La Luna: Star Sweeper

~15 min

2 Players



Group members: Zhe Li, Minghan Li and Guanhao Wang

Inspired by La Luna (2011), directed by Enrico Casarosa and produced by Pixar Animation Studios.

A Star-Sweeping Competition on the Moon

The surface of the moon is filled with white stars. 2 players begin at opposite sides of the board, moving across the moon and sweeping nearby stars.

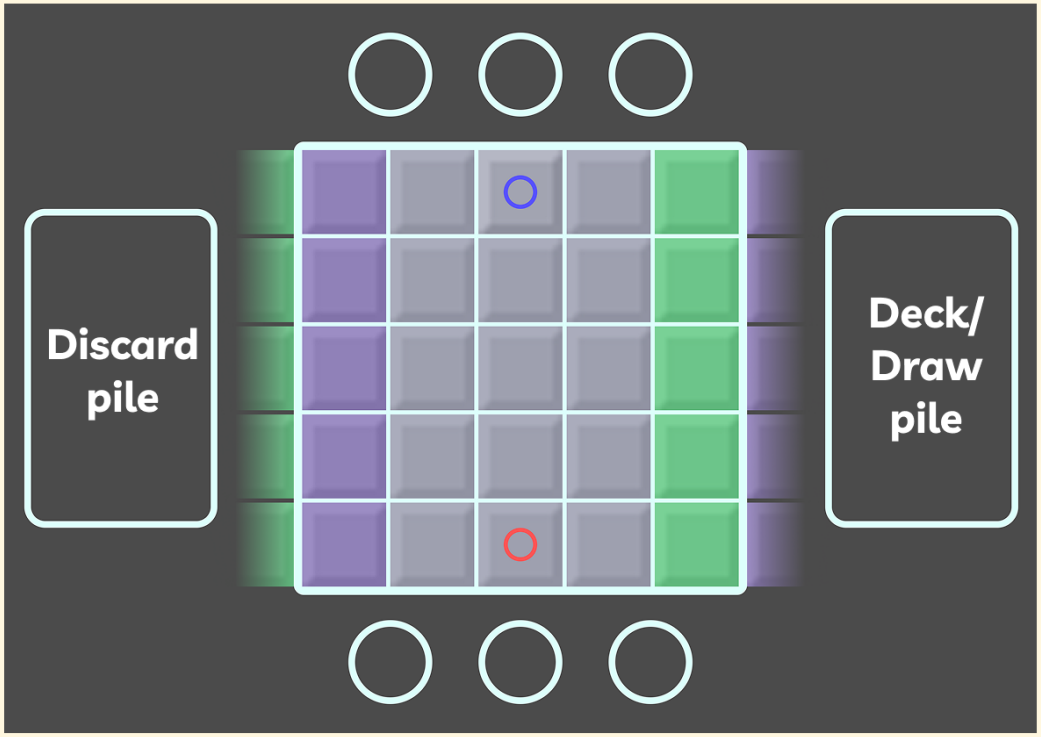
As the board empties, timing, blocking, and positioning become more important.

When the last star is swept from the board, the game ends. The player who has collected more stars wins.

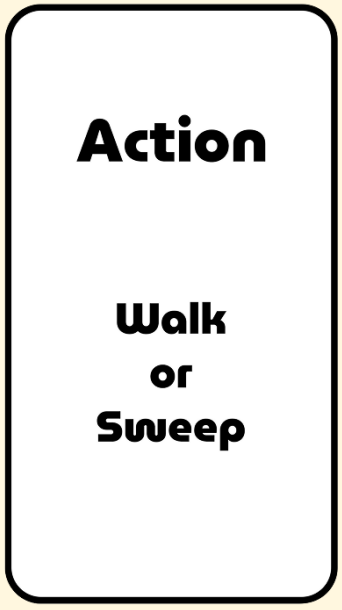
Contents

Component List	**2**
Terminology on board	**3**
Terminology during play	**4**
Game Setup	**5**
Sequence of Play	**6**
Card Reference	**7**

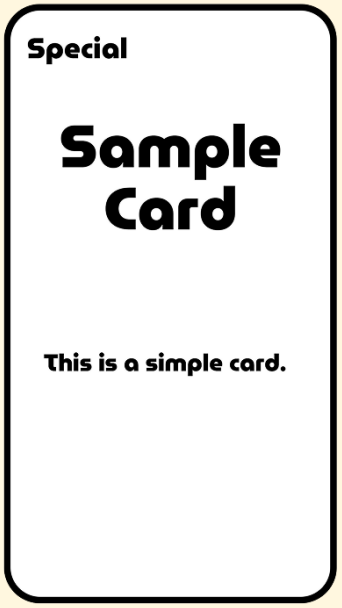
Component List



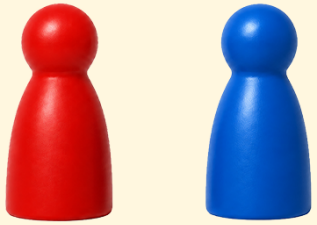
Board



17 Action Cards



11 Special Cards



2 Player Meeples



40 Stars



6 Meteors

Terminology on Board

Cells / Edges

There are a total of **25** cells on the 5 x 5 board.
Each cell has **four** edges, which are the four sides surrounding the cell.

Objects / Occupy

An object is either a star, a meteor or a meeple. If a cell contains an object, the object occupies that cell.
*** A cell can be occupied by **at most one** object at a time. Playing a card that would cause two objects to occupy the same cell **is not allowed**.*

Placing a Meteor

A meteor may be placed on an empty cell or on a cell occupied by a star.
*** Placing a meteor on a star removes the star.*

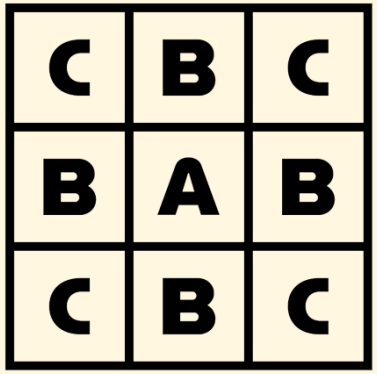
Loop edge

Each green cell is **adjacent** to the purple cell on the opposite side of the board. The edge between a green cell and a purple cell is called a loop edge.
*** There are **five** green / purple cells on the board.*
*** The fading cells outside the 5 x 5 region is only a visual hint of the adjacency.*

Adjacent

Two cells are adjacent if they share an edge (***including loop edges***).
*** Two objects are adjacent if they occupy adjacent cells. A cell is adjacent to an object if it is adjacent to the cell occupied by the object.*

For example, cell A and cell B are adjacent to each other, but cell A and cell C are not.



Terminology during Play

Walk
Move your meeple to an **adjacent** cell.

Sweep
Remove a star **adjacent** to your meeple and add it to your scoring pool.
Each star removed by a sweep is added to your scoring pool.
*If Shadow Sweep is played, remove a star adjacent to your **opponent's** meeple instead.*

Hand
A player's hand is the set of cards they currently hold.

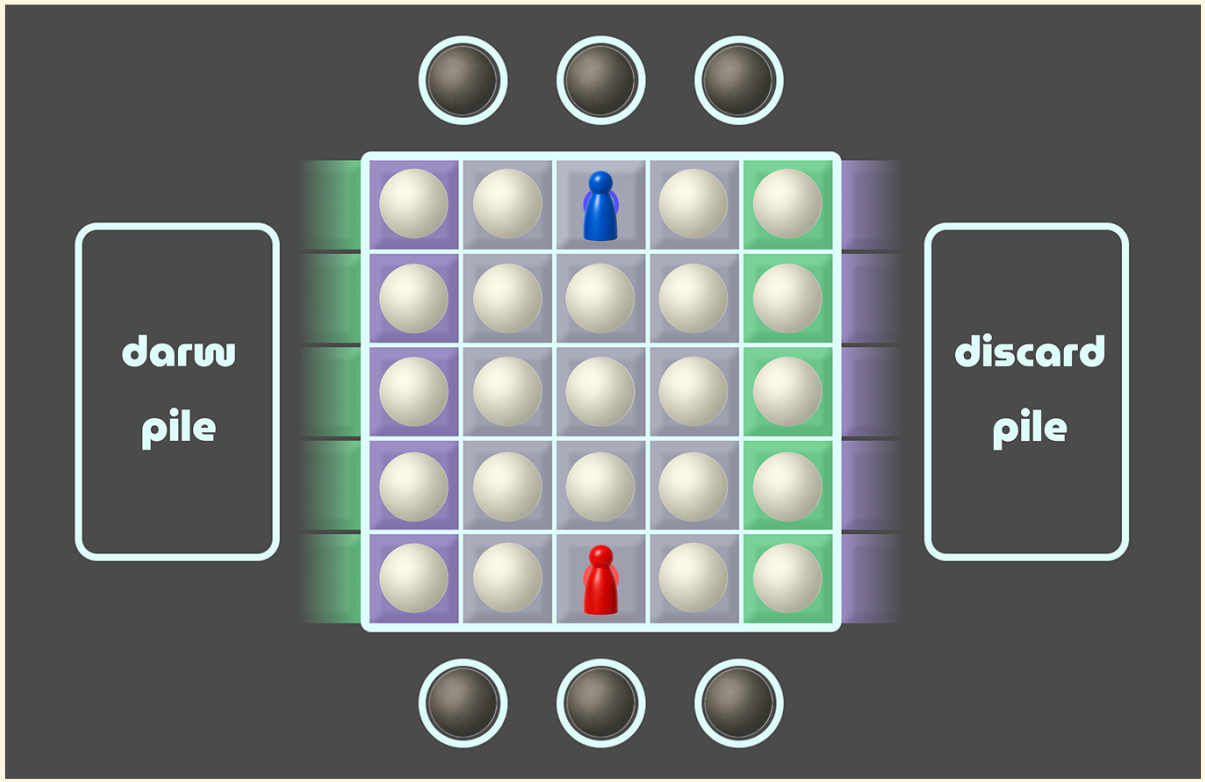
Play
To play a card means to **activate** its effect and **move** it to the discard pile.

Discard
To discard a card means to **move** it to the discard pile **without** activating its effect.

Scoring pool
Two players have their own scoring pool. When the game ends, the player with the **most** stars in the scoring pool wins.

Game Setup

1. Place the **board** on a table.
2. Place the 2 **player meeples** on the spawn **cell** with corresponding color.
3. Place 1 **star** on each of the other **cells**, for a total of 23 **stars**.
4. Each player takes 3 **meteors**, placing them in the meteor slots.
5. Shuffle the 28 cards to form the deck.
6. Randomly determine the starting **player.**
   e.g. by playing Rock, Paper, Scissors.



After your game is setup by following the steps above, The borad will look like this

Sequence of Play

After set-up is over, the game starts.

Turn Structure

Players alternate taking turns, starting from the first player. Each turn consists of the following steps, **in order** :

1. Draw **three** cards. If this is your first turn, draw **four** cards instead.

2. Play **any** number of cards from your hand, including none.
*** Resolve each card immediately after playing it.*

During this step, you may place up to **two meteors** on the board **at any time**.
*** A Meteor may be placed on an empty cell or on a cell occupied by a star. Placing a meteor on a star **removes** the star (does not count into scoring pool).*

3. Discard **any** number of cards from your hand. You may have **NO MORE THAN four** cards in hand at the end of this step.
*** You may still discard cards even if you have less than four cards.*

4. Pass the turn to the other player.

Game End

The game ends immediately when the last star on the board is swept, otherwise the game **continues**. The player who has swept the **most** stars **wins**.
*** If the deck runs out, shuffle the discard pile and reform a deck.*

If both players have swept the **same** number of stars when the game ends, the player who swept the last star **loses**.

Card Reference

Action Card

Action (x17): Walk or **sweep**

Special Card

Eclipse (x1): Choose your opponent. During your opponent's next turn, they cannot **walk**.
*** They may still **sweep** stars or play special cards except **Starline Teleport** or **Moon Hop**.*

Borrowed Light (x1): Draw 1 card from your opponent's hand. Then your opponent immediately draws 1 card from the deck.
*** You cannot play this card if your opponent has no cards in hand.*

Gravity Swap (x1): Move the two meeples to each other's cells.

Country Road: Move your opponent's **meeple** to their spawn **cell**.

Starline Teleport: Walk 2 to 4 **cells** in a straight line, but you may pass through **stars**, **meteors** or a **meeple.**

Moon Hop: Walk 2 cells in a straight line, jumping over an object. If you land on a star, remove it and **add** it to your scoring pool.

Tidal Clearing: Using the two meeples as opposite corners, remove all stars and meteors from cells within the rectangle, including its boundary.
*** Removed stars **are not added** to either player's scoring pool.*

Star Summon: Place Stars on the **eight** cells surrounding your Meeple (**four** adjacent cells and **four** diagonal cells).
*** If your meeple is on the border of the board, only 5 cells are available (**three** adjacent cells and **two** diagonal cells).*
*** If a target cell is occupied, **skip** that cell.*

Shadow Sweep: Sweep **one** star adjacent to your opponent's meeple.