

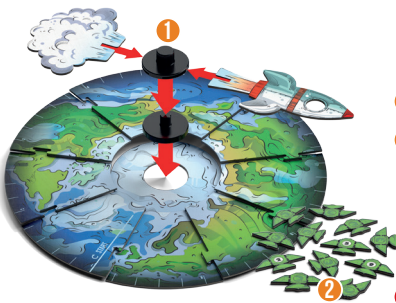
Strategically launch satellites into orbit during limited launch windows as you race to be the first player to develop an operational GPS satellite grid!



GPS * A 10 minute game, for 2 to 5 players

COMPONENTS

- 1 9 Planet pieces + 1 Center piece (*spinner base*)
- 2 2 Rocket pieces (*spinner arrow*)
- 3 2 Plastic Center pieces (*spinner core*)
- 4 60 Satellites: 12 for each player



SETUP

- 1 Construct the *planet spinner*.
- 2 Each player shuffles their 12 satellites face down, then flips 3 satellites face up.

EACH TURN...

- 1 Someone *spins the spinner*.
- 2 All players *place 1 of their 3 face up satellites* in the pointed space.
- 3 If the spinner stops on a space where a *player already has a satellite*, that player chooses one of the next empty spaces, either to the left or the right, to place their new satellite.
- 4 Each player turns one of their face down satellites *face up*.
- 5 Continue taking turns following steps 1-4.



GAME END

At the end of a turn, if any player has all their satellites in a clockwise ascending order starting at the start line, then they win.

Tied players share the victory.

For a longer game, play multiple games until someone wins twice.



FAQ & TRANSLATIONS

bgt.life/gps-rules

CREDITS

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