HOW to PLAY

Lunar Invaders

Designed by Andrew Looney

| 🧠 **Simple**	**2-5**	
🕐 **Medium**	players 🪑	
◣	**Rainbow Stash** x **3**	
+	**gameboards per player**	
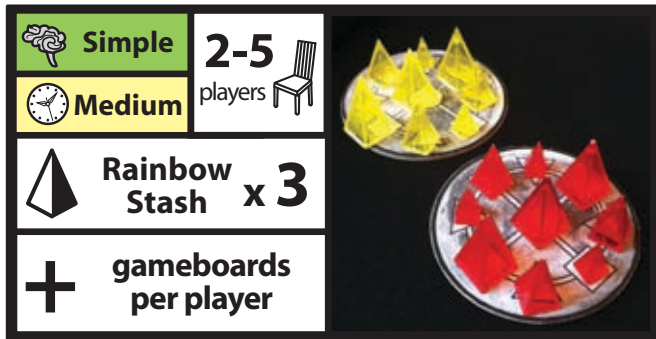
Introduction: The problem with teleportation is that it's a one-way trip. You've transported a ship to an enemy moon -- now what? Simple... just take control of their teleporter and use it to beam back home.

Number of Players: 2-5

Equipment: 3 Rainbow (or 3 Xeno) stashes, one little round gameboard ("moon") for each player

Setup: Each player places all 9 of their pieces on their home gameboard as shown here:
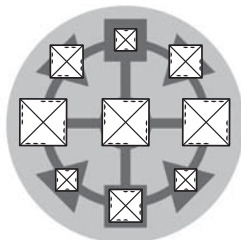
Establish RPS Protocol: This game makes use of RPS (Rock Paper Scissors). Before starting, agree on whether your group will be using the "1-2-3!" or the "1-2-3-go!" combat styles.

Goal: Be the first to transport one of your ships back home from an opponent's Teleport Pad.

Space Names: Each moon has 3 kinds of spaces:

- ☐ **Factory:** Square spaces
- ▽ **Control Point:** Triangular spaces
- ◯ **Teleport Pad:** Circular space in center

Turn Options: On your turn, you will choose one of these actions: Teleport, Build, Grow, or Move.

Teleporting: If you are the only player occupying two or more Control Points anywhere around a Teleport Pad, you may transport the ship on that pad to ANY spot on another gameboard. (You may also simply remove it from play, if it's an enemy's ship -- you just beam it into deep space.) Any ship occupying the space you arrive in is removed from the board, regardless of size differences.

Building: If you occupy the two Control Points flanking any empty Factory (on anyone's moon), you may build a new ship on that space. You must build the smallest of the pieces you have available. You can't build if you have no pieces out of play.

Grow: Replace any small ship with a medium, or replace any medium ship with a large.

Movement: You can move a ship into any space it is connected to. If the space is already occupied, combat begins.

Combat: Actually, combat only occurs if the pieces are the same size. A smaller piece cannot move into a space occupied by a larger piece, and when a larger piece moves into a space occupied by a smaller piece, the smaller piece automatically loses. That piece is pushed into another space (loser's choice) and if no adjacent space is vacant, the piece is removed from the board.

Matched-Sized Battles: These are resolved by a single round of RPS, as follows:
- **Win:** Defender removed, you enter.
- **Lose:** Your attack fails. No one moves.
- **Draw:** Loser removed, but you don't move in.

Elimination: When a player has only 1 piece left on their home coaster, they are out of the game. If more than two people are playing, the eliminated player's final piece is removed from the board, along with all pieces they have on other moons, and the game continues without them. (In a game with more than 2, you win by teleporting home from ANY other coaster.)

These Print & Play gameboards feature images of the moon (Earth side & dark side).

For more durable gameboards, get a set of *Cosmic Coasters* (featuring images of the moons of Jupiter) from Looney Labs.com.

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