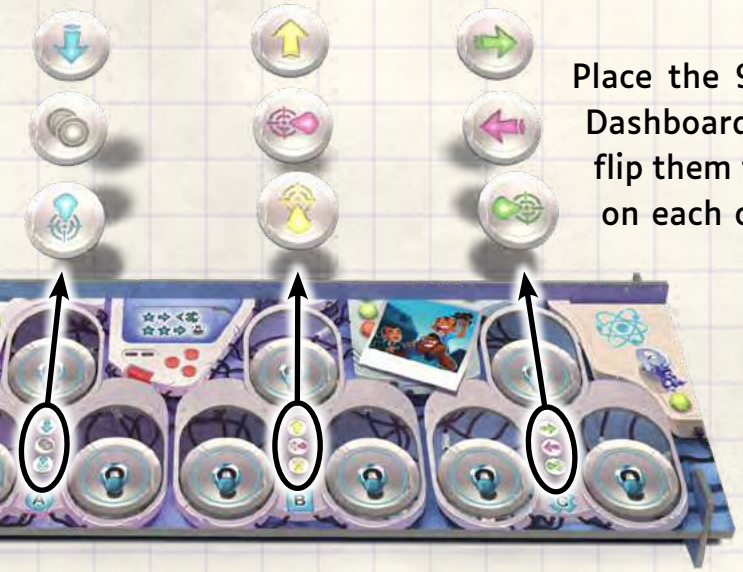
Choose a color and receive the associated elements:

- 1 Dashboard
- 9 Buttons
- 1 Spaceship

The unused game items can be stored in the box.

Place your Dashboard on the same color side of the Board.

Place your Spaceship on the Board, at the starting location on the planet corresponding to your color.



Place the 9 Buttons in groups of three as shown on your Dashboard. For each group, take the three Buttons shown, flip them face down, shuffle them, and place them randomly on each of the three locations, without looking at them.

Take an Energy-side token.



As children, your parents have vaguely explained to you what some Buttons on the Dashboard are for, but this will be the first time actually flying a Spaceship. Some errors are to be expected at the beginning.

Take the 40 Sector tiles, and sort them by the number or symbol printed on their back. Shuffle them face down and place them on the associated spaces on the Board.

Stack the 4 Shields on the central area of the planet.

Place one Creeper token on each corner space of the Board.



Take the Level 1 Mothership. The unused Mothership is stored back in the box. Form piles of Creeper-side tokens on the Assault spaces of the Mothership. The number on each space indicates the number of Creepers you need to stack on it.



All the remaining tokens are placed Energy face up next to the Mothership, they form a stock.



Compose the stack of Floppy Disks: for a first game, randomly pick the 6 Floppy Disks level 1 plus 6 of the level 2. Shuffle the resulting stack of Floppy Disks and place it next to the Mothership.

Goal of the game

Star Clicker is a cooperative game in which a team of young Pilots must find and destroy the 8 enemy jammers that orbit around the planet C-64 while pushing back the continuous clouds of Creepers.

While your parents are on a mission far away in the galaxy, the sneaky enemy Creepers take the opportunity to attack you, believing you to be defenseless. They deployed 8 jammers around planet C-64 which block communications and neutralize the famous self-defense mode of the planet C-64... Once the jammers are found and destroyed, the self-defense mode will make short work of the remaining invaders.



Game turn

Each game turn includes 2 phases:

- Pilots phase
- Creepers phase

Pilots phase

Jump into your Spaceship and sit in front of our Dashboards, you are now in control. With the help of your squadron, you will try your best to rake the area, searching for enemy jammers while you will push back the invading Creepers. Come on, let's get started and press the control Buttons...

During this phase, each Pilot must press 2 Buttons on their Dashboards. Pressing a Button means flipping it face up. Pilots can freely choose in which order to press the Buttons.



Example: Christophe and Sophie start their first round. Sophie decides to start and presses a Button. Christophe goes on by pressing a first and right away a second Button. Finally, Sophie ends by pressing her second and last Button.

Warning: Once a Button is revealed, its effect must be immediately and fully applied before you can press another Button.

It is not possible to press an already visible Button.

Use of Energy tokens

Once per turn, each Pilot can spend 2 Energy tokens to press an additional Button.



Tips: Energy is a precious resource, it is also and above all used to destroy enemy jammers.

Buttons' set up

Each Dashboard is composed of 9 Buttons:

- 4 Fire Buttons
- 4 Propulsion Buttons
- 1 Replicator Button

Notice that the edges of the Board are colored. Each time you perform an action of a certain color, your Spaceship will perform this action in the direction of the edge of the same color.

Press a Fire Button

Your Spaceship fires towards the edge of the Board of the same color.
The shot goes in a straight line, crosses the empty squares until it hits:

OOPS! Pay attention to the direction of your shots. A misplaced shot could turn out to be catastrophic.



The edge of the Board
Your shot has no effect.



A Creeper
This Creeper is destroyed. Flip the token to the Energy side and place it on your Dashboard.



The Planet C-64
Remove a Shield from the planet. If you remove the last Shield, you lost the game.



Another Spaceship
The Pilot of this Spaceship loses 1 Energy if possible otherwise this shot has no effect.





Press a Propulsion Button

Your Spaceship moves forward one space in the direction of the edge of the Board of the same color.

If your move takes you out of the Board, continue to the space on the opposite side.



The Creeper force field deployed around C-64 prevents movement outside this area.

When you move your Spaceship, the following spaces are skipped:

- Space occupied by a Spaceship
- Space occupied by a Creeper
- Central planet space
- Space space containing an accelerator symbol



If your arrival space contains an undisclosed Sector tile, flip it face up and resolve that Sector's effect if necessary.



Press a Replicator Button



You must copy the effect of one and only one of the visible Buttons from the Dashboard of another Pilot. It is not possible to copy another Button Replicator. If no Button other than a Replicator is visible on the other Pilots Dashboards, this Button has no effect.

The Spaceships are equipped with a Replicator mechanism which allows you to copy the efficient maneuvers of other Pilots.

Sector space



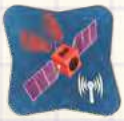
Empty
No effect. Immediately store the tile in the box. Place back your Spaceship on the empty space which will have no effect for the rest of the game.



Accelerator
If the Accelerator space is already revealed, consider this space occupied so you skip this space.
If you reveal it, you keep on moving forward one additional space.

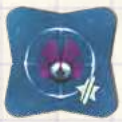


Energy Reserve
Each time you enter this Sector, add an Energy to your reserve.



Enemy Probe
If you are still in this Sector space when the Creepers phase starts, more enemy Ships will come.

> *It is better to avoid the enemy probes as they mark out our position and call for reinforcements.*



Enemy Jammer
While you are on this space, you can discard an Energy to destroy the Jammer.

If you destroy a Jammer, place the tile on one of the two spaces on the edge of the Board corresponding to the sector. Place your Spaceship back on the sector space now empty. It will have no effect for the rest of the game.

If you have no Energy you cannot destroy the Jammer, you will have to wait until you acquire at least one Energy.

There are 2 jammers in each Sector.

When the 8th Jammer is destroyed, you win the game immediately.

End of the Pilots phase

Once each Pilot has pressed their Buttons, this phase ends. Each Pilot tries to memorize their visible Buttons and turns them face down on the same position.

Then starts the Creepers phase.

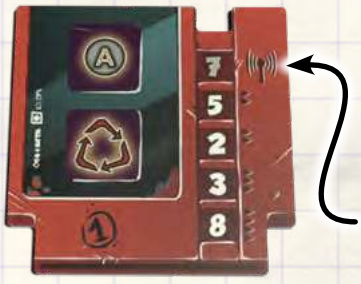
Creepers phase



The Pilots operated all their maneuvers. The enemy Mothership waits and analyzes the situation... It's their turn to act, they will try everything to take control of your planet and destroy its center shield.

Unless this is the first turn, discard the Floppy Disk from the previous turn. Draw a new one, place it next to the Mothership and perform the following two steps:

- Apply the effect of the Floppy Disk (see page 20)
- Move forward the Creepers



There are five numbers to the right of each Floppy Disk. Each number corresponds to one of the 8 Creepers Assault Lines that you can find on the Board. Four are in a straight line and four are diagonal.



The first top number corresponds to the enemy probe. If at least one Spaceship is currently occupying an enemy probe space, you must activate the Assault Line indicated by the probe symbol. Otherwise do nothing.

Then activate as many Assault Lines as there are Pilots, one after the other.

Example: With two players, consider only the first two numbers under the probe.

Activation of an Assault Line

When you activate an Assault Line, two cases are possible:

- The Line already has a Creeper
- The Line is empty



The Line already has a Creeper

Move this Creeper one space towards the planet. Skip all spaces potentially occupied by Pilot Ships. Creepers are **NOT** affected by the power of sector spaces (including accelerators)...

If a Creeper lands on the center space of the planet, remove it from the game and remove a Shield from the planet. If it was the last Shield, the game is immediately lost.

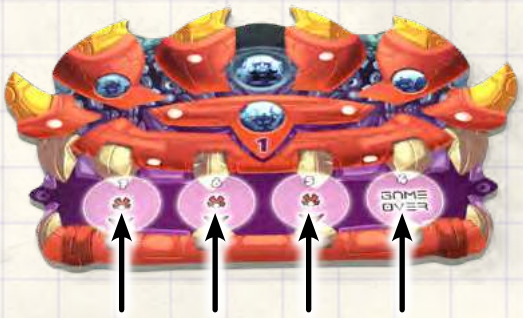
The Line is empty

Take the first Creeper from the leftmost pile on the Mothership and place it on the first space of the Board, in front of the corresponding number. If the first space is occupied, place it on the next empty space following the Assault Line.



After resolving the Floppy Disk, if one of the stacks on the Mothership turns empty then a General Attack occurs immediately.

Perform a General Attack



The power of the General Attack depends on the number of Creeper symbols displayed on the empty space of the Mothership. For each symbol, move the Creeper closest to the planet one space towards the center.

If more than one Creeper are at the same distance from the planet, move forward the one on the Assault Line with the lowest number.

During a General Attack, a Creeper can only move once. For an Attack of level two or more, move forward the Creepers closest to the planet one after the other.

If all the Creepers on the Board have already been advanced once in this Attack, the remaining symbols are ignored.

When the fourth stack of Creepers on the Mothership is empty, you immediately lose the game.

End of Game



You win the game **immediately** if:

- You destroy the 8th and last jammer.

You lose the game **immediately** if:

- Planet C-64 loses its last Shield.
- The last stack of Creeper tokens on the Mothership is empty.

Level 2 - The Power of Friendship

Once you've won the game at level 1, go to level 2.

Set up



During setup, use the Level 2 Mothership tile and place the Upgraded Monitors on each Pilot's Dashboards.

Together we can win. The Pilots discover by chance a notice on the ground on which the powers of each Spaceship are explained. That will help slow down the Creeperian attack.

Pilots power

Once per turn, each Pilot can use their special power by discarding an Energy.

Lily's Power (Yellow)





Lily can spend one Energy to turn face up a sector tile without a Creeper on the Board. If this tile is empty, store it directly into the box.

Wendy's Power (Blue)





Wendy can spend one Energy to move a Creeper one space back on its Assault Line. It is not possible to remove a Creeper off the Board. However, it is possible to make a Creeper jump over another Spaceship.

Max's Power (Green)





Max can spend one Energy to prolong one of his move by one or two spaces and therefore arrive further than intended. Only the final space tile is considered, the others are simply flyed over.

Brian's Power (Purple)





Brian can spend one Energy to reveal two Buttons of his choice: one from his Dashboard and one from another Dashboard. Once revealed, immediately return these Buttons face down.

Level 3 - Murphy's Law

Once you've won the game at level 2, go to level 3.

Set up

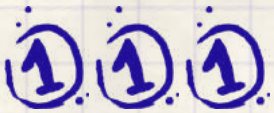


During setup, use the Level 3 Mothership tile and place the Upgraded Monitors on each Pilot's Dashboard.



The Mothership is constantly improving, general attacks are likely to hurt more and more! It's up to us to be efficient before...

Now use the Level 3 Floppy Disks.



Shuffle the Level 2 and Level 3 Floppy Disks and randomly pick 6 of them.

Add the 6 Level 1 Floppy Disks.

Shuffle the resulting stack of Floppy Disks and place it next to the Mothership.

Shuffle the Broken Replicator tokens face down. With fewer than 4 players, first remove the tokens corresponding to the absent Pilots. They will be useful in solving some level 3 Floppy Disks.





Level 4 - Destroy them all

Once you've won the game at level 3, go to level 4.

Set up



During setup, use the Level 4 Mothership tile and place the Upgraded Monitors on each Pilot's Dashboards.

Compose the stack of Floppy Disks as indicated in Level 3.



Place the 4 Neutralized Assault Line tokens next to the board. Shuffle the Broken Replicator tokens face down. With fewer than 4 players, first remove the tokens corresponding to the absent Pilots.

You and your team of Pilots decide to get rid of the enemy Creepers once and for all. Since destroying their jammers is not enough to push them back permanently, you seek to weaken them as much as possible by attacking their probes as well.

New Rules



When two jammers of the same sector have been destroyed, the central Assault Line of that sector (2, 4, 6 or 8) is neutralized. Place the Neutralized Assault Line token on the corresponding number.

Note: If a Neutralized Assault Line token is present on the line where the arrival of a new Creeper is supposed to take place, that arrival does not take place. However, a Creeper already present on a Neutralized Assault Line continues to move forward.

You can now discard one Energy to destroy an enemy probe when standing on it. Then place the destroyed probe next to the Mothership. **Important:** you cannot destroy the 8th jammer until you have destroyed at least 2 probes.

When you win a game, your level of success depends on the number of probes you have destroyed:

2	Shoddy work, you only think of your poor little head.
3	Not too bad, could do better.
4	Yeah, mission accomplished.
5	Well done, young budding Pilots.
6	Nothing to say, you even have time to tidy your room.
7	Next time you will be the ones to go on a mission instead of your parents.



Thanks

Many thanks to all the testers and their invaluable advice and feedback! A big thank you to Cédric without whom the game would not be what it has become.

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Proofreading
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If one of your Buttons is damaged and becomes recognizable even when it is face down, we have provided a few blank Buttons (not to be discarded!) that will allow you to replace them.

Ludonaute

Floppy Disks Effects

- Level 1



Ion guns

Each Pilot shuffles the three Buttons on their Dashboards from the group indicated on the Floppy Disk and then replaces them face down.



Creeperian Attack

Immediately perform a General Attack of force 1. (See page 15)



Power outage

All the Pilots Buttons have no effect this turn until a Replicator Button is revealed. When this Replicator Button is revealed, it has no effect but from now on the other Buttons function normally again.

- Level 2



Technical problem

The Button indicated on the Floppy Disk has no effect during the entire next turn. Note: this Button cannot be copied by a Replicator Button either.

- Level 3



Double Creeperian Attack

Immediately perform a General Attack of force 2. (See Page 15)



Ion Rays

The Pilots decide together on a group of three Buttons (A, B or C). Each Pilot mixes the three Buttons of this group on their Dashboards. They then replace them face down without looking at them.



Computer bug

Draw a random Broken Replicator token.
If the token points to your Replicator Button then your Replicator Button will not work until the end of the game. Put the token on your Dashboard as a reminder.

Exception: Your Replicator Button can still be used to respond to a Power Outage.