



10+



2-4



20'

RULES

ALWAY™



Benjamin Niess, Clément Bongibault,
Hugo Socié & Louis Fièvre



Louis Fièvre

Welcome to the legendary Quazar's galaxy space race!

Your mission is to reach
your home base before your
opponents reach theirs. Careful
though: they will try to give you
a bumpy ride! Be fast, clever, and
ready to overcome obstacles in
the emptiness of space.

GOAL OF THE GAME

Be the first player to reach your home base.

COMPONENTS



4 **Base**
cards



20 **Exploration**
cards



4 **Player** ships
matching
the colors of
the bases



28 **Action**
cards



9 **Solar**
cards



4 **Player**
aids

SOLAR CARDS

Arrow:
Indicates
the direction you
must move in
Station



ACTION CARDS

Faction



Card name

Card effect



EXPLORATION CARDS

Faction

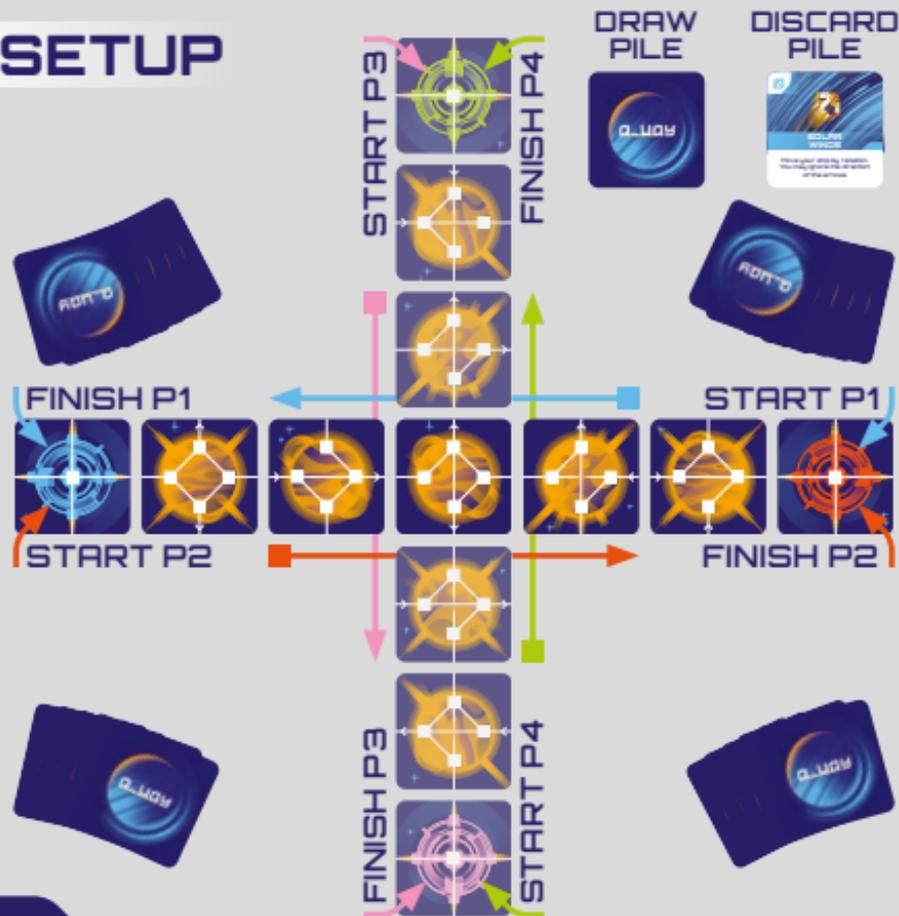


Exploration card without a station

Vortex

Station

SETUP



- 1 Shuffle the **Solar** cards:
 - In a **2-player game**, place 5 **Solar** cards face up in a row.
 - In a **3- or 4-player game**, place 9 **Solar** cards face up in a cross.Return any unused **Solar** cards to the box.
- 2 Each player chooses a color and takes their home base and ship. Place a **Base** card at each of the ends of the **Solar** card line(s).
- 3 Place your ship on the base opposite your home base.
- 4 Shuffle the **Action** cards and **Exploration** cards together to form a face-down draw pile. Flip over the top card from the draw pile and place it aside to create the discard pile.
- 5 Each player receives 5 cards from the draw pile and 1 **Player aid**.

The player who last watched a sci-fi movie starts the game.

HOW TO PLAY

Each turn in the game consists of 3 phases, which must be carried out in the following order:

PHASE 1

MANDATORY ACTION

The active player chooses 1 of the following 3 actions to carry out:

1/A. Move your ship

The **Exploration** cards and **Solar** cards show 0 to 4 stations, which represent mandatory stops if they are on your chosen path.

Each ship movement action allows you to move your ship by 1 station. This also applies if moving in Phase 2 or using an action card.

IMPORTANT

- You're not allowed to move against the direction of the arrows.
- If you would ever end your movement in the same station as an opponent, you "jump" over them and land on the next available station instead. This applies when moving your opponents, too.



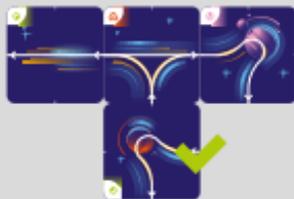
1/B. Play 1 or more cards

You may play 1 or more cards of the same faction     in the order of your choice.

If you play an:

Exploration card:

You must place the card orthogonally adjacent to the **Solar** cards or **Exploration** cards that are already on the table. However, you're not obligated to create connecting paths.

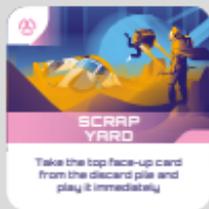
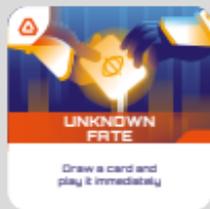


Action card: Play the card face up onto the discard pile and carry out its effect.



IMPORTANT

Action cards don't affect bases, or ships that are on bases.



1/C. Discard 1 to 3 cards

Place 1 to 3 cards from your hand face up onto the discard pile.

PHASE 2

MOVEMENT (OPTIONAL)

You may move your ship by 1 station.

PHASE 3

DRAWING CARDS

Draw as many cards as necessary to refill your hand to 5 cards.

If the draw pile is empty, leave the top card in the discard pile, then shuffle all other discarded cards to create a new draw pile.

Once your turn is over, the player to your left takes their turn.

END OF THE GAME

When a player's ship reaches its home base, finish the round so that all players have carried out an equal number of turns.

If at the end of this round that player is the only one to have reached their home base, they win the game.

In case of a tie, the last player to have reached their home base wins.





A FEW NOTES

Vortex (2 copies)

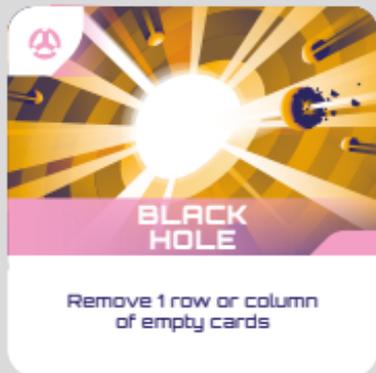
Vortex cards allow you to teleport quickly from one **Vortex** to another, using just 1 movement.



Black hole

Choose a line (row or column) without any ships or bases on it. Remove all of the cards from that row/column, moving the remaining cards closer together to fill the gaps.

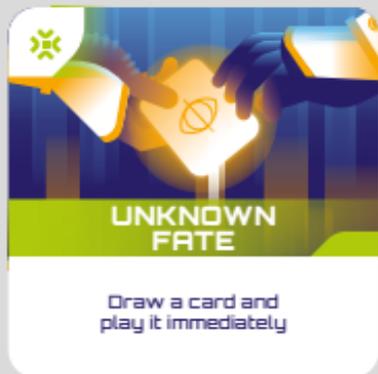
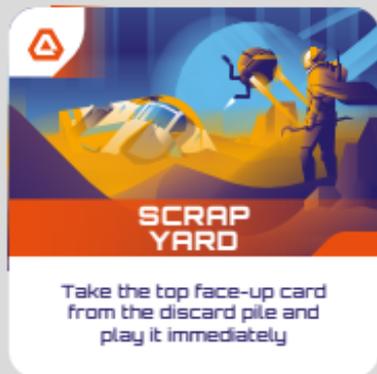
Place any **Exploration** cards on the discard pile and return the **Solar** card to the box.



Switching factions

When you play a "**Scrap yard**" or "**Unknown fate**" card, the faction of the newly drawn card applies for the remainder of your turn.

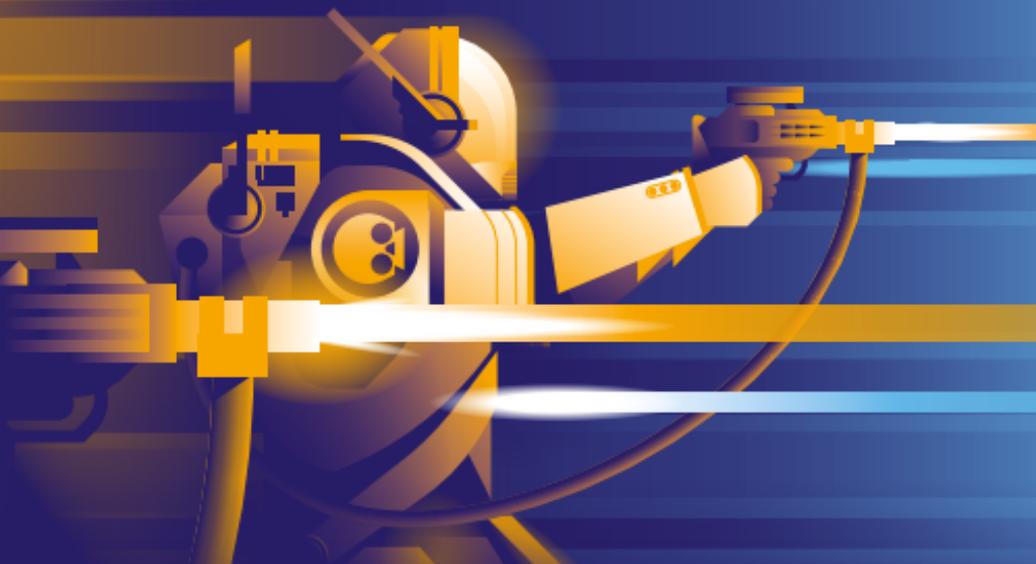
In other words, you may continue your turn by playing cards of the same faction as the card you've just drawn.







**NOW IT'S UP
TO YOU!**



English Translation and Proofreading:
Jo Lefebure and Lucy Galbraith for The Geeky Pen

©2026 Blue Orange Edition, France, all rights reserved for all countries. a_way and Blue Orange are trademarks of Blue Orange Edition, France. Distributed under license by Blue Orange Games, 1937 Davis Street, Suite B39. San Leandro, CA 94577, USA.

www.blueorangegames.com

