STAR CLICKER

TWO NEW GAME MODES

Activation of Hardcore mode

Activation of Random mode

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Activation of Hardcore mode

You, the new experienced pilots, successfully completed the 4 levels and are now ready to take on new challenges? HARDCORE Mode is made for you! And you've just unlocked it!

The rules of Hardcore Mode work with all the levels of the base game but we advise you to play with level 3 or 4. Choose level 3 for shorter games (and not necessarily easier ones!).

This mode adds a new set-up and two new rules, you can play them separately or all together for more difficulty.

After many failed attacks, the Creepers have learned from their mistakes. They reviewed their overall strategy, more organized than ever. They know how to hit hard and at the right time.

Coordinated Attack

This new rule leads to a new composition of the Floppy Disks stack as explained below:

1 • Put back in the box the 4 Level 2 *Technical Problem* Floppy Disks, the ones about Shooting ; they will not be used in this game mode.
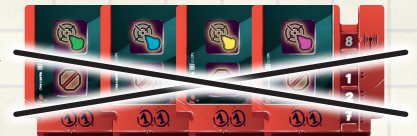
2 • Form a first face-down draw pile with the 3 Level 1 *Ion guns* Floppy Disks. Shuffle it and set it aside.

3 • Form a second face-down draw pile with the following Floppy Disks, then shuffle it:

- ▸ 3 remaining Level 1 Floppy Disks
- ▸ 2 Level 2 Floppy Disks
- ▸ 4 Level 3 Floppy Disks

4 • With these two draw piles, compose the final stack of Floppy Disks for this mode:

a. Randomly take 2 Floppy Disks from the second draw pile, and place them face-down on the table.

b. Take again 2 Floppy Disks from the second draw pile + 1 *Canon Ionic* Floppy Disk from the first draw pile, shuffle them and place them face-down on top of the pile formed in **a.**

c. Repeat step **b.** twice in a row.

d. Place the last Floppy Disk from the second draw pile on the stack.

a.   ←   b.   ←   c.   ←   ←   d.

Lost Shots

When a Spaceship fires on another allied Spaceship, the target loses 1 Energy as usual. However, if the target has no Energy, then remove 1 Shield from the planet instead. If you remove the last Shield, you lost the game.
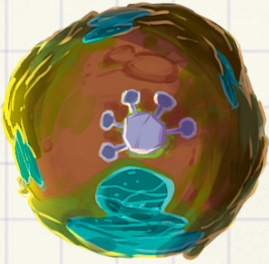
The last Creeper attacks have weakened your Spaceships. The good news: to avoid being destroyed at the slightest shock, Wendy successfully set the planet protection system to work remotely. The bad news: each shot taken by a weakened Spaceship will draw on the precious energy of Planet C-64. We can't wait for the parents to come back!
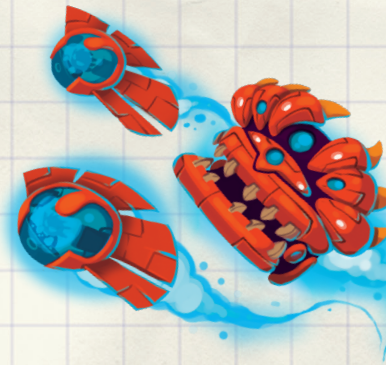
Surprise Attack

As the fourth Jammer Ship is destroyed, the turn ends immediately. Flip all the activated buttons face-down.

Before moving on to the Creepers phase, an additional attack occurs. Each Pilot mixes up on their Dashboard the three buttons placed at the top of each group (the one at the top of group A, the one at the top of group B, the one at the top of group C)

Mixed buttons

The Creepers have more than one trick up their sleeve. They've developed a new kind of Ion Gun. However, this cannon takes time to reload.

Note: Be careful: following this action, it is possible that some buttons end up outside their initial group. The information on your Dashboard is no longer necessarily valid!

Reminder: While you are on a Jammer space, you can discard 1 Energy to destroy it. This way, you can wait until the other Pilots have pressed their two buttons to destroy a Jammer.

Activation of Random mode

This Random mode works independently or in combination with all the new rules/setup above. In addition of increasing the difficulty, it also significantly increases the dose of memory and concentration required during a game. This mode is made for Memory experts, it is of course not recommended for beginners.

You are advised to start playing Random mode with level 2 first, then with level 3 and level 4, and finally to add the other rules of Hardcore mode.

Misconfigured Spaceships

An automatic update was launched, and your Dashboards are being completely reconfigured. Wendy couldn't stop it and it is exactly the time the Creepers chose to attack once again!

Starting the game, shuffle the 9 buttons on your Dashboard without taking into account the indications on your Dashboard. The three groups of buttons are therefore formed completely randomly.