

General Rules:

- 2 to 6 players
- Plays with 6-sided dice
- Play as two stages: Meteorite Stage (MS) and Player Stage (PS)
- Players play in turns.
- To determine who goes first, players throws dice; lowest scorer gets the first position (numbered as 1) and the first place in the row
- Game starts with MS; 6 meteorites starts from the Victory Square (VS) and they move in the direction of the arrows
- After the conclusion of MS, Players move their tokens in PS
- Every 5th MS turn 6 new meteorites spawn (5,10,15 etc.)
- Black Holes stop movement for one turn (if player tokens placed on top of the Black Hole)
- Worm Holes teleports tokens to the direction of the respective arrow (if tokens placed on top of the Worm Hole)
- First player to reach VS wins

Meteorite Stage Rules:

- At the start of the MS, a player throws a dice opposite of their play row (e.g.: Last player throws on the first MS turn, second player throws on the second MS turn etc.)
- Meteorite Movement Dice Scores:
 - 1-2 – Moves 1 square.
 - 3-4 – Moves 2 square.
 - 5-6 – Moves 3 square.
- Meteorites only moves forward, meteorites moving against the VS moves first
- Meteorites stops at black holes
- Meteorites moves through worm holes and CHANGES direction
- Out of border meteorites gets destroyed
- If a meteorite touches the VQ it gets destroyed.
- If a meteorite collides with a player token, player token gets destroyed
- If two meteorites collide, they both get destroyed

Keywords

Destroyed: When player or meteorite tokens gets destroyed, these tokens are removed from the game board.

Touched: A dice scores that passes through a certain board square is considered as touched

Collided: Two token that placed on the same square considered as collided

Player Stage Rules:

- Player Movement Die Scores:
 - Even numbers: Moves FORWARD
 - Odd numbers: Moves FORWARD or BACKWARD
- If a player token gets destroyed, token is removed from the board. Then player rolls the dice and starts over from the dice score position. Destroyed player gets to the last position on the playing row.
- If a player token collides with a meteorite it gets destroyed and meteorite stays on board. (only when a player token is placed upon meteorite token)
- If a player token collides with another player token, moving token stays on board and other is destroyed.