



RULES TO PLAY

Let's begin your galactic journey.

SCORE TRACKER APP



Track scores effortlessly across multiple games

CREDITS

Game Design

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Visual Design

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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, steal, boost, or roast, whatever it takes to outplay others.

Win as many tricks 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 higher score is the winner

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

INSIDE THE BOX



26 blue cards



26 Red cards



2 Quick start guide



Scan me card

Classification per color

- 2 Infinity cards (∞^a, ∞^b , usage optional)
- 3 Lead power cards (1,2,3)
- 11 Number cards (4-14)
- 10 Galaxy power cards
(5 Win power + 5 Play power cards)

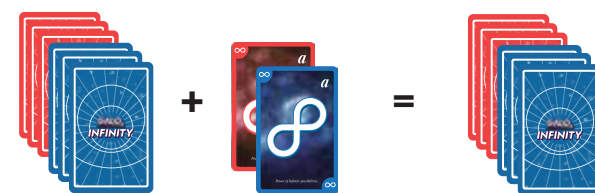
SETUP

Shuffle each color separately and distribute equal number of cards to all players. All cards should be kept in hand.



Use the " ∞ " card as card 0 when needed to balance the distribution.

Example: If there are 5 players, 24 cards in each deck (excluding the infinity cards) cannot be divided equally. Add one " ∞ " card (a or b) to each color deck to make the total 25 cards, allowing 5 cards per player.



24 cards per color + 1 infinity card = 25 cards per color
Now you can distribute equally

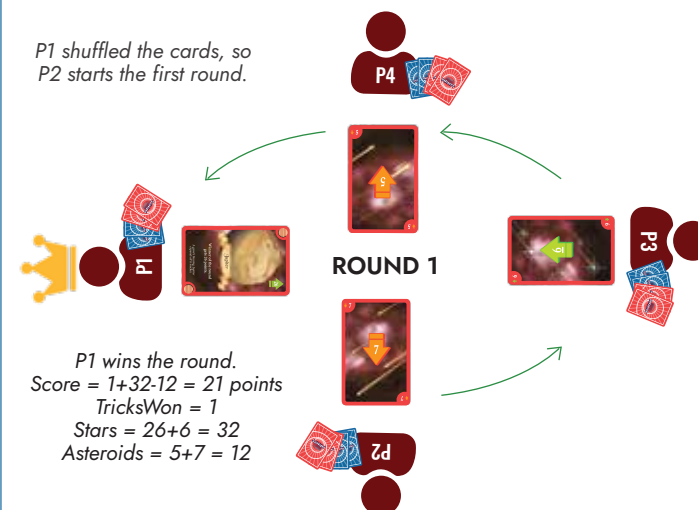
Special setup for two players

For each color, P1 puts 4 cards face down and places 4 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 24 rounds, 12 Blue and 12 Red are complete.



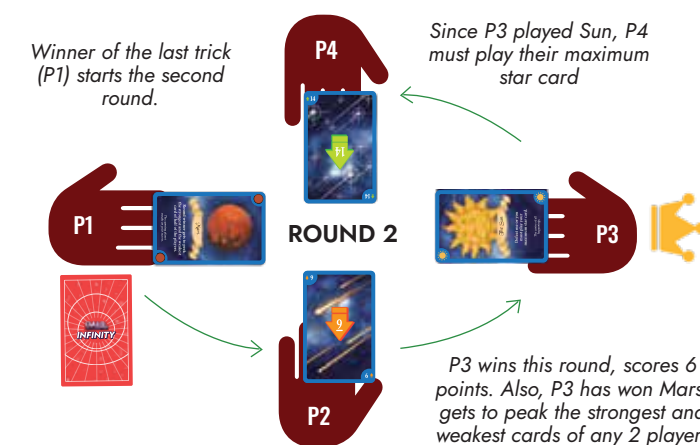
HOW TO PLAY

Each player: 6 hand cards per color



P1 wins the round.
Score = 1+32-12 = 21 points
TricksWon = 1
Stars = 26+6 = 32
Asteroids = 5+7 = 12

All other players must play card of the same color. Since cards are dealt equally by color, players will always have a card to follow. The round ends once each player has played a card. The player who plays the strongest card wins the trick. Winner to keep the trick face-down in front of them, in the exact winning order. Remember the winning order to use Lead and Shadow powers wisely.



If multiple "Play Power Cards" are played in a round, players must comply with the strongest "Play Power Card" during their turn.

Game continues until everyone is out of cards.

Weakest

Power scale

Strongest



Special counter card: defeats Black hole | Special counter card: defeats Sun

CARD SPECIFIC RULES

Infinity cards

The Infinity cards can be used to ensure equal distribution of cards among all players. You may choose to use them or not, depending on the total number of players.



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 give Sun powers to infinity "a" card

Let your creativity blossom

You can also use your creativity to design a new Power Card. Treat the ∞ card as your custom Power 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, the lead card acts as a normal number card.



We recommend to use our score tracker app to easily track the scores (voice input supported).

Number cards 4-14

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.

Galaxy power cards

Play Powers — Activates instantly when the power card is played. Cards: Blackhole, Sun, Moon, Whitehole, 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 card with most stars (Jupiter, 14, 12...4). However, if a player doesn't have a Star card, they can 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.



Win Powers — Winner of the trick gets the power; no matter who played the power card. Cards: Jupiter, Venus, Mars, North Shadow, South Shadow

North Shadow

Player who wins a trick involving North Shadow must immediately snatch one trick from any opponent's trick pile.

Time it Right: If no opponent has won a trick yet, you get nothing!



South Shadow

Player who wins a trick involving South Shadow must immediately give away one trick to any opponent.

You are allowed to give away the South Shadow trick as well.



Each player can scan for a quick Power card reference sheet. (Opens instantly on your mobile).



Mars

Player who wins a trick involving Mars gets to peek at the strongest and weakest card of half the opponents.



If the number of opponents is odd, round up. Example: 4 players -> 3 opponents -> peek at 2 opponents

Infinite Playing Combinations

Multiple Playing Levels

GALO supports plug-and-play. If you're new to card games, start with just the number cards (1–14) 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 replace it with infinity "a" card in 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 and new players.

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.