

# Constellations

## Control the Night Sky

an Alpha-Bit Production

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### Objective:

To win the game, you must fulfill all three conditions on the goal card. (See Below)

### Setup:

1. Separate goal cards into a separate deck. This is the goal deck.
2. Shuffle all the other cards together in the main deck.
3. Deal 7 cards from the main deck to each player, and pick a random goal card from the goal deck.
4. The person with the closest birthday (including today) goes first.

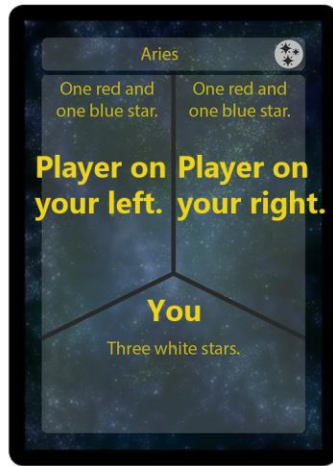
### A Turn:

1. Draw up to a hand of 5.
  - a. If there are no cards to draw, shuffle the discard pile into a new draw deck.
2. You may play one star, one persistent action and any instant actions.
  - a. If anyone has an action card that can be played instantly, they may play them now.
3. Resolve all cards in the order they were played.
4. Discard down to 7 cards in hand, if necessary.
5. Play continues to the left. We recommend using the goal card as a turn marker.

-OR-

Instead of taking your turn, you may discard as many star cards from your hand as you wish, and draw that number of cards from the main deck.

## Goal Card



There are 3 conditions on the goal card:

**Left:** These are the stars your left neighbor needs on their board.

**Center:** These are the stars you need on your board.

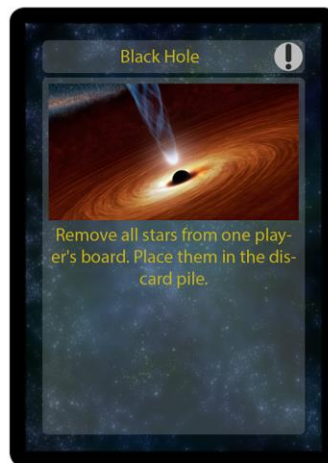
**Right:** These are the stars your right neighbor needs on their board.

Each player is trying to win using the same goal. At the same time, players are trying to keep others from winning. (Multiple people winning is possible.)

The game ends as soon as any player meets all three conditions.

## Action Cards

### Instant



### Persistent



Play actions to control the game. Action cards can be played two ways:

Instants, denoted by a symbol can be played at any time, and any number can be played.

Persistents, denoted by a symbol can only be played on your turn. You may play one per turn.

## Star Cards

### Normal



### Cepheid



Stars are used to fulfill goal card conditions. You may only play them on your turn, and only one per.

There are 4 colors: Red, Blue, White, & Yellow.

Cepheid stars are unique. When played, players vote on which of the four colors it is. In the event of a tie, the person who played it decides the color.