

Constellations

Rules

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Goal

Meet all three goal cards simultaneously. The goals correspond to the fields in front of you, the player to your right, and the player to your left. If at any point all three goals are met by someone, play stops immediately and that person has won. Simultaneous victory is possible.

Setup

1. Make sure each player has space to place cards in front of them (their field).
2. Separate out and shuffle all goal cards into the goal deck. Shuffle all the other cards together into the main deck.
3. Deal 5 cards from the main deck to each player.
4. Place the deck and goal deck where everyone can reach them.
5. Draw three goal cards from the goal deck and put them face-up in a random order in the Left, Center, and Right goal slots. Read them aloud.
6. Each player draws cards until they find a star card and places it on their field face-up. Action cards drawn this way go into the discard pile.
7. Decide who goes first.

A Turn

- **Play**
 - You may play **one** star card and **any** action cards, one at a time, in any order. Other players may play actions during this time as well.
- **Resolve**
 - Action effects happen immediately, and resolve in the order they were played.
- **End**
 - Draw until you have 5 cards in hand. If there are no cards to draw, shuffle the discard pile into a new draw deck. Play continues to the left.
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-OR-

- **Recycle**
 - 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.

Card Types

- **Goal Cards**
 - These have conditions that must be met to win. Refer to Goal Section.
- **Star Cards**
 - Play these face-up **on any field** during your turn.
 - There are four colors: **Red, White, Blue, Yellow**
 - If a star is **Facedown** for any reason, it does not count towards a goal. (In either number or color) **You may not flip a star over to look at it.**
- **Action Cards**
 - Can be **played at any time**, even during other players' turns.