

Rules of the Game

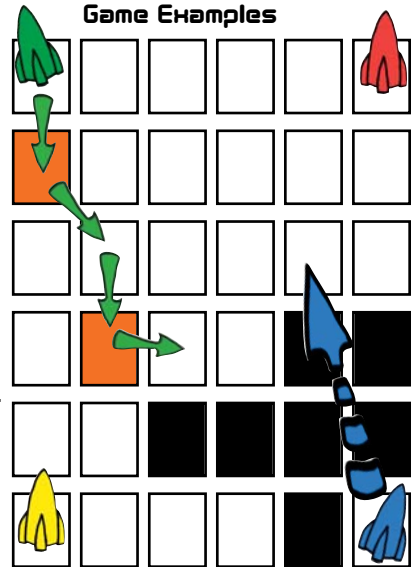
Setup for 2-4 Players The Universe

- 1 Put the cards face down and form a square 6x6 to create the universe
- 2 Everyone chooses his StarTaxi colour
- 3 Place your StarTaxi at the corner of the universe

Base Rules: Game Turn:

- 1 In each turn, every player rolls the dice and moves his StarTaxi for an amount of cards up to the score he gets (Star count as 10), tracing a route in the universe (like the arrows of the green StarTaxi in the example)
- 2 Inside this route, the player **reveals two cards**, like the Orange cards in the example; if they belong to the same race, that is they are of the same colour, the player takes them and puts them apart, otherwise, he turns those cards again. If a player draws a **Special Card** he takes it, whenever he wants to activate its effect, he has to discard that card.

Game Examples



Score:

When a player forms a valid couple, he gets points:

1 Point for each Male	2 Points for each Female
3 Points for each Baby	4 Points for each Planet

Black Holes:

When a player forms a valid couple, those cards are taken away from the universe and **Black Holes** are born. To go beyond a black hole, you need to enter into the **Hyperspace**, that is spending 3 movement points to land in the otherside (the **route** of the Blu StarTaxi, for example), if there are movement points left, you can go on and reveal 2 cards. If no movement points are left, you can move your StarTaxi on the otherside but can't turn any Card.

Victory:

When all the universe has become a Black Hole, that is when there are no cards left, who has scored more points win!:
StarTaxi, best Taxi Driver of the Universe!

Special Cards



Meteorite

Reveal all the cards in a straight line and if there are valid couples, take one



Radar

Reveal all the cards around your StarTaxi and if there are valid couples, take one



White Hole

Teleport wherever you want and go on with your turn



StarShine

Double your dice result



Star Eclipse

Choose which driver will skip the turn

Advanced Rules:

When you will be expert of the Base Rules, you can add this simple rules to enliven the game.

Setup:

Each player takes the **StarCard** of the same colour of their StarTaxi and places the orange pawn on number 5.

That pawn represents the number of **Stars** in your tank; the propellent of the Startaxi is the **StarShine**.

Every star you use, lets you move of **3** movement points.

Game Turn:

Instead of rolling the dice and move, every player decides if they want to **Move** or to **Catch Stars**.

If he **Moves**, he uses as many stars as he wants up to the amount of the stars he has in his tank, and goes down with the pawn on the StarCard. Every star used, lets you move of **3** M.P. and the turn goes on like the base rules.

If he goes **Catching Stars**, he rolls the dice and goes up with the pawn on the StarCard, ending this way his turn (the tank holds up to ten Stars).

In this game mode, the card **StarShine**, fills up your tank.