



A starlit, mild summernight, a look at the sky, sharp eyes... No! With a naked eye you won't see the Saturn. But with the help of a good telescope you can observe the Saturn and his (?) rings. But why to take great expenditures like that?

Now there is Saturn and his rings designed for your living room. Beautiful-looking and on top of it you can play with it.

Players : 2 - 4
Age : from 8 years
Time : 15 - 20 minutes

Preparation

The hemisphere is put in the middle of the table. The rings have to be adjusted to their respective rest as horizontal as possible. There are three rings in different sizes with drill holes for placing the balls. Each player takes one set of coloured balls. The balls are made in three different dimensions which means also three different weights.

The players decide who begins.

Aim

Each player aims to place his balls in the best possible space on the rings which means to achieve the highest possible score with each placement. Because at the ending the player will win who has the best total score.

Rules

The number of points consists of the ball's weight multiplied by the points of space the ball has been set.

Example:

the small ring	1 Point	the small ball	1 Point
the medium ring	2 Points	the medium ball	2 Points
the large ring	3 Points	the large ball	3 Points

Ball, weight 3, set on ring 1	= $3 \times 1 = 3$ Points
Ball, weight 1, set on ring 2	= $1 \times 2 = 2$ Points
Ball, weight 2, set on ring 3	= $2 \times 3 = 6$ Points

The placement points of all pieces will be added up in the end.

If your turn is valid the ball will be kept in its position. A shortly touch of the rings on the table is allowed while placing the ball. After that it's up to the next player to place his ball.

A placement is not valid if one of the rings touches the table permanently. In this case the player must take back his ball but is allowed to use it again during the game.

End and Evaluation

The game finishes if one of the players was able to set all his balls. The game also finishes if none of the players is able to place one more ball. Balls the players were not able to place on the rings don't count. For evaluation one player after the other takes off his pieces and adds up the placement points of all balls.

The player with the highest overall result wins.

Autor: Michael Sohre
© THETA-promotion, Kleinmachnow, 1997

