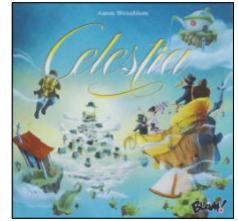


Players' leaflets for Celestia

Don't print this - the leaflet starts on next page



Includes separate single page leaflets for

- A little help
- A little initiative

Printing

They're created at A5 size, which is half of A4.

Take care when printing back to back.

More little rules leaflets here ►

FunGames4CasualPlayers.com



The cities

How many dice are to be thrown?

Apart from the first city, each tile shows how many dice must be thrown.

This will determine the number of hazards that will be thrown in the way of the flying machine.

The further the craft travels, the harder it becomes.



How much treasure is there?

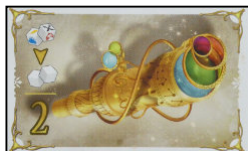


Though it becomes harder to reach more distant cities, the potential for rich pickings also grows.

Each city-tile shows the minimum value of treasure that's to be found there. Where there's a + sign, it indicates that there will be some **above** that.

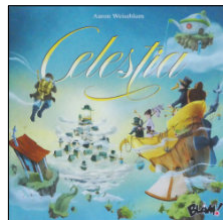


Magic spyglasses



In each of the first **four** cities, there's one Magic Spyglass, which has a treasure value of 2 points.

But despite its low treasure value, it's a valuable card, since it can be played to make the craft's journey to the next city totally free of hazards.



Celestia

Rules reminders - compliments of
FunGames+CasualPlayers

Join other passengers and travel to rich cities to gain treasures.

The aim is to be the richest traveller.

There are constant threats to the craft's safety, and to its passengers!

The threats

Four threats challenge the delicate flying machine.

They crop up when the dice are thrown, and they're all shown on **equipment cards**.

Every hazard revealed by the dice must be overcome before the craft can fly to the next city.



Clouds are gathering

In the clouds it is impossible to see where to go, so the craft's **compass** (20 cards) must be used by the captain in order to survive.

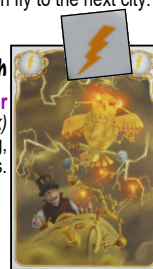


Big birds

The only way to drive off the great flock of birds before they cause great damage is for the captain to blow the **foghorn** (16 cards) as loudly as possible!

Lightning flash

The captain can divert it with a **lightning arrester** (18 cards in the pack)
The device captures the lightning, and uses it to charge the craft's batteries.



Plundering pirates

Captain has to drive them off with the **cannon** (14 cards)



At each city, four things must be done

Action 1 - Captain rolls the dice

The captain gives nothing away as yet, but **remains quiet**, no matter what hazards the dice might have revealed.

If the same challenge comes up more than once, more of the same equipment will be needed to resist it.

Blank dice mean no equipment's needed: there's no challenge.

The captain does not yet state any details !



Action 2 - Will passengers jump off?

The passengers must make their decisions **first** - now.

They can see the look on the Captain's face, they know what dice have been thrown, and they can ask how many cards the Captain holds (in total), and that's all.

Starting with the passenger sitting left of Captain, they can choose to disembark.

If they do, they put their meeple onto their adventurer tile, and take the top card from the city's treasure pile.

- The Captain **can't** disembark !

If all passengers disembark, and the captain **can** overcome the challenges, the aircraft **must** fly to the next city.

Once there the captain may disembark and take treasure, or risk going further alone.

After this stage, the Captain is allowed to reveal details !

Action 3 - Is anyone going to be forcibly ejected?

Any passenger who's still on board may (unkindly) choose to play an **ejection** card at this point, throwing another off!

- The captain **cannot** be forced to eject!

Action 4 - the Captain finally tells us 

When does a journey end?

If all leave the craft safely, including the captain, or if it crashes.

What if the craft crashes?

All on board crash, along with it.

They do not get out to see the city, and they collect no treasure.

Their meeple limp back to their identity tokens, and a new journey begins.

How to start a new journey

The aircraft moves back to the first city, and all the adventurers get back on board.

Captain-ship passes to the next player to the left of the last Captain.

Everybody takes one **equipment card** from the deck - the new Captain goes first.

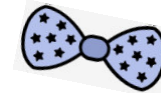
When does the game end?

Players need to keep count of their treasure .

The game ends **after** someone reaches 50 treasure points.

The game may not end immediately that happens, since there may still be a journey underway, which must be allowed to finish.

So, it ends when someone has reached 50 and the last journey ends.



Where there's a tie, whoever has **fewest** treasure cards wins, since they'll (perhaps) have taken the greater risks, by travelling to the furthest cities.

A few questions

Can the captain disembark before departure if everyone else has?

Not unless the craft is going to crash, in which case a **jetpack** may be used. Otherwise the ship must crash with the captain on board, or journey onwards.

So, when can a captain get off safely?

Only when there's nobody else left and the craft is going to crash: by **jetpack**. Or when arriving alone at a city.

Or when arriving with or without others at the final city: all disembark there.

Does the captain have to say the flight can succeed if it can only happen by using turbo cards?

No, because the use of **turbo** cards is **optional**, whilst the use of **equipment** cards isn't.

The captain must decide whether to permit a crash with no treasure for anyone, or to get to the next city by using turbos.

What if captain's the only one aboard when the craft reaches a city?

The captain may disembark and take the treasure, or risk going further alone.

What if the deck runs out?

Shuffle all the discards and start again.

What if there's no treasure in a city?

The city ceases to exist and **cannot** be visited. It is not there! (*Remove it.*)

This can happen even whilst passengers are trying to disembark.

The previous rat to leave ship may have taken the treasure and destroyed the city.

In that case, those still aboard cannot get off.

What if the craft reaches the final city?

Starting with the captain, all leave the craft in clockwise-order, collecting a treasure on their way (if there is any left).

- Then a new journey starts.

Can the Captain bluff?

Although no information may be spoken until the proper time, it's not unknown for Captains to whoop with glee or burst into tears - sometimes to throw passengers off the scent.

Yes, bluffing is allowed, but lying isn't.

Action 4 - The Captain reveals ...

Either Tells us it **cannot** be done

► The captain's not got the necessary equipment cards in hand, and does not **wish** to do it by using **turbo cards** even if they have them. They cannot change their mind.

We are not told what equipment the captain has or hasn't got.

► Anyone aboard can try to avoid disaster with an **alternative route** card. If the Captain **still** can't get the craft past the hazards, the sad news is announced.

The craft will crash ~ **all** aboard may now play a **jetpack** card. 😊

Importantly also, either passengers or the Captain may, **after hearing the awful news**, reduce their treasure by playing a **magic spyglass** card.

► If assistance-cards make it possible after all, the craft **can** fly on to the next city.

► If not, it crashes: cards cannot be retrieved once they've been played.

Or Tells us it **can** be done

The captain **can** play **equipment** cards ... or **turbo** cards.

Turbos may be played if Captains wish, when **not** holding the necessary equipment cards.

- Here, a **wind gust** may be played, by any traveller. It may affect the success of the flight.
- Even now, a **magic spyglass** may be played.

Captain then plays the necessary cards and overcomes the challenges. The craft moves to the next city, where steps 1 to 4 are repeated.



At the next city or after a crash, captain-ship immediately passes to the "still aboard" passenger sitting at the last captain's left (*in real life*).

Only those still on board may try to reach the last city and its treasures.

Equipment cards - how many do we start with?

- In a 2 or 3 player game, deal eight cards each.
- For 4 to 6 players, it's six cards each.





Ejection - two cards in the deck

After everyone's made their decision whether to stay on board, and **before** the captain reveals the chances of success, anyone on board may play an ejection card (going from captain's left).

Behaving like a baby cuckoo, the traveller forces one of their fellow passengers out of the nest.

That passenger puts their meeple back onto their tile, and takes the top treasure card from the city where the deed took place.

Six "special effects" cards

Alternative route - two cards in the deck

After everyone knows that the flight **cannot** succeed, anyone who's still on board may play this card.

It permits the captain to choose and re-roll any dice once more.

Little Help expansion - after help has been given but didn't succeed, it can be played.

Both the alternative route cards may be played.



Jetpack - two cards in the deck

After it's known that the craft **cannot** proceed safely, anyone on board may play a jetpack card.

Even the captain can jump ship!

Jumpers descend safely to ground and collect a treasure card.

The publishers suggest that, as a fair-play rule, before taking a jetpack leap, the captain should allow time for other passengers to react, in case they choose to use a magic spyglass.

Wind gust - two cards in the deck

After everyone's made their decision about staying on board, anybody can blow a wind blast even if the captain has announced that a safe flight can be made.

It must come **before** the captain's equipment cards are **displayed**.

The captain must re-roll any blank dice, and contend with any hazards that arise.

The captain may announce that the craft will crash as a result!



Magic spyglass

So magical is the spyglass that it allows the Captain to fly to the next city with **no hazards!**

It can be played after everyone's made their decision about staying on board, but it may be **better** left until after the captain has announced that a safe flight cannot be made.

Anyone on board can play a Magic Spyglass, and whether it's played **before** or **after** wind gusts, it neutralises the wind's effect.

There is a spyglass within each of the first four cities' treasures.

A turbo - eight cards in the deck

Once the flight commences and it's known what hazards are to be overcome, the captain may choose to play these **instead of** equipment cards that are needed, but that are **not held** in the Captain's hand.

Each overcomes one challenge.

The captain doesn't have to play turbo cards, though he/she **must** play equipment cards if they're in hand.

Captains cannot change their minds about turbos - having said they couldn't succeed with their own cards, they cannot renege.



“A little initiative” special cards



New equipment - two cards

The card can be used by **all** players, even if they're not aboard the craft or the boat, and it's played just **before** the Captain consults the oracle and rolls the dice.

Their remaining hand is discarded, and they take back that many cards.

Desperate need - two cards

It can be used by the **Captain**, who has to answer the call of nature **before** they play their cards, but **after** they have consulted the oracle by throwing the dice.

They choose any other passenger to become the Captain, and the **new** Captain must meet the hazards, using **their** equipment.



A spy - two cards

It can be used by **all** players, even if they're not aboard the craft or in the boat.

It's played just **before** the Captain consults the oracle and rolls the dice.

The spy can look at any other traveller's hand - including the Captain's.

Other “special” cards

Apart from the **ejection** card (*which only applies to passengers of the craft*), the boater can play special cards to assist themselves, or to endanger the craft's flight - including a **gust of wind**.

When does a journey end if the boat's in use ?

- ▶ If **both** the aircraft and the boat are lost.
- ▶ If the craft is lost, and the boater decides to leave the boat and take treasure.



Celestia expansion

A little initiative

Rowing boat

Is that a boat or a bathtub? - there are four boat cards

When we reach the **second** step in each turn, directly after the Captain has consulted the oracle by throwing the dice, a traveller can decide to jump into the **rowboat**. Their card (*one only*) is placed face up in front of them.

The card permits **one** traveller to jump into the boat rather than simply disembarking. The passenger to the Captain's left (*in real life*) has the first opportunity so to do.

Even the Captain can go by boat.

After all passengers have chosen to stay aboard or disembark, and **none** chose to use the boat. The ex-Captain says **nothing** about whether the flight could have achieved.

The next passenger/player to the Captain's left becomes the Captain, and must address the hazards with **their** equipment cards

Where is the boat?

It's placed alongside the same city that the craft is in.

Special effects

Each of the boat cards can guard against one of the four hazards ... in this example, clouds.

The **whole time** that the traveller's in the boat and moving forward, they're protected against all hazards of that type.

How is the boat used?

The boat moves forwards in the same way as the craft. Once the next step on the journey for the **craft** has been completed, the **boat-bod** throws the required number of dice.

They then have to face their own hazards, using their own **equipment cards** - not forgetting the special effect shown on their card.

If they can meet the demands, the boat moves to the next city. There, all the usual steps are followed, with the main craft going first.

Before throwing the dice again, the boater can jump out and take treasure - or stay in and try to go further.

If they cannot overcome the hazards, they run aground and leave the boat, with no treasure. Their boating card now goes into the discard pile.

The boat is available for use by others - from where it ran aground.



“A little help” special cards



A little help - fourteen cards

For use by **passengers** - not Captains or Boatmen.

If Captains say a crash may be coming, passengers may place one or more “little help” cards face down. Once all have had an opportunity to play, they are turned over.

Captains **must** use their equipment cards to face hazards, but if they're not sufficient, “little help” cards **must** be used. If the craft **can** thus go on it **must** (but Captains may use turbo cards *by choice*).

These cards handle only one type of hazard. They go into the discard whatever happens, whether they're used or not.

A little help can be offered only once in each turn.

At the end, each “little help” card still in hand loses 2

Upgrade equipment - eight cards

These can be used by **Captains**.

Two of the same hazards can be faced with one card.

They **must** be used if called for, even if there's only one hazard to be faced - no change is given.



Sabotage cards - not so helpful



Mooring line - two cards

All players can use it, immediately after the Captain lays down cards from their hand to move onwards.

The craft **stays** where it is - Captain's cards are discarded - next player becomes Captain (same dice).

Bandit - two cards

1 players can use it, before the Captain throws the dice.

One extra die must be thrown!



Celestia expansion

A little help

The travellers develop character

Six travellers - six unique personal powers

The powers can be used only **once** throughout the game.

Purple



After all have announced whether they'll stay aboard or disembark, Purple can **make** another passenger stay alongside them - if they already got off, they must get back on, returning their treasure.

When the craft is about to crash, draw two cards from the deck, using them as needed.

They are discarded whether the craft succeeds or not. “A little help” cards also can be used.



Yellow

Blue



When the craft is about to crash, take over as Captain, using Blue's equipment cards.

“A little help” cards **cannot** be used whilst Blue is in the Captain's seat as a result of taking it over.

Before Captain (including you) throws the dice, put two aside and throw only those remaining.



Black

Green



When the craft is about to crash, all Pirates can be ignored this turn - no equipment needs to be used to fend them off.

When the craft is about to crash, discard one treasure card, and **all** the dice will be thrown again.



Red