

# **Starry Sky Trick-Taking (ホシゾラトリテ)**

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Players: 3

*Hoshizora Trite is an unusual trick-taking game where you draw lines to create constellations! As you play the game, the constellation patterns spread out. How many constellations will you be able to create as the game progresses?*

**COMPONENTS:** 1 outer space board; 2 colored markers (red & blue); 1 ruler; 24 number cards (1-12 in red and blue); and 12 star magnets (numbered 1-12).

The markers used in this game are "for blackboards". Please buy markers for that purpose when you need refills. Also, although not included in the set, you will need tissue paper to erase the colored pens, so please prepare accordingly.

**EXPLANATION OF THE CARDS:** In this game, cards are used to perform tricks (see below). The cards have three elements listed on them.

- **COLOR** - There are red and blue cards. This is the element that determines the majority color in the trick and the color of the line that will connect the stars.
- **S / L** - Numbers from 1 to 6 are marked with "S", and numbers from 7 to 12 are marked with "L". This is the factor that determines the majority direction when the cards are played.
- **PREDICTED BID** - This is the number that predicts how many constellations will be on the board at the end.

**PREPARATION:** Place 12 magnets on the outer space board in the 9 square areas, somewhat evenly

- Always place one or two magnets per square.
- Please do not place them on the lines that divide the squares.
- Please try not to place any three stars in a straight line.

Next, shuffle the number cards well and deal eight cards to each of the three players. The game is now ready to play.

**GAME FLOW:** Everyone plays a card to determine the winner (who will draw the line/constellation). Then, the winner draws a constellation line, and the constellation generates points on the board.

The winner of the game is the person whose prediction on the card remaining in their hand at the end of the game is the most correct.

**PROGRESSION OF THE GAME:** In this game, in order to determine the "line-drawer" who will connect the stars on the board with a line, each of the three players first plays a card to determine the winner of a trick.

First, the start player chooses a card from their hand, plays it, and states its color. The other two players, in turn, each play a card from their hand. If you have a card of the same color as the card played by the start player, you must play one of those cards; if you do not have a card of the same color, you may play any card. When all the cards are revealed, they are revealed at the same time, and the winner of the trick is determined by the result.

In this game, the points are not scored by the players, but by the board.

**TRICK RESOLUTION:** If the three cards played are the same color, check how many Ss and Ls were played. If there are 2 S cards, then the lowest card played wins the trick. If there are 2 L cards, then the highest card played wins the trick.

If more than one color of card is played, only players who played the majority color can win. The winning card is determined as above, looking at all 3 cards to determine if there are more Ss or Ls, but only looking at the cards of the majority suit to determine the smallest or largest number.

**DRAWING A LINE:** The winner of the trick is in charge of drawing a line on the outer space board. The line will connect the stars on the board, using the numbers on the cards played to the trick. Connecting the stars will generate points.

The drawing player uses the ruler to draw with a marker that matches the color of the card that had the majority in the trick. The numbers are written on the stars. The player only connects stars that correspond to the cards of the majority color in the trick.

The drawing player then leads to the next trick.

**RULES FOR DRAWING:** When a line is drawn, one point is earned per line. The length of the line does not affect the score.

The board is divided into 9 squares and a line can only reach stars up to 2 squares away.

A star can only have 3 lines drawn from it; it can be used as a junction as long as the number of lines does not exceed 3.

If there is another line passing in front of where you want to draw, as long as the colors are the same color, that is fine, and each such intersection will earn an additional point. However, if the line being drawn and the line it would intersect with are different colors, then the line cannot be drawn, and the drawer may draw less than 2 lines.

You cannot draw a line of both colors between the same two stars.

**WHEN YOU CANNOT DRAW A LINE:** In the latter half of the game, you may find yourself in a situation where you can only draw one line or you can't draw a line at all. However, if you can draw even 1 line, you must do so, even if the result is not what you want.

**WHEN THERE ARE OTHER STARS ON YOUR PATH:** When drawing a line, there is a rare case where another star is in the path of the line. In this case, you basically determine which side of the star the line drawer will be passing through. However, be fair and don't judge it too much in your favor. When you have finished drawing, you may move the star a little to make it easier to understand.

As mentioned in the preparation section, this situation should not occur, as you were asked to not line up 3 stars.

## **END OF THE GAME and DETERMINING THE WINNER:**

The game ends when the seventh card is played, and any resulting constellation lines are drawn.

Each player calculates the number of points on the board and reveals the last card in their hand as their bid.

The winner is the player whose bid is closest to the number of constellations on the board.

If there is more than one player whose prediction was correct (or the closest), the winner is determined in the following order:

- The player whose bid card matches the color with the most lines drawn on the board.
- The player who won the least number of tricks.

**SPECIAL RULE (LINE ELIMINATION):** In the normal rules, there is not a way to remove any of the points drawn on the board. If you do want this to be possible, please play with this rule.

*(Translator's Note: The rules seem to include an example, but not explicitly state what lines are eligible to be erased. It appears that in the case of 2 cards of 1 color, and one of another, the line that could be removed is that which crosses between one of the 2 cards of the majority color and the star of the minority color - even though normally this line is ignored, as no line would be drawn to the minority color.)*

Each player can only use the erase ability once per hand. The line drawer is not obligated to remove a line. As usual, you can only erase lines if the drawn distance would have been 2 or less squares away. If there are multiple intersecting lines, you can erase each of them (and cannot erase some of them; all or none.)