

# The Gamers Constellation

Abstract Strategy Game for 2 to 5 players.

10 to 15 minutes per game.

Age 8 and up.

Have you ever tried this game by a crisp clear night? Everyone looks at the stars, and you win the game if you're the first one to spot your own Gamers Constellation. It's easy, you'll always find it somewhere around the silver disk of the moon ...

## Content

- 1 Moon Tile
- 8 Four-Pointed Star Tiles
- 8 Five-Pointed Star Tiles
- 8 Six-Pointed Star Tiles
- 32 Goal Cards, each with a Constellation of 5 hexagons (each card shows a different possible way of assembling 5 hexagons together).
- 1 Cloud piece per player.

## Preparation

The 24 Star tiles (4, 5 and 6 Pointed) are placed in 3 distinct stacks which constitute the Reserve.

The Moon tile is placed at the center of the playing area.

Each player randomly draws a Goal Card and keeps its pattern secret.

Each player selects a Cloud piece.

The starting player is randomly chosen.

## Goal

The winner is the player who will first realize his/her Constellation, given that:

- The Constellation must include the Moon tile among the 5 hexagons.
- The 4 other hexagons in the pattern must be of the same kind of Star (either all 4, or 5 or 6 Pointed).
- To be valid, the Constellation realized on the table must strictly be identical to the one on the Goal Card. If an additional Star of the same kind touches the pattern, we consider the Constellation as being different from the one required on the Goal Card (see the third example)

## Examples

Pattern on the Goal Card:



1) The player wins with the 4-Pointed Stars.



2) The player hasn't won because the Moon tile is not included in the pattern.

3) The player hasn't won because another 4-Pointed Star touches the pattern.



## How to Play?

Players play on turn clockwise.

Each player has **three possibilities** of action:

- **Take a tile** in the Reserve and place it next to another one already in the game;
- Or
- **Switch a tile** already in the game with another one from the Reserve;
- Or
- **Move the Moon tile.**

**After a player played an action, he/she must move his/her Cloud** upon the tile just played. Hence each player's Cloud must be placed upon the last tile he/she played.

Any played tile must have at least one side in common with a tile already in the game. However, by moving the Moon tile, you may end up with two groups of tiles not related anymore. These 2 groups may be reunited anytime later in the game, as shown in the following example:

- Original setting.



- The Moon tile is moved.



- The 2 groups are reconnected.



## Restrictions

- Clouds block the tiles onto which they are placed. It is forbidden to switch or to move a tile that is blocked by a Cloud (including your own Cloud)

- The Moon tile cannot be switched with a new tile. It must always be in the game.

- If all the tiles are played, the game is over and it's a draw.

Note:

A Star blocked by a Cloud still counts for the Constellations. If you manage to have your Constellation realized on the board and one of its Stars is covered with a Cloud piece, you have won anyway.

NB: In some rare occasions, you can win thanks to your opponent's action. He/she will play a tile and compose your pattern by chance. This counts as a regular victory.

It may also happen that while moving the Black tile to a new location you realizes at the same time several patterns. You can decide to change your Goal Cards and keep playing, or end the game and call it a draw.

## Optional Rules

- **Multiple Goals:** You play with several Goal Cards instead of a single one. You decide the number of cards you wish to play, from 2 to 5. The winner will be the one who realized one of his/her goals. This rule is recommended for games involving 3 players or more, to shorten the game length.

- **Change Goal:** Once your turn, you may change your Goal Card by showing it first to your opponents, discard it and then drawing a new one.

- **Visible Goal:** The Goal Cards are kept open. Every one knows each other's Goal(s)...

- **Open Game:** If you end up having played all the tiles before any player could win, and you don't want to finish the game with a draw, you may continue playing. Each player can play by switching the position of 2 tiles. The Black tile can be switched position with any other one. This can be done only when all the tiles have been played.

- **Scoring Points:** As in the rule Multiple Goals, each player draws 2 to 5 Goal Cards. When a player reaches one of his/her Goals, he/she scores 1 point, discards the Goal Card and draws a new one. Instead of stopping the game, you continue playing with the same tiles already in the game. The first player who scores 2 points wins the game. You may also want to play with a higher limit to reach, or play until a given number (or all) of Goal Cards have been drawn.

- **Blocking Clouds:** Instead of placing your Cloud on the last tile you played, you may place it on any other tile on the

board. You just cannot leave your Cloud on the same tile two rounds in a row. You must move it on a different tile each time you play.

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We hope these optional rules will give you ideas to make up your own variants. With confirmed players, we strongly recommend this combination of rules: Multiple Goals, Open Game and Scoring Points.

