



# Celestia

Join other passengers and travel the skies to rich cities and their treasures.  
There are constant threats to the flying craft's safety!

**Travel bravely & win by gathering most treasure.**

Four hazards are thrown at the delicate flying machine.  
Every hazard revealed by the dice must be overcome using **Equipment cards**, before the craft can fly to the next city.



## Lightning flashes

Captains can divert the danger with a **lightning arrester** (18 cards in the pack)

This device captures the lightning, and uses it to charge the craft's batteries.



## 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 Captains in order to survive.



## Plundering pirates

Captains have to drive them off with the **cannon** (14 cards)



## Big birds

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



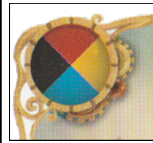
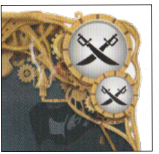
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## Captains may be able to upgrade their equipment

- eight cards in the deck

As shown by the double hazard icons at the top, the upgrades allow two of the same hazards to be faced.

They are **Equipment** cards, so **must** be used if called for, even if there's only one hazard to be faced. No change is given.



## Captains may use a Turbo

- eight cards in the deck

Once they have seen the dice and know what hazards are to be overcome, Captains may **choose** to use Turbo cards.

Each Turbo can be used in place of any one Equipment card that is needed, but which is **not held** by the Captain. Captains can use as many as they wish.

Each overcomes one hazard.

Captains do **not** have to play Turbos, although they **must** play Equipment cards if in hand.

*Captains cannot change their mind about using them. If they say they can succeed, and plan on using a Turbo to do so, they can't renege on that decision.*

## 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.

## When does the game end?

**The game moves towards its end after someone announces they've reached at least 50 points.**

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

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

**"Little help" cards still in hand count as -2 each (some think -4 is better)**

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

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## At each city, four things

### First - essential - the current Captain rolls the dice (section 8)

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

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

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

**The Captain does not yet give or state any details ! Captains may bluff, huff, or puff - no words or clear signals.**



### Second - optional - passengers may jump off



The passengers make their decisions now - before anything else happens.

- They can see the look on the Captain's face, and heard the groans or oohs & aahs.
- They know what dice have been thrown.
- They can ask how many cards the Captain holds, and that's all.

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

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

The Captain **cannot** disembark !

If all passengers have disembarked, and the Captain **can** overcome the challenges by using **Equipment** cards, the aircraft **must** fly to the next city.

If it can be done only by using **Turbo** cards, the Captain may choose to do so.

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

### Third - optional - is anyone going to be forcibly ejected?

Any passenger still on board may play an **ejection** card at this point, throwing another off!

- The Captain **cannot** be forced to eject!
- Nobody can be ejected **after** the Captain tells us if we can/cannot proceed.

**Now, fourth, the Captain can reveal details !**



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## Fourth - the Captain finally reveals ...

**Either**

**Captain says it can NOT be done**

The Captain's not got all the necessary Equipment cards in hand, and does **not wish** to use **Turbo cards** even if they have them. They **cannot** change their mind once stated.

**now**

- Anyone aboard may play a **jetpack** card - not before.
- Anyone aboard can try to avoid disaster with an **alternative route** card.
- Anyone aboard may reduce their treasure by playing a **magic spyglass** card.
- Passengers may use **'little help'** cards, trying to avoid crashing.

If efforts to make the flight possible are successful, the Captain's Equipment cards are revealed, and craft **does** fly on to the next city.

**but even then**

- Before the Captain's cards are revealed, a **wind gust** may be played, by anybody.
- **Magic spyglasses** neutralise the wind's effects.

If the Captain still can't handle the hazards, the craft crashes: the journey ends (see section 7).



**Or**

**the Captain says it can be done**

The Captain tells us they can play **Equipment** cards ... and/or **Turbo** cards.

**Turbos may be played if Captains wish.** Don't rush to reveal your cards, Captain, because ...

- before the Captain's cards are revealed, a **wind gust** may be played, by anybody.
- however, **Magic spyglasses** can be played, to neutralise the wind's effects.

If now able to fly onwards, the Captain reveals the necessary cards, overcomes the challenges, and moves the craft on to the next city.



**At the next city** all four steps are repeated.

The new Captain is the "still aboard" passenger sitting at the last Captain's left (*in real life*).

The new Captain is not able to disembark at the second step. Passengers can, including the previous Captain.

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## A little help - nice - cards have a little helping hand on them



For use only by **passengers** - not by Captains.

If Captains say a crash is coming, passengers may place one or more "little help" cards face down. If more than one passenger does so, all are revealed at the same time.

Captains **must** use their own Equipment cards to face hazards, but if they're not sufficient, helpful "little help" cards **must** be used. If the craft can then go on it must.

The helping hand cards go into the discard whatever happens.

A little help can be offered only once in each turn - but more than once within a journey.

*When scoring, each "little help" card still in hand loses 2 points*

### Magic spyglass - nice On some treasure cards



The spyglass allows Captains to fly to the next city with **no hazards!**

It can be played by anybody on board, after everyone's made their decision about staying on board, **and** after the Captain announces that a safe flight **cannot** be made.

Whether played **before** or **after** wind gusts, it neutralises the wind's effect.

### Alternative route - nice two cards in the deck

**After** everyone has stated their intention to leave or stay on board, anyone on board can play this card.

It can be used after the Captain has said that the flight **cannot** succeed, but not after the Captain's cards have been seen.

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

*Even after a little help was given but didn't succeed, it still can be played.*

Both the alternative route cards may be played.



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## Wind gust - nasty

two cards in the deck



After everyone's made their decision about staying on board, **anybody** can blow a wind blast, before or after the Captain's announcement.

It must come **before** the Captain's Equipment cards are displayed.

Captains must re-roll any blank dice, and contend with hazards that arise. The craft may crash as a result!

If the wind does get up, passengers cannot change their minds about disembarking.

## Bandit - nasty

two cards in the deck



**Anybody** can use it, before the Captain throws the dice.

One extra die must be thrown!

## Mooring line - nasty

two cards in the deck



**All players** can use it, immediately after the Captain has laid down cards from their hand, ready to move onwards.

The craft **stays** where it is, and the Captain's cards are discarded.

The hazards (*dice*) remain unchanged.

The next passenger becomes Captain and approaches the hazards anew, with their cards.

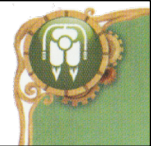
Before the new Captain states whether the craft can make it or not, passengers are again given the option to disembark.

They may even use an **ejection card** ... before the Captain's cards are laid.

**Jetpacks** can be used if the Captain says a crash is imminent.

.... and, some nasty bod can play another **Mooring Line**.

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## Jetpack

two cards in the deck

**After** they've been told that the craft **cannot** proceed safely, anyone on board may play a jetpack card.

Even the Captain can jump ship, and leave the craft to crash!

Jumpers descend safely to ground and collect a treasure card.

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



## Ejection

two cards in the deck

Anyone on board may play an ejection card (*going from Captain's left*).

**After** everyone's stated their decision whether to stay on board.

**Before** Captains reveal their cards.

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.

## When does a journey end?

If everybody leaves the craft safely at a new city, or if the craft crashes.

### 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 meeples limp back to their identity tokens, and a new journey begins.

### Starting a new journey

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

The Captain's rôle passes to player on the left of the last Captain.

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

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## The city tiles

### How many dice are to be thrown?

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

This determines the number of hazards that the craft's Captain must overcome to reach that city.

The further the craft travels, the harder it becomes.



### How much treasure is there?

It becomes harder to reach more distant cities, but 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.

It has a treasure value of 2 points.

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.

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## A few questions

### What happens if everyone else has disembarked?

The flight can continue if the Captain holds cards that will enable hazards to be overcome. *The Captain will be the only one to benefit when arriving at the next city.*

But if the craft will crash, jetpacks may be used by Captains (*getting treasure*).

Otherwise the ship must crash with just the Captain on board (*with no treasure*).

### When can a Captain get off safely?

When there's nobody else left and the craft is going to crash: by jetpack.

When arriving alone at a city.

When arriving at the final city, because all disembark there: Captain first.

### Does the Captain have to use Turbo cards?

No. The use of Turbo cards is optional, whilst the use of Equipment cards isn't.

The Captain decides whether to permit a crash with no treasure for anyone, or to get to the next city by using Turbo cards.

### What if the 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 the discards and start again.

### What if there's no treasure in a city?

The city ceases to exist and cannot be visited. It simply is not there! Turn it over.

This can happen even whilst passengers are trying to disembark rather than risk the flight.

### 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 I look at treasure cards in the cities?

No, but you can count them whenever you wish.

### Can we discuss things before we declare whether to stay or leave?

Yes, but Captains are not allowed to say anything about the cards held in their hand.

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The city ceases to exist. It cannot be visited, even for disembarking. Flip its tile.

This may happen whilst passengers are disembarking.

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You cannot look at the treasure-side, but you can count them whenever you wish.

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Yes, but Captains are not allowed to say anything about the cards held in their hand.

## Travellers

Each has a special power that can be used once during the game.



### Purple

After all have announced whether they'll stay aboard or disembark, Purple can **make** any other passenger stay in the same place - on board, or off.

If forced back aboard, they return any treasure that they collected when last disembarking.

If forced off, they pick up treasure on the way down.

### Yellow



When the craft is about to crash, draw two cards from the **deck**, using them as needed. **A little help** cards can be used.

Keep them aside, as they are discarded afterwards: used or not.



### Blue

When the craft is about to crash, take over as Captain, using Blue's **Equipment** cards against the hazards shown.

**Little help** from passengers **cannot** be used by this Captain.

### Black



Before the Captain (including you) throws the dice, put two aside and throw just the others.



### Green

When the craft is about to crash, all **Pirates** can be ignored this turn, so no cannon will be needed.

Pirate dice are not re-thrown.

### Red



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

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