

Kwartet: Seri Astronomi

Kwartet Seri Astronomi

Kwartet Seri Astronomi is a familiar card game with an astronomical theme that can be played by 2-5 players.

The cards feature some of the most awesome objects in space: stunning nebulae, planets- both gaseous and terrestrial - streaking comets, spiral galaxies and satellite telescopes.

GOAL: Introduce children to some of the wonders found in space

MATERIALS: A deck of 48 cards

AGE GROUP: Group activity for 5 years and up

[Download the card template here](#)

[Kwartet Seri Astronomi \(Indonesian\) \(PDF 13Mb\)](#)

[Quartet Astronomy series \(English\) \(PDF 13Mb\)](#)

Quartet Astronomy series(French)(PDF 11.8Mb)

Blank Quartet Cards(without text) (PDF 11.8Mb)

What to do

Step 1.

Download the cards. (You will see that there are 8 cards on each page, making in total 24 cards.)

Step 2.

Print all three pages out twice

Step 3.

Cut along the lines so that you end up with 8 nebulae, 8 comets, 8 terrestrial planets, 8 jovian planets, 8 spiral galaxies and 8 telescopes. You will finish with 48 cards.

There are several different games you can play with Kwartet Seri Astronomi.

For very young children who are not yet confident with reading it can be a fun game of Snap

For those children who can read you can play Families.

Download the game rules here or make up one of your own.

Rules for Snap and Families

Snap

Goal: To win all of the cards.

Choose a dealer.

The dealer shuffles the cards and deals them to all of the players. It doesn't matter if some players have one card more than other players.

The dealer then places the last card face up in the centre. This is the 'index' card.

Each player places his cards, face down, in a pile in front of him or her.

The player to the left of the dealer goes first. Play then moves clockwise.

Taking turns, each player turns over the top card from his/her face-down pile and places it in the centre next to the index card.

When someone turns over a card that matches the index card, players race to be the first to call "Snap!" and place their hand on the matching pair.

The player who calls "Snap!" first wins all the cards in the centre pile (including the index card) and adds those cards to the bottom of his/her face-down pile.

The winning player then places a new index card face up in the centre.

Making a mistake:

When a player calls "Snap!" at the wrong time, or puts his/her hand on top of the pile at the wrong time, he/she must give his top card to the player who just played.

The winner is the player who manages to get the most cards.

Families

Goal: To make as many families of 4 as possible.

NB* In Kwartet Seri Astronomi there are 6 families to be made: nebulae, telescopes, gaseous planets, terrestrial planets, comets and spiral galaxies. But as each family has been printed TWICE, players have twice as many chances to make each family

Choose a dealer.

The dealer shuffles the cards and distributes 6 cards to each player and leaves the rest as a stock in the middle of the game.

The player to the left of the dealer goes first. Play then moves clockwise.

Each player takes turns and must try to make 'families' of 4.

The player to the left of the dealer looks directly at any opponent and says, for example, "Give me your all your comets"

The player who is "fishing" must have at least one comet in his/her hand.

The player who is addressed must hand over all the cards requested.

If he/she has none, the player answers, "Blast off" and the player who made the request draws the top card of the stock and places it in his/her hand.

If a player gets one or more of the comets he/she asked for, he is entitled to ask the opponent or another player for a card. So long as he/she is successful in getting cards (making a catch), the turn continues.

When a player makes a catch, he/she must reveal the card so that the catch is verified.

If a player gets all 4 versions (a family) of the same category, he/she shows everyone the family, places them on the table face up, and plays again.

If the player goes fishing without "making a catch" (does not receive the card he/she asked for), the turn passes to the person on the left.

The game ends when all 12 families have been won. The winner is the player with the most families.

During the game, if a player is left without cards, he or she may draw from the stock and then ask for cards of that rank. If there are no cards left in the stock, he/she is out of the game.

Source: UNAWE Indonesia