



by the numbers

The deck consists of 52 cards, 5 suits and 2 wild cards.

card rankings

- 5 - The Sun (Sol) and the Asteroid Belt (wild cards) - 2 cards
- 4 - Large Planets (Jupiter, Saturn, Uranus, Neptune) - 4 cards
- 3 - Small Planets (Mercury, Venus, Earth, Mars) - 4 cards
- 2 - Large Moons and Dwarf Planets - 23 cards
- 1 - Small Moons - 19 cards

suits

- Jupiter Suit - 10 cards
- Saturn Suit - 10 cards
- Uranus Suit - 10 cards
- Neptune Suit - 10 cards
- Sol Suit - 12 cards

suit symbols

Saturn



Sun (Sol)



Jupiter



Uranus



Neptune



game play

Object of the Game: End the game with as many cards in one's possession (books) as possible.

The game begins with shuffle and deal of cards counterclockwise. Each player receives 7 cards. The remaining cards are stacked face-down on the table. This is the **Draw Pile**.

The first player to the left of the dealer plays the first card from his hand. The first card on the table starts the **In-Play** pile. Below are the choices each player thereafter has available to them.

- Play a card within the same suit.
- Play a card of the same number, regardless of suit.
- Draw a card from the **Draw Pile**.
- Play a **Trump Card** and take the **In-Play** pile, thereby winning a **Book**. See the Trump Cards section for further explanation of when each Trump Card can be played.

All cards 2-5 have associated **Mechanics**. **Mechanics** are special moves available to a player based on the card played. See the Mechanics section for moves available for each card. After the above choices, and associated Mechanics, the player's turn ends.

end game and scoring

- The **Draw Pile** is depleted.
- Points are allotted for each card within a player's claimed books at the end of the game **MINUS** the number of cards in that player's hand. For example, if a player's combined number of cards within their claimed books is 28 at the end of the game and they have 10 cards **In-hand**, then their score is 18.

trump cards

3 Cards can be played on a card of any suit to take a Book. However, playing on a card in the Sol suit adds an advantage in the form of a Mechanic.

4 Cards can only be played on a card of the same suit to take a Book.

5 Cards can be played on any card to take a Book.

mechanics

2 Cards give the player an additional turn.

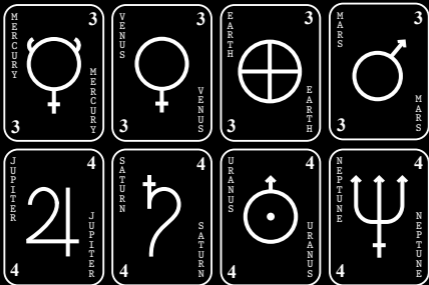
3 Cards allow the player to take 3 cards from the won books of a player of their choice. However, this mechanic is **ONLY** available if played on a card within the Sol Suit.

4 Cards allow the player to either: 1) Draw 4 cards from the **Draw Pile**, or 2) force a player of their choice to draw 4 cards from the **Draw Pile**.

5 Cards allow the player to choose from any of the mechanics of the three, four or five cards.

planetary suits

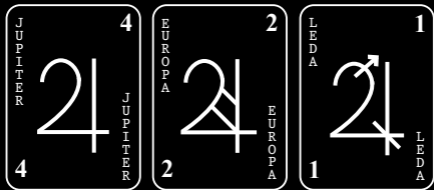
Below are the 8 planets and their symbols. The four small terrestrial, inner planets (Mercury, Venus, Earth, and Mars) are represented by the number “3” and belong to Sol suit. The larger, gaseous outer planets (Jupiter, Saturn, Uranus & Neptune) are represented by the number “4”. The large planets represent their own suit. You’ll need to know these symbols because the majority of cards are moons of one of these planets. All moon symbols except for our moon, Luna resemble their planet’s symbol. You can identify suits by the small symbol at the top right and bottom left corners of each card. Large moons are designated with a “2”. Smaller moons are designated with a “1”.



planetary suits (con't)

Below is an example of Jupiter's symbol, Jupiter's large moon, Europa's symbol and one of Jupiter's smaller moons, Leda's symbol. Notice how Jupiter's moon's symbols have Jupiter's base structure. All of Jupiter's moons are easily identified as one of Jupiter's moons by the shape of their symbol.

Likewise, the other planetary suits, Saturn (4), Uranus (4) and Neptune (4) follow the same pattern. The symbols of each moon is based on the symbol of its planet. Each planetary suit consists of a planet and its moons.



the sol suit

The Sol suit is different than the other planetary suits because it consists of the Inner planets (3), dwarf planets (2), their moons (1), the Asteroid Belt (5) and the Sun (5). Below are a few of the dwarf planets and the Sun (Sol). Sol and the Asteroid Belt are the only “5’s” in the deck, the two wild cards. The other four suits only consist of the primary planet and its moons.

