Comet and constellations

—— 4 player game

In Comet & Constellations, each player plays as a space station, orbiting the earth, trying to collect constellations to earn fame on earth, but with passing comets, ragging space storms, knowledgeable astronomers, and helpful passing orbital supplies, which space station will win?

Choosing who goes first

Give one player a card, that player decides whether to pass or hold, if he passes, he gives the player on his left the card, who decides whether to pass or hold, you can only pass once.

After the card is held by a player, the next player who hasn't passed get a card, if all players have passed then they all get a card and keep it, if any players have matching cards, then shuffle the matching cards back into the deck and give the players new ones. the player closest to August goes first

Setting up the game

The dealer gives each player four cards then places the deck (the deck will be called space for this game) in the middle, so all players can reach it.

Flip the top card over and place it in front of the dealer. Cards that is flipped from space are known as **Orbit cards**. After each round reshuffle all the cards.

Objective

The aim of the game is to form constellations in your hand, by picking up and discarding cards. Each constellation is worth a different number of points. The player with the most points at the end of the game is the winner.

How to play

Players pick up a card from either the deck or the current orbit card,

Only the top orbit card or the top deck card can be picked up. Discard a card from your hand and place it next to the deck, if the deck runs out before the round ends, then shuffle the discard pile and it becomes the new deck, if the there are no cards left, due to them all being in orbit, the game ends and the player with the fewest points wins.

Orbit cards

The cards flipped from space are Orbit cards, orbit cards go from player to player throughout the game, orbit cards may be pick up, as long as it isn't a special orbit card or the first orbit card.

Starting with the first player, who has the power of the card that is in orbit, after their turn, slide the card to the next player in turn, they then has the power of the orbit card.

Once the orbit card has come back to the first player, he then flips the next card over and places it on top of the first orbit card, and then plays on.

Special orbit cards

There are three special orbit cards, the comet (moon card), the weather card (storm card) and the astronomer (rain man).

The Comet

When the comet card is in orbit, each player gives their hand to the player on their right each time the orbit card is moved to the next player.

EXAMPLE
Player 1 flips the top card over, the comet card is now in orbit, all players give their cards to the player on there right, P1 takes his turn, then slides the comet card to the next player, each player give their hand to the player on there right again, this goes on until the comet comes back to player 1.

The Weather Card

While the weather card is in orbit, no one can place down constellations.

The Astronomer

While the astronomer is in orbit, the players who's space it's in points double

Special cards when dealt

Some cards have special abilities when they are played from a players hand.

Constellations

If a player is dealt a whole constellation set, the player must reveal that they have them, then, on their turn, put them down and take how many points they are worth.

Comet

If a player is dealt the comet then the player must reveal that they have the comet card, then, on their turn, return all their cards back to the deck, shuffle the deck and draw four new cards. This ends the players turn.

Astronomer

When dealt the Astronomer card, the player must reveal the card. Player must then decide whether to skip their turn, or to play on. If the player skips your turn, the next round their points are doubled. If the player decides to play on, then the player must put their hand back in the deck, shuffle it, then draw a new hand.

If you skip your turn, and the next round the Astronomer is in your space, and you happen to play a constellation, your points are tripled.

Weather Card

if a player is dealt the weather card, then they must skip their turn, and all of their cards are shuffled back into the deck.

The Aurora

If a player is dealt the Aurora, then reveal you have it, and play immediately reverses

If a player is dealt any two cards that are the weather card, comet card, or astronomer card, then shuffle the players hand back into the deck, and redraw. If you pick up the weather, comet, or astronomer card, then put it back into the deck, shuffle it, and pick up a new card

Star cards

Star cards (ribbon cards) are used to make constellations, there are 2 types of stars. Purple and red, purple stars (purple ribbons) are know as small stars, red stars (red ribbons, with or with out text) are large stars

Large stars. Small stars

Constellations

There are 11 types of constellations:

The Deer: Deer and 2 Large stars: points 3

The Phoenix: Phoenix, 2 Large stars, and one small star: 5 points

The Boar: Boar, 2 small stars, and one large star: points 5

The Butterfly's: Butterfly's, and 2 small stars: 7

The Cuckoo: Cuckoo, 1 small star, 1 large star: 1

The Crane: Crane, 3 large star: points 10

The Ducks: Ducks, 2 large stars, 1 small star: points 2

The Crescent Moon: Crescent Moon Bird, 3 small stars: points 8

The swallow: Swallow, 2 large stars: points 1

The Bridge: Bridge, 2 large stars, 1 small star: points 5

And Sake: Sake, 1 small star: points 1

After you form a constellation, you may choose to continue the round, or end the round, if you continue the round, put all stars in your hand, and the ones used to form the constellation you made, back into the deck. You must play at least 3 rounds total, it is up to the players on how many rounds there are total.

Anything marked with a * means it may change, some stuff that aren't marked with * may still change, it depends on what people think

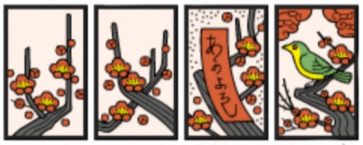
Creator long beak

August Month1

Creator— LongBeak

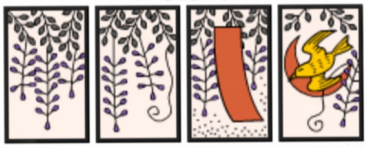
January month 2

February month 3

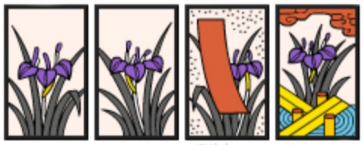


March Month 4

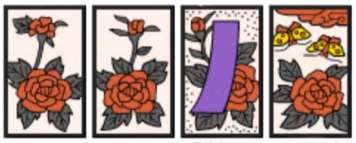
April Month 5



May Month 6



June Month 7



July Month 8

September Month 9

October Month 10

November Month 11

December Month 12