

Ptolemy

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Player became an astronomer of ancient Greece.
Start an astronomical debate with your opponent.

The goal of the game is releasing all the cards that are one's observations. It's (throwing away).

Place the game board in the middle of the players and place the eclipse token in position 4 on the left.

Place the remaining tokens around. Hand out 11 cards each. Put the remaining cards upside down.

The starting player of the first round is determined at random. After that, the person who wins the previous round becomes the starting player. The player who wins two rounds will be the final winner.



-e1-

In your turn, you can either play a card or pass.

When you play a card, the card's planetary token moves clockwise as many spaces as the number of cards on the center board.

That is, it goes up on the left (day zone) and down on the right (night zone). If there were other tokens in the path you were moving, you would jump over those tokens and move.

If the token wasn't on the board, instead virtual number 0. Think there's a space, move that number, go up that number on the left (day zone).

1. Place a **Jupiter** token in the left column 2

2. Jump over the **Jupiter** Eclipse and place it in the left column 2

3. Jump over three tokens, **Jupiter**, **Eclipse**, **Mars** and place them in the right column 7

4. Jump over 3 tokens and place them on the left number 7.

5. Pass

example 1)

-e2-

After that, if you want to give a card, you must play a card that is more higher than the card that the previous opponent played. The value of the card means the number that the planet token will be located after moving by the number on the card.

Also, until someone passes, you can't play the planet's cards played during this relay again.

If you don't have a card you can play, or if you don't want to play, you can declare a pass.

At that time, the opponent becomes a new starting player and play a new relay.

The card written E, one for every planet, stands for Eclipse. This card is only available if the planet's token is on the board.

If you play this card, you switch the token position of the planet and Eclipse. The condition that it should be more than higher card that the opponent just played remains unchanged. More than one Eclipse card can be played in a relay.

If someone throws away all his cards, the round ends immediately and the player wins the round. The player who wins the two rounds will victory.

ex 1) to example 2)

1. Move 5 spaces, jump over **Mercury**, **Venus**, place on the right 3.

2. **Saturn** token is not on the board, so while climbing to the left, jump the **Jupiter** and place it 3 on the left.

3. Move 3 spaces from right column 7 and place in right column 4.

4. Move 3 spaces over **Saturn**, **Eclipse**, **Mercury**

5. Pass

-e3-

ex 2) to example 3)

1. Move from right 3 to left side 2

2. Change the location of the **Venus** token in 4 on the right and the **Eclipse** token

3. Change the location

4. jump **Venus**, **Mercury**, **Eclipse** tokens and move 3 spaces

5. Change the location

-e4-