

Moon and Sixpence

A Game by George Sicherman

Two to four may play. Shuffle the cards thoroughly and deal six to each player. The player with the highest point total plays first. If players are tied, the one whose highest card is highest goes first. If players are still tied, use their second highest cards, and so on. If players are tied on all cards, they cut the stock to determine who goes first, and the stock is reshuffled. Thereafter the turn to play passes to the left.

Turn up the top card of the stock to start the discard pile. If it shows the Moon, replace it by putting it into the stock and turning up another card. If the upcard is worth four or more points, it may be replaced by common consent.

Arrange six pennies to form the figure shown on the upcard. In place of pennies you may use any six disks of the same size.

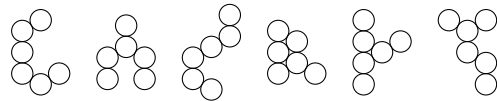
In your turn you may play a card onto your scoring pile and move just one penny, picking it up if necessary, to any vacant space so that the six pennies form the figure shown on the card. The figure may lie in any position and may be the mirror image of the figure on your card.

You may then play another card and move a penny to make another figure, and so on until your hand is empty. If you cannot play even one card, you must discard a card. You may not play cards and discard in the same turn. Draw cards from the stock until your hand has six cards again or the stock is empty. This ends your turn.

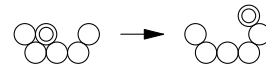
For example, suppose the pennies form this figure:



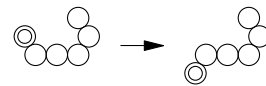
You hold these cards:



You may play the first card in your hand and move a penny as shown:



Then you may play the third card in your hand and move a penny as shown:



After that you can play no more cards. Draw two cards to end your turn.

When you play a card showing the Moon, you may move a penny from one space to another so as to make any connected figure. Moon cards are valuable; use them wisely.

After the stock is exhausted, you continue to play or discard in your turn, unless your hand is empty. When all players' hands are empty, the game ends. Players add up the values of the cards in their scoring piles. Each Moon card in your pile counts two points against you. The highest score wins.

Partner Play

Two may play against two as partners. Instead of discarding, if your partner consents, you and your partner may exchange a card face down. This ends your turn. The partnership with the highest combined score wins.