

ASTROMAGIE

Rules of the Game

Purpose of the Game:

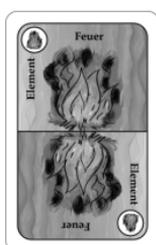
The game is for 2-5 players and each player tries to collect the maximum number of points. The value of each trick is determined by the astrological relationship between the cards.

Starting:

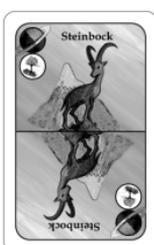
Shuffle the cards and deal **6 cards face down to each player**. The remaining cards are placed face down on a pile in the middle of the table. Don't forget pencil and paper !

The 4 Types of Cards:

12 Elements



24 Zodiac signs



24 Planet Cards



12 Aspects



How to play:

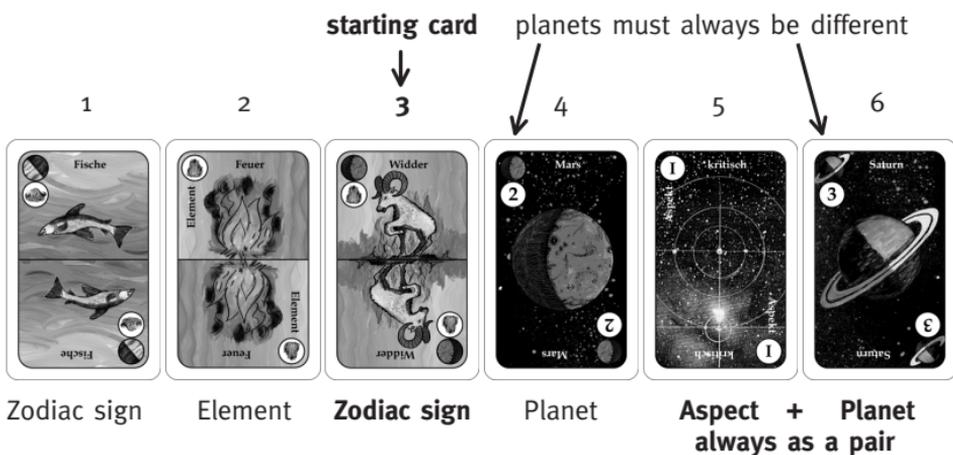
A player can lay out 1, 2 or 3 cards **in a row in the middle of the table following the defined scheme**. He then takes new cards from the pile **to refill his hand to 6 cards**.

The next player can also add 1,2 or 3 cards to the row in the middle and then refills his hand as above.

A player who does not want to (or cannot) add a card has to discard one card face up and take a new card from the pile.

The row in the middle of the table always has to comply with the following scheme:

- A row is **always started with a zodiac sign** ((Position 3), when adding cards, no gaps may be left, i. e. the cards at positions 2 and 4 must follow.
- The **planets** at Position 4 and 6 **may not be the same**.
- The aspect (Pos. 5) and the planet (Pos. 6) must **always** be played **together** as a **pair**.



Scoring:

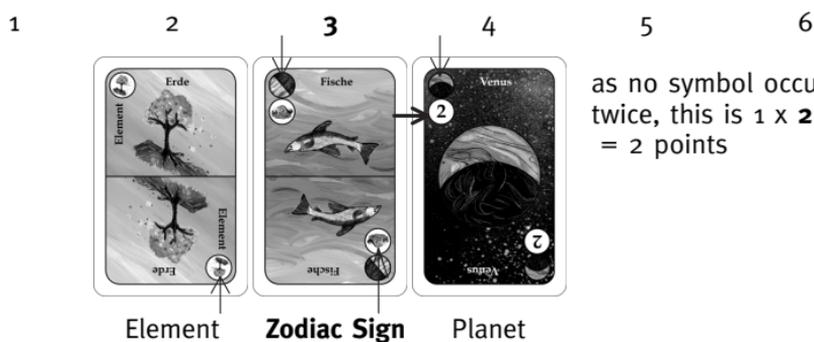
A player scores **only if the following players do not add any further cards to the row**. The row is then removed (irrespective whether it holds the maximum number or only 1 card), the **score is noted** and the **player scoring starts a new row by laying out a new sign**.

Points:

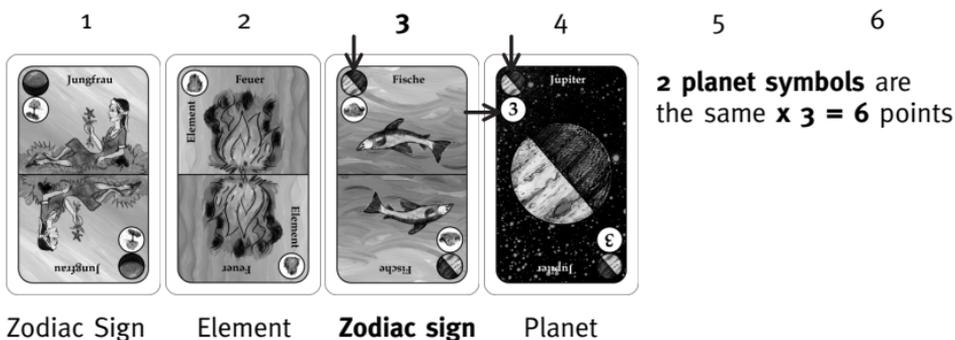
A single zodiac sign is always 1 point. For positions 1,2,3 and 4, compare the small symbols on the cards and **count the cards with the same symbols multiplied with the „planet“ number at position 4**.



Example with 3 cards:



Example with 4 cards:



Note:

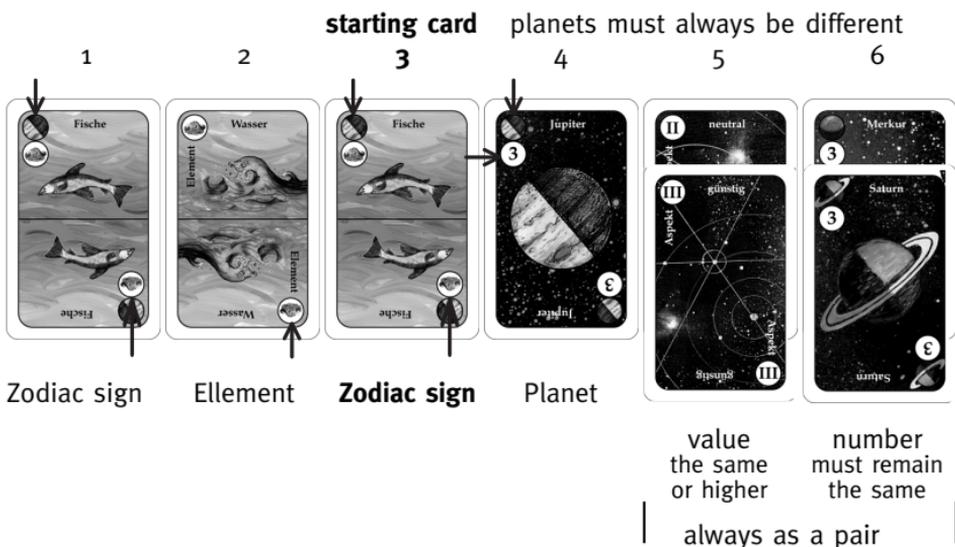
The **value of the score** is only **determined by the cards 1-4.**

But the player **only get the score** if the other players **cannot add further cards.**

A player can always add a new planet/aspect pair to a pair laid out by a previous player at position 5 and 6, whereby:

- The **value of the aspect** must be the **same or higher, than the previous aspect**
- The number of the planet (Pos. 6) **must remain the same**; e. g. if the first player lays out a planet with the number 2, the next player can only add planets also having a number 2.

Example with 8 cards:



This is the maximum score:

(3 equal planet symbols + 3 equal element symbols) $\times 3 = 18$ points

The player who scores notice his points on a sheet of paper and starts with a new row.

End of the game:

When no further cards are available from the pile to refill the players hands, the game finishes when no player can make a score.

You can play for example until 50 points or two hours...