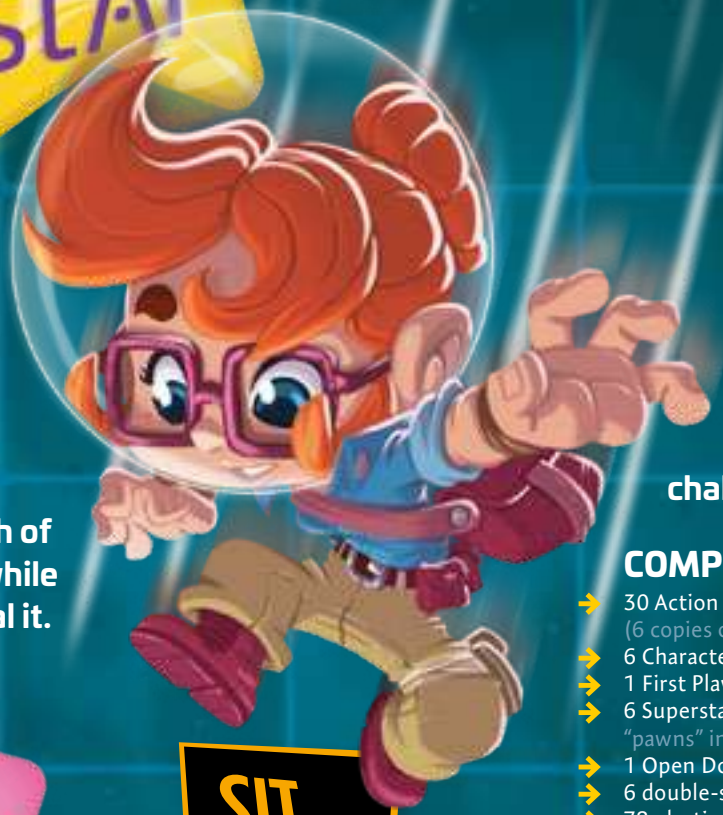
GRAVITY superstar





At the edge of known space, the most famous adventurers converge on a strange little planet, uniquely capable of attracting precious stardust with its befuddling gravity. They are there to collect as much of this rare resource as they can, while their rivals constantly try to steal it.

You are one of these superstars on a quest for wealth, and you must overcome the gravitational challenges set before you!

COMPONENTS

- 30 Action cards (6 copies of 5 different cards).
- 6 Character cards.
- 1 First Player card.
- 6 Superstar pawns, also called simply "pawns" in this rulebook.
- 1 Open Door pawn.
- 6 double-sided Planet tiles.
- 78 plastic stars (13 in each of 6 different colors).
- 1 bag.
- 18 Replay tokens.



SIT DOWN!

THE DESIGNER: Raised on Valley of the Mammoths and HeroQuest, he was drawn back into boardgaming in recent years thanks to Caylus, and was inspired to become a game designer. Today, he is an animator, game "pharmacist", game designer as much as possible, and game "evangelist" on occasion, he juggles these different hats in order to deepen his knowledge of games and the people who play them. He is the designer of Titan Race (2015) and Check-List (2018). • The designer wishes to thank all the playtesters of a day during which the game would not have been born without them, and particularly the patient Solal Allain and the irreplaceable Rennes Game Designers gang.

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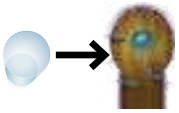
SETUP

Randomly select the appropriate number of Planet tiles for the number of players, and arrange them, whichever side up you like, as depicted below in the middle of the table ❶. Their orientation does not matter.

Number of players	Number of tiles	Arrangement
2	2	
3 – 4	4	
5 – 6	6	



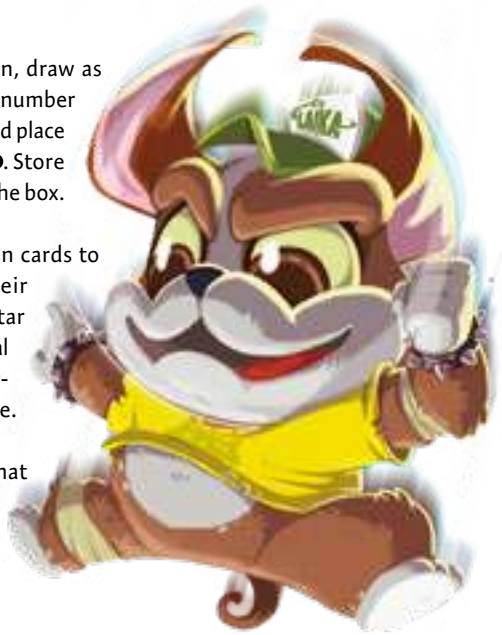
Place the Open Door pawn on a Door space of your choice ❷. This pawn does not belong to any player.

Place the Replay tokens beside the board ❸; they constitute a limited general supply.

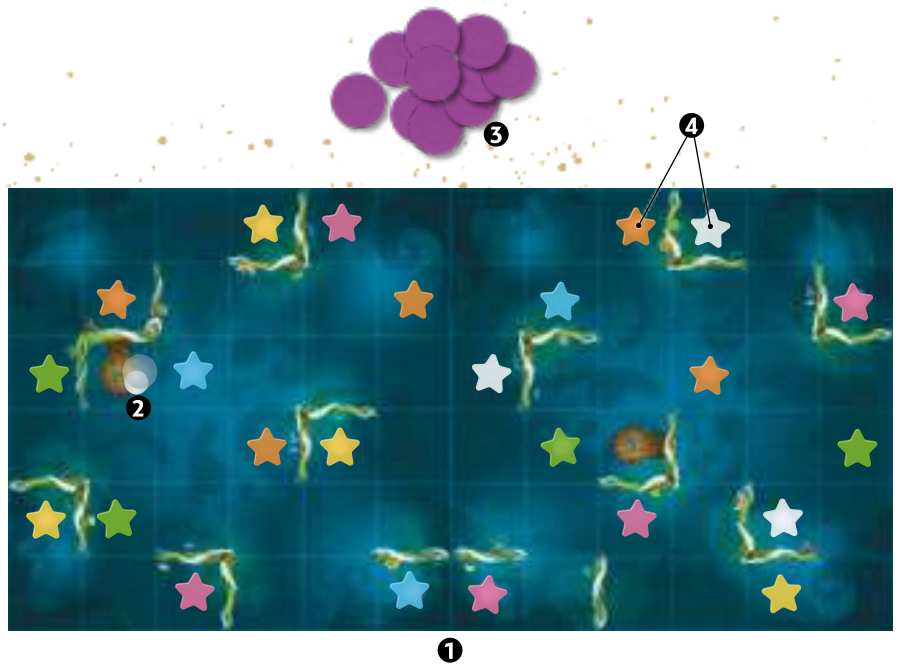
Put all of the stars in the bag. Then, draw as many stars from the bag as the total number of and visible on the board, and place them randomly on these symbols ❹. Store the bag with the rest of the stars in the box.

Each player takes 5 different Action cards to form their hand ❺ and places their Character card ❻ and their Superstar pawn ❼ before them, in their personal reserve ❽. The contents of your personal reserve must always be visible.

Randomly select a start player. That player takes the First Player card ❾.









Example of a 2-player setup.

On your turn, take one action, then optionally spend a Replay token to take a second action. Then it is your left neighbor's turn, who does the same, and so on until the game is complete. Thus each player's turn goes as follows:

1. Place your Superstar pawn into play (mandatory).
2. Play an action (mandatory).
3. Spend a Replay token (optional).

Up, Down, Left, Right

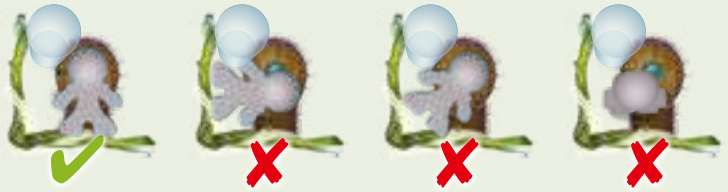
In this rulebook, the concepts of up, down, left, and right are relative to the orientation of the pawn in question before it starts its move.



1 Place your Superstar pawn into play mandatory

If your pawn is already in play, ignore this step.

If your pawn is not in play, place it lying down on the Door space that currently has the Open Door pawn, oriented the same way as the door.



Correct position.

Incorrect positions: *The pawn is lying down, but is not oriented the same way as the door.*

Incorrect position: *The pawn is not lying down.*

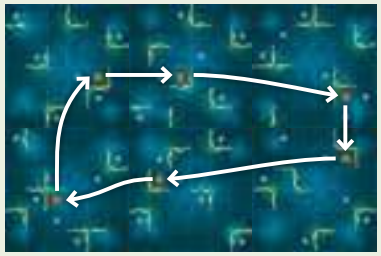
Then move the Open Door pawn clockwise to the next unoccupied Door space.



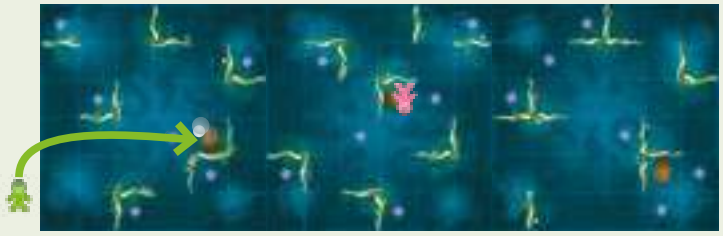
Example of the Open Door pawn cycle in a 2-player game.



Example of the Open Door pawn cycle in a 3- or 4-player game.



Example of the Open Door pawn cycle in a 5- or 6-player game.



The green Superstar pawn must enter the game where the Open Door pawn is, which then moves.



Because the next Door space clockwise is occupied by the pink pawn, the Open Door pawn skips this space and moves to the next one.

Special Case: No unoccupied Door spaces!

In the very rare case in which all of the Door spaces are occupied by Superstar pawns, do not move the Open Door pawn; leave it in the same space as the Superstar that just arrived.

2 Play an action mandatory

There are three actions available:

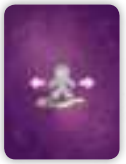
- Complete your hand.
- Play a simple move.
- Play a special move.

Place the cards you play face up in front of you in your personal reserve where everyone can see them.

Complete your hand

Take all of your cards back into your hand.

Play a simple move



Choose a card from your hand and place it **face down** in front of you to move your pawn one space to its left or right. You can play any card face down for a simple move, rather than the special move indicated on its front.

Note: *The special move you have "sacrificed" remains hidden, which can sow doubt in your opponents' minds as to which cards you still have in your hand.*



Play a special move

Choose a card from your hand and place it **face up** in front of you to move your pawn according to the rules of the special action depicted on it. There are four different special actions:

Long Jump



Move your pawn two spaces to its left or right. To be able to play this action, your pawn must be able to make the entire move.



This pawn cannot make a long jump to its right, because it is immediately blocked by a platform. It also cannot make a long jump to its left, because it cannot move two spaces that direction.



This pawn makes a long jump to the right, then, because there is no platform under its feet, it falls until a platform stops it.

High Jump



Move your pawn one space upward, then one space to its left or right. To be able play this action, your pawn must be able to make the entire move.



This pawn cannot high jump to the left, because a vertical platform prevents the leftward movement. On the other hand, this pawn can high jump to the right, then fall until it hits a platform.

Drop



Move your pawn one space downward, passing through the platform below its feet.

This pawn drops through the platform on which it is standing, and stops when it reaches the next platform.



Rotate

Pivot your pawn in place, either either a quarter turn (90°) or a half turn (180°).



This pawn rotates a quarter turn counterclockwise, then falls. It instead could have made a quarter turn clockwise, or a half turn.



The **Wild** card lets you use any of the four special actions above.



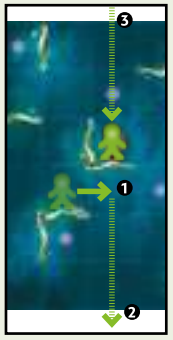
Important

After resolving an action, if your pawn's feet are not standing on a platform, **it falls** in a straight line until it stops on a platform. It doesn't matter how many spaces it falls.

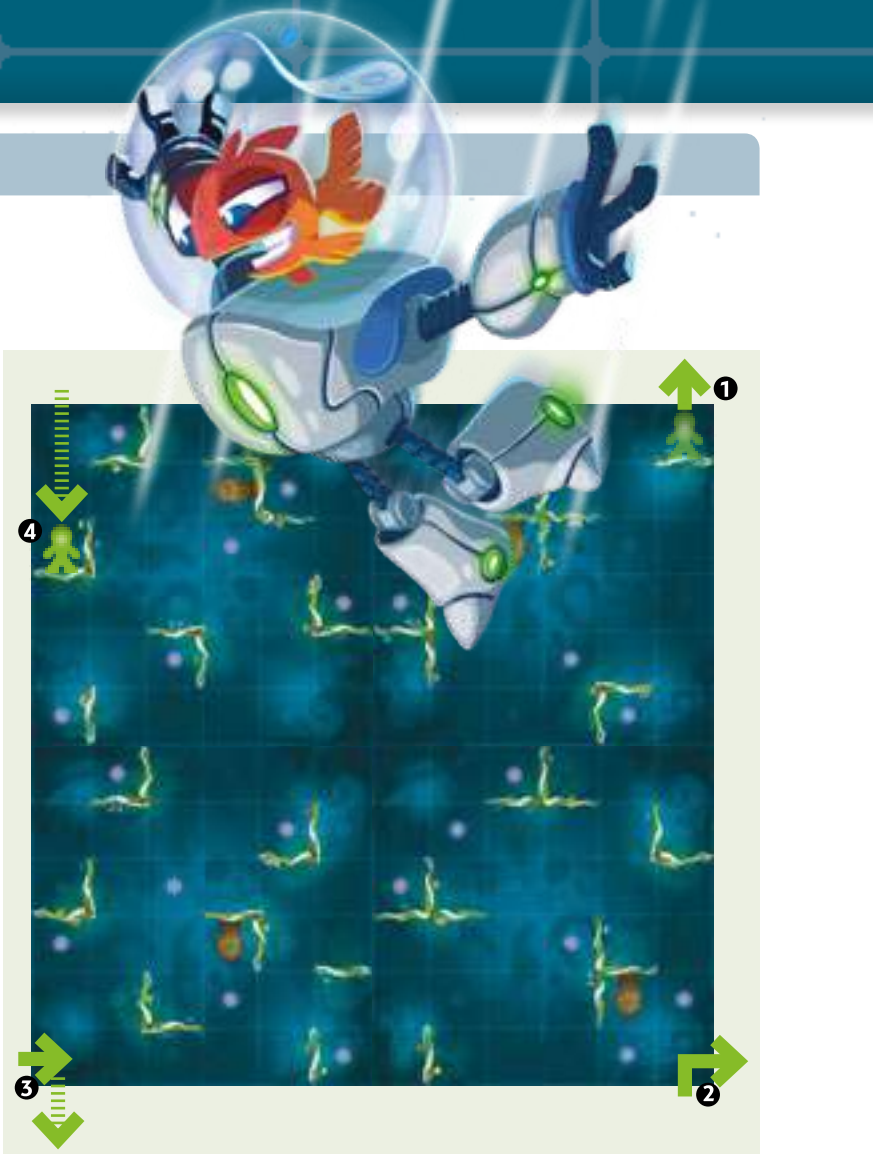
Note:

- *In these rules, the term "move" includes falling.*
- *In the following example illustrations, falling is represented by a dashed line.*

The edges of the board "wrap around": A pawn that leaves one side immediately re-enters the board on the opposite side, in the same column/row.



After a simple move to the right, this pawn falls ❶, leaving the board at the bottom ❷, and immediately continuing its fall from the top ❸ in the same column.



This pawn starts in the upper-right corner, and makes a high jump to the right. The jump makes it exit the board at the top ❶, and immediately reappear at the bottom in the same column ❷. Then it completes its action by going to the right, again leaving the board and reappearing on the left in the same row ❸. Finally, because it has no platform under its feet, it leaves the board a third time to reappear at the top, falling until it lands on a platform ❹.

Important

Whenever you have used all 5 of your cards, and all 5 are thus in front of you, **immediately** take them back into your hand for free.

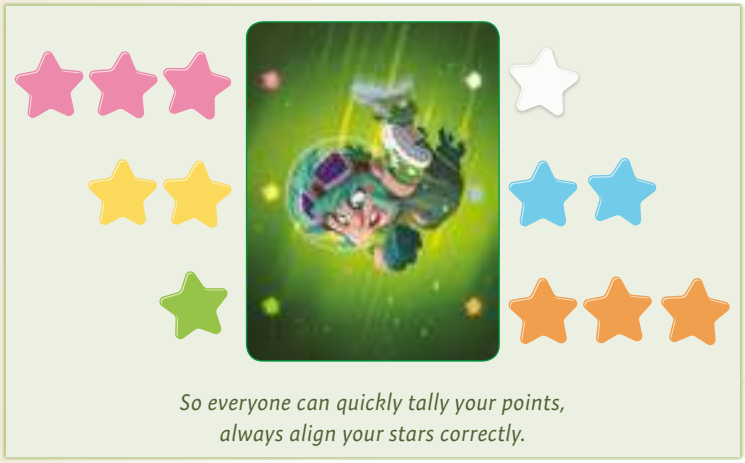
EVENTS

During your move, your pawn might enter spaces depicting or containing various things:

- Space containing a star.
- Space depicting the symbol.
- Empty space or space containing the symbol.
- Space containing an opponent's Superstar pawn.
- Door space.

Space containing a star

Whenever your pawn enters a space containing a star, collect it and place it in your personal reserve, so that stars of the same color are aligned with the matching star depicted at the left or right of your Character card.



So everyone can quickly tally your points, always align your stars correctly.

- You can collect several stars in the same move.
- Every star collected reveals a or symbol on its space.
- There is no limit to the number of stars you can have in your personal reserve.
- There is no correlation between the colors of the stars and the Superstar pawns.

Space depicting the symbol

Each time your pawn enters a space with neither a Superstar nor star in it, that depicts the symbol, take a Replay token from the general supply, and place it in your personal reserve where everyone can see it.

- You can collect several Replay tokens in the same move.
- There is no limit to the number of Replay tokens you can have in your personal reserve.
- If the general supply of Replay tokens is empty, you do not collect any.

Empty space or space containing the symbol

Nothing happens. The symbol is only for the initial placement of the stars.

Space containing an opponent's Superstar pawn

Whenever your pawn enters a space occupied by an opponent's pawn (no matter its orientation), you eject it.

- You can eject several opponents' pawns in the same move.
- Ejected pawns immediately return to the personal reserves of their owners.
- Their owners immediately take all their cards back into their hands.
- You must steal either one star of your choice or a Replay token from each player whose pawn you ejected. If they have neither, you steal nothing from them.

Door space

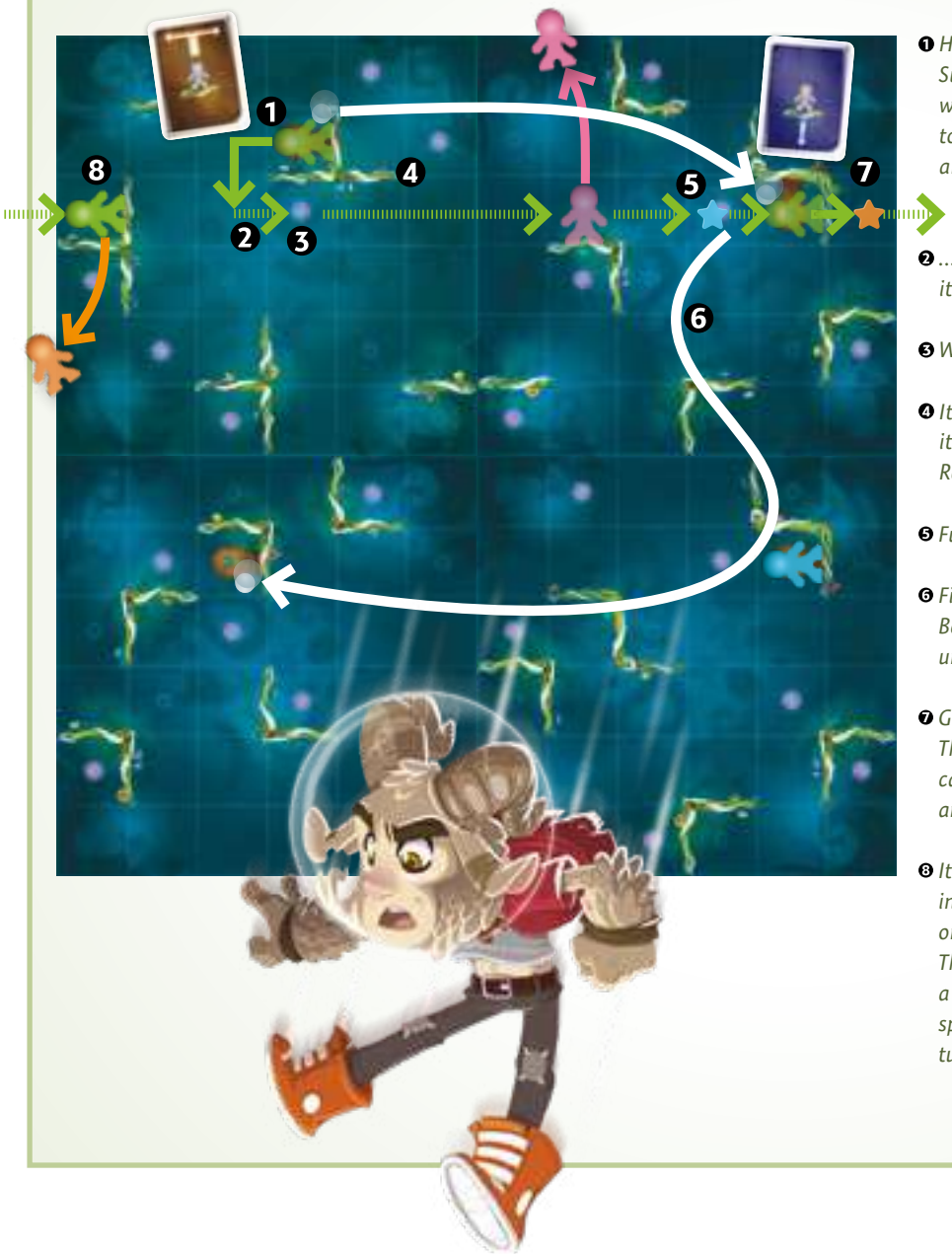
In the course of a move, your pawn may enter a Door space, just like any other space in the game. If the Open Door pawn is there, move it as if a Superstar pawn had just entered play through that door: Move it to the next unoccupied Door space clockwise.

3 Spend a Replay token optional

If you have one, you may choose to spend a Replay token, returning it to the general supply. Spending a Replay token allows you to play another action. Follow the rules for "2 • *Play an action*" above.

- You can spend only one Replay token per turn.
- You can spend a Replay token on the same turn you collected it.

Example of a complete turn for Green



❶ *Having been previously ejected by an opponent, the green Superstar pawn comes back into play in the Door space with the Open Door pawn. The Open Door pawn moves to the next unoccupied Door space clockwise (first white arrow). Green then plays a High Jump Action card and moves her pawn one space upward...*

❷ *...then one space to its left. With no platform under its feet, it falls.*

❸ *While falling, it collects a Replay token from the general supply.*

❹ *It continues to fall, ejecting the pink pawn by entering its space. Because Pink has neither any stars nor any Replay tokens, Green cannot steal anything from him.*

❺ *Further down, the green pawn collects a blue star.*

❻ *Finally, the green pawn ends its fall, stopping on a platform. Because the Open Door pawn is there, it moves to the next unoccupied Door space clockwise (second white arrow).*

❼ *Green has a Replay token, and decides to spend it. Thus, she takes a second action. She chooses to play a Drop card. Her pawn slides through the platform under its feet and falls. It collects an orange star, then leaves the board.*

❽ *It immediately re-enters the other side of the board, in the same row, and continues to fall until it lands on a platform where the orange pawn is standing. Thus, the orange pawn is ejected. Green decides to steal a Replay token from Orange, but because Green already spent a Replay token this turn, she must wait until her next turn to spend it.*

END OF THE GAME & COUNTING POINTS

At the end of a round, when the player to the right of the player with the First Player card finishes their turn, the game ends if there are few enough stars on the board:

- 2-player game: 4 stars or fewer.
- 3- or 4-player game: 8 stars or fewer.
- 5- or 6-player game: 12 stars or fewer.

Each player counts their points as follows:

- 1 Replay token = 1 point.
- 1 star = 1 point.
- Each pair of stars of the same color = +1 bonus point.

The player with the most points wins. In a tie, the tied player with the fewest Replay tokens in their personal reserve wins. If it is still a tie, the tied players share the victory.

Example of counting points with 4 players:

	Blue stars	*Yellow stars*	*Pink stars*	*Green stars*	*Orange stars*	*White stars*	*Bonus for pairs of stars*	*Replay tokens*	*TOTAL*
Julian	*2*	*2*	*2*	*0*	*2*	*4*	*6*	*4*	*22*
Gyom	*3*	*1*	*3*	*1*	*0*	*1*	*2*	*0*	*11*
Henri	*0*	*1*	*0*	*1*	*1*	*1*	*0*	*3*	*7*
Emma	*3*	*3*	*4*	*2*	*1*	*2*	*6*	***1***	*22*

*At the end of the game, Julian and Emma both have 22 points, but Emma wins, because she has **fewer** Replay tokens than Julian!*

Variant: End of the game in expert mode

When a player reaches or exceeds a certain number of points, this immediately triggers the end of the game to take place at the end of the current round, such that everyone gets the same number of turns. The number of points required depends on the number of players:

- 2-player game: 18 points.
- 3-player game: 24 points.
- 4-player game: 18 points.
- 5-player game: 24 points.
- 6-player game: 18 points.

Note: The player who triggers the end of the game might still lose a point or two if someone steals a star or Replay token by ejecting their pawn.

Counting points, winning the game, and tiebreakers all remain the same.

THE GAME AT A GLANCE

1 Place your Superstar pawn into play — mandatory

2 Play an action — mandatory

There are three actions available:

- **Complete your hand:** Take all of your cards back into your hand.
- **Play a simple move:** Play a card face down and move your pawn 1 space left or right.
- **Play a special move:** Play a card face up and move your pawn according to the action indicated on the card:
  - **Long Jump**
    Move your pawn 2 spaces left or right.
  - **High Jump**
    Move your pawn 1 space up, then 1 space left or right.
  - **Drop**
    Your pawn slides down through the platform under its feet.
  - **Rotate**
    Pivot your pawn a quarter turn (90°) or half turn (180°).

3 Spend a Replay token — optional

Maximum one time per turn.



During a move, your pawn might do the following:

- Collect one or more stars.
- Collect one or more Replay tokens.
- Eject one or more opponents' Superstar pawns.
- Force the Open Door pawn to move to the next unoccupied Door space clockwise.
- Leave the board and reappear on the opposite side.

You take all your cards back into your hand if:

- You choose the Complete Your Hand action.
- Your Superstar pawn is ejected by an opponent.
- You play the fifth and final card from your hand.

The game ends at the end of the round when the board has:

- 4 stars or fewer in a 2-player game.
- 8 stars or fewer in a 3- or 4-player game.
- 12 stars or fewer in a 5- or 6-player game.