

Introduction

Hi, we are an independent card board designing family. Our 12 and 14 year old daughters (who are keen scientists and space fans) began to develop the game with us about 2 years ago. Several iterations later my now 15 and 16 year old daughters are satisfied we have a cracking space game.

One of the most difficult parts of the process was simplifying the game so even people who aren't avid gamers could pick it up really quickly whilst seasoned gamers still found it a challenge and we believe we have achieved this!

Most of all though, our passion for Space and exploration drove us on this family adventure that we hope you will enjoy with us...

Family Collins

Objective

The aim of the game is to explore the universe with your space craft to find an exoplanet and then send a rocket there.

You do this by picking up cards to firstly build your space probe. Play your cards wisely to unveil the universe and choose to keep your knowledge a secret or reveal the wonders of the universe to everybody.

Move your space probe around the universe manipulating it's secrets to your advantage whilst watching out for black holes.

Once somebody discovers an exoplanet, the race is on!

Purchase your rocket and be the first to land on your exoplanet to win the game but watch out as your opponents will be trying to thwart you at every step.

Component list



80 yellow, green, red and blue Universe and Exoplanet Cards. Only space craft of the same colour as the card can move onto the card for free. Space craft of a different colour can move onto the card if the player discards that colour card from their hand.

Space craft cannot move onto or past a black hole (9 cards). Any colour space craft can move onto a purple wildcard (7 cards) or if the wildcard is in your hand it can be used in place of any colour card.



At the beginning of the game you purchase your space probe (4 space probes included) by trading in 4 of the same colour cards as the probe.

Players can only purchase rockets (4 rockets included) after the first exoplanet is revealed. To purchase a rocket, players trade in 4 of the same colour cards as their probe.

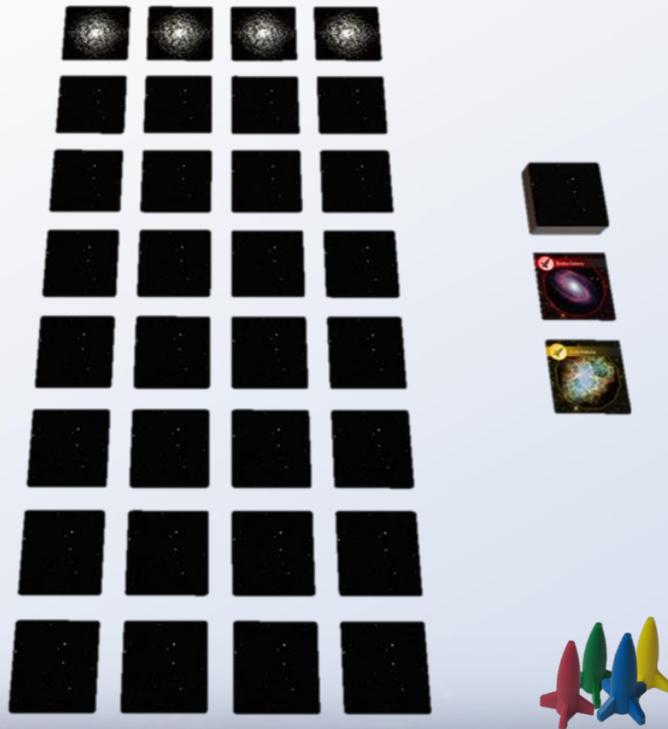


Set Up

For your first game, set out 28 Universe Cards and 4 Exoplanet Cards face down (as illustrated). Shuffle and then deal four face down universe cards to each player. The rest of the cards form the deck.

Turn the top two universe cards from the deck face up and place them side by side with the rest of the deck.

Each player turns any two universe cards of their choice face up.



Game Play

The youngest person starts and on your turn you choose to either **Research** or **Explore**. You cannot do both.

The handy **Help Card** will remind you of the actions you can take if you Research or Explore.



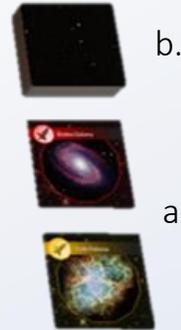
Research

1. Pick Up Cards

a. pick up one of the face up cards next to the deck (and replace it with another card from the deck)

OR

b. choose the face down top card from the deck.



Repeat this so you have picked up two new cards in total.

2. **Play cards** - you can then play as many cards in your hand as desired each turn. Cards can be used to do as many of the actions as you wish.
3. **Discard cards** - you can only have a **maximum of four cards** in your hand at the end of your turn so play or discard any cards until you are left with four or less. Play now moves to the next person.

Playing Cards

Buy a space probe - Trade in a total of four cards of the same colour to buy a space probe of that colour. Once Exoplanets are revealed everybody can trade in a total of four cards of the same colour as your space probe to buy a space rocket of your colour at any time.

Reveal the Universe - Trade in 2 cards of different colours to take a personal peek at any unrevealed Universe Card (except Exoplanet Cards) or you can turn it over and reveal it to everybody if you wish.

Change the Universe - You can play 3 of the same colour cards to change the universe. To do this, remove any 'revealed' card from the universe that doesn't have a space craft on it (including black hole cards) and lay down one of the coloured cards you are trading in (discarding the rest of the cards) in it's place. You can't change 'unrevealed' Universe Cards.

Black Holes - Black Hole cards can be played on top of any 'revealed' card in the universe to stop your opponents from advancing.

Explore

1. **Play Cards** – Reminder: you cannot pick up cards (Research) if you intend to explore this turn.

PLAY CARD ACTIONS		
Buy Probe or Rocket	=	4 x same colour card
Peek/Reveal the Universe	=	2 x different colour card
Change the Universe	=	3 x same colour card

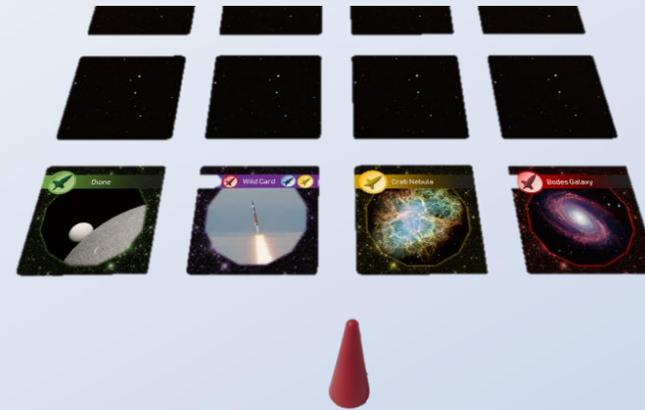


2. **Explore** - move your space craft onto a 'revealed' or 'unrevealed' universe card. If you move onto an 'unrevealed' card then the card is turned over and 'revealed'.

cont.

If the universe card is the same colour as your Space Craft (or it is a wild card) then you can move onto the Universe Card.

Alternatively, if you have that colour card (or a wild card) in your hand, you can move onto the universe card by discarding that card.



In this example, the red probe can move onto the red card (same colour), the purple wild card or the green card (by discarding the green card in their hand). Red cannot move onto the yellow card.

Explore cont.

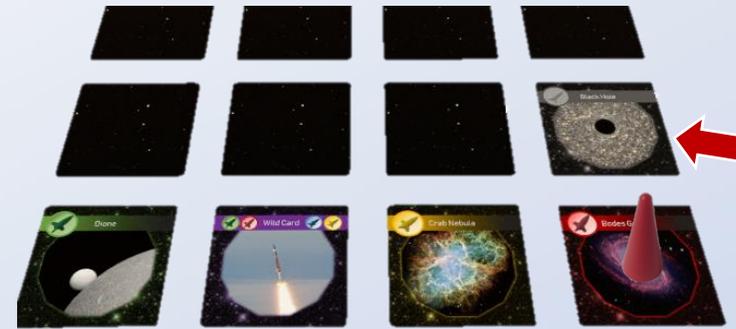
You can keep moving your space craft as many spaces forwards, sideways or backwards (not diagonally) as is possible by discarding cards.



In this example, red can move onto the purple wildcard then the red card (same colour as probe) and finally the green card (by discarding the green card in their hand).

cont.

If you reveal a card and you don't have the same colour card in your hand or it is a black hole then your space craft is destroyed and taken off the universe until your next go.



In this example, red made the decision to move forward (without knowing what the card would be) and revealed a black hole. Red's space probe is destroyed.

Any space craft that are destroyed are taken off the universe and returned to the player. The space craft can be placed again on the first row of Universe Cards next turn without the need to buy a new one.

Other Rules

Each player can only own one colour space probe or space rocket.

Wild cards act as any colour you wish and are used like any other card.

Space craft can travel past other space craft as long as they do not end their turn on the same universe card.



E.g. in this example, Red could move all the way to the green card but it can't stop on the same card as another player.

Winning

When the first space probe moves onto any of the cards on the row beneath the exoplanets then all the Exoplanet Cards are revealed.

Each space probe then needs to make its way to its own colour Exoplanet.



In this example, Red moved onto the row beneath the exoplanets and all the Exoplanet Cards have been revealed. Red needs to now travel over to get to the red exoplanet.

Alternative Set Ups cont.

