

# Stars and Bars Classroom Guide

**Goal:** There are three ways to win:

- To have **OVER 200 points** at the end of a round and be ahead by **at least 15 points**.
- To be ahead by **OVER 50 points** at the end of a round.
- To be ahead by **AT LEAST 15 points** at the end of the game.

**Start:**

- The deck of cards is shuffled and placed face down between players near the game board. Players alternate drawing one card from the top of the deck.
- The first 4 cards (2 from each player) are placed face up in the center 4 spaces on the board.
- Once the 4 spaces are filled, players continue to alternate drawing cards and placing the cards face up in front of them until each player has 4 cards.
- During the drawing, the first player to draw a STARRED card is the beginning player.

**Card Placement:**

- Player plays one of their 4 cards on the board, and then draws a card from the deck.
- Cards may be placed face up onto empty rectangular spaces or onto another card or stack of cards that are FACE UP on the board.
- Cards MAY NOT be played on a stack that is FACE DOWN.
- Player MUST play a card even if they will earn no points.

**Scoring Points:** Points are made by totaling the differences between the card placed and cards located in the adjacent spaces. Points are scored only if the card placed has EXACTLY the correct number of differences with the adjacent card.

- **1 point** - **Stacking - 1 difference** - Compare to card under placed card.
- **2 points** - **Horizontal - 2 differences** - Compare to cards touching horizontally (short end of card).
- **3 points** - **Diagonal - 3 differences** - Compare to cards touching diagonally.
- **4 points** - **Vertical - 4 differences** - Compare to cards touching vertically (long edge of card).

**Outside Placement:** A card played in the outer spaces (not the 4 inner spaces) must score points with respect to all adjacent cards on the board (1 Stacking difference, 2 Horizontal differences, 3 Diagonal differences, 4 Vertical differences) or it cannot be played.

**Inside Placement:** A card placed in one of the 4 inner spaces does NOT have to score points with all surrounding cards to be placed.

**Announcing Points:** Player must state the number of points gained on a turn and their total number of points before ending their turn. Each player may wish to keep their own score and write down their opponent's scores to keep track.

### Center Stacks:

- When **one of the center 4 stacks has 4 cards**, it is turned over and placed face down on the board. This is done by the player who places the 4<sup>th</sup> card on the stack before ending their turn. Stacks of less than 4 are NOT turned over. No cards may be played on the overturned stack.
- When **all 4 center spaces contain a stack of overturned cards**, all 4 stacks are removed from the board and placed in a discard pile. The player who turns over the 4<sup>th</sup> stack clears all 4 stacks before ending their turn. Once the center is cleared, cards may again be placed in the 4 center spaces.
- If the **opponent does not turn over a stack of 4 (or more)**, the player may turn it over at the beginning of their turn (before touching their own cards) and score **2 points**.
- If the **opponent does not remove the 4 stacks of 4 cards** from the center, the player may remove the stacks at the beginning of their turn (before touching their own cards) and score **4 points**.
- If the **opponent does not turn over the 4<sup>th</sup> card in the 4<sup>th</sup> stack in the center and remove the 4 center stacks**, the player may do both at the beginning of their turn (before touching their own cards) and score **6 points**.

### Outside Stacks:

- When one of the **outer spaces has 4 cards**, the stack is removed by the player who played the 4<sup>th</sup> card.
- If the **opponent does not remove a stack of 4 (or more)**, the player may remove the stack at the beginning of their turn (before touching their own cards) and score **2 points**.

**Depleted Deck:** When the deck of cards is depleted, players continue to place their cards on the game board.

**Change Selected Card:** Player may change a selected card even after placing it on the game board. This must be done prior to ending a turn.

**Round:** A round consists of the beginning player and second player taking a turn.

**End of Game:** The game ends when both players have no more cards to place on the board.

**Winning the Game:** There are three ways to win:

- To have **OVER 200 points** at the end of a round and be ahead by **at least 15 points**.
- To be ahead by **OVER 50 points** at the end of a round.
- To be ahead by **AT LEAST 15 points** at the end of the game.

**Tie:** There are two ways to tie:

- Both players score over 200 points at the end of a round and the difference between scores is less than 15 points.
- The game ends and the difference between scores is less than 15 points.