

# Gemini Card Game

# Setup



[www.gemini.edu/GCG](http://www.gemini.edu/GCG)

- 1) Each player picks or chooses randomly a role card
- 2) Shuffle the Weather Deck and place it in front of 1<sup>st</sup> player (usually Inst. Eng.)
- 3) Place Checkouts program card in the center of the table
- 4) Shuffle the Instrument Deck and reveal 2 instrument cards beside the deck
- 5) Shuffle the Player Deck and deal 5 cards to each player
- 6) Flip this card over and begin game



## Turn Sequence



1. Draw your hand up to 5 cards from Player Deck
2. Use your role ability at any time during your turn
3. Do one action (more if allowed by a card)
  - Discard your entire hand
  - Move an instrument
  - Active a program
  - Play a Target card
  - Play a Time card on target if:
    - Weather allows
    - Target site matches instrument site
    - Instrument type matches program type
    - Target AO mode matches instrument and program
4. If you completed a program, put it in score pile  
(You may move non AO instrument to new program for free, and discard the rest of cards)



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 2020<sup>P</sup>

### Complete 23 Band 1 Programs in 12 rounds.

Place a marker on the reputation track above.

Game ends when all 12 turns are played

or when reputation marker reaches the end space.

### End game:

-2 reputation / Band 1 program not completed (out of 3).

If reputation marker is **not** on the end space,

all players win the game.

Total up points to determine victory rating.

Points	Victory
120	Not Bad...
160	Good.
230	Great!
280	Fantastic!!!
> 310	**Epic**



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### Complete 24 Band 1 Programs in 12 rounds.

Place a marker on the reputation track above.

Game ends when all 12 turns are played

or when reputation marker reaches the end space.

### End game:

-2 reputation / Band 1 program not completed (out of 4).

If reputation marker is **not** on the end space,

all players win the game.

Total up points to determine victory rating.

Points	Victory
160	Not Bad...
220	Good.
310	Great!
380	Fantastic!!!
> 420	**Epic**

