

GAME RULES

EXO ^{n°2}

created by Léandre Proust



Game Objective

The idea of the game consists in creation of combinations by lining up planets. Build your Galaxy in order to reach the cosmical balance.

Setup

At the beginning of the game, each player creates his Galaxy by placing a Star Token in front of him. Compose the universe by shuffling the 27 Planet Tokens together and placing them randomly as shown below:



The first player is the last one who looked up at stars.

How to Play

Players perform their turn one after the other, clockwise. During his turn, a player chooses one available Planet (not covered by another one) from the Universe and places it into his Galaxy.

The first Planet of a player's Galaxy must be adjacent to its Star by one of the eight squares surrounding the latter. The following Planets will have to be placed on an adjacent square of its Star or one Planet of its Galaxy. Once placed, a Planet cannot be moved during play.

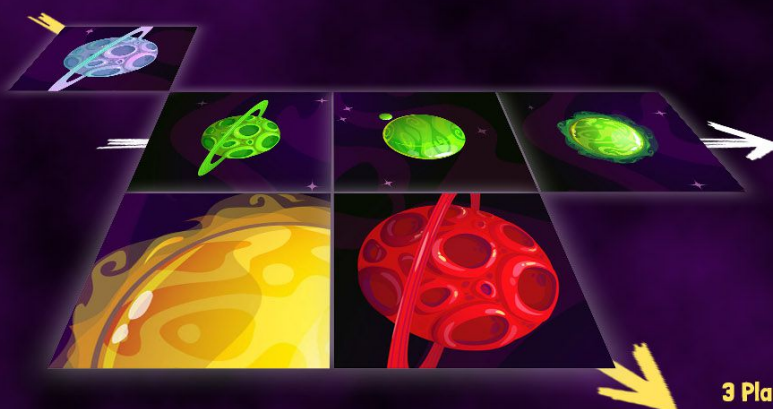


Planets get different Features: Size (Small, Medium, Large), Color (Blue, Red, Green), Type (Telluric, Gaseous, Ring). To score points, players must line up Planets of their Galaxy, by series of 3, with common Features.

Victory Conditions & End of Play

The game ends as soon as each Galaxy is made up of 13 Planets (2 players) or 9 Planets (3 players). Each player scores 1 point for each 3 Planets lining up with a common Feature.

The player with the highest score wins the game. In case of a tie, the winner is the player with the most Planets adjacent to its Star.



3 Small Planets = 1 point
3 Green Planets = 1 point

3 Planets with Ring = 1 point

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