

Star Track Classroom Guide

GOAL: To reach the last pentagon space when a round has been completed by drawing a chain greater than or equal to the number of spaces required to land on the final pentagon. If both players reach the end in the same round, the game is a tie.

START:

Pawns are placed on the 2 starting spaces.

Chains are put into a container where players cannot see the lengths of the chains.

One player holds 2 kings in 2 hands. Second player chooses which color will be first. Second player then picks one hand of first player. If he picks starting color, he goes first; otherwise, the other player goes first.

CHAIN SELECTION:

Draw 2 chains from the container.

Select one of the chains.

Place unused chain back in container.

Announce number of links in selected chain, and then move.

PAWN MOVEMENT:

Move pawn forward the number of spaces equal to the links on the chain.

Hand chain to opponent to check the length. Opponent puts chain in a discard pile.

STARRED SPACES: Move back to previous starred space (or to START if player lands on 1st starred space).

NUMBERED SPACES: Advance (forward) the number of spaces shown.

LANDING ON AN OCCUPIED SPACE: Player moves opponent back 2 spaces. If opponent lands on star or number, it is ignored.

SELECTED CHAINS MUST BE USED: No re-picking or counting before picking.

REUSE OF CHAINS: If all chains end up in the discard pile, put them back in the container and keep playing.

ROUNDS: Star Track is a round game. Both players must complete their turns before the round is over.

WIN/TIE: At the end of a round, if a player lands on or goes beyond the last pentagon space wins the game. If both players reach or go beyond the end, the game is a tie.