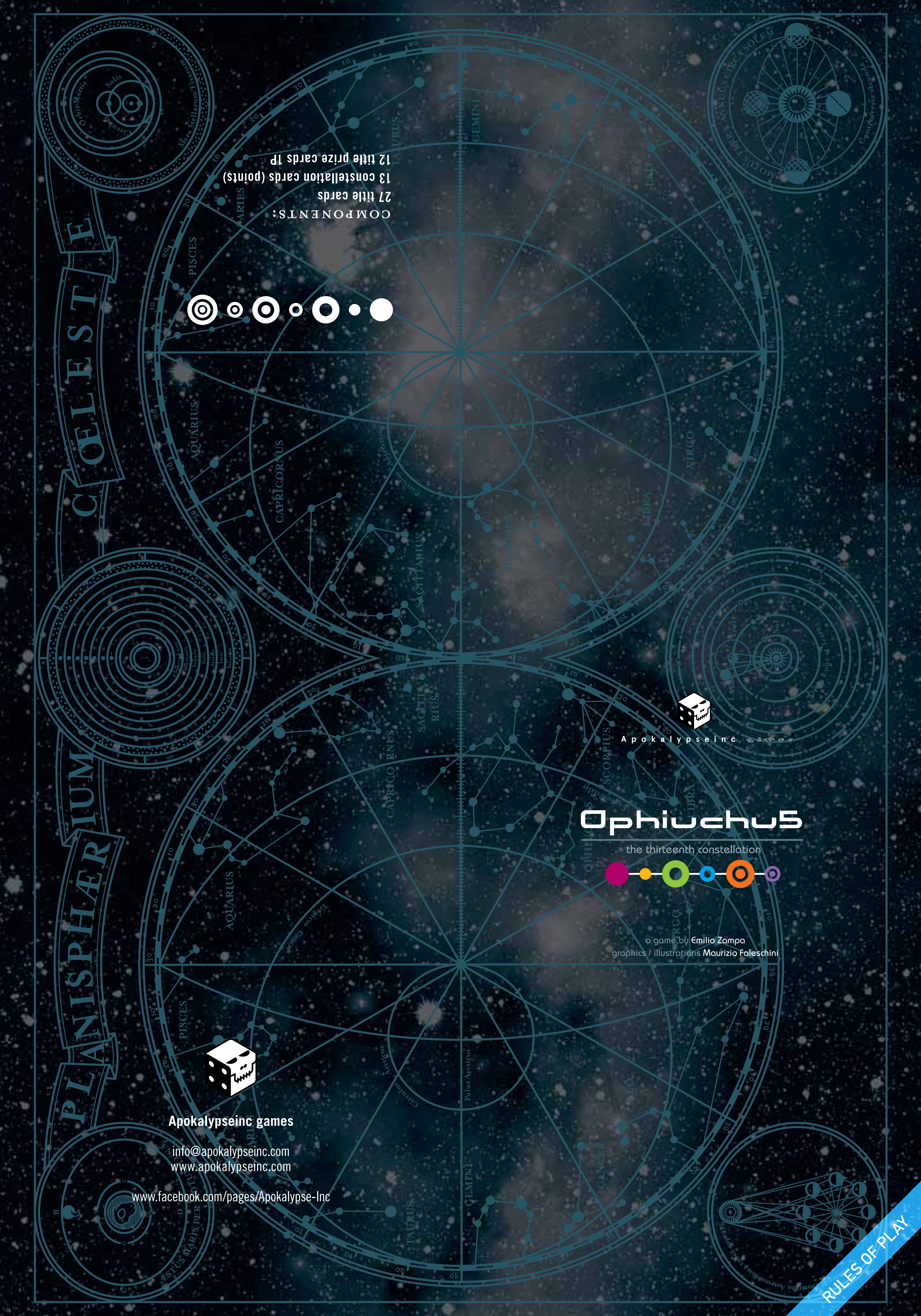

Apokalypseinc games

# Ophiuchus

## the thirteenth constellation

a game by **Emilio Zampa**
graphics / illustrations **Maurizio Faleschini**

RULES OF PLAY

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**Apokalypseinc games**

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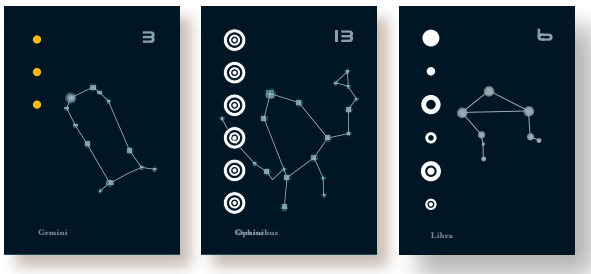
COMPONENTS:
27 title cards
13 constellation cards (points)
12 title prize cards 1P

# Ophiuchus

the thirteenth constellation



### TILE

Can contain up to 6 different symbols/color for each quadrant.

### CONSTELLATION CARD

The colored "star" symbols on the left show sequences of signs of the same symbol/color (e.g.: three yellow stars, aligned)

The white matching "star" symbols on the left show sequences of any symbol/color, but identical with each other.

The white "star" symbols, different from each other, on the left, show sequences of symbols/colors all different among each other (e.g.: six stars, aligned, all in different colors in any order).

On the upper right corner is the amount of points the combination is worth.

## INITIAL STAGE

3 **covered** tiles are handed to each player, who then display them in front of themselves in a way that lets them see thecards without the others finding out which ones they are.
An uncovered tile is placed at the center of the table.
The remaining tiles will be placed, **covered**, aside on the table (in a zone called *Astral Reserve*).
Cards are aligned at the side of the table, **uncovered** (zone called *Firmament*).

### OPTIONAL

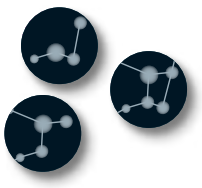
Covered tiles are distributed equally and randomly among the players:
2 players = 13 tiles each
3 players = 8 tiles each, 2 tiles in the *Astral Reserve*
4 players = 6 tiles each, 2 tiles in the *Astral Reserve*

## THE GAME

1. Taking turns and moving clockwise, each player positions 1 of their tiles, uncovered, adjacent to the ones present in the game without violating positioning rules. If a player cannot position any tile, he skips his/her turn.
2. The player verifies "Astral Alignments" and consequently he can take the Constellation Card (from the zone called *Firmament*) if conditions are met.
3. The player draws one of the covered tiles at the side of the table (in the *Astral Reserve*, if any are present).

### OPTIONAL

After position a tile, if an exact sum of 13 symbols/colors is obtained, in addition to the above actions, the players can draw 2 tiles and put one, among the player's current 4 tiles, away to the astral reserve or, alternatively, to take a Prize tile 1P.



## END OF THE GAME

The game ends when all of the covered tiles at the side of the table (*empty Astral Reserve*) have been drawn, or no player is capable of positioning one of their tiles, while abiding by the positioning rules.
Each player sums the points earned from Constellation Cards gained and subtracts 2 points for each tile left unplaced.

The player who accumulates the most points is the winner (drawsare considered as in two winners for that game).

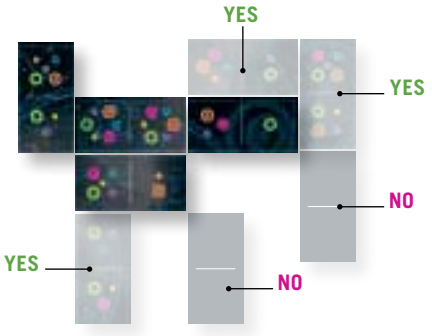


1 ↓

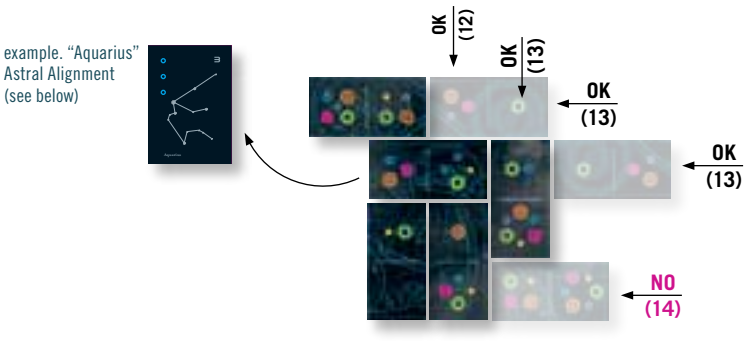
2

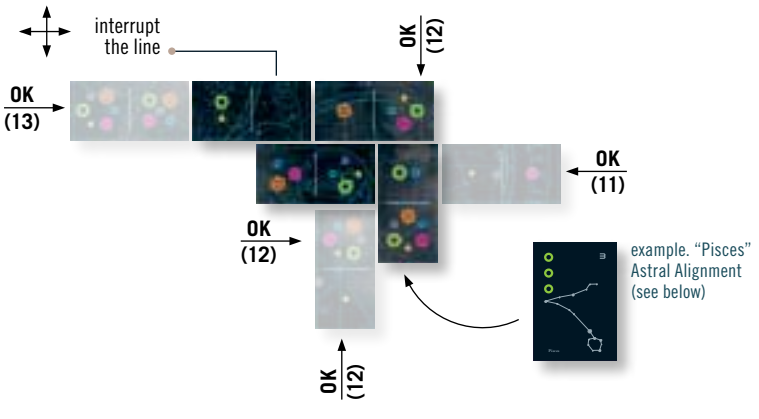
## POSITIONING RULES FOR THE TILES PLACED

Each tile must be placed adjacent by its side (not corner) to the ones already present on the table (figure A).




The sum of the amount of symbols/colors making up new rows MUST NOT be over 13 (figures B and C).

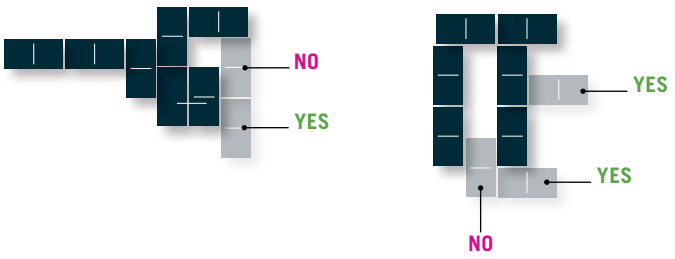


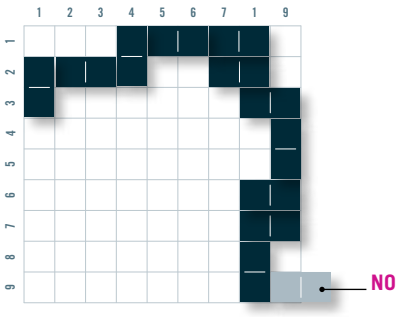

3 ↓

4

Enclosed areas cannot be created (figure D).




The position of the tile must not go over the virtual 9x9 squares' grid (figure E).




## ASTRAL ALIGNMENTS

When a tile is played with the correct positioning, the players must verify if, among the alignments that have been created, some of the combinations present on the score cards are formed present an score cards are formed in an uninterrupted sequence. If they are, the player takes for himself/herself the corresponding card (if available in the *Firmament* and hasn't been taken by other players).
Only one alignment can be claimed per turn.
Additional combination created cannot be claimed.

3 "star" symbols aligned and in the same colors the constellation

Up to 6 "star" symbols aligned but in different colors in any order

Up to 6 "star" symbols identical and aligned

4 "star" symbols identical and forming a square