Backstory – The sun has expanded beyond its normal, stable size and is engulfing nearby planets. Take control of the sun and match the planets. Matching the planets destroys them and creates fuel (score) for the sun to gather. The sun can only move 100 times before it explodes, wiping out the solar system and ending the game.

The goal of this game is to accumulate points by creating planet matches. A match is defined as 3 or more adjacent tiles with the same planet in a row or column. Use the 'w', 'a', 's', and 'd' or arrow keys to move the sun to create matches. When the sun moves, it swaps its space with that of an adjacent planet.

The game is over after you have no moves left. All the matching and updating is done automatically each time you move. If an update creates more matches, they will be identified, scored, and updated.

Scoring: Each planet in a match is worth 1 point. How many points can you get before you run out of moves?

Destroy all of the planets!