

INSERT COIN TO PLAY

A game designed by Zemilio and Marco Salogni for 2-6 players, ages 8+

Insert a coin to play!

Complete the levels on your GamePad. Draw three pixelated shapes and try to fully fill them to activate their abilities. Choose different shapes combinations and try more synergies. Flip cards and choose one of the two symbols on it, try to fit it in one of your shapes and, if you can't, you lose a life.

Keep an eye on your coins! Once you have none left, it's GAME OVER!!!

COMPONENTS

1 GamePad (100 sheets) 2 GAME OVER Cards 6 Pensils
30 Shape Cards 1 Reference Card 1 Rulebook

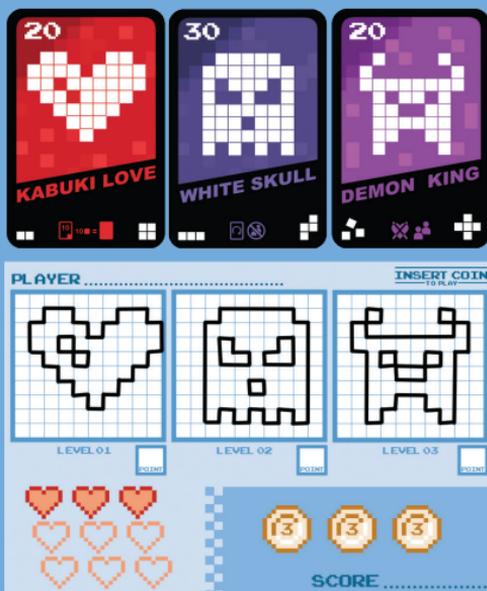


SETUP

Each player takes 1 game sheet from GamePad.

Shuffle the cards and deal 5 to each player.

Each player chooses 3 cards and draws the shapes of the cards on the three boxes (Levels) of their GamePad. Be careful not to make mistakes when you draw them!



Shuffle again all the cards and divide them into 2 piles of 15 cards each.

Shuffle 1 GAME OVER card in each pile and then place them on top of each other in the middle of the table (where you can reach it) to form a single deck.

You start the game with 3 Lives and 3 Coins.

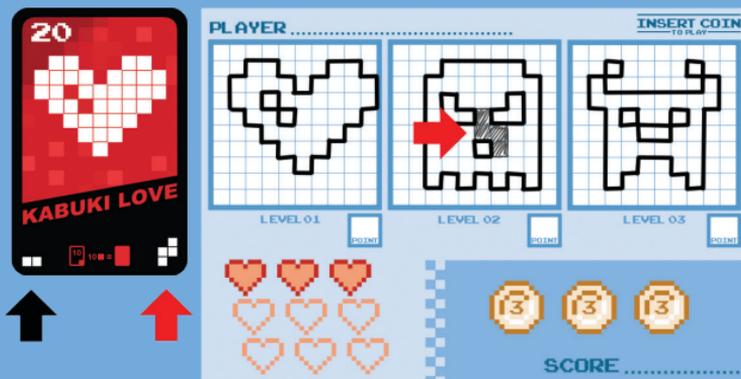
GAMEPLAY

At the beginning of each turn, flip the top card of the deck and place it where all players can see it.

Each player must choose **one of the two** symbols shown on the bottom corners of the card and draw it inside of one of the shapes in any Level of their GamePad by filling the **empty** squares.

The chosen symbol can be rotated or mirrored (*horizontally and/or vertically*) and must be drawn within the contours of the chosen shape.

(Note: It is never possible to draw outside the shape boundaries).

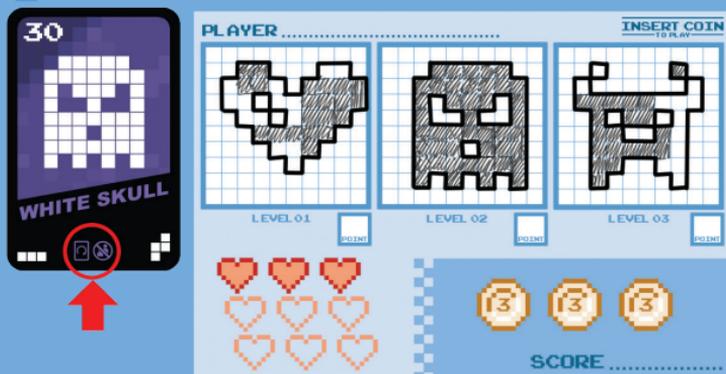


You can decide to **lose 1 Life** and don't use any symbol of the flipped card. If you do so, **fill 1** square of the chosen shape.

(Note: if you cannot draw any symbol, because you don't have enough available space to fit it, you must spend 1 Life Point and fill in 1 square).

COMPLETE A LEVEL

When you **entirely** fill a shape on your GamePad, you **complete** the Level and you can **activate** its ability.



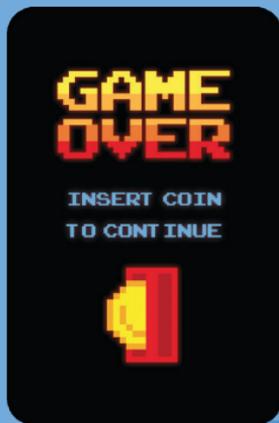
(You can find the full description of the abilities at the end of the rulebook).

GAME OVER CARD

When you flip the first GAME OVER card **all** players have to insert 1 Coin unless they already completed 1 Level (*any level*).

When you flip the second GAME OVER card **all** players have to insert 1 Coin unless they already completed 2 Levels (*any levels*).

(Note: it is not important, nor mandatory, to finish the levels sequentially).



COINS AND LIVES

You start the game with 3 Coins and 3 Lives.

If you **lose** all 3 of your Lives, you must use (*cross*) a Coin to get 3 new Lives. **Highlight** the 3 Lives below.

When you **use** or **lose** Coins or Lives, **cross** them off.

At the end of the game, Lives and Coins will be essential for your final score.

(Note: some skills will allow you to gain Lives, when this happens, draw a Life next to your highlighted Lives).

GAME END

The game ends when one of the following condition is met:

- **A player finishes all 3 Levels.**
- **You cannot draw any more cards.**
- **A player has no more Lives and Coins left.**
- **A player can't use a Coin when you flip the GAME OVER card.**

At this point, all players can calculate their score.

SCORE

Sum the score of the shapes drawn on your Gamepad.

The score value of each shape is shown on the top-left corner of the cards.

You score that **-1 point** for each unfilled square in the shape.

You cannot score negative scores.

Then sum the points of the Coins and the Lives you have left (not crossed out).

Unused Coins are worth 3 points each.

Each highlighted unused Life is worth 1 point.

Add up **all** the points of the Shapes, Coins and Lives.

The player with the highest score wins. In case of a tie, the player who has **completed** the most shapes wins. If it still is a tie, the winner is the player with the most **unused** Coins. If it still is a tie, the player with the most highlighted **unused** Lives wins.

If there is still a draw, the victory is shared!

PLAYER

INSERT COIN
TO PLAY

LEVEL 01 6 POINTS

LEVEL 02 30 POINTS

LEVEL 03 0 POINTS

3 lives (2 crossed out)

3 coins (2 crossed out)

SCORE ... 41

Example:

Level 1: 20 Points Shape -14 unfilled squares = 6 Points

Level 2: Completely filled 30 Points Shape = 30 points

Level 3: 20 Points Shape -23 unfilled squares = 0 points

1 unused Coin = 3 points

2 Highlighted unused Lives = 2 Points

CARD ABILITY DESCRIPTION



ALIEN INVADER

Fill any 3 squares. Also fill any 3 squares if you completed the **Ultra Robot**.



KABUKI LOVE

Complete a 10P shape with at least 10 filled squares.



WHITE SKULL

Your opponents skip the next turn.



DEMON KING

Your opponents lose 1 Life.



ULTRA ROBOT

Gain 1 Life. Your opponents lose 1 Life if you completed the **Alien Invader**.



POWER CHERRY

Fill any 3 squares.



MAGIC SHIELD

Opponents attacks have no effect on you.



SPACE SHIP

You can use both symbols of the next card.

Little Rocket Games team:

Zemilio - development, art direction, production

Marco Salogni - design, development, illustration, graphic design

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Alessandra Canini - marketing, administration, logistics

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