

INSTRUCTION BOOKLET

22 SYSTEMS

GP STORM PRODUCTIONS

READ THIS FIRST

This book came with the game. It tells you every rule. Read it with a grown-up if a word is new. You can play as soon as you know how to swap.

FLASHING LIGHTS

This game has flashing lights. They can hurt people who get sick from flashing lights. If that is you, stop and ask a grown-up.

HOW TO HOLD THE BOOK

- Red numbers are rules. Follow them.
- Gold boxes are the important ones.
- The back of the book is for grown-ups. It is about accounts, money, and privacy.

1. THE MISSION

You fly the ship CSV Lumen. Captain Hale sits in the chair. Dr. Iria Solenne studies the enemy. Engineer Ruiz fixes what breaks.

A parasite called The Seed ate its way into twenty-two star systems. People on Earth want to move there. Your job is to clear every field, burn The Seed out, and open the road.

The game is a match game. Pieces sit on a board. You swap two that touch. If they line up, they clear. If they do not, they snap back.

2. BEFORE YOU LAUNCH

1 Tap Begin on the title. The first time, you pick Normal, Hard, or Very Hard.

2 You can play three fields with no account. After that the game says: To continue playing, please sign in. If you do not sign in, you cannot keep going.

3 The Language button is right under Begin. Pick a language. The game also starts in the language your browser already uses, if that language is English, Spanish, French, German, or Russian.

4 A save on the device stays on that device. An account keeps your callsign, your cloud save, gifts, and the Hall.

You must be 13 or older to make an account. Some countries ask you to be older. Ask a grown-up. The game does not ask for your real name.

3. THE SEVEN PIECES

Only matching pieces clear. Learn their names.



Sol



Ring



Comet



Flare



Pearl



Prism



Glint

4. HOW YOU MOVE



5 Drag a piece onto the one that touches it. Up, down, left, or right. Not diagonal.

6 Three in a line clears. A square of four clears. A T shape clears. A swap that lines up nothing snaps back, and you do not spend the move.

7 Cleared pieces fall. New pieces drop in. If the fall makes a new match, that match is free. That is a chain.

Chains have names, from small to huge: Cascade, Chain, Nova, Supernova, Singularity. The name is how big the chain got. It is not a separate weapon.

5. BIG MATCHES

8 Four in a line makes a pulsar. It clears that whole row, or that whole column.

9 A square of four makes a bomb. The bomb blows up the pieces around it.

10 Five in a line makes a black hole.

BLACK HOLE SWAPS

11 Swap a black hole with a plain piece. Every piece of that color is pulled in. Then the hole blows a two-by-two patch and leaves a pulsar.

12 Swap a black hole with a pulsar. Every piece of that color becomes a pulsar and fires at once.

13 Swap a black hole with a bomb. Every piece of that color becomes a bomb and explodes at once.

When the field is already clear, leftover pulsars, bombs, and black holes still fire. That score counts. It is called the overcharge.

6. THINGS THAT BLOCK YOU

14 A rock breaks when you match next to it. A pulsar line cracks every rock it crosses.

15 A shield on a piece blocks one hit. Then it breaks. This is not the fighter shield from the flying fights.

16 Ice holds a piece still until you match next to it. Cold skies ice Seed craft the same way.

17 A sealed cell never moves and never breaks. Plan the line around it.

18 Seed craft hold a cell. Match beside one to crack it. A weapon system destroys it. On later fields they lock pieces every two moves until they are gone.

19 On a ship field, match next to the ship to hurt it. A pulsar line through the ship hits every cell it crosses.

20 If the board has no moves, it says so. Use a weapon if you have one, or leave and come back. The next try is a new deal of the same pattern.

Some losses are one chain short. The board tells you when you were close.

7. STARS AND SKIES

21 Each sky has ten fields. There are twenty-two skies, from Kindling to Terminus Drift.

22 One star on a field opens the next field in that sky.

23 Each sky can give you 30 stars. The next sky stays shut until this sky has 18 of those 30. You can replay a field to raise its stars.

The skies, in order:

- Kindling, Rime Verge, Cinder Belt, Verge, Ion Harbor, Pearl Drift.
- Glint Yard, Comet March, Solar Keel, Umbra Well, Virid Span, Cobalt Gate.
- Crimson Fold, Saffron Lane, Violet Shelf, Pale Harbor, Ember Reach, Prism Wake.
- Royal Veil, Nadir Expanse, Halo March, Terminus Drift.

IF YOU KEEP LOSING

24 Two losses in a row on a field give you 3 extra moves on the next try. That is Fleet Assist. It does not get bigger, and it does not make the board easier. Clear the field and the bonus ends. The next field does not get it.

8. DIFFICULTY

You pick it before you launch. You can change it later from Settings. The new pick starts on the next field, the next hostile fight, and the finale, not on the board already open.

- Normal should finish with 5 or 6 moves left if you play well.
- Hard finishes with 3 or 4 moves left.
- Very Hard keeps the most moves in reserve.

Field goals stay the same. Star score targets change with the difficulty you pick.

9. WEAPON SYSTEMS

Weapons you earn sit in a row above the board. Tap one to use it. Some fire at once. Others wait until you tap a cell, a row, a column, or a line. The board tells you which.

- Cell Beam removes the piece you tap.
- H Beam clears that row. V Beam clears that column.

- Line Beam clears the row or the column of the piece you tap.
- Pulse Laser Burst is the heavier shot.
- A Warhead is the big one.

25 You may fire two warheads on one field. The button reads 2/2 for this field, not for the pile you own. At 0/2 it will not fire again until the next field.

You can earn weapons from cleared fields, cable routing, boarded fights, the daily, a gift, a reward ad you asked to watch, or a purchase. On the first fields, one warhead does not clear the whole board by itself. You still have to make a match.

Weapon systems stay locked until you sign in. Sign in and the ship gives you 2 of each. The row above the board shows them only after you are signed in.

Signed in, weapons stay on the account. A save that lives only on the device can lose them if that device is wiped.

10. CABLE ROUTING

Between skies, the weapons have to be plugged in. Cables hang from the MAIN bus. MAIN is the top of a rack with seven stories.

26 Each weapon row has six sockets with 5 pins. Only the lit socket is live. Drag the plug into that socket. The name on the plug must meet the lit socket with the same name.

27 A plug in the wrong socket shorts that panel. It smokes. That weapon cannot be collected. The other panels stay open.

28 Every few seconds a gravity shear moves the live sockets and throws the loose cables. Seat them again.

11. HOSTILE CONTACT



Between systems you fly a fighter under a warship.

29 Aim at the glowing mouths and the two beams. Shoot a beam to shut that beam down. The hull soaks shots until every weapon is dark. Then the hull can be hit.

30 Drag sideways and up. The fighter stays in the lower sky.

31 Catch shields, spread shot, and the red warhead. The red warhead wipes smaller craft and their shots. It does not kill the boss.

32 You have five fighters. One enemy hit destroys you unless a shield is up. There is no timer. The fight ends when the boss is destroyed, or when all five fighters are lost. Points join your score.

Two losses in a row in the same hostile fight do not make the warship weaker. If you are signed in, Fleet Assist puts 3 random weapon systems aboard the next try. Guests do not get weapon systems.

12. BOARDED



Sometimes they get inside the Lumen.

33 Left thumb: drag on the left half of the screen to move. Right thumb: drag on the right half to aim. The rifle fires the whole time you hold the right side.

34 Twenty boarders come in, two by two. Only four are in the ship at once. They come through the open port hatch.

35 They throw stun grenades. You hear the throw, then tink tink tink, then the burst. If you are in it, you cannot move for three seconds.

36 Clear them and pick up the weapons they drop. If you fall, those weapons are lost and the beam puts you back on the pad.

37 Solenne fires from the hall. Ruiz holds the fighter bay, with one tear-gas grenade and a wrench. If they fall, the beam puts them back, and they must run to their posts.

38 Boarders can wreck the fighters. Ruiz spends five seconds fixing each one before he fights again. The hatch will not close until those fighters are fixed.

39 The fourth pair and the eighth pair rush the bridge console. If one holds it for more than three seconds, the ship goes dark. Stand on that console for three seconds to bring the power back.

40 If you fall while the power is down, the beam is dark. The Captain does not come back. That loss is final unless the game offers a restore.

41 When the boarders are down and the fighters are whole, stand by the hatch and press Close hatch.

13. THE LAST SHIP

42 A shield covers the big ship and comes back on a timer. Your shots hit that shield first.

43 Shoot the weapons. While any weapon is still up, shots that miss the weapons do not hurt the ship. When every weapon is gone, the cockpit opens. Shoot the cockpit until the ship blows.

44 The red warhead only finishes a weapon that is already almost gone. It does not destroy the ship in one shot.

45 Lose all five fighters and you retreat to Aperture. The campaign is not deleted. Come back when the bay is ready.

At the end, the nest is burned out. The twenty-two systems are open. The colonies can cross.

14. THE DAILY AND THE HALL

46 The daily is one board for that calendar day. You cannot play yesterday's board as today. A streak counts days you keep going. Miss a day and the streak breaks.

47 Clearing the daily puts a Cell Beam in the same pile you use on the campaign. It does not take weapons away.

48 A place in that day's top 22 on the Hall adds more weapons. First place is the biggest stack. Twenty-third and below keep only the beam from the clear.

The Hall shows your callsign and your scores. It does not show your age, gender, state, or country. A callsign cannot be an email, and a mean name is refused.

Ranks follow your stars. They are not for sale. From the start to the end: Cadet, Pilot, Navigator, Commander, Admiral, Nova, Horizon, Wayfinder, Cartographer, Singularity.

A score that breaks the rules can be refused. Do not attack the game, and do not use it to be mean to anyone.

15. THE QUARTERMASTER

This is the shop. You can ask for a free drop by watching an ad. You can also buy four items. A grown-up should do any buying.

The shop is closed to unknown pilots. If you are not signed in, the Quartermaster link asks you to sign in first. Sign in and the ship gives you 2 of each weapon system.

49 A reward ad plays only if you ask for it. If no ad plays, you do not get the item. Closing a blank screen does not count. Every weapon can still be earned by playing, or by asking to watch an ad.

Prices in US dollars, before tax. On the Play app the price is the one Play shows. The price at checkout is the price, plus any tax the store adds.

Warhead · 1	$1.00
Launch Kit · 32 weapons	$2.99, then $4.99
Sky Pack · 72 weapons	$5.99, then $9.99
Destroyer Arsenal · 160	$11.99, then $19.99

Sky Pack is marked Best value. It is 14 of each weapon plus 2 extra Warheads. Destroyer Arsenal is 32 of each weapon. Launch Kit is 6 of each plus 2 extra Warheads, and you can buy it as many times as you want. The Warhead is one Warhead, and it is not on sale.

The sale price on the Launch Kit, Sky Pack, and Destroyer Arsenal lasts through 11:59 PM US Eastern on December 29, 2026. On December 30 those three go back to $4.99, $9.99, and $19.99. War Chests and the older small packs are not for sale. A receipt that was already paid still grants what it paid for. A field still holds at most two Warheads.

On the Play app you pay Google Play. On the website you pay the studio through

Stripe. The studio never sees the card number. Items are a license, not a toy you own outright. They arrive when the store says the payment worked.

Ask Google Play to refund a Play purchase. Ask info@gpstorm.productions to refund a website purchase. If the law says you can cancel, that still stands. Deleting the account is not a refund.

16. THE WARDROOM

The Wardroom is the board next to the ship. Only a signed-in pilot with a confirmed email and a callsign can post. You only see reports from yourself and from pilots who accepted an invite. You can reply only to those pilots.

- Invite a pilot by callsign. They accept or decline. Until then you do not see each other. When they accept, you each get 5 Cell Beams, 5 H Beams, 5 V Beams, 5 Warheads, and 5 Pulse Laser Bursts. That reward is paid once for the pair.
- Decline does not stop a later invite. Block does, and Block asks you to confirm. Blocked pilots stay listed until you unblock them. Unblock does not pay the invite reward again.
- Remove asks you to confirm. A block removes the invite.
- The name on a post is the callsign, never the email.
- No slurs, no street addresses, and no selling.
- From the title or pause, Wardroom opens in another tab. The ship stays where you left it.
- Use Back to the ship, or close the tab.
- You can report a post from a pilot on your list, or block that pilot. A block hides their posts and stops new invites.

17. FOR GROWN-UPS

This part is the plain-language copy of the account, privacy, and purchase rules. The binding pages are the terms, the privacy notice, and the rights page at 22-systems.com/Home.

THE ACCOUNT

- An account needs a callsign, an email, a password, an age, a gender, and a country. State or region is optional.
- Gender is male, female, or undisclosed. Age is a number of years, not a birth date.
- A new email account is not signed in until the confirm letter is opened. Check spam. The link expires in one hour. Send the letter again from the sign-up page.
- Letters go out from the published game at 22-systems.com.
- Sign out is on the title, on pause, and in My Account. The ship on the device is still there.
- Forgot password sends a reset link to that email. It expires in one hour.
- Progress, purchases, and gifts stay on the account. A bureau gift stays even if the phone later uploads an older save.

WHAT THE STUDIO KEEPS

- For an email account: the email, the callsign, the country, the state or region, the age, and the gender.
- A bug report keeps what you write and the screen you were on.
- The studio does not sell this. It is not given to an advertiser as a contact list. Account data is stored in the United States.
- If you are signed in when an ad finishes, the account is marked as having watched it, and which part of the game asked. The advertising ID is not stored with the account.
- The game does not use the phone's location. Country and state are not a street address.

MAIL AND LEAVING

- A signed-in pilot can get one reminder after an absence. It does not mention a number of days. Another letter waits until you come back and then stay away again.
- Every letter has a link to stop them. You can also stop them in My Account, or at 22-systems.com/reminders. Stopping mail does not delete the account.
- Delete the whole account at 22-systems.com/Home/delete. Delete only some data at 22-systems.com/Home/delete-data.
- Sending that page emails a request. Nothing is deleted on the spot. Records the store or the law requires can remain. Progress that exists only on the device is cleared in the device's site data.
- If you deal with the studio as a consumer, the mandatory rules of your country still apply, including in the European Economic Area and the United Kingdom.

Write to info@gpstorm.productions. GP STORM PRODUCTIONS LLC, Daytona Beach, Florida, United States. The studio offers the game as a trader, not as a hobby.

TAKE IT WITH YOU

Clear the field. Open the sky. Keep the ship.

Three in a line. A square of four. A T. If it does not line up, it snaps back.

Two warheads a field. Eighteen stars to open the next sky. Five fighters. Close the hatch when the boarders are down and the bay is whole.

22 SYSTEMS

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22-systems.com

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