



GAME OBJECTIVE

Count fast and be the first to get rid of all your solar system cards to win the game!

SET UP

- Randomly choose 1 Big Bang card as the starting card for the game and put it face up in the middle of the table.



- Shuffle all the solar system cards and deal them equally to all players.
- Each player then places all their cards face down in a deck in front of them and draws 4 cards from their deck without looking at them.

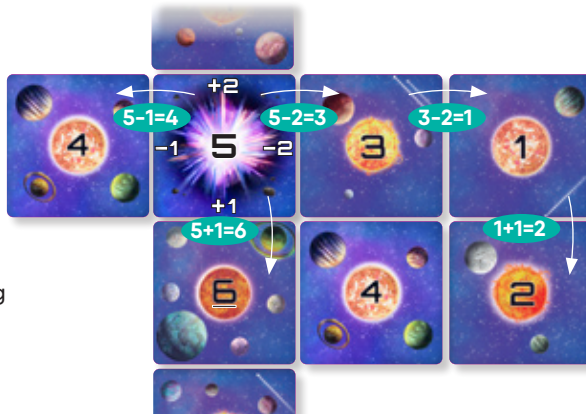
PLAY & ADAPT

To start the game, the youngest player shouts "Bang!" and all players can now look at their 4 starting cards and start playing them on the table.

PLAYING CARDS

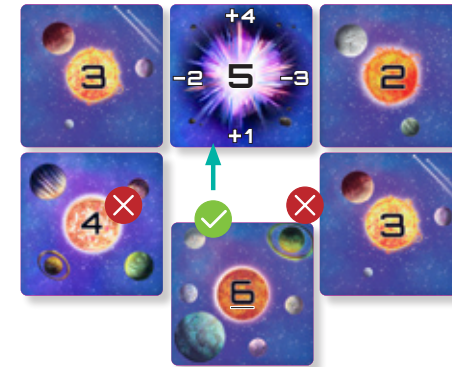
All players play their cards simultaneously and must follow the following rules.

To place a new card, the number in its sun must be the correct result of the number in the sun on the already placed card and the equation (addition or subtraction) indicated on the side of the Big Bang card that corresponds to the side next to which you are placing the new card.



NOTES

- You can only place a card horizontally or vertically (so NOT diagonally!) next to another card.
- If you place a card on an empty space that's adjacent to 2 or more already placed cards, it is enough if it only matches on 1 side with the placement rules. Multiple matches are of course allowed.



- All cards must be played on an empty space, so you cannot play a card on top of another.

DRAWING NEW CARDS

- You can have a maximum of 4 cards in your hand and can always draw new cards up to that limit.
- If you think that you can't play any cards from your hand, you can put all the cards from your hand at the bottom of your deck (face down) and draw up to 4 new cards.

CATCHING MISTAKES

If you think a player is making a mistake, you can point it out!

- If you are correct, you can give 1 card from your deck or hand to the player who made the mistake.
- If you are wrong, that player can give you 1 card from their deck or hand.

CARDS WITH WORMHOLES



A card containing a wormhole can be played following the regular placement rules OR by placing it in any row or column that already has a card with a wormhole in it, even if the placement rules don't match.

NOTES

There cannot be more than 2 wormholes in the same row or column!

END OF THE GAME - THE WINNER!

The first player to get rid of all their solar system cards, wins the game!



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