

asterismo

a game designed by Giuliano Polverari

Components

- 11 x 11 hex board
- 63 tokens (21 blue, 21 yellow, 21 red) in a bag

Terminology

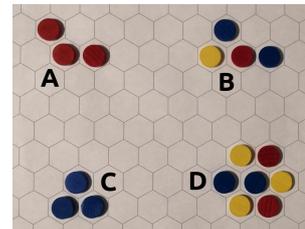
Tree All tokens in play, on the board.

Alive A token is alive if 1) it is adjacent to 2 tokens of the same colour, or 2) it is adjacent to 3 tokens of any colour.

Fallen A token is fallen if, due to the effect of a player's move, it is no longer alive.

Harvest The tokens collected by a player.

In this example, the middle red tokens of both A and B are alive; the other tokens in those groups are fallen. Groups C and D consist solely of tokens that are alive.



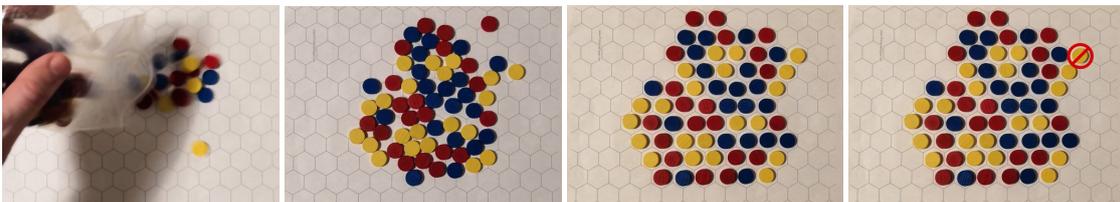
Setup

Shake the tokens in the bag and randomly pour them onto the board.

Starting from the centre, spread out the tokens on the board so that each token alone occupies a single hex.

Find any tokens that are not alive, remove them from the tree, and distribute them among the players: they will form the players' starting harvest.

In the example below, the top right yellow token is not alive and will therefore be removed. It is given to one of the players and will be the first token in that player's harvest.



Gameplay

The game proceeds in turns. On their turn, a player chooses a token in the tree and adds it to their harvest. No tokens may become fallen as a result of this. No part of the tree may also be cut off from the rest of the tree as a result of a player's action.

Objective of the game

The players win if each player is able to collect the following number of tokens:

- at least 5 tokens of each colour per player, if there are two players.
- at least 10 tokens of one colour per player, if there are three players.

Example

The example below shows a possible end of a 2-player game that began with the random setup illustrated on the previous page. The players each need to collect 5 tokens of each colour in order to win (in other words, 15 tokens each). But they can only collect 14 tokens each. Since in the final turn pictured here no other tokens can be collected without either splitting the tree or causing tokens to be fallen, they lose the game.



Silent variant

For an added challenge, you can play in silence: the players are not allowed to discuss their moves with each other and have to remain silent for the duration of the game.