



Card games

Trump card

 GOAL: To win all the cards.



- Choose a dealer.
- The dealer shuffles the cards and deals them to all of the players. It doesn't matter if some players have one card more than other players.
- The player to the left of the dealer goes first. Play then moves clockwise.
- Each card lists five attributes (the Power Planets cards list diameter, mass, orbit, number of moons and temperature) and the player whose turn it is, looks at his/her top card, and then chooses one attribute to compare.
- Each player reads out loud the same statistic on their top card; the one with the highest number (or alternatively you can choose the one with the lowest number) wins all of the cards.
- The game continues until one player owns the entire deck.

Snap!

 GOAL: To win all the cards.



- Choose a dealer.
- The dealer shuffles the cards and deals them to all of the players. It doesn't matter if some players have one card more than other players.
- The dealer then places the last card face up in the centre. This is the 'index' card.
- Each player places his cards, face down, in a pile in front of him or her.



- The player to the left of the dealer goes first. Play then moves clockwise.
- Taking turns, each player turns over the top card from his/her facedown pile and places it in the centre next to the index card.
- When someone turns over a card that matches the index card, players race to be the first to call "Snap!" and place their hand on the matching pair.
- The player who calls "Snap!" first wins all the cards in the centre pile (including the index card) and adds those cards to the bottom of his/her facedown pile.
- The winning player then places a new index card face up in the centre.

Making a mistake:

When a player calls "Snap!" at the wrong time, or puts his/her hand on top of the pile at the wrong time, he/she must give his top card to the player who just played.

The winner is the player who manages to get the most cards.

Families



GOAL: To make as many families of 4 as possible.



- Choose a dealer.
- The dealer shuffles the cards and distributes 6 cards to each player and leaves the rest as a stock in the middle of the game.
- The player to the left of the dealer goes first. Play then moves clockwise.
- Each player takes turns and must try to make 'families' of 4.
- The player to the left of the dealer looks directly at any opponent and says, for example, "Give me your all your comets"
- The player who is "fishing" must have at least one comet in his/her hand.



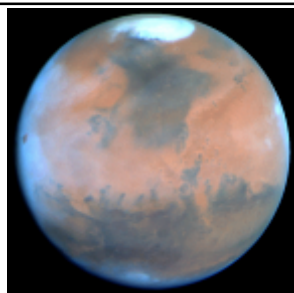
- The player who is addressed must hand over all the cards requested.
- If he/she has none, the player answers, "Blast off" and the player who made the request draws the top card of the stock and places it in his/her hand.
- If a player gets one or more of the comets he/she asked for, he is entitled to ask the opponent or another player for a card. So long as he/she is successful in getting cards (making a catch), the turn continues.
- When a player makes a catch, he/she must reveal the card so that the catch is verified.
- If a player gets all 4 versions (a family) of the same category, he/she shows everyone the family, places them on the table face up, and plays again.
- If the player goes fishing without "making a catch" (does not receive the card he/she asked for), the turn passes to the person on the left.
- The game ends when all 12 families have been won. The winner is the player with the most families.
- During the game, if a player is left without cards, he or she may draw from the stock and then ask for cards of that rank. If there are no cards left in the stock, he/she is out of the game.



UNawe is an international programme to inspire young underprivileged children with the beauty and scale of the universe. Universe Awareness illustrates the multicultural origins of modern astronomy in an effort to broaden children's minds, awaken their curiosity in science and stimulate global citizenship and tolerance.

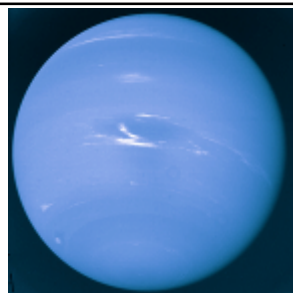
Universe Awareness is imagination, excitement and fun in the universe for the very young.





MARS

DIAMETER (1000 km)	6.8
MASS (x earth)	0.11
ORBIT (million km)	240
MOONS	2
TEMP (°C)	27



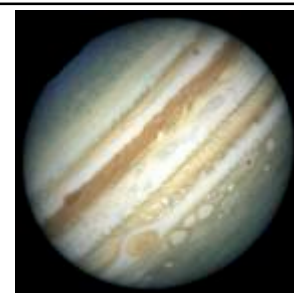
NEPTUNE

DIAMETER (1000 km)	48.6
MASS (x earth)	17.1
ORBIT (million km)	4500
MOONS	8
TEMP (°C)	-225



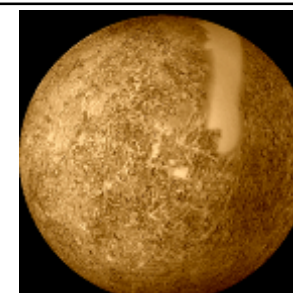
EARTH

DIAMETER (1000 km)	12.8
MASS (x earth)	1
ORBIT (million km)	150
MOONS	1
TEMP (°C)	58



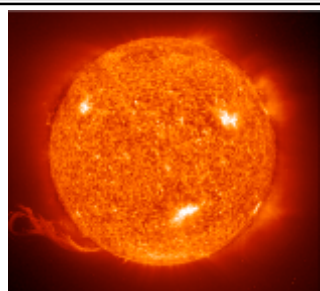
JUPITER

DIAMETER (1000 km)	142.8
MASS (x earth)	318
ORBIT (million km)	800
MOONS	28
TEMP (°C)	-153



MERCURY

DIAMETER (1000 km)	4.9
MASS (x earth)	0.06
ORBIT (million km)	60
MOONS	0
TEMP (°C)	350



SUN (a star)

DIAMETER (1000 km)	1400
MASS (x earth)	334 million
ORBIT (million km)	0
MOONS	0
TEMP (°C)	5800



PLUTO (a dwarf planet)

DIAMETER (1000 km)	2.3
MASS (x earth)	0.002
ORBIT (million km)	5900
MOONS	1
TEMP (°C)	-236



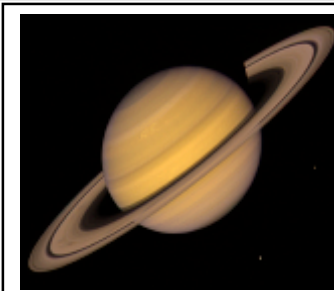
URANUS

DIAMETER (1000 km)	51.1
MASS (x earth)	14.5
ORBIT (million km)	3000
MOONS	24
TEMP (°C)	-214



VENUS

DIAMETER (1000 km)	12.1
MASS (x earth)	0.82
ORBIT (million km)	104
MOONS	0
TEMP (°C)	480



SATURN

DIAMETER (1000 km)	120.6
MASS (x earth)	95
ORBIT (million km)	1400
MOONS	30
TEMP (°C)	-185