Celestia

During his travels, Gulliver searched in vain for the marvelous worlds of Celestia. In their glorious elder's tracks, audacious adventurers goes in search of celestial cities as mysterious as the treasures they hide.

During their trek will they prevail over storms, Lockhars pirates and Damok-birds? Who will reveal themselves as the cleverest aircraft pilot ? Will your audacity be rewarded ?

Material

1 aircraft
6 "Adventurer" pawns
6 "Adventurer" tiles
9 oval "City" tiles
4 "Event" dice
1 rulebook

78 "Treasure" cards distributed as follows by city :

x5	x3	x2	x1
x5	x3	x2	x1
x5	x3	x1	x1
x5	x3	x1	x1
x6	x3		
x6	x3		
x6			
x6			
x6			

68 "Equipment" cards :

20 blue compass,
18 yellow lightning arresters
16 red horns
14 black cannons
8 "Turbo" cards
4 x 2 "Power" cards

Preparation

▷ **Place** the 9 "City" tiles in increasing order on the table (from the lowest (1) to the highest (25)).

▷ Shuffle and **place facedown** the "Treasure" cards near the corresponding "City" tile (same picture)**.**

▷ **Place** the aircraft on the first "City" tile.

▷ Each player chooses an "Adventurer" tile (they keep in front of themselves) and places the "Adventurer" pawn of the same color in the aircraft.

▷ **Shuffle** all "Equipment", "Power" and "Turbo" cards into one single card deck. Each player receive
• **8 cards** (2 or 3 players)
• **6 cards** (4 or more players)

Players are allowed to look at their cards.
Place the remaining the card deck face down at a handy position.
Choose a player to be the first captain of the aircraft whatever way you prefer.

3 players preparation example :
"Amelia, Orville and Ambroise each have 8 cards in hand. They place the aircraft on the wind city (1) and their pawns in the aircraft."

Goal of the game

Each player goal is to discover and collect incredible treasures from the farthest cities of the mysterious world of Celestia. The player who forms the most prestigious collection will win the game.

Gameplay

One game of Celestia is serie of several journeys during which adventurers travel within an aircraft, from city to city, towards Meiji, the City of Lights (25).

During the game, players will undertake different roles:
Captain : This player leads the aircraft during the current round. He will overcome the events to reach the next city.
Passengers : These are the other players who are still in the aircraft and go on the journey with the captain .

Each player, in turn, becomes the captain of the aircraft.
They are in charge of bringing all of his passengers to the next city. they will have to face all the events that will occur during this challenge.
Passengers may decide either to continue the trip or stop in the current city to catch one of its treasures.

If the captain is able to overcome the events of the travel (using "Equipment" cards), the journey goes on; otherwise the aircraft crashes.

Progress of a step

One step of the journey comprises five phases:

1. The captain reveals the step events
2. Each passenger chooses if they continue the journey
3. The captain overcome the challenge events
4. The captain move the aircraft
5. The captain passes control to the next player

❶ *The captain reveals the step events*

The captain uncovers the events that he will overcome during his trip towards the next city. **For that purpose, they roll as many dice as indicated on the next destination tile.**
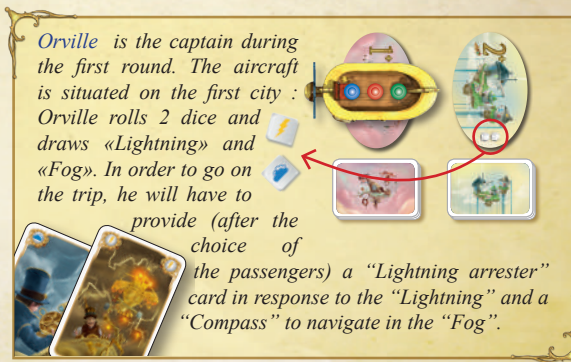
In order to continue the journey, the captain will have to discard «Equipment» cards for overcoming such events.

Details on events and "Equipment" cards are explained in the section "Events & equipments" on the following page.

Caution: The cards are not played instantly after the captain has rolled the dice. **They must wait until all the passengers have decided either to continue the journey or not.**

NOTE — Except in special situations (see Details p.7), captain never abandons ship.

Orville is the captain during the first round. The aircraft is situated on the first city : Orville rolls 2 dice and draws «Lightning» and «Fog». In order to go on the trip, he will have to provide (after the choice of the passengers) a "Lightning arrester" card in response to the "Lightning" and a "Compass" to navigate in the "Fog".

Events & equipments:

This challenge of the journey was uneventful.
▶ **No card is required.**

The aircraft is entering thick clouds. It has becme impossible to see where it goes. The use of a navigation instrument is needed.
▶ **Reveal a compass "Equipment" card.**
« Such a tiny cloud will not stop us. My compass is clear, the way is straight on! »

Lightning strikes the aircraft. The captain may save the crew by diverting the thunder.
▶ **Reveal your lightning arrester "Equipement" card.**
« Finally, a storm, it will allow us to charge batteries. »

More and more threatening, the birds begin to move rapidly towards the passengers.
▶ **Reveal your horns "Equipment" cards.**
« Their shrill screams are nothing compared to the noise I can make with my horn. Dilly-dilly, dilly-dilly ... »

A pirate aircraft appears on the horizon. Pirates are determined to steal all passengers goods, if not the aircraft itself.
▶ **Reveal your cannon "Equipment" card.**
« What is more dangerous than a pirate? A cannon pointing at a pirate!»

② Each passenger chooses if they will continue the journey

Turn by turn, starting with the player sitting directly on the left of the captain,passengers (players still aboard the aircraft) declare whether they continue the trip (and thus stay on board the aircraft) or not.

Passengers have two options:

▶ The passenger feels that the captain will overcome the events drawn.
They announce « *I stay* »and go on the travel.

▶ The passenger feels that the captain will not overcome the events drawn.
They declare «*I leave* ».
In this case, they take back his "Adventurer" pawn and puts it on their "Adventurer" tile.
They draw the first "Treasure" card from the corresponding deck. They keep it face down but they may look at it at any time.

They are not a passenger anymore and no longer participates to this journey and wait for the next journey.

NOTE At this time, the captain can not get off. (See Details p.7)
Once all passengers have spoken and before the captain plays their cards, some "Power" cards can be used. These cards are explained in the «Cards » section (p.6).
Several "Power" cards may be played during the same round. Every player, including the captain, can play "Power" cards

Amelia trusts in Orville : she decides to stay in the aircraft. Ambroise prefers to get off. He takes back his "Adventurer" pawn from the aircraft and puts it on his "Adventurer" tile. He draws the first "treasure" card from the Winds city deck.
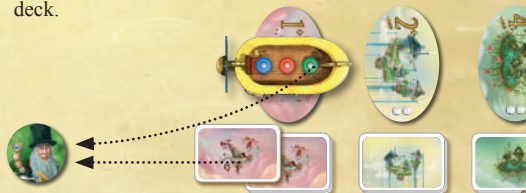
3   *The captain overcomes the challenge events*

The captain confronts the events indicated by the dice and must use the "Equipment" cards from their hand to solve them.
The captain must play one card for each die.

> NOTE — If several dice show the same event, the captain will have to play as many "Equipment" cards as the number of dice showing this side.

4   *The captain move the aircraft*

If the captain overcame all the events by playing all the required "Equipment" (or "Turbo") cards, they move the aircraft towards the next city. **All Revealed cards are placed on the discard pile.**

> Orville is a great captain, he has a compass "Equipment" card and a lightning arrester "Equipment" card. He plays these two cards and travel continues for him and Amelia. Ambroise watches the aircraft flying away as he got off.

If the captain can not overcome all the challenge events, he plays no "Equipement" card at all and the aircraft crashes, involving all its passengers. None of these passengers retreives a "Treasure" card. The aircraft comes down upon the first city and **a new journey begins.**

> Later during the journey, Amelia is the captain. In order to reach the next city, she must roll 2 dice. Orville stays aboard the aircraft. However, Amelia does not hold the required cards. So, the aircraft crashes. Neither Amelia nor Orville have drawn a "Treasure" card during this travel.

5   *The captain passes control to the next player*

Whatever the outcome of the previous round, the first player to the left of the captain who has not already got off becomes the new captain.

> NOTE — A player who has already got off, is no longer part of the journey, and thus he can no longer be captain.

> After the crash, Ambroise becomes captain (because he is on the left of Amelia and once again a passenger because this is a new journey).

New journey

If a player owns at least 50 points, they announce the end the game.
- The aircraft is placed upon the first city.
- All players get back in the aircraft
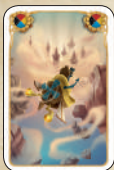- Each player draws an "Equipment" card

End of the game

Before the begining of a new journey, if one or more players has more than 50 points, they have to announce the end of the game.
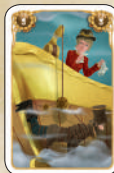
The player with the highest score is the winner.

Cards

"Turbo" Cards (x8)

Each "Turbo" card allows the captain to overcome one and only one event (one die side), whatever it is. **The captain may choose not to play it** (unlike the "Equipment" cards). They may use as many "Turbo" cards as they wishe.
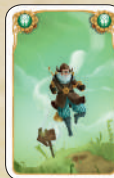
"Power" Cards : Disembarkation (x2)

Conditions of play:
• The player is a passenger or captain of the aircraft.
• All passengers have spoken
• The captain has not played their "Equipment" cards yet.

Result : The passenger who played this card chooses another passenger (not the captain). The targeted player is forced of the aircraft and must get off in the city where it is located. They draw the first "Treasure" card of the city and ends their trip this way.

"Power" Cards : Jetpack (x2)

Conditions of play:
• The player is a passenger or captain of the aircraft.
• The aircraft crashes.

Result : One of the passengers may play this card and go down to the ground smoothly using their Jet Pack.
They may take the first "Treasure" card of the city from which the aircraft was departing as if he got off normally before the events resolution.

"Power" Cards : Alternative route (x2)
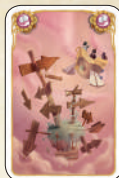
Conditions of play:
• The player is a passenger or captain of the aircraft.
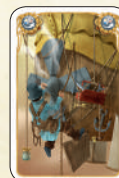• All passengers have spoken.

Result : It allows the captain to re-roll all the dice of their choice.

NOTE Passengers will not be able to change their decision once the dice are re-rolled.
It can be played even if the captain has already claimed that he could not overcome the challenge.

"Power" Cards : Hard blow (x2)

Conditions of play:
• Playable by any adventurer (even if they are no longer aboard the aircraft).
• All passengers have spoken.

Result : It forces the captain to re-roll all the uneventful dice (blank side).

NOTE Passengers will not be able to change their decision once the dice are re-rolled.
It can be played even if the captain has already claimed that he could overcome the challenge.

"Treasure" cards : Magic spyglass (x4)

Caution : These cards are only present in the first 4 cities.

Conditions of play:
• The player is a passenger or captain of the aircraft.
• All passengers have spoken.
• The captain announces that he can not overcome the challenge.

Result : The "Magic spyglass" card allows the captain to find a path without any pitfalls. All events are ignored. An unused "Magic spyglass" card earns 2 points at the end of the game as it was a standard treasure card.

Details

▷ **What if the deck is empty ?**
Shuffle the discards and place them face down to create a new deck.

▷ **What if there is no more treasure in a city ?**
This city is no longer a part of the journey and the aircraft does not stop there anymore. To symbolise this, the city tile is removed or turned over from the table. If passenger gets off and takes the last "Treasure" card of a city, no more passengers can get off there.

▷ **What happens if the captain is alone in the aircraft when they reach a city ?**
Instead of rolling the "Events" dice in order to attempt to reach the next city, they can choose to leave the aircraft here and take the corresponding "Treasure" card. If they do, the journey ends and a new one starts from the first city.

> Amelia is the captain, Orville is the only passenger. After Amelia has rolled the dice, Orville decides to get off the aircraft. Amelia can not get off now because they were two aboard the aircraft at the beginning of the round.
> Amelia succeeds to overcome the challenge and reaches the next city. She is then alone aboard the aircraft at the beginning of the turn. She chooses to stop, she does not roll the dice, and draws the first "Treasure" card.

▷ **What if the aircraft reach the last city (25) ?**
Clockwise starting with the captain, each player in the aircraft gets the corresponding "Treasure" card. It may happen that one or more players do not get any treasure : no luck for them ! A new journey starts at the first city.
Note : It is always allowed to count the remaining treasures in the city.

▷ **Must the captain play "Equipment" cards ?**
Yes. But, they are never forced to play "Turbo" cards.

▷ **Are captain and passengers allowed to discuss before declaring if they stay or not ?**
Yes ! Celestia is more fun when players try to influence each others decisions.

Variant
Beginners adventurers

▷ The "Power" cards are discarded, they are not used during this game.

▷ The "Magic spyglass" treasure cards are also discarded.

▷ However, the "Turbo" cards are kept.

▷ The end of the game is different:
At the beginning of a new journey, players check the number of different treasures that they own. The game ends as soon as a player has 5 different kinds of treasures.

Then the points are counted as in the normal rules.

> Tanguy, Luke and Buck are playing with the "Beginner adventurers" variant.
>
> While starting a new journey, they check their treasures.
> Although Tanguy has 7 "Treasure" cards and thinks he is going to win, he can not end the game because he only has 4 different treasures.
>
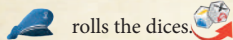> Later during the game he retrieves a fifth different treasure, so he ends the game at the beginning of the next journey.
>
> However, Buck, who only holds 4 cards, wins the game because he has more points.

Step summary

1 - If the captain is alone in the aircraft, he can leave it. (→ **9**)

2 - The captain rolls the dices.

3 - Passengers choose if they stay or not in the aircraft.

4 - "Disembarkation" card may be played by any player <u>present</u> in the aircraft

**5** - The captain declares if he can play "Equipment" cards or not.

6 - "Jetpack", "Alternative route" and "Hard blow" cards may be played.

7 - The captain plays needed "Equipment" cards OR the captain / passengers may play "Magic spyglass" card.

8 - If the journey continues, the captain changes (→ **1**)

9 - If a new journey start, all players draw one "Equipment" card and place their pawn in the aircraft, which is placed on the first city. The captain changes. (→ **2**).

= 50 ?   +1   +1   +1   +1

Aaron Weissblum

Aaron Weissblum lives in Maine, USA with his wife Kate and their cat. Aaron makes games and puzzles when he is not riding his bicycle or whittling.

Gaétan Noir

Gaétan Noir is a young french illustrator born in 1984 and living in Lyon. Jack-of-all-trades, he visites several domains, from video games to animated film through illustration.
He brings back from his travels images in which interwind strange forests, lost huts and climbers plants, creating a univers of dream inviting you to exploration.

Philippe Christin

Computer scientist, he practices several creative hobbies such as painting (oil, watercolor and in the near future numeric), miniatures (sculpture and painting) and even 3D (modeling and printing).

Author : Aaron Weissblum
Illustrator : Gaétan Noir
Aircraft conception : Philippe Christin
Graphism : Le monde est petit

BLAM!