

GALACARD

ADVANCE

STRATEGY GUIDE

Are you ready to embark in a journey to become **the best Galacard player in Planet Ack**? In this **Advanced Edition** of the **Planetary Galacard Tournament**, you'll be meeting the planet's top players, visiting locations such as the breezy mountains of **Palmount**, the vast desert of **Dersoon** and the inactive volcano of **Canored**.



Getting Started – Follow the Starting Card!

In each round of Galacard, you compete against five other players. Each one, just like you, starts with a hand of six cards

each. The content of each card consists of a shape – Square/Triangle/Upside Down/Triangle or Diamond – and a number from 1 to 9. On their turn, one of the players gets to define that turn's **Starting Card (SC)**. At first, only the shape of the SC will be visible to the other players, including you. **Your goal is to match the shape of the Starting Card with a higher number than any other player.** To clear a round, you must match your wins to the **exact same number** as the goal that you chose at the start, which can range from 0 to 6.

The importance of the Power Card

There's a card that **always has an advantage over the Starting Card regardless of its number**, known as the **Power Card (PC)**. Even a number 1 Power Card would win against a Starting Card with the number 9. If more than one PC is played, **the highest one wins**. Choosing this shape as the Starting Card can influence the other players' card choices, and you can use this ability to your advantage.

Earning and spending Zerowins

There's a limit to how many times you can win with a goal of 0. This limit is established by a currency known as **Zerowin (ZW)**. Zerowins are earned by winning rounds with a goal of 1 or higher, and you can only store up to three. If you run out of Zerowins, you will no longer be able to set your goal to 0.



Extra modes: Deluxe Mode and Advance Mode

Deluxe Mode puts a twist on the classic Galacard gameplay by making the Starting Card of the previous turn the Power Card. This allows you to strategically play a card in your turn to decide what the next PC will be.

Advance Mode is less about strategy and more about timing. The Power Card is cycling constantly between the four shapes, so you'll have to strategically time your card choices.

Are you ready to play in the biggest Galacard tournament in the planet?