

wish upon a star



3-4 people 30 minutes Ages 6 and up

Contents

• Number cards

Initial cards (1 to 5 marked in the upper left corner) 5 of each



34 animal cards (4-8: 5 each, 9: 4, 10: 3, 25: 2)



• 9 Wishing Hill cards



• 1 cat marker



• Cubes, 2 of each color



• 1 manual

• 4 star cards



Introduction

This game is a combination of trick-taking and deck-building. Animals gather on Wishing Hill, where it is said that if you pray to the stars in the night sky, your wish will come true. The first person to collect 50 happiness points wins the game!

Preparing for the game

① Each player prepares the same color start cards, star cards, and cubes in front of them.

The start cards are placed together with the numbers facing down, and placed in front of them as a deck.

② Arrange the Wishing Hill cards and animal cards as shown in the picture.

Each player places their cube to the left of the 1 on the happiness track and to the left of the 1 on their star card.

④ Decide the starting player by someone who recently had a wish come true, or by any other method, and give that person a cat marker.

⑤ Shuffle the deck and draw 3 cards to add to your hand.

① Example of red Breyer:



Game content

- Starting with the person who has a cat marker, take turns playing one card from their hand face up.
- After everyone has played one card, the person with the highest number (if there is a tie, the player who plays second wins) takes the cat marker, places the card they played face up next to their pile (hereafter referred to as the discard pile), and chooses one of the following:

A. Increase your happiness level by the value of the card you played.

B. Remove one card from the discard pile.

* Move the removed cards to a place inside the box or elsewhere where they will not be mixed with the cards in play.

- Everyone except the Cat Marker discards the card they played, gets the number of stars equal to the number of cards they played, and then, starting from the person to the left of the Cat Marker and going clockwise, choose one of the following (you may choose the same as the previous person).

A. By paying a star, you can buy a card from Wishing Hill and discard the card.

B. Pay 5 stars and increase happiness by 1.

C. Do nothing

*If you have more than 30 stars at the end of your turn, set it to 30.

- After you do ①~③ three times, you will run out of cards.

After processing step 3, draw 3 cards from the deck and add them to your hand. If you run out of cards in your deck, draw as many as you can and then discard. Shuffle all of the cards number-down, create a new pile, and draw the missing cards from it.

*You cannot replenish your hand until you run out of cards.

*You cannot shuffle until you can no longer draw cards from the deck.

- When the happiness level reaches 50, the game ends and that person wins!

credit

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