

constell.I.T.ions

Object of the game:

- To be the first to collect all the assigned cards in their appropriate piles.

Game setup:

Each player will receive 3 constellation cards (attached below to print) in a two to three player game or 2 constellation cards in a four to five player game. Players should NOT show other players which constellations they have received.

Each constellation card has 4 cards that are in a standard deck of cards (not including jokers). Players will race to collect all the cards on the constellation cards they received, and place the cards into piles according to the constellation they belong to.

After each player has obtained their constellation cards, they will collect 5 cards from the deck of cards and place them face up in a line in front of them so that other players can see the standard cards.

Players are also permitted to have cards in their hand that they hide from the other players, but this hand starts as empty and can be built as the game goes on.

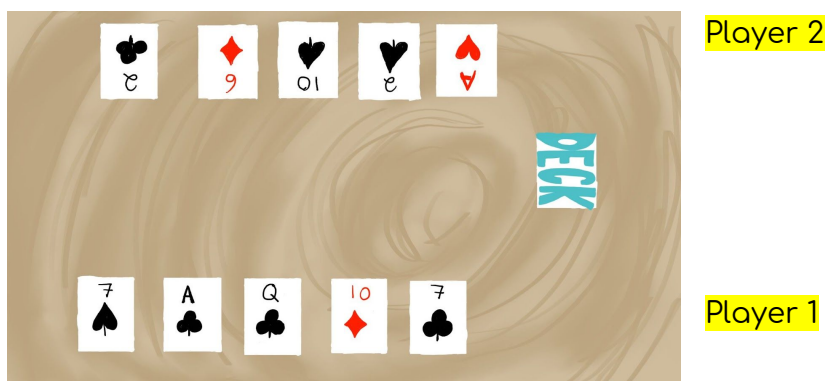
Constellation cards remain hidden from the other players.

Game play:

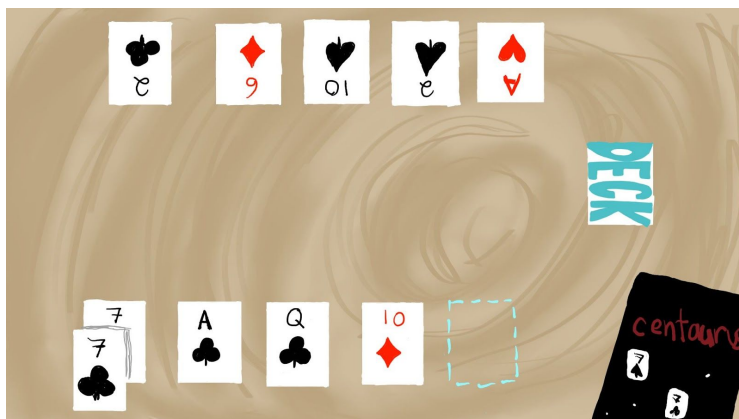
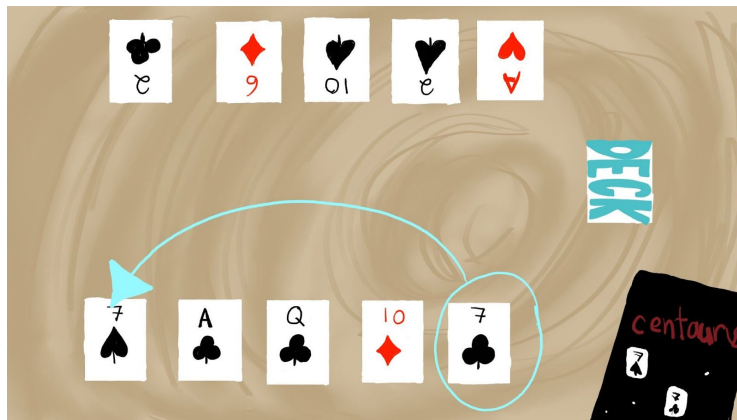
A constellation is formed by placing the necessary cards in a pile in the row of 5 cards.

An example of this:

Say that this is what the table looks like and neither player has any cards in their hand.



If player 1 has the constellation card with centaurus, they are required to collect sevens, and because they have two sevens, in a turn, they can move one onto the other to start the constellation pile.



By doing this, player 1 has opened up a space where they can place another card. There should never be more than 5 piles of cards in a player's row.

Occasionally, a player will start with a row that doesn't have any of the cards in any of their constellations, meaning they wouldn't be able to build a constellation off any of the cards in the row. In this situation, for one turn they can pick up a card from their row and put it in their hand, and then pick up a card from the deck every turn until they obtain a card they need. When they obtain a card they need, it can go directly to the row, it doesn't need to go to the player's hand first.

Picking up cards can also be used to hide cards from other players.

Special cards:

In this game, the face cards have special powers.

Jack- can replace any card that you might need but not have. (for example, if you need a 2 of hearts but you have a Jack, you can designate that Jack as a 2 of hearts when you place it in a pile. Once it is played as a certain card, it remains the card you played it as)

King- take any card from another player's row of cards OR ask them if they have a card in their hand. If they have it, you can take it. **NOTE: you cannot take cards that are already in a pile in the row.

Queen- Take any card from the deck of cards.

These cards are the reason why players would want to remember which cards the other players are picking up from their row, and the reason picking up cards makes it more difficult for other players using a king or queen to receive the card they are looking for.