

# The Horoscope Game

## Overview:

The Horoscope Game is a trading card game. Each team is given a hand of 12 cards, and may trade cards with any other teams of their choice, with the one restriction that they must have 12 cards at all times. At the end of the trading period, the hands are all scored, and the team with the highest score wins.

## The Cards:

There are two types of cards, Sign cards and Horoscope cards. A starting hand contains 11 Sign cards and 1 Horoscope card. Sign cards come in 12 signs and 4 colors. Sign cards may also have a number on them, but this is purely for game control data entry purposes and has no effect upon the game. Each sign is also associated with a single element, and this will be marked on the card. The horoscope wheel in your starting materials is a good reference for the order of the sign cards, as well as their elements.

Horoscope cards reveal information that you would not otherwise know, and thus can be very powerful. In particular, they reveal additional scoring rules that will help you build a more powerful hand. The Horoscope cards have names so that you can talk about them with other teams without having to reveal their contents.

## Trading:

At any time, you may trade cards with another willing team. To maintain 12 card hands, trades must be one-for-one, two-for-two, etc. Other than that, there is no restriction, so you may trade Horoscope cards for Sign cards, or vice versa, if you like. Because Horoscope cards have valuable information, you may want to try to keep them to yourself to keep other teams in the dark, or you may want to trade them for cards that another team may not otherwise want to give up.

## Scoring:

At the end of the game or if you would like to turn in your hand early, put your hand in the envelope provided to you and turn it in to the designated member of game control. Your hand will then be divided into tricks and unused cards to determine your score. The rules presented here, as well as the rules on Horoscope cards determine what cards can constitute a valid trick. No card may be used in more than one trick, and there is no trick which uses a Horoscope card. Game control will make the best possible set of tricks from your hand, whether or not you have seen the rules that correspond to them. A

Karmic Value is then assigned to each of the tricks and added up to determine the value of your hand. The team with the highest Karmic Value wins.

## Horoscopes:

**Early Bird:** The early bird gets the worm, as they say. The first 10 teams to turn in their hand gain an 15 point bonus, The second 10 teams get a 10 point bonus. The third 10 teams get a 5 point bonus. The remaining teams get no early bonus. Game Control will not answer any questions relating to how many teams have turned in hands so far.

**Opposites Attract:** Today, you will work well with people who compliment your weaknesses. A trick may be made from opposing Sign cards and will be worth 5 Karmic Value Points. Opposites are signs directly opposed to each other on the sign wheel. For example, Aries and Libra form an opposing pair.

**Jack of All Trades:** There is benefit to be gained from being well versed in many disciplines. A trick may be made of 4 cards with different elements and different colors and will be worth 12 Karmic Value Points.