



Night Sky is a roll and write game where players attempt to map constellations by drafting dice in order to fill in their Star Chart, while completing objectives in order to score the most points.

Components:

- 40 Star Charts (4x10 different constellations)
- 5 eight sided dice
- 13 Objective Cards
- 4 writing utensils
- 1 rules sheet

Set up:

To set up the game, give each player an identical Star Chart. This can be chosen by the players or can be determined randomly by shuffling one set and dealing a single Star Chart card to determine the constellation that is to be mapped.

There are two sizes of Star Chart; 8X8 and 10X10. Game play is identical between the two sizes.

In addition, give each player a marker and a player aid card.

Next, shuffle the Objective Cards and deal 4 to the centre of the play area.

The starting player is the player who most recently saw a shooting star. You may also randomly determine which player has the Player Aid card with the shooting star symbol on it.

In a 4 player game, use all 5 dice. In a 3 player game, 4 dice are used. For a two player game, read the rest of the rules and then utilize the two-player variant rules at the end of this rule book.

Game play:

The game is played in a series of rounds where one player, starting with the first player and proceeding clockwise, rolls the 5 dice. Starting with the player who rolled the dice and proceeding clockwise, each player chooses one die and draws that many marks in any spaces on their sheet in a straight line. They must draw the exact number of marks indicated on the die that they choose in a straight and contiguous line.

Each square on the grid can only be marked one time.

If ever a player is unable to draw the exact number of marks indicated on an available die, their turn is skipped without them drafting a die. Instead, they will place a zero in one of their available objectives boxes. If they have no available objective boxes, they will place a zero in their "Filled Sheet" box and trigger the end of the game.

After a player has chosen a die and drawn the indicated number of marks, the next player in clockwise order chooses from the left over dice in the same manner as the player before them. Once each player has chosen a die and drawn the indicated number of marks, the round is complete. The next player in clockwise order rolls the dice and is first to select from the new rolls.

Ongoing Objectives:

Throughout the game, at the end of a round, if a player has met the criteria of an objective, they may score it. They must announce their achievement and will write down the points gained in the objective boxes on their Star Chart. After being completed for the first time, an objective is reduced in value and may only be scored for the lower amount on the card.

Once an objective has been completed for a second time, it is no longer available to be completed and is removed from play.

Multiple players may achieve an objective in the same round and all receive the highest available point value.

Game end:

The game ends after the round where, at least, one player fills in their Filled Sheet box with a number. This happens in one of two ways.

First, if a player completely fills in their Star Chart grid, they will place a "5" in their "Filled Sheet" box.

Secondly, if a player cannot place a die on their sheet and they have no empty objective boxes to place a zero they, instead, place a zero in the Filled Sheet box.

Players finish the round as normal and end game scoring begins.

Scoring:

At the end of the game, players who completely filled their Star Chart receive a 5 point bonus. Players also receive 3 points for any unused special abilities that they have gained.

The player with the most points at the end of the scoring phase is the winner. In the case of a tie, the tied player who has the most unused special abilities is the winner. If there is still a tie, the victory is shared.

Special Abilities:

Players gain special abilities by completing rows and columns that contain constellation stars.

After completing a row or column that contains a constellation star, a player circles any available ability that they wish to gain. Each star can only be used once to gain an ability, so players must circle the star on the star chart in order to indicate that it has been utilized in this manner.


When the player chooses to use the ability, they put a slash through it to indicate that it has been used and may not be used again.

Abilities may be used immediately, if appropriate.

Multiple abilities may be used in the same turn. For example, two ✂ abilities may be used on a 5 to create two 1's and one 3 or an


↓ and a ✂ may be used to turn an 8 into a 10 and then ✂ it into two 5's.


Abilities:


 Place a single X anywhere on your sheet

↓ Increase/decrease a die by 1-2 before you draft it.

✂ Split your die into two numbers before placing


 Draft a die as normal but, instead of using it, reuse any player's already drafted die.


 Flip a die to its opposite side

 Reroll all the dice. This may only be used when it is your turn to draft, at which point you would only reroll available dice, not those which have already been drafted.

Obstacles:

Some star charts contain obstacles spaces and create a more challenging game.

 Asteroids increase the cost of filling their space. In order to mark an Asteroid space, a player must use 2 values from the same die. For example, when using a 3 to place over an Asteroid space, a player would use two of the three available marks in order to fill the Asteroid space and then make one additional mark in an adjacent space following the normal rules.

 Comets are special spaces that can only be filled when placing marks in the corresponding orientation. This means that if a comet is facing sideways, it can only be covered over while placing marks in a row. Whereas, when a comet is facing vertically, it can only be covered over while placing marks in a column.

Gameplay Variants:
Two-Player Variant:

For a two player game, set up everything as normal. You will still roll the 5 dice but the drafting order is changed. The player who rolls chooses first, then the other player will draft twice, immediately drawing after taking each die. Then, the first player will choose from the remaining two dice.

Solo Variant:

Cooperative:

For a solo game, set up the game for two-players. The objective of the solo variant is to complete both constellations in the same round with as similar a score as possible. Players may use gained abilities on either of their Star Charts. Players may draft the dice for either Star Chart in any order they wish.

Scores for the solo variant are only valid if both Star Charts are completed in the same round. Your score will be the highest score of the two completed Star Charts and the difference between the two. For example, if you score a 17 on one Star Chart and a 15 on the other, your score is 17:2.

Vs. A.I.:

For a solo game against the A.I., set up the game for two players. The objective is to score as many points as possible before the end of the game. The game ends in 1 of 2 ways. First, a player can trigger the end game in the same manner as a normal game. Secondly, the game can end when the A.I. fills up their Star Chart. The solo player will always roll and draft first, then the A.I. will take the highest available die and mark that number of spaces on their sheet, from left-to-right, starting in the top row and proceeding down. Then the solo player will choose again. Finally, the A.I. will choose the highest available die from the remaining two.

The A.I. skips over stars and ignores special spaces. Whenever the A.I. completes a row that has a star, they place one additional mark.

Scoring for the Vs. A.I. is the same as the normal game except that objectives that are not completed count as negative scores for

the solo player. Compare your score to the chart below to determine your skill level!

Vs. A.I. scoring chart:

0-5: You should try again

6-10: Not bad

11-15: Good!

16-20: Great!

20+: Fantastic!

Extended Game Variant:

For a longer game, you may choose to complete three individual games and determine the winner by their cumulative score over the three games. In case of a tie, the player who won the most individual games is the winner. If there is still a tie, the player with the greatest margin of victory in a won game is the overall winner.

Print-and-play Instructions: Print one copy of page 1, four copies of pages 2 and 3, and one copy of the Objectives Sheet.







Cut each of the objective cards out to be shuffled. The Star Charts MAY be cut out, or you can give each player a full sheet of constellations, without cutting them. Just ensure that every player is working on the same Star Chart.

In addition to the printed components, you will also need five 8-sided dice and enough pencils or pens for each player.







The rules sheet mentions additional special spaces: **Planets** and **Shooting Stars**. However, these have not yet been implemented in this set of constellations.

Page 1







Abilities:

-  Place a single X anywhere on your sheet
-  Increase/decrease a die by 1-2 before you draft it.
-  Split your die into two numbers before placing
-  Draft a die as normal but, instead of using it, reuse another player's drafted die.
-  Flip a die to its opposite side
-  Reroll all the dice







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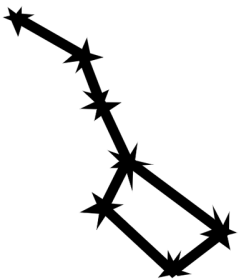
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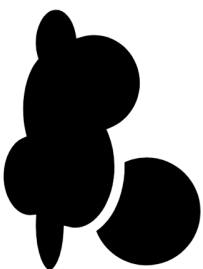
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ASTERISM

Connect each constellation star with filled spaces.

6/4



CLOUD COVER

Have, at least, 5 unused, gained abilities.

5/3



DARK SPACE

Fill in a 3x3 area that does not contain any stars.

4/2



ECLIPSE

Surround each constellations star, orthogonally.

6/4



LAGRANGE

Gain three special abilities in a single turn.

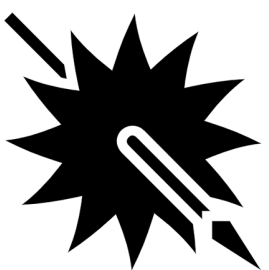
5/3



MINOR

Completely fill in a 6x6 area.

6/4



METEOR

Create a diagonal line with five filled spaces.

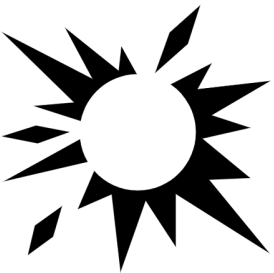
3/2



MINOR

Completely fill in a 4x4 area.

4/2



SUMMER SOLSTICE

Complete two rows or two columns using a 3.

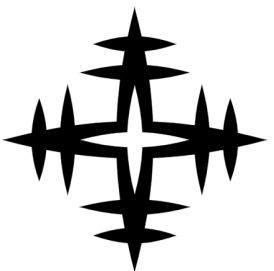
5/3



ORBIT

Fill each space on the perimeter of the Star Chart.

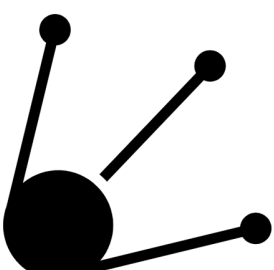
7/4



RETROGRADE

Complete, both, a row and a column using a single die.

5/3



SATELLITE

Place, at least, a single mark beside each star.

4/2



SPRING SOLSTICE

Complete three rows or three columns using a 5.

6/4

