



ALOHA ! Thanks for buying our game. Congratulations for taking the first step to introduce your loved ones to the galaxy of playing cards. It's a fun way to introduce Addition, Subtraction and **Galaxy Objects**. 2-4 Players can play the game (Age 4+)

What's inside the box?

28 playing cards: 14 blue cards & 14 yellow cards

Strength of 14 cards is listed below (in the increasing order):

WhiteHole, Moon, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, Sun, BlackHole

(15th card is a blank card; in case you loose playing card)



Cards numbered 1 to 10: Cards with Stars and Volcanoes.

Each Star adds one point to your score

Each Volcano takes away one point from your score



Power & Lunar cards

Power card can be defeated only by its Lunar card or a stronger Power card.

Game has two such special pair of cards



Sun & Moon

Sun Power: When you play Sun, other player(s) must play card with maximum stars

Lunar Moon: Sun is scared of me...HAHAHA



BlackHole & WhiteHole

BlackHole Power: When you play this card, other player(s) must play their strongest card

Lunar WhiteHole: BlackHole is scared of me...HAHAHA



Game Strategy

Win Stars: Play Star card when your opponent cards are weaker or when your teammate has played a stronger card than the opponents

Avoid Volcanoes: Play Volcano card when your opponent has stronger cards or opponent has played a stronger card

Timing Power & Lunar Cards: For example, before playing Sun to get maximum Stars, make sure that your opponent doesn't have Moon

Hold on to Lunar card until companion Power card comes out

Remember Past Moves: Whether cards stronger than yours have already been played

Bonus Point: Keep strongest card till the end to win the last round for an extra point

In the process, *players will develop analytical thinking, memory retention & teamwork*

GALO is designed to support large number of playing variations. Few of them are listed on the next page. For additional fun material and games, go to our website:

<https://www.thehobbyist.in> or email us: team@thehobbyist.in

Beginners Level (2 Players)

Step 1: Remove Power & Lunar cards. Each color deck should have 10 cards. Player 1 (P1) deals the cards

Step 2: For first color, Player 1 (P1) gives 2 cards facedown to Player 2 (P2), then take 2 cards for oneself

Step 3: P1 puts 2 face-up cards on P2's facedown cards, then takes 2 cards for oneself

Step 4: P1 gives 1 card to P2 to hold, then takes 1 card for oneself

Step 5: Repeat Steps 1-4 for the second color

Step 6: During play, P2 chooses to play hand card or face-up card. P1 responds with hand or face-up card of the same color. The stronger card wins the round

(After playing an open card, reveal the facedown card below it)

Step 7: Winner starts the next round. Game continues until all 10 rounds are done

Score: #Rounds won + #Stars – #Volcanoes + 1 Bonus point (for player winning last round)

Power Level (2 Players)

Step 1: Include a pair of Power & Lunar card (Sun & Moon, Or BlackHole & WhiteHole).

Each color deck should have 12 cards

Step 2: For first color, P1 gives 3 facedown cards to P2, then takes 3 cards for oneself

Step 3: P1 puts 3 face-up cards on P2's facedown cards, then takes 3 cards for oneself

Step 4: Repeat Steps 1-3 for the second color

Step 5: During play, P2 chooses to play any face-up card. P1 responds with face-up card of the same color. The stronger card wins the round

Step 6: Winner starts the next round. Game continues until all 12 rounds are done

Scoring: same as above

Super Level (2 Players)

Step 1: Use all playing cards. Each color deck should have 14 cards

Step 2: For first color, P1 gives 2 facedown cards to P2, then takes 2 cards for oneself

Step 3: P1 puts 2 face-up cards on P2's facedown cards, then takes 2 cards for oneself

Step 4: P1 gives 3 cards to P2 to hold, then takes 3 cards for oneself

Step 5: Repeat Steps 1-4 for the second color

Step 6: During play, P2 chooses to play hand card or face-up card. P1 responds with hand or face-up card of the same color. The stronger card wins the round

Step 7: Winner starts the next round. Game continues until all 14 rounds are done

Scoring: same as above

Multiple War Fronts (3 Players)

Step 1: Remove cards numbered 1 and 2. Each color deck should have 12 cards

Step 2: P1 gives 4 cards to P2, 4 cards to P3 to hold and then takes 4 cards for oneself

Step 3: Repeat Steps 1-2 for the second color

Step 4: P2 will start the game, followed by P3 and then P1. Player with stronger card wins the round

Step 5: Winner starts the next round. Game continues until all 8 rounds are done

Scoring: same as above

Team Work (4 Players)

P1 and P3 will be one team, P2 and P4 will be second team

Step 1: Remove cards numbered 1 and 2. Each color deck should have 12 cards

Step 2: P1 gives 3 cards to P2 to hold, 3 to P3, 3 to P4 and then takes 3 cards for oneself

Step 3: Repeat Steps 1-2 for the second color

Step 4: P2 will start the game, followed by P3, P4 and P1. The stronger card wins the round

Step 5: Winner starts the next round. Game continues until all 6 rounds are done

Scoring: same as above. Add up the players score to get TEAM score