

Instructions

Preparing the Game:

Print and cut out the cards you wish to use. There are 88 sets of cards and 6 wild cards. The cards will last longer if they are printed on cardstock and laminated, but they can be used just as easily if they are printed on copy paper and laminated or just printed on paper. Cut the cards apart on the lines. You can use all 88 sets of cards to play or choose to use fewer sets if you want a shorter game. There is also a blank page included that you or your students can use to create your own additional sets if you wish.

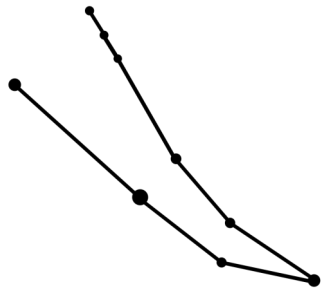
Playing the Game:

Shuffle or mix the cards together well that are being used. Put the cards in a pile in the center of the table. Each player, starting with the youngest and moving clockwise, draws a card from the pile until each player has four cards. This is the starting hand for each player. The object of the game is to get as many sets of cards as possible. Each set has six cards that each share one fact about the constellation. After the players have drawn their cards, they organize them in their hand without showing them to anyone. For example, if a player has 3 cards with facts about Andromeda and one card with a fact about Aries, they should put the three Andromeda cards side by side in their hand to see what they still need to make a set of Andromeda cards.

The first player draws two cards from the pile of cards in the center of the table. They decide if these cards will help them make a set of cards. The player takes one card from their hand (either one they already had or one of the cards they have just drawn) and mixes it back into the pile of cards on the table. Whenever a player has a full set of six cards, they should play the set instead of discarding one. Play continues until all the cards have been drawn. After the final card is drawn, anyone holding a complete set that has not been played (such as one that can be made complete with a wild card), should play the set. The player with the most complete sets at the end of the game wins.

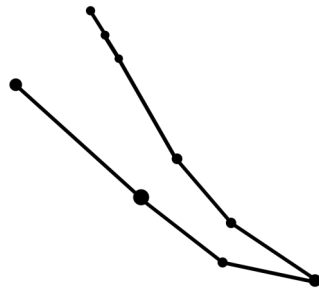
Using the Wild Card:

Each wild card can replace one, and only one, of the cards in a set. For example, if someone has five of the Andromeda cards and draws a wild card, they can use this to replace the one card in the set they are missing. A player can use as many wild cards as they like, but they can only use one wild card per set.



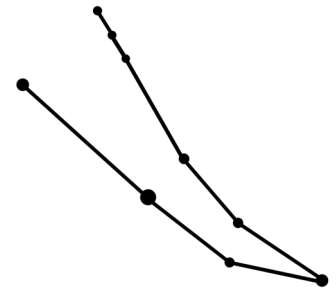
Andromeda

Northern Celestial Hemisphere



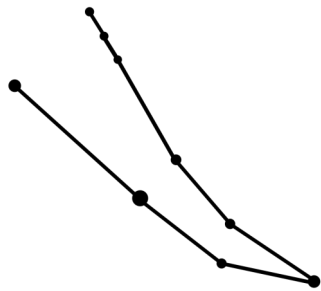
Andromeda

1 hour right ascension



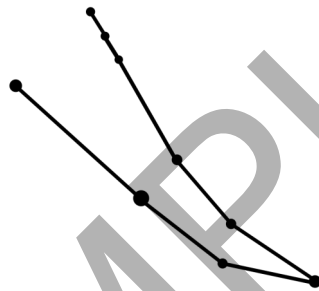
Andromeda

40° north declination



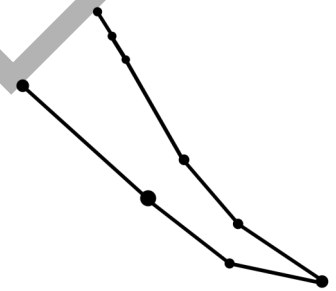
Andromeda

Brightest star is Alpheratz



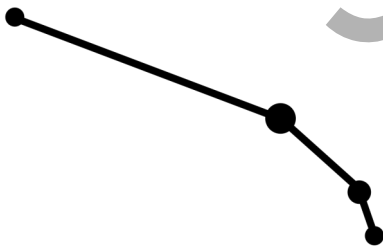
Andromeda

Contains the Andromeda Galaxy



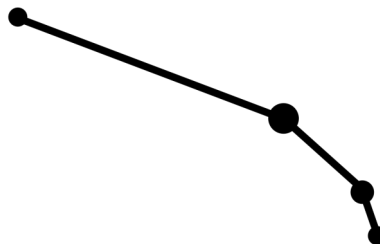
Andromeda

Alpheratz has a magnitude of 2.1



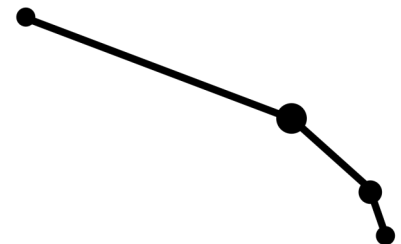
Aries

Northern Celestial Hemisphere



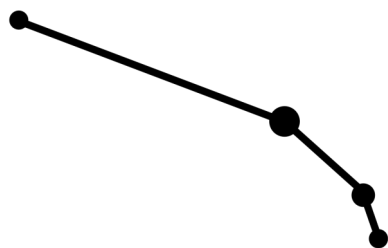
Aries

3 hours right ascension



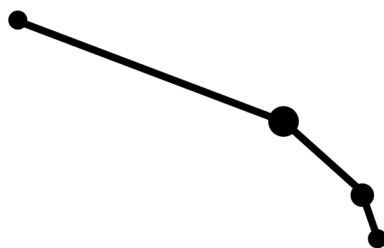
Aries

20° north declination



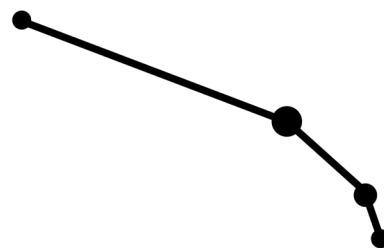
Aries

Brightest star is Hamal



Aries

Hamal has a magnitude of 2.0



Aries

Aries is Latin for "Ram"



Auriga

Northern Celestial Hemisphere



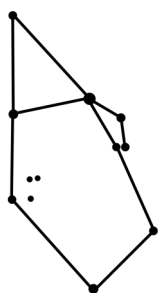
Auriga

6 hours right ascension



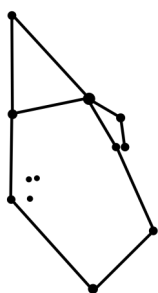
Auriga

45° north declination



Auriga

Brightest star is Capella



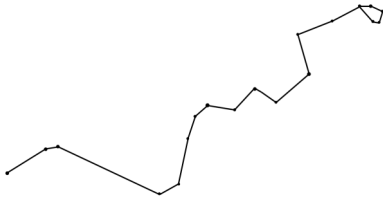
Auriga

Contains the binary star system Epsilon Aurigae



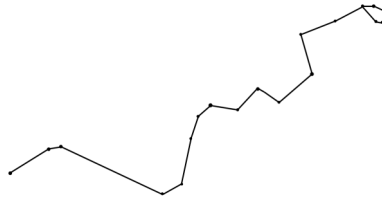
Auriga

Capella is the sixth brightest star in the sky



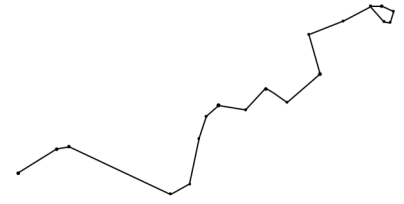
Hydra

Southern Celestial
Hemisphere



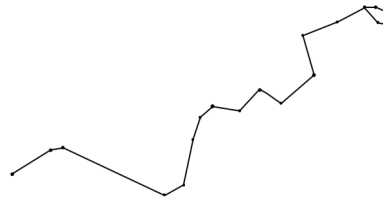
Hydra

8 to 15 hours right
ascension



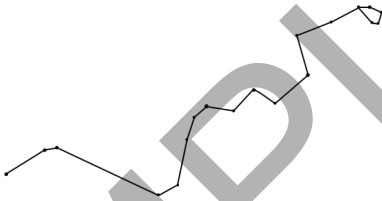
Hydra

About 5° north to 30°
south declination



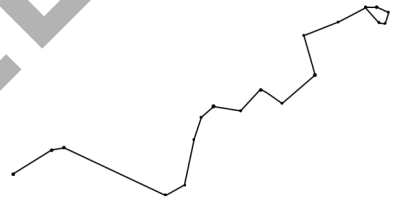
Hydra

Brightest star is Alphard



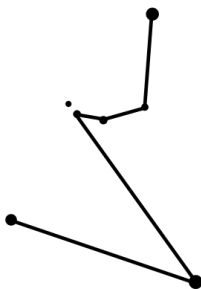
Hydra

Alphard has a
magnitude of 2



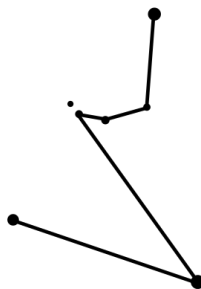
Hydra

Hydra is the largest
constellation



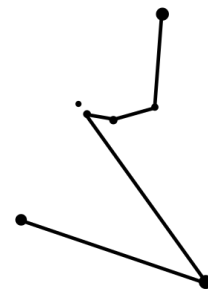
Hydrus

Southern Celestial
Hemisphere



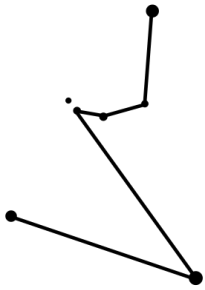
Hydrus

2 hours right ascension



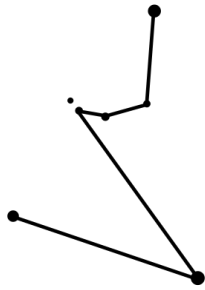
Hydrus

70° south declination



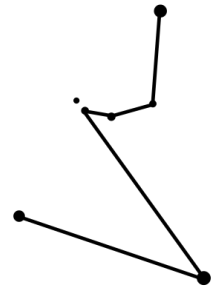
Hydrus

Brightest star is
Beta Hydri



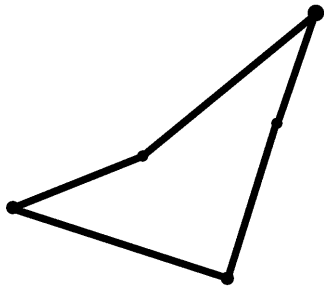
Hydrus

Beta Hydri has a
magnitude of 2.8



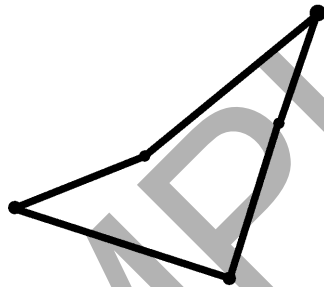
Hydrus

Introduced by navigator
Pieter Dircksz Keyser



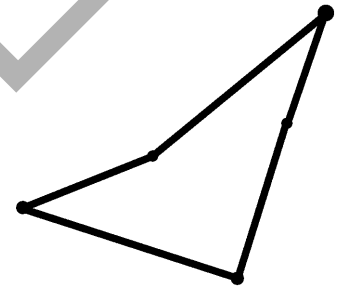
Indus

Southern Celestial
Hemisphere



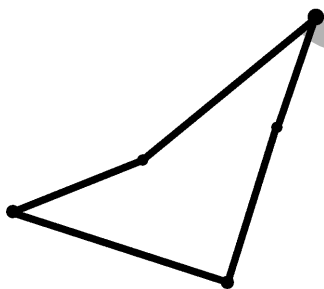
Indus

21 hours right ascension



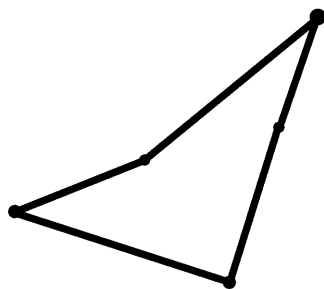
Indus

50° south declination



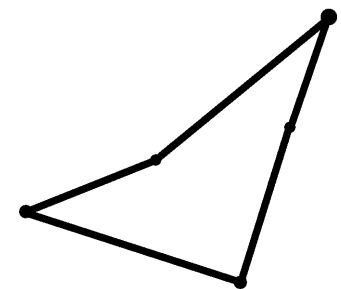
Indus

Brightest star is
Alpha Indi



Indus

Alpha Indi has a
magnitude of 3.1



Indus

Indus is Latin
for "Indian"