

**CONTENTS**

1 game board; 1 light-coloured comet and 5 pairs of chain linked satellites (3 long and 2 short); 1 dark-coloured comet and 5 pairs of chain linked satellites (3 long and 2 short); Game rules.

**OBJECT OF THE GAME**

To immobilise the opponent's comet.

**PREPARATION**

Players choose the colour they are going to play with, then position their pieces as shown in fig. 1. The player with the light-coloured comet starts first.

**GAME PLAY**

On your turn, move either:

- one of your satellites - no further than the chain will allow, the other linked satellite should remain where it is (figs. 2a and 2b),

or

- your comet - to a free adjacent space (fig. 3).

You can block a chain – whether yours or your opponent's – during each move by crossing over your opponent's chain with one of your chains.

Satellites with a blocked chain are immobilised until the chain is freed (fig. 4).

Your comet can jump over your own satellite chains, but not your opponent's (fig. 5).

**END OF THE GAME**

When each player's turn is completed, he must still be in a position to move his comet (to at least one adjacent space on the board). If the comet is totally blocked, he loses the game immediately (figs. 6 – 8).

**GAME DURATION**

Approximately 15 minutes.

