

GALO INFINITY COMPACT



RULES TO PLAY

Let's begin your galactic journey.

SCORE TRACKER APP



Track scores effortlessly across multiple games

CREDITS

Game Design

Amit Aggarwal (49 years)
Eklavya Aggarwal (10 years)
Rajan Aggarwal (7 years)

Visual Design

Ritesh Kumar Behera



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OBJECTIVE

You must collect as many Shooting Stars as possible to increase your score and dodge any Asteroids being thrown at you, as they will reduce your score.

Power Cards can shift the game's balance in an instant. Play them at the right moment to attack, defend, boost, or roast, whatever it takes to outplay others.

Win as many rounds as possible. **Each round won is called a trick.**

WIN CONDITION

At the end of the game, add the number of tricks won and all Shooting Star points, then subtract all Asteroid points. Player with highest score is the winner.

Score = TricksWon + Stars – Asteroids (Tie-breaker: Last Trick Winner)

INSIDE THE BOX



16 blue cards

1 Infinity card
3 Lead power cards (1,2,3)
5 Number cards (4-8)
7 Galaxy power cards
(2 Win power cards + 5 Play power cards)



16 Red cards



2 Quick start guide



2 Scan me cards

SETUP

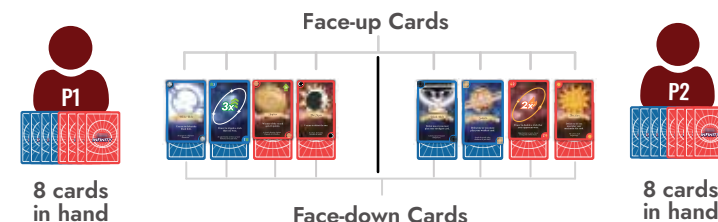
Make separate deck for each color. Each color cards to be distributed equally among players. Use "∞", as needed, to make this happen. Treat "∞" as card 0.

Players to hold all cards in their hands.

Special setup for two players

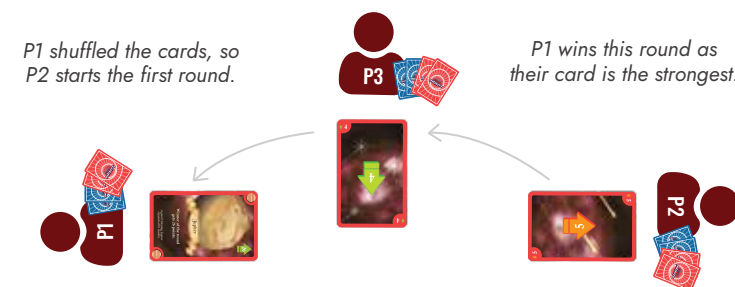
For each color, P1 puts 2 cards face-down and places 2 face-up cards on top of them for both players, then deals 4 cards each to keep in hand.

Once a face-up card is played, turn over the face-down card beneath it. Game continues until all 16 rounds, 8 Blue and 8 Red are complete.



HOW TO PLAY

The player sitting to the right of the person who shuffled the cards plays first, followed by others in an anti-clockwise direction.



All other players must play a card of the same color. The round ends once each player has played a card. The player with the strongest card wins the trick and keeps it. The winner should place the trick face down in front of them, maintaining the exact winning order. (Remember the order to strategically use the powers of 2x and 3x cards.)

The winner of the last trick starts the next round. Game continues until everyone is out of cards.

Weakest ————— Power scale ————— Strongest —————>



4 to 8



INFINITE PLAYING COMBINATIONS

Multiple Playing Levels

GALO supports plug-and-play. If you're new to card games, start with just the numbercards (1-8) and gradually add Power Cards as you level up.

Multiple Playing modes:

Only the card dealing method changes across modes. The gameplay (trick-taking, scoring) remains the same.

Mystery: Before the game begins, remove one random card and add Infinity "a" card to each color deck. No one knows the missing cards - adds chaos and uncertainty to every move.

Rapid: Players hold only 2 cards of each color, while the rest of the deck stays face-down. Players draw after each round - this creates fast-paced gameplay and constant card turnover - perfect for short sessions.

Scan QR Code to view GALO playing-mode videos



Party time

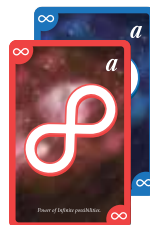
For large gathering, merge multiple decks. If multiple players play the same strongest card, the one who played it first will be the winner.

CARD SPECIFIC RULES

Infinity cards

The Infinity cards should be used to ensure equal distribution of cards among all players. Treat "∞" as card '0'.

Example: If there are 3 players, 16 cards in each deck cannot be divided equally. Remove "∞" card to make the total 15 cards, allowing 5 cards per player.



Special powers (optional)

Players can assign a power to the Infinity card before the game begins. All players must agree on the chosen power.

Example: The Infinity card can be assigned as an extra Sun card, resulting in two Sun cards in each color deck. An additional rule applies - if both Sun cards are played in the same round and Sun is the strongest card, the player who played it first wins the round.



Players decided to play infinity as The Sun card



Let your creativity blossom

Let's make the infinity "a" the **Uranus** card, with special power - the ability to **shape shift**



Sounds cool!!!



You can use your creativity to design a new Power Card. Treat the ∞ card as your custom Power Card.

Number cards 4-8

Even-numbered cards have Shooting Stars (adds points), while odd-numbered cards have Asteroids (subtract points from your score).

The number defines the strength of the card, regardless of whether it's a Shooting Star or an Asteroid card.



Lead power cards

Swap (1)

When used, you have to guess a card in any opponent's hand. If your guess is correct, you get to swap that card with one of your own. (Don't reveal which card you gave.)

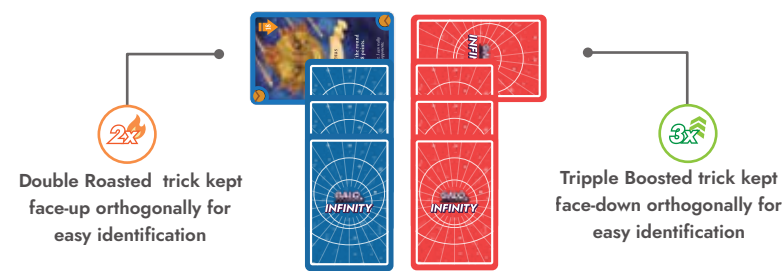
Double Roast (2x)

You must select a trick that an opponent has already won. The points from that trick will be doubled and added to the opponent's score.

Triple Boost (3x)

You must select one of the tricks you have already won. The points from that trick will be tripled and added to your score.

Lead Power (1,2,3) activate only when you start a new round with them. After the power is applied, the round continues normally - remaining players play their cards, and the strongest card wins the trick. In this round, the lead card acts as a normal number card. If a lead power card is played mid-round, it acts as a normal 1, 2, or 3 with no power.



Note: Track scores easily using our **Score Tracker** app with voice support.

Galaxy power cards

Win Powers - Winner of the trick gets the power, no matter who played the power card. **Cards:** Jupiter, Venus



Play Powers - Activates instantly when the power card is played. **Cards:** Sun, Moon, Black hole, White hole & Saturn

The Sun and Moon

Moon has the special power to eclipse the Sun. If both Moon and Sun are played in the same round, Moon wins.



If the Sun is the strongest card in a round, all players must play their highest Star card. However, if a player doesn't have a Star card, they may play any card of their choice.



White hole and Black hole

You can play White hole as any other card to dodge asteroids or use it to defeat the Black hole. If both cards are played in the same round, White hole wins.

