



HOW TO PLAY ZODIAC GAME

2-6 PLAYERS

AIM OF THE GAME

- BE THE FIRST TO REACH THE CENTRE OF THE BOARD WITH A COMPLETE ASTROLOGICAL PROFILE.
- TO DO SO, PLAYERS MUST COLLECT THE CORRECT NUMBER OF TOKENS FOR THEIR PROFILE, BEFORE MAKING THEIR WAY TO THE CENTRE OF THE BOARD TO CLAIM THEIR VICTORY.

HOW TO SET UP

- LAY OUT THE GAME BOARD IN THE CENTRE OF A TABLE SO ALL PLAYERS CAN EASILY REACH.
- SHUFFLE THE FATE, INSIGHT, HEART, LOGIC AND ELEMENT CHALLENGE CARDS AND PLACE IN INDIVIDUAL PILES, FACE DOWN BY THE SIDE OF THE BOARD.
- PLACE THE INSIGHT, HEART, LOGIC AND ELEMENT CHALLENGE TOKENS INTO FOUR PILES BY THE SIDE OF THE BOARD.
- PLACE THE SIX PLANET ICON TOKENS TO THE SIDE OF THE GAME BOARD IN A PILE OF THEIR OWN.
- EACH PLAYER SHOULD TAKE THE FOLLOWING;
1 X ASTROLOGICAL PROFILE
1 X PLAYING PIECE AND BASE
- PLAYERS SHOULD PLAY AS THEIR OWN ZODIAC SIGN, PICKING THE MATCHING PROFILE AND PLAYING PIECE.
- PLAYING PIECES SHOULD BE SLOTTED INTO A BASE AND PLACED ON THEIR ELEMENTAL START SPACE. THE ELEMENT FOR EACH ZODIAC SIGN CAN BE FOUND ON THEIR ASTROLOGICAL PROFILE.

HOW TO PLAY

OUTER RING

- THE PLAYER WHO LAST CELEBRATED A BIRTHDAY GETS THE FIRST GO. THEY SHOULD ROLL THE DICE AND TRAVEL CLOCKWISE AROUND THE OUTER RING OF THE BOARD.
- EACH SPACE ON THE BOARD CORRESPONDS TO A DECK OF CARDS;
 - ♥ – HEART CARDS
 - 🧠 – LOGIC CARDS
 - 👁️ – INSIGHT CARDS
 - 🌍 – ELEMENT CARDS
 - ♋ – FATE CARDS
- PLAYERS PICK UP A CARD FROM THE DECK THAT MATCHES THE SYMBOL THEY'VE LANDED ON AND CARRY OUT THE CHALLENGE TO WIN THE TOKENS STATED ON THE CARD.
- PLAYERS NEED TO FILL ALL THE ICON SPACES ON THEIR ASTROLOGICAL PROFILES WITH THE CORRECT NUMBER OF TOKENS. THIS IS A TOTAL OF TEN FOR ALL ZODIAC SIGNS.
- IF PLAYERS GAIN ANY ADDITIONAL TOKENS SURPLUS TO THEIR NEEDS, THEY NEEDN'T WORRY. IT MAY PAY TO HAVE A FEW SPARE TOKENS IN THEIR BACK POCKET AS OTHER PLAYERS MAY SCHEME TO SWAP OR STEAL THE ODD TOKEN.

INNER RING

- ONCE PLAYERS HAVE FILLED THEIR PROFILES WITH THE CORRECT NUMBER OF TOKENS, THEY CAN MOVE INTO THE INNER RING OF THE BOARD VIA ANY SPACE WITH A GOLDEN ARROW.
- PLAYERS IN THE INNER RING ARE NOT ELIGIBLE TO SWAP TOKENS OR HAVE TOKENS STOLEN FROM THEM.
- PLAYERS MUST THEN LAND ON THE PLANETARY SYMBOL MATCHING THEIR ZODIAC SIGN. WHEN THEY DO SO, THEY MUST PICK UP A PLANET TOKEN AND ADD TO THEIR ASTROLOGICAL PROFILE.
- ASTEROID SPACES – IF A PLAYER LANDS HERE, THEY MUST GO BACK TO THE START SPACE AND TRAVEL FROM HERE BACK TO THE INNER RING.

- SHOOTING STAR SPACES – IF A PLAYER LANDS HERE, THEY CAN AUTOMATICALLY MOVE TO THEIR PLANETARY SPACE AND COLLECT A PLANET TOKEN.
- PLAYERS WITH A COMPLETE PROFILE, MAKE THEIR WAY TO THE CENTRE OF THE BOARD VIA THE COLOURED PATH THAT MATCHES THEIR ELEMENT.

CHALLENGE CARDS

- **FATE** – THE PLAYER SHOULD **PICK UP THE CARD THEMSELVES** AND **READ ALOUD TO THE GROUP**. THESE CARDS WILL LEAVE THE PLAYER AT THE MERCY OF ASTROLOGICAL PHENOMENA AND THE WHIMS OF THEIR FELLOW PLAYERS.
- **INSIGHT** – THE PLAYER SHOULD **PICK UP THE CARD THEMSELVES** AND **READ ALOUD TO THE GROUP**. THESE CARDS WILL TEST PLAYER'S INSIGHT INTO THE LIVES OF THE OTHER PLAYERS AND WILL SEE HOW WELL THEY KNOW ONE ANOTHER.
- **HEART** – THE PLAYER SHOULD **PICK UP THE CARD THEMSELVES** AND **READ SILENTLY TO THEMSELVES**. THESE DARE CARDS WILL TEST THE PLAYER'S COURAGE AND THEIR WILLINGNESS TO SHOW VULNERABILITY.
- **LOGIC** – THE **PLAYER TO THE LEFT** SHOULD PICK UP THE CARD AND **READ THE CHALLENGE ALOUD TO THE PLAYER**. THESE RIDDLES WILL TEST THEIR LATERAL THINKING AND IF ANSWERED INCORRECTLY, CAN BE ANSWERED BY ANYONE ELSE PLAYING.
- **ELEMENT** – THE **PLAYER TO THE LEFT** SHOULD PICK UP THE CARD AND **READ THE CHALLENGE ALOUD TO THE PLAYER**. THESE TRIVIA CARDS WILL TEST THE PLAYER'S KNOWLEDGE OF ASTROLOGY.



HOST YOUR OWN



ZODIAC GAME

