

The cover art features a central circular emblem with a yellow and pink border. Inside the circle, the words "SPACE" and "DASH" are written in a stylized, bold, white font with pink and blue outlines. Below "DASH", the words "CARD GAME" are written in a smaller, pink, italicized font. The background is black with scattered white, pink, and blue dashes. At the top left, a yellow planet with a pink ring is visible. At the bottom, two white rockets with blue and pink exhaust trails are shown flying upwards.

SPACE
DASH
CARD GAME

The Rules

NUMBER OF PLAYERS

3-6

The game can be extended to include more players by using the aces and cards 2 to 5 from a deck of regular playing cards for each additional player.

CONTENTS

120 cards (6 decks of 20 cards, each containing 4 sets of 5-card launch sequences).

AIM OF THE GAME

Your mission is to clear your whole deck of cards by building and completing launch sequences. A launch sequence is a run of five cards of a matching set, placed in descending order. The four sets are identified by the colour of the card and the shape in the top-left and bottom-right corners (white with circles, teal with triangles, yellow with squares and pink with diamonds).

With everyone trying to do the same, you'll have to go like a rocket!

Sample deck showing four launch sequence sets



PREPARE FOR LIFT-OFF...

Each player selects a deck of 20 cards and shuffles them thoroughly. Each deck has a different coloured pattern on the reverse of the cards for easy sorting.

Lay your deck of cards out in front of you as shown below – all cards except the top one in each pile should be placed face down.

Sample deck layout



Agree how many rounds of the game you want to play – three is a good place to start.

LIFT OFF!

The game begins when all players call out “5, 4, 3, 2, 1, lift-off!” together.

Everyone plays at the same time so Space Dash can get quite frantic!

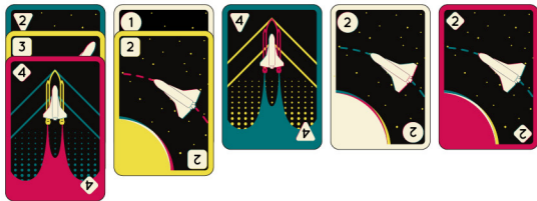
Players must place any face-up **5** cards in the centre of the table immediately, with each one starting a new pile. Cards from the same set can then be placed on top of the **5** in descending order – **4, 3, 2** then **1**. The cards can be placed by any player, so you have to think and move fast.

The player that places the **1** card to complete a launch sequence shouts “Space Dash!” and must claim the pile, picking it up from the centre of the table and keeping it to one side.

DECK MAINTENANCE

As you play the top card from each of your piles, turn over the card beneath it so that it is face up.

You can move cards from one pile to another within your deck at any time, placing them in ascending order (1, 2, 3, 4, 5). You must never place cards from the same set on top of each other. Maintaining your deck in this way allows you to turn over and play more cards and clear your deck faster, but you may only ever play the top card from each pile.



If you clear one of the piles in your deck, move the top card from another pile across and turn over the card beneath it so that, for as long as possible, you still have five piles, each with the top card facing up. If play slows down at any point, this is a good time to maintain your deck and get things moving again.

NOTE

Players may only play cards that are placed face up in their deck.
Players may only play one card at a time.
Players may only play with one hand.

WINNING

The player who clears their deck first shouts “Touch down!” and wins the game, but you can continue playing until all players have cleared their decks to decide on runner-up places.

If you want to play multiple rounds of the game, keep a note of who wins each round and simply separate out the decks, shuffle well and blast off again!