

SPACE CAT

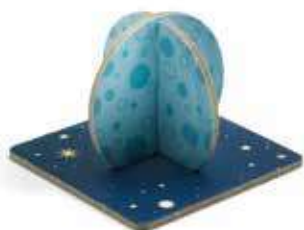


5-99
ans years
años Jahre



SPACE CAT

Contenu • Includes • Inhalt • Contenido • Contenuto
Inhoud • Innehåll • Indhold • Conteúdo • Игровой комплект



x 1



x 4



x 1



x 4

★
START!



x 50



x 4

INCLUDES

4 boards, 4 rockets, 1 "Player 1" card, 54 cards including 4 START cards, 1 moon.

A race to the stars is raging through the galaxy! Will you be the fastest to explore your intergalactic realm?

Concept:

"SOS Martiens" is a game of dexterity. To explore your part of the galaxy, you'll need to launch your rocket onto the right planet, or the right star and be the first to complete your board!

Aim of the game:

To be the first to explore your intergalactic realm by completing your board with the 6 corresponding cards.

Getting the game ready:

Assemble the moon and place it in the middle of the table, equidistant from all the players. Each player chooses a board and puts it down in front of them. This is the intergalactic realm they will need to explore. All the boards must be equidistant from the moon.

Place the 4 START cards around the moon. Shuffle all the other cards and pile them face-down to one side. Place the rockets to one side.

The youngest player starts, then play continues in a clockwise direction. They take the "Player 1" card and place it in front of them.



Playing the game:

The first player draws 4 cards and puts them down so that they are next to the moon or to one of the 4 START cards.

N.B.: If a 1/4 planet card is already on the table, the other 1/4 planet cards that are drawn will need to be placed alongside to finish making one whole planet before starting another.

One by one, each player chooses their rocket. The player with the "Player 1" card begins, then play continues in a clockwise direction. When everyone has their rocket, the exploration phase can begin!

ACTIONS:

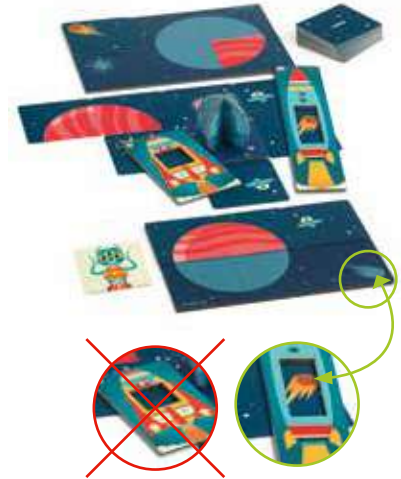
• Exploration phase:

One by one, each player sets out to explore the galaxy. To do so, they launch their rocket onto one of the cards in the middle of the table, featuring on their board.

• If part of a star, planet, comet or flying saucer appears through the window of the rocket, the exploration is a success and the player wins the card. They pick the card up and place it on their board on a matching symbol (planet, star, comet or flying saucer).

• If nothing appears through the rocket's window, the exploration has failed, and the player does not win a card.

• If the rocket lands on a card that is not shown on their board, their exploration has failed, and they do not win the card, which is left where it is on the table.



• Launching rockets:

Rockets are launched in numerical order: the player who has rocket n°1 goes first, then the player who has rocket n°2, and so on.

Players must hold the rockets in one hand with the nose at the top.

They must launch their rockets from their boards, and their hand must stay over their board.

• Rocket n°2:

Rocket n°2 is special. It can be used just like the others and launched towards one of the cards in the middle of the table, or it can be used to attack an opponent. To do so, the player using rocket n°2 launches it towards one of their opponents' boards to steal a card from them.

N.B.: Players cannot attack cards that they don't need. If they do, it's tough luck for the thief: nothing happens.

When all the players have launched their rockets and collected any cards they have won, the round is over.

Any cards which might have moved during the rocket launches are put back in the right place. The "Player 1" card is given to the next player, who starts a new round.

End of the game:

The first player to cover all 6 fields of his board with matching cards wins the game, and is declared "the great explorer".