The Space Race Card Collection

Play Mode

Game – "Space Whist"

Object: Win the highest number of missions.

Setup: The game is for 2-6 players. You can play with all the cards. Deal out all the cards face down (the side with the numbers). Each player should have the same number of cards (discharge those that cannot be dealt).

Game Play: The first player is normally the player to the left of the dealer (you can also choose the youngest player) and gameplay usually follows a clockwise direction. The player plays a card from his/her hand (probably the highest in one of the four Space Programs). The other players have to match the same Program trying to play a card of a higher value. E.g. the Space Program cards behaves as the A (Ace) in a usual Poker deck, the Rocket Card behaves as the Q (King). If a player has no matches he/she can choose to play a card from another Program (probably the one with lowest value). The player with the card of the highest matching value, wins the hand, takes all the cards and put them in front of him/her and then chooses the next card to play.

Game Over: When all the cards are played the game is over and the winner is the player with most won hands.

The value of the cards from the highest to the lowest are:

Project Mercury	Gemini Program	Apollo Program	Project Skylab
Atlas LV-3B	Titan II GLV	Saturn V	Saturn IB
Mercury 9	Gemini XII	Apollo 17	Apollo-Soyuz
Mercury 8	Gemini XI	Apollo 16	Skylab 4
Mercury 7	Gemini X	Apollo 15	Skylab 3
Mercury 6	Gemini IX-A	Apollo 14	Skylab 2
Mercury-Redstone	Gemini VIII	Apollo 13	
Mercury 4	Gemini VII	Apollo 12	
Mercury 3	Gemini VI-A	Apollo 11	
	Gemini V	Apollo 10	
	Gemini IV	Apollo 9	
	Gemini III	Apollo 8	
		Apollo 7	

Game – "Win the Space Race"

Object: Build the right sequence of Space Missions in each Space Program.

Setup: The game is for 2-4 players. Every player starts with five cards, and they are dealt face down. The rest of the cards are placed in a Draw Pile face down.

Game Play: The first player views his/her cards and if he/she has one Project Card can place it on the board. Then the player draws a new card from the Draw Pile. If the player does not have a Project Card to open, he/she needs to draw a card from the Draw Pile. If the card can be played (if it fits one of the started Space Programs), the player plays it directly; otherwise the player has to discard a card of his/her choice and place it in the Discard Pile (at the end of the turn each player cannot have more then 5 cards in hand). Then the game moves over on the next player. Every played card in the correct sequences scores 1 point but some cards gives extra points (see below). The player has to write down the points at the end of his/her turn.
The next player views his/cards and plays the card that fits one of the started Space Programs (or can open a Program that is still closed). Then the player draws a new card from either the Draw Pile or the Discard Pile. Otherwise if the player does not have a card to play, he/she needs to draw a card either from the Draw Pile or the Discard Pile. If the card can be played, the player plays it directly otherwise has to discard a card of his/her choice and place it in the Discard Pile (at the end of the turn each player has always five cards in hand).
If there are no more cards in the Draw Pile, move the Discard Pile into the place of the Draw Pile and a new Discard Pile can be build.

Game Over: The game is over when all the Space Programs are completed. The player with most points wins the game.

The correct sequences are:

Project Mercury	Gemini Program	Apollo Program	Project Skylab
Mercury-Redstone	Titan II GLV	Saturn V	Saturn IB
Mercury 3	Gemini III	Apollo 7	Skylab 2
Mercury 4	Gemini IV	Apollo 8	Skylab 3
Atlas LV-3B	Gemini V	Apollo 9	Skylab 4
Mercury 6	Gemini VII	Apollo 10	Apollo-Soyuz
Mercury 7	Gemini VI-A	Apollo 11	
Mercury 8	Gemini VIII	Apollo 12	
Mercury 9	Gemini IX-A	Apollo 13	
	Gemini X	Apollo 14	
	Gemini XI	Apollo 15	
	Gemini XII	Apollo 16	
		Apollo 17	

Extra points

First American in space (Mercury 3) +1 point	First EVA (Gemini IV) + 1 point	The biggest rocket (Saturn V) +1 points	The longest mission (Skylab 4) +1 point
First American in orbit (Mercury 6) +1 point	First rendevous of two spacecrafts (Gemini VI-A) +1 point	First trip to the Moon (Apollo 8) +1 point	First joined US-USSR mission (Apollo-Soyuz) +1point
		First moon landing (Apollo 11) +3 points	

Game – "Space Nerd"

Object: Challenge other players and show them how much you know about the Space Race.

Setup: The game is for 2-6 players. You need to discharge from the deck the 4 Project Cards (cards n. 1,10,22 and 35). Every player starts with 5 cards, and they are dealt face down. The rest of the cards are placed in the Draw Pile face down.

Game Play: The first player shows the front side (the one with the pictures) of a card of his choice to the next player who has to recognize the Rocket or the Mission. If the player correctly identifies the card, start guessing information and data regarding the Rocket/Mission (see the table below). The guess can continue until the player guesses something wrong. At the moment the player write down the points, take the card in his/her hand and then it's his/her turn to choose a card to show to the next player.

Game Over: The game is over either when a player has no cards in hand or when the time is over (you need to decide how long you will play at the beginning of the game). Then points are scored and the player with most points wins the game.

Project Mercury	Gemini Program	Apollo Program	Project Skylab and Apollo-Soyuz
Date of the launch (1+1+1) day, month, year	Date of the launch (1+1+1) day, month, year	Date of the launch (1+1+1) day, month, year	Date of the launch (1+1+1) day, month, year
Duration of the mission (days or hours) (1 point)	Duration of the mission (days) (1 point)	Duration of the mission (days) (1 point)	Duration of the mission (days) (1 point)
Spacecraft's name	Crew last name and mission role (2+2 points)	Spacecraft' (CSM and LM) names (2 points)	Crew last name and mission role (3+3 points)
Astronaut's last name (1 point)	Backup crew and role (2+2 points)	Crew last name and mission role (3+3 points)	Backup crew and role (3+3 points)
Backup astronaut (1 point)		Backup crew and role (3+3 points)	
		Moon landing site (1 point)	

Game – "Space Race Top Trumps"

Object: Choose the best stat, trump the opponent's card, and win the entire deck.

Setup: The game is for 2-6 players. You need to discharge from the deck the 4 Project and the 5 Rocket Cards (cards n. 1,2,5,10,11,22,23,35 and 36). Deal out all the cards face down (the side with the numbers). Each player should have the same number of cards (discharge those that cannot be dealt). Each player holds their cards face up but the top card should only be visible.

Game Play: On the top of each Mission card there are four icons representing the strength of the card in each category (Crew composition, Duration of the mission, Destination, and Payload mass). The first player to start chooses the category with "best" statistic (usually the highest) from their top card, and read out the category name and the statistic, e.g. "Crew 70" or "Payload 94". All other players read out the value of the SAME category of their top card. The player with the highest value wins and places all the top cards including his/her own to the bottom of his/her pile. The player then chooses the statistic for the next round. During a round, if 2 or more cards "tie" then all the cards are placed to one side and the same player chooses again from their next card. The winner of the hand also takes the cards that were placed to one side.

Game Over: The first player to win all the cards is the winner of the game!