The Little Prince *(v1)*

Goal:

Each player constructs a 4x4 grid of their planet. The characters in the four corners give rules on scoring points.

Setup:

Sort tiles face down into their four types:
- Blue backs (will go in the corners of a players planet grid)
- White backs (will go in the center of their planet grid)
- Left side rising horizon (uphill edge on one side)
- Right side descending horizon (downhill edge on one side)

Randomly remove tiles based on number of players:
- Five players: use all tiles
- Four players: remove 4 tiles of each type
- Three players: remove 8 tiles of each type
- Two players: remove 8 tiles of each type

Gameplay (3, 4 or 5 players):

Choose a starting player (rules say youngest)

1. Starting player selects one of the 4 stacks of tiles and takes tiles equal to the number of players from that stack, placing them face up in front of them.
2. They keep one tile to put into their planet grid
3. They pass the remaining face up tiles to ANY other player.
4. That player keeps one tile to put into their planet grid
5. If any tiles are left, pass them to any player who has not received tiles in this round yet (back to step 4)
6. The player who got the last tile becomes the starting player for the next round.

Gameplay (2 players):

Choose a starting player then alternate play:

1. Select one of the 4 stacks of tiles and take 3 tiles from that stack which they look at secretly.
2. They place two of the tiles face up with the other tile face down between them.
   - Option: place all 3 tiles face up
3. The OTHER player chooses one of the three tiles to put into their planet grid and can choose the face down tile but cannot look at it beforehand
4. The first player then chooses one of the 2 remaining tiles to put into their planet grid
5. The leftover tile is discarded from the game.

End Game:

The game ends when all players have completed their 4x4 planet grid.

Building Rules:

- Tiles can be placed anywhere in your 4x4 grid. There can be gaps in the grid as you play that fill in at the end.
- You may have the same corner scoring character in more than one corner and each scores points.
- If you ever have 3 Baobab trees, all of their tiles with Baobab trees are flipped face down
  - Once you flip the tiles over, you start counting Baobab trees again and if you reach 3 (again) you flip them over
- Variant: players keep their four corners face down

Scoring:

Keep this information in mind as you construct your planet!

There is a scoring track on the back of the box. Move your color token around the track as you count your points.

Each corner has characters with rules on scoring points.

- **Vain Man** (with a feather in his hat): 4 points for each snake
- **Geographer** (large book on his desk): 1 point for each tile that is not a volcano
- **Astronomer** (with an easel): 2 points for each sun
- **King** (with stars on his robe): 14 points if there is just one rose. 7 points if exactly two roses. No points if more than two roses.
- **Lamplighter** (with the pole): 1 point for each lamppost
- **Hunter** (with green hat): 3 points for each kind of animal on their planet (any color sheep counts for the 3 points)
- **Drunkard** (with wine on his table): 3 points for each tile that is face down (too many Baobab trees during construction)
- **Businessman** (one piece of paper on his desk): note the color of the sheep on the front of his desk:
  - White: 2 points for each white sheep
  - Gray: 3 points for each gray sheep
  - Brown: 5 points for each brown sheep
- **Gardener** (with red clothes): 7 points per tree (remember that there cannot be more than 2 trees)
- **Turkish Astronomer** (with telescope): 1 point for each large star including on the corner tiles
- **Little Prince** (with green and red robe): 1 point for each box plus 3 points for each color of sheep (white, gray, brown)

Volcanos: the player with the most volcanoes loses one point for each volcano. If multiple players have the most, they each lose the points.

The player with the most points wins.
In case of a tie, the player with the least volcanoes wins.