

HOW to PLAY Cosmic Coasters™

The Teleportation Combat Game

YOU WILL ALSO NEED

Each player must have a set of 7 matching game tokens. You can use coins, dice, meeples, cool looking pebbles... any small objects you can find 7 of which go together in a distinctive way.

- Factory
- Teleport Pad
- ▼ Control Point

FOR 2-4 PLAYERS

Overview: The problem with teleportation is that it's a one-way trip. You've transported a ship to an enemy moon... but now what? Their teleport pad is under heavy guard. To win, you must take control of their teleportation system and use it to beam one of your ships back to your home moon. Of course, they will fight to stop you, plus they'll be beaming onto YOUR moon, trying to do the same thing! Fortunately, you have a special power. But so do they, so good luck!

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

Setup: Each player gets seven ships. Place your fleet onto your moon, leaving two Factories empty.

Who Starts: Play Rock-Paper-Scissors to see who goes first (and to clarify RPS playing styles).

Turn Options: During each turn, you may either 1) Teleport a ship, 2) Build a ship, or 3) Move a ship one space.

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 moon (or into nothingness). An arriving ship destroys the ship it teleports onto.

Building: If you occupy the two Control Points flanking an empty Factory on any moon, and you have spare parts (i.e. destroyed ships) available, you may build a new ship on that Factory.

Movement/Combat: You can move a ship into any space it is connected to. If another ship occupies that space, you are attacking it. Combat is resolved by a round of Rock-Paper-Scissors, as follows:

- Win:** Defender destroyed, you enter.
- Lose:** Your attack fails. No one moves.
- Draw:** Defender destroyed, but you do not move in.

Prefer Dice?

Attacker rolls one die:

- or ●● **Lose**
- or ●●● **Draw**
- or ●●●● **Win**

Elimination: When a player has only one ship left of their color on their home moon, they lose.

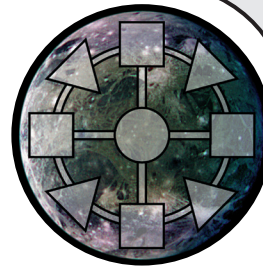
If More Than 2 Players: When a player is eliminated, the game continues. The eliminated player's final home ship is destroyed, along with all ships they have on other moons. Their moon remains in play for other players to occupy and use as usual.

If Fewer Than 4 Players: The extra moons can never be visited.

If you have a set of **Looney Pyramids**, you can use them along with these boards to play a more advanced version of this game, called **Lunar Invaders**. Look for rules and more info at our website!

Special Powers: Each player also has one of these abilities:

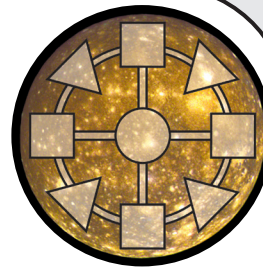
TELEPORT INHIBITOR



GANYMEDE

You can repel invaders. To Teleport to your moon, your opponent must first play a round of RPS and not lose. In the event of a tie, they can only land on an empty space.

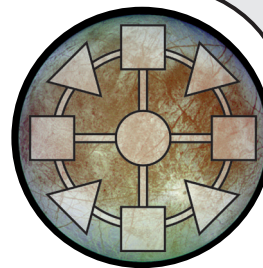
RAPID TRANSIT



CALLISTO

You may move 1 or 2 spaces at a time, but you can't jump over ships in your way. If you attack from two spaces away and fail, you decide which of those two spaces to remain in.

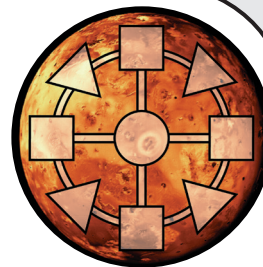
WARNING SYSTEM



EUROPA

Whenever someone Teleports onto your ship, you may escape into any adjacent empty space. If your ship is trapped, it gets destroyed.

STINGING DEFENSE



IO

When someone attacks you and you win, their ship is destroyed.



LOONEY LABS



Original game © 2000
 Pizza box edition © 2021
 Designed by Andrew Looney
 Published by Looney Labs
 Box 761 College Park MD 20741-0761
 Jovian moon images provided by NASA
 This edition suggested by Slice n Dice of Jackson, MI
 More info at: www.looneylabs.com/cosmic_coasters