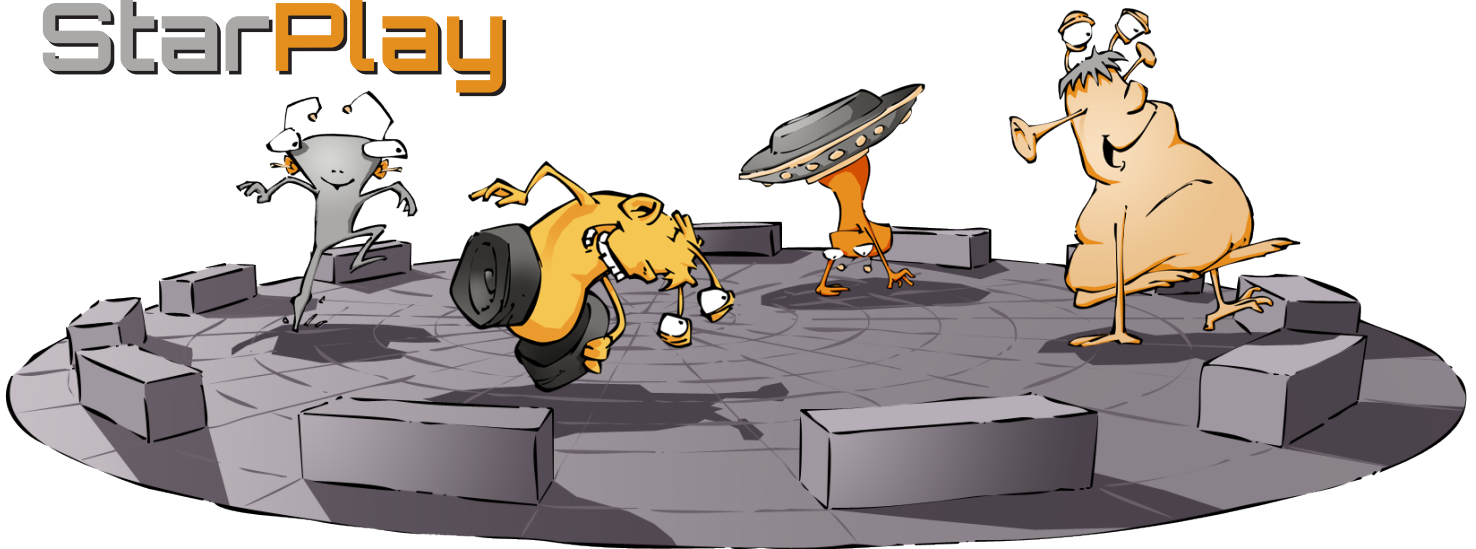


# StarPlay



StarDisc is a great place to play. Catch, Frisbee, chase, tiggly off the ground, stuck in the mud, there are all sorts of games you can play. We've included a few ideas for you here.

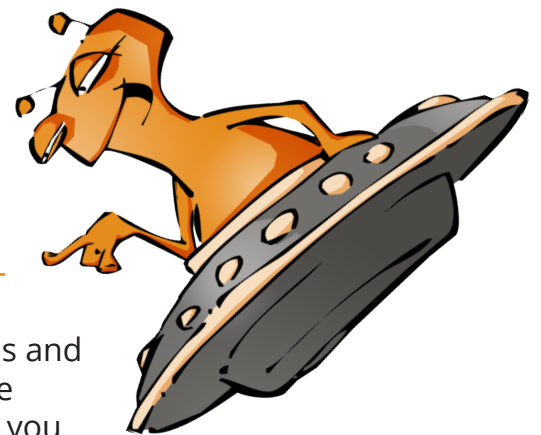
## StarMoves

**Get from one side of StarDisc to the other** standing only on constellations and never on the spaces between them. Hop, step, jump, skip, cartwheel – you can move how you like, but only touch the ground within constellations.

Can you find an easiest route?

Is there a most difficult place to start from?

Which routes give you the most steps, or the fewest?



## Aliens and Spaceships



Choose an alien to be 'it'. Aliens need to tiggly other players, to turn them into more aliens and join in the chasing. The stone seats are safe spaceships where you can't be tiggled. But you can't just hug base. Players on spaceships must come off after a count of five and cannot go back onto the same spaceship or a spaceship on either side of it. Aliens go back to their planet (the centre ring) during the count.

*NOTE: StarDisc is coated with a non-slip surface, but can still be slippery in wet weather or in some kinds of shoes. So please think about the games and conditions and be sure you're happy to play them. StarDisc Trust accepts no liability for any accidents or injuries arising from having fun onsite.*

## Alphabet Stars

Take a look around StarDisc, and starting with A, go and stand on a constellation that begins with the letter A, or contains it. Can you find every letter of the alphabet in the constellation and star names? If not, which letters are missing?

Can you find any constellations that begin with the first letter of your name? Go and stand on each of them.

Can you find all the letters of your name in the constellation names?



Many of the constellations were named hundreds or even thousands of years ago. Some people nowadays have suggested new modern names for some of them – the Truck; the Microphone; the Laptop; the Smartphone. What do the different constellation shapes remind you of? Can you think of new names for any of them?

## All the Stars

Can you move around StarDisc and step on every single constellation just once, touching only the ground inside constellations?

## You're a Star!

In your group, choose a constellation and arrange yourselves into that shape.

## SpaceHoppers

Will you be first to land on a named constellation?

Choose your first caller. They decide the first target constellation.

1. Each player chooses a constellation to start on.
2. The caller chooses and calls out the name of a constellation. That's the target constellation everyone is aiming to get to.
3. Count down to HOP! On HOP!, all players except the caller hop once to the constellation nearest to them and then stand still.
4. Count down to HOP! again, and players hop their next move. Each player tries to reach the target constellation first. Each time you HOP, you can only hop to a constellation next to the one you're starting from that turn. Players keep moving until someone lands on the constellation that was named by the caller. The hopper must shout Touch Down! to signal s/he has landed on the named constellation.
5. The winner becomes caller for this round and calls out the name of another constellation and you can play again.

**3 players+** (unless 2 players agree to play together and 'play fair' when choosing the target constellation!)



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## Comets

Who'll be StarPlayer as players vie with each other to skim their comet-pebbles onto constellations and win points?

**Object of Game:** To score more points than your opponents through tactics, technique, skill and chance.

1. Each player (shooter) selects a pebble or uses a coin to be their comet.
2. The StarDisc is your playing arena, or ring. Each shooter takes up position anywhere around StarDisc – between seats or around the edge of the star chart.
3. This first shooter chooses and calls out the name of a constellation and slides or skims their comet as close to the named constellation as possible. The shooter's comet must not land in the exclusion zone – that's the wedge of the ring that goes from the outside edge of the seats either side of the caller up to the perimeter of the Pole Star, the centre circle. (So – players can't just choose an easy constellation to aim for, right in front of them.)
4. Take turns clockwise. Each shooter tries to skim or slide their own comet nearest to the named constellation.
5. After everyone's had a turn, it's the end of that round. Then players move along a space around the edge of the circle, so that this time you are shooting your comet from a new position. The next player in the circle calls the destination comet.

### Scoring

- 1 point** your comet lands on the stone tile where the round's target constellation is carved.
- 2 points** your comet lands on any part of the target constellation itself.
- 3 points** your comet lands on the Pole Star in the centre circle – Bull's Eye!

**LOSE 1** point if your comet goes out of the ring.

**LOSE 1** point if you are the caller and an opponent manages to knock your comet into the exclusion zone.

**LOSE 1** point or miss a turn for stepping over the edge of the ring on your turn.

**LOSE 3** points for throwing your comet – skimming and sliding only in this game.

When players have made a complete round of StarDisc and are back where they started from, tot up the points to discover which StarPlayer or team has won.

### Team Rules and Sneaky Tricks

1. It's a good idea to start by looking around StarDisc and identifying some constellations.
2. Pick up your own comet at the end of a round – take the chance to have another look over StarDisc and identify where constellations are. No one walks onto the ring during a round.
3. In Team Play, team mates can discuss tactics.
4. If your comet goes out of the ring and bounces back it's 'dead' for that round.

### Simple Version

For a simpler game, have all the players stand on the outer edge of one 'wedge' of StarDisc. Now see who can skim their comet into the wedge directly opposite, without the comet going out of play. After each round (when every player has tried from that place), move round one 'wedge' and skim your comet to the new opposite wedge. Can you get all the way round StarDisc in your game?

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