



Mindclash  
Play



RULEBOOK

# COMPONENTS



5x Journal mats



5x Marker pens



1x double-sided Sphere board for 2-3 players



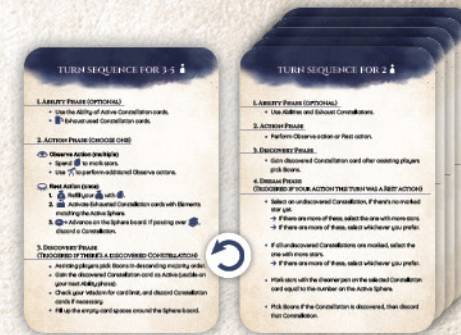
1x double-sided Sphere board for 4-5 players



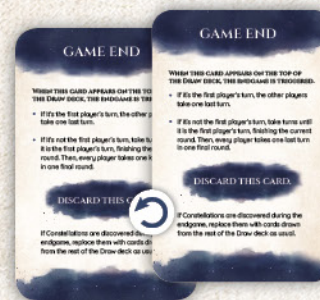
48x Constellation cards



6x Final Scoring cards



5x Player Aid cards



1x Game End card



20x Telescope tokens



1x Sphere marker



60x Stardust



1x First Player token

**NOTE:** Stardust and Telescope tokens are not considered limited. Should you run out, use any suitable substitute in their place.

Components may vary from those shown in this rulebook.

## GAME OVERVIEW

In *Astra*, great gods, legendary heroes, and magical creatures live in the night sky's Constellations. You and your fellow players will take on the role of astronomers to discover and bring them to life.

On your turn, you will collect and spend Stardust to mark stars with your marker pen, discover and collect Constellations, and earn various Boons and Abilities granted by the discovered Constellations. Additionally, you will also gain Fame for your efforts in exploring the night sky. Whoever has the most Fame by the end of the game wins.

## CONSTELLATIONS

*Astra* is centered around the 48 constellations described in the book *The Almagest*, published by the ancient astronomer Ptolemy. These appear in the game as Constellation cards, each with their own attributes:



① **Element:** this icon shows the type of the Constellation's Element. Combinations of Elements grant their owner additional Fame at the end of the game. Elements come in 4 types:



Fire



Water



Air



Earth

② **Number of stars:** this number shows how many stars there are in a Constellation (i.e., how many stars need to be marked and therefore how much Stardust needs to be spent for the Constellation to be discovered).

③ **Final Scoring Fame:** the amount of Fame the Constellation card is worth if Active during Final Scoring.

④ **Stars:** Constellations consist of stars connected with one or more lines, creating a unique shape for each Constellation. Stars in a Constellation come in 3 types:



*Starting star:* this special star is the very first star that needs to be marked in a Constellation.



*Grand star:* this special star grants you Wisdom when you mark it.



*Common star:* a basic star in a Constellation.

⑤ **Name:** the Constellation's name.

⑥ **Ability:** the description of the Constellation's Ability. Each discovered Constellation grants a certain Ability to its owner.

⑦ **Boons:** instant rewards for assisting other players, gained upon discovering a Constellation. There are always 4 boxes at the bottom of a Constellation card, each showing the type and amount of the reward gained.

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⑧ **Card placement indicator:** cards around the Sphere board should be placed so the icon at the bottom is connected to another one on the edge of the board, forming a diamond.

Constellation cards can be either undiscovered or discovered.

Cards around the Sphere board are undiscovered Constellations. You will always find at least one unmarked star on them.

When all stars are marked on a Constellation they become discovered and usually go into a player's possession during the Discovery phase. Discovered Constellations can be either Active or Exhausted, based on whether their Ability is ready to be used.

Although the Constellation cards are designed to represent their real-world counterparts, some Constellations may vary slightly from those found in *The Almagest* to ensure balanced gameplay, but their essential details remain the same.

## JOURNAL

During your journey among the stars, you will use your Journal to track your advancement (Pouch size, Wisdom, and Fame) and store your resources (Stardust and Telescope tokens).



① **Fame track:** record any Fame you gain during play here.

② **Pouch size track:** determines the number to which you can refill your Pouch with Stardust during the Rest action.

③ **Wisdom track:** advancing on this track will increase the limit of discovered Constellation cards you can have.

④ **Telescope storage:** the area where you can store your Telescope tokens.

⑤ **Pouch:** the area where you can store your available Stardust.

Throughout the game, you will be instructed to "mark" the various tracks on your Journal. When marking a track, simply cross out the leftmost unmarked spot(s).

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## SPHERE BOARD

Each Constellation has an Element connected to one of the four Spheres. During your Rest action, you can activate your Exhausted Constellation cards that have the same Element as the active Sphere so that their Abilities can be used again. The type of the active Sphere changes constantly throughout the game.



- ① **Spheres:** there are four types of Spheres on the Sphere board. These have the same four icons as the Elements that can be found on the Constellation cards.
  - ② **Player number:** determines which side of which Sphere board you need in play based on the number of players.
  - ③ **Sphere marker movement indicator:** the Sphere marker always moves in clockwise direction.
  - ④ **Card placement indicator:** based on the number of players, each side of each Sphere board has a different number of card placement indicators that show where to place Constellation cards during setup and play.
- Discard icon:** whenever the Sphere marker passes over it, the top card of the Draw deck must be discarded.
- ⑤

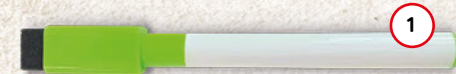
The 2-player side of the Sphere board includes numbers printed on the Spheres that are relevant only in a 2-player game (see page 20).



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## GAME SETUP

### PLAYER SETUP



- ① Give each player one marker pen and one Journal.
  - In a 2-player game, place a third marker pen within reach of both players.
- ② Place 8 Stardust in each player's Pouch on their Journal.

- ③ Shuffle the Final Scoring cards, and deal one face down to each player. Each player may look at their own card at any time but should not discuss it with other players. Return the leftover card(s) to the game box. (See page 19 for an example of how these cards work.)
- ④ Whoever witnessed a shooting star most recently will be the first player. Give them the First Player token; they will keep this token for the duration of the game.

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## GENERAL SETUP

- 1 Select a Sphere board based on the number of players (shown in the middle of the board), and place it in the middle of the table.
- 2 Create the Draw deck.
  - 2/A Shuffle all 48 Constellation cards, and based on the number of players, draw the following number of cards, without looking at them:
    - 29 cards in a 2-player game
    - 25 cards in a 3-player game
    - 18 cards in a 4-player game
    - 11 cards in a 5-player game
 Place the drawn cards face down on top of each other, forming a deck near the Sphere board.
  - 2/B Place the Game End card on top of the deck. Rotate the Game End card slightly so that the corners stick out of the Draw deck and the position of the Game End card is more visible.
  - 2/C Place the remaining cards (in the amounts shown below) face down on top of the Game End card, without looking at them.
    - 19 cards in a 2-player game
    - 23 cards in a 3-player game
    - 30 cards in a 4-player game
    - 37 cards in a 5-player game
- 3 Draw a card from the top of the Draw deck, and place it face up next to the Draw deck, starting the Discard pile.



- 4 Place the Sphere marker on the Sphere with the same Element as the card in the Discard pile. This will be the active Sphere at the beginning of the game.
- 5 Draw a number of Constellation cards (one more than the number of players) from the top of the Draw deck. Place them face up around the Sphere board, following the card placement indicators on the edge of the board.
- 6 Create a general supply of Stardust and Telescope tokens within reach of all players.

# GAMEPLAY

Starting with the first player, players take turns in clockwise order.

On your turn, perform the following phases in order:

## Turn phases

1. Ability phase (optional)
2. Action phase (Observe or Rest)
3. Discovery phase (if triggered by a previous phase)

## 1. ABILITY PHASE

At the beginning of your turn, you may choose to select any or all of your discovered, Active Constellation cards and use the Abilities described on them in any order.

If an Ability's description starts with "instantly," resolve its effect upon use. You must finish resolving an Ability with an instant effect before starting to resolve another.

If an Ability's description starts with "This turn," resolve its effect at the end of your turn, as described on the card. You can have more than one turn-lasting Ability in effect at the same time during your turn.

Using Abilities is optional. You may use one, some, all, or even none of your Active Abilities.

## EXHAUSTING A CONSTELLATION

Once an Ability is used, exhaust that Constellation card by rotating the card to the horizontal position (i.e., 90 degrees to the right).

An Exhausted Constellation card's Ability cannot be used until the card becomes Active again. In other words, you can only use the Abilities of Active Constellation cards (oriented vertically); you can never use the Ability of an Exhausted Constellation card (oriented horizontally).



**HINT:** Exhausted Constellation cards can be reactivated by either taking a Rest action or gaining the Boon of Activation.

## 2. ACTION PHASE

In this phase, take one of the following two actions:

- Observe
- Rest

### OBSERVE ACTION

If you wish to spend your Action phase on marking stars, choose the Observe action. Although certain Abilities also allow you to do this, the Observe action is the primary way to mark stars and eventually discover Constellations.

When **marking a star**, simply **color the white dot** of the chosen star with your marker pen. (You can never mark a star that is already marked, even if you were the one to mark it.)

**For each star you mark, you must spend 1 Stardust from your Pouch.**

To take an Observe action, you need to **have at least 1 Stardust** already in your Pouch. When taking the Observe action, you must **mark at least 1 star** on a Constellation. To mark a star, select an undiscovered Constellation around the Sphere board and begin marking, following the Star Marking rules.

A star is considered to be **adjacent** if it's **directly connected with a single white line to another star**. If two stars are not connected with a white line or there is at least one additional star on the white line between them, they are not adjacent.

## STAR MARKING RULES

- When marking stars, first determine the first star to mark.
    - » If there is no marked star on the selected Constellation yet, you must mark the Starting star.
    - » If there are stars already marked on the Constellation, select an unmarked star that is adjacent to an already marked star.
  - After marking the first star, you may mark an additional star that is adjacent to the star you have marked immediately before it.
  - You may continue marking adjacent stars as long as they are directly connected with a single white line to the star you have just marked and you have Stardust to spend.
- End your Observe action if
- you don't want to mark any more stars,
  - you have run out of Stardust, or
  - there are no remaining unmarked stars adjacent to the one you just marked (even if you have Stardust left in your Pouch).



### Example

Robin, playing as green, wants to spend 3 Stardust to mark three stars on Taurus. Since there is no marked star yet, Robin must mark the Starting star first (which can be found in the right horn of Taurus), spending 1 Stardust. Robin then continues marking the next two stars down Taurus's horn and head, following the Star Marking rules, and spending 2 additional Stardust.

Then Matthew, playing as pink, spends 2 Stardust to mark two stars. Matthew must start with a star adjacent to the ones Robin already marked. There are only two stars adjacent to a green star, and Matthew chooses the one on the left. After marking his two stars, Matthew can't mark any more stars, even if he has more Stardust: he has reached a dead end in the left horn of Taurus, and there are no other adjacent stars.




Then Dorothy, playing as orange, wants to spend 3 Stardust to mark three stars. Her first star must be adjacent (i.e., directly connected) to a star that is already marked. This is simple, as there is only one star she can mark, which is located in the neck of Taurus. After spending 1 Stardust and marking her first star, she then chooses the upper path and spends the other 2 Stardust to mark two additional stars here. Dorothy stops after marking the third star, as there is no other adjacent star.

You can never exceed the maximum of "8" on the track—any Wisdom increases beyond this are ignored.



**HINT:** It's very possible that you run into a star that is already marked and there are no other connected unmarked stars to continue your marking. Blocking others from marking too many stars in one go is a big part of the strategy in this game!

### MARKING A GRAND STAR

Besides the Starting star, there is another kind of special star you can find on the Constellation cards. These are the Grand stars, usually the brightest stars in a real-life constellation. In *Astra*, they appear as , and they have a unique name.

**Whenever you mark a Grand star, you instantly gain 1 Wisdom.** Whenever you gain a Wisdom, mark the leftmost empty spot of the Wisdom track on your Journal. If you ever gain more Wisdom than there are empty spots to mark on your Wisdom track, the excess is lost.

### ADDITIONAL OBSERVE ACTIONS

Ending your Observe action doesn't signal the end of your Action phase. You may continue taking additional Observe actions in the same turn. However, there is a cost: **for each additional Observe action you take in the same turn, you must spend 1 Telescope token.** If you don't have any Telescope tokens to spend, you cannot take additional Observe actions in the same turn. Taking an additional Observe action allows you to continue marking stars either on the same Constellation card you have previously marked or to start marking on a different one.

**IMPORTANT:** The same rules apply for each additional Observe action.

**HINT:** You can gain Telescope tokens by either using certain Abilities or picking the Boon of Observation during the Discovery phase.



### REST ACTION

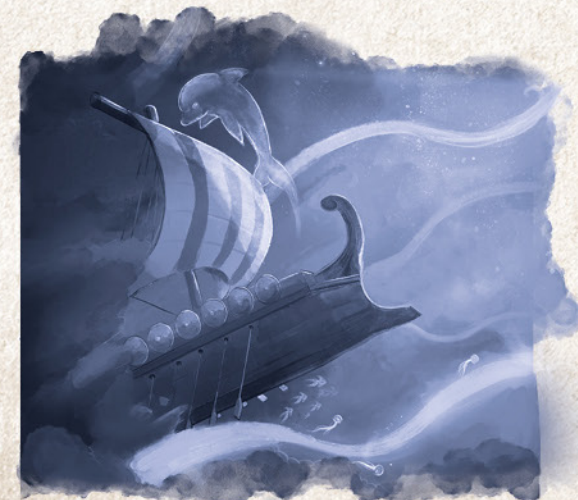
Take a Rest action to reactivate the Abilities of your Constellations, to refill your Pouch with Stardust, or because you started your Action phase with no Stardust at all. When taking this action, perform the following steps in order:

**You can take only 1 Rest action on your turn,** as opposed to the Observe action, which can be done multiple times in one turn by spending Telescope tokens.

#### Rest action steps

- 1 Refill your Pouch.
- 2 Reactivate your Constellations.
- 3 Move the Sphere marker.

**IMPORTANT:** You cannot use Telescope tokens (i.e., you cannot take additional Observe actions) if the action you took this turn was a Rest action.



### 1 Refill your Pouch

Although certain Abilities and Boons allow you to gain Stardust, the Rest action is the primary way to gain it.

When refilling your Pouch, check the current size of your Pouch first. (The current size is the highest number on the Pouch size track with a marking below it.)



Then, take as much Stardust from the general supply as you need so that **you end up with as much Stardust as the current size of your Pouch.**

The amount of Stardust in your Pouch cannot exceed the current size of your Pouch **as a result of the Rest action.** If you have a number of Stardust equal to or more than the current size of your Pouch when taking the Rest action, you receive zero.

However, **you are allowed to exceed the size of your Pouch when gaining Stardust with an Ability or a Boon.**

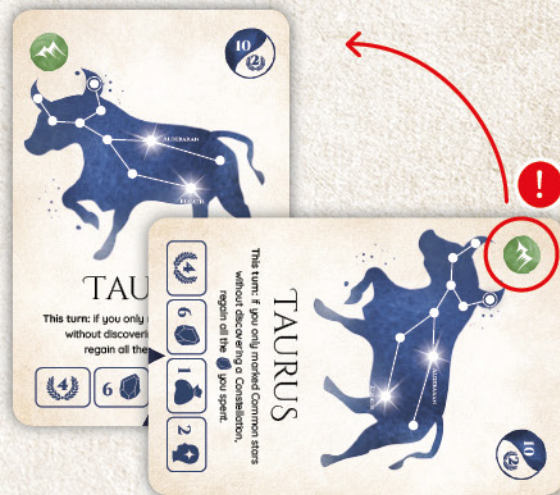
The starting size of your Pouch is 5. Whenever you gain a Pouch size, mark the leftmost empty spot of the Pouch size track on your Journal. If you ever gain more Pouch size than there are empty spots to mark on your Pouch size track, the excess is ignored—any Pouch increases gained after 12 are ignored.

**HINT:** You can increase the size of your Pouch by picking the Boon of Improvement or by using certain Abilities.

### 2 Activate your Constellations

The second step of your Rest action allows you to reactivate Exhausted Constellation cards in your possession. First, check for the active Sphere on the Sphere board. (The active Sphere is where the Sphere marker is positioned at the beginning of your Rest action.)

You may reactivate **all** of your Exhausted Constellation cards with an **Element type that matches the active sphere.** Do so by rotating them back to the vertical position (i.e., 90 degrees to the left).



**IMPORTANT:** The Rest action doesn't allow you to reactivate Exhausted Constellation cards with Element types other than the one indicated by the Sphere marker's current position.

## 3. DISCOVERY PHASE

**HINT:** Picking the Boon of Activation during another player's Discovery phase allows you to reactivate Exhausted Constellation cards with the Element type of your choice, regardless of the active Sphere.

If you don't have any Exhausted Constellation cards with an Element that matches the active Sphere, skip this second step and proceed to the third step.

### 3 Move the Sphere marker

Move the Sphere marker from the current Sphere to the next one in clockwise order.



If the Sphere marker passes over the icon, **discard the top card of the Draw deck.**

**HINT:** Taking the Rest action frequently can bring the end of the game closer. Moving the Sphere marker over the icon can also trigger the endgame (see page 18).

After you have finished your Action phase, check the Constellation cards around the Sphere board. If there is a **Constellation with all stars marked** (regardless of whether this occurred during your Ability phase or Action phase), it is considered **discovered**, and the Discovery phase is triggered. If there are only undiscovered Constellations (with at least 1 unmarked star on them) around the Sphere board, skip this phase entirely and end your turn.

Since that Constellation was discovered during your turn (the last star on the Constellation was marked by you), you are considered to be the discoverer of that card and it now belongs to you. But before you take the card, players who assisted in the discovery may choose from the Boons offered by the discovered Constellation for their efforts.

### PICKING BOONS

First, check if other players have marked stars on the discovered Constellation. If so, they are considered assisting players who have helped you discover that Constellation. Then, count how many stars each assisting player has marked. Based on the number of their marked stars, **assisting players may pick Boons in descending majority order.**

The assisting player with the highest number of marked stars goes first, choosing one of the Boons at the bottom of the card and gaining its reward instantly. Cross out the chosen Boon on the card with your marker pen. It is now unavailable to choose for the following assisting players.



Then, the player with the second-highest number of marked stars goes next and may pick one of the Boons the same way, except for the one that was picked before and is now crossed out.

Continue picking Boons until all assisting players have chosen.

**Tied assisting players may pick simultaneously** and may choose the same or different available Boons. If they have chosen the same Boon, cross it out on the card. If they have chosen different Boons, cross out all the chosen ones.

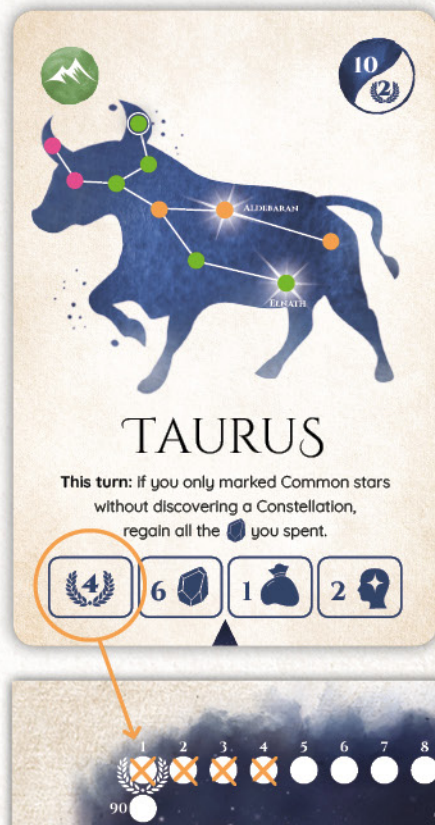
**IMPORTANT: Only assisting players can pick Boons.** The discoverer (the active player of the Discovery phase) can never choose a Boon; instead, the discoverer's reward is the card itself (and the Ability which it grants).

### Example

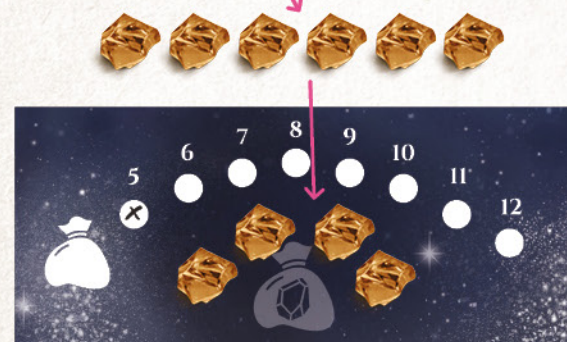
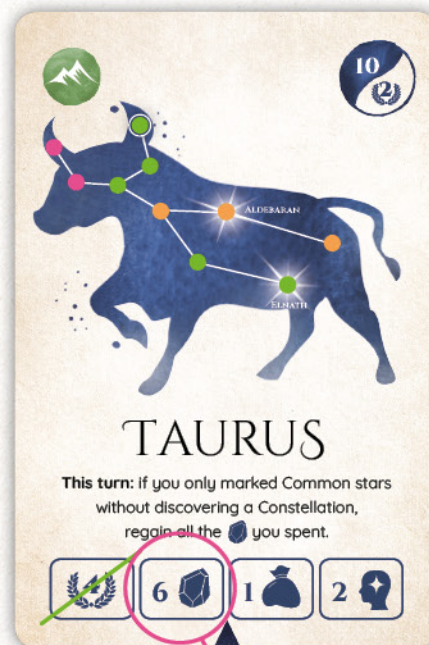
At the end of his Action phase, Robin checks if there is any Constellation card around the Sphere board that has only marked stars. Since he marked the last 2 stars on Taurus in his Action phase, he also performs the Discovery phase in his turn.

Besides Robin (playing as green), Matthew (playing as pink) and Dorothy (playing as orange) also have marked stars on Taurus. So, before Robin could take the Constellation card as a reward for being its discoverer, Matthew and Dorothy (being the assisting players) pick Boons in descending majority order. Robin, however, doesn't pick any Boon, as he is the discoverer and not an assisting player.

Matthew has 2 marked stars (pink) and Dorothy has 3 marked stars (orange), so Dorothy goes first. She picks the Boon of Fame and marks 4 Fame on the Fame track on her Journal.



Robin crosses out Dorothy's chosen Boon on the card, making it unavailable for Matthew to choose. Then, Matthew picks the Boon of Stardust. He takes 6 Stardust from the general supply and places them on his Journal. He doesn't bother checking the current size of his Pouch, because he is allowed to exceed the limit of his Pouch with Stardust gained from Boons.



## GAINING CONSTELLATION CARDS

After all assisting players have chosen their Boons, take the discovered Constellation card from the Sphere board and place it in front of you. **Constellations are always Active when you gain them**, and you can use their Abilities in the Ability phase of your following turns.

After gaining a Constellation card, check to see if there are any remaining discovered Constellations. If there are, repeat the process of assisting players picking Boons and you gaining the Constellation card until only undiscovered Constellations remain.

After gaining all discovered Constellations, **check the limit of the cards you can have.** (This is the highest number on the Wisdom track with a marking below it.)



If the number of Constellation cards you have is higher than your card limit, **discard Constellations** until the number of cards you have is equal to your card limit. You may discard the Constellation card(s) you have just gained, card(s) you already had in your possession, or a mix of both options.

### Example

After both assisting players have gained their Boons, Robin places Taurus in front of him. He checks the limit of the cards he can have on his Wisdom track. The highest number with a marking below it is "3." Since there are only two Constellation cards in front of him, he can still take Taurus as his third card. However, if he were to take an additional Constellation before he gains more Wisdom, he would need to discard down to his current limit of 3.

He also makes sure that the card is Active (oriented vertically) when placing it, so he may use its Ability on his next turn.

Your starting card limit is 2. You can increase this number by gaining Wisdom. Wisdom can be gained by marking Grand stars, picking the Boon of Wisdom, or using certain Abilities. Whenever you gain Wisdom, mark the leftmost empty spot on the Wisdom track on your Journal.

After you have ensured that the Constellations in front of you meet your card limit, **draw one card from the Draw deck for each Constellation that has been discovered this turn**, and place them around the Sphere board according to the card placement indicators.



## GAME END

Whenever the Game End card appears on the top of the Draw deck, the endgame is triggered.

- If the endgame is triggered during the first player's turn, the other players take one last turn, finishing the round.
- If the endgame is triggered during the turn of a player other than the first player, take turns until it is the first player's turn, finishing the current round. Then, every player takes one last turn in one final round.

Then, discard the Game End card.

If Constellations are discovered during the endgame, **replace them with cards drawn from the rest of the Draw deck, as usual.**

**HINT:** You may check the Draw deck at any time during the game to see how many cards are left until the Game End card. If you do so, do not look at the cards in the Draw deck and do not change their order.

After every player has taken their last turn and the last round is finished, proceed to Final Scoring.

## FINAL SCORING

There are multiple sources that grant you Fame at the end of the game. Count the amount of Fame granted by each source below, and add that many marks to your Journal's Fame track. Should you need to mark more than 90 Fame, continue back around the Fame track (starting with "1"), re-marking spots in any way you see fit (e.g., fully filling in a circle to indicate an additional point gained).

- **Pouch size:** score Fame equal to the number above the rightmost marking on the Pouch size track.
- **Card limit:** score Fame equal to the highest number marked on the Wisdom track.
- **Leftover Stardust:** score 1 Fame for every third Stardust remaining in your Pouch.

- **Marked stars:** score 1 Fame for every second star you have marked across all the undiscovered Constellations around the Sphere board.
- **Active Constellations:** score Fame equal to the Final Scoring Fame amount shown on each of your Active Constellation Cards.
- **Elements:** count up all the Elements on the Constellation cards you have. Then, using your Final Scoring card, mark the leftmost empty spot for each Element in the corresponding row. For each row, score Fame equal to the number above the rightmost marking in the row. For each column, score 3 Fame if there are 3 markings, and score 6 Fame if there are 4 markings in the column.

### Example of scoring Elements

Matthew has a Final Scoring card with one marking in the Air Element row and one marking in the Fire Element row at the start of the game. He collected 8 Constellation cards during the game, ending up with 3 Air Elements, 2 Earth Elements, and 3 Water Elements. Matthew marks the leftmost empty spot for each Element in the corresponding rows.

Then, he adds up the points, starting with the rows: the starting Air Elements with the 3 others he collected score 11 Fame, the 2 Earth Elements score 2 Fame, the starting Fire Element on its own scores no Fame, and the 3 Water Elements score 6 Fame.

						2	6	11			
								2			
								0			
								6			
						6	3	0	0		
						+	+	+	+	+	28

Then, he checks the columns for additional Fame: the first column has 4 markings, scoring 6 Fame; and the second column has 3 markings, scoring 3 Fame. The third column has only 2 markings and the fourth column has only 1, so they don't score anything.

The total score from the Final Scoring card is  $11 + 2 + 6 + 6 + 3 = 28$  Fame.

The player with the highest Fame wins. In case of a tie, victory is shared.

## ADDITIONAL RULES FOR A 2-PLAYER GAME

When you play *Astra* with 2 players, a few extra rules are added to the basic ruleset.

During Setup, you set aside a third marker pen, which will be referred to as the **dreamer pen**.

### THE 2-PLAYER SPHERE BOARD

The 2-player version of the Sphere board works similarly to the other ones (i.e., it has the matching number of card placement indicators and the four Spheres to determine the active Sphere). The difference is that there is a number from 1 to 4 printed on each Sphere: these numbers are relevant during the Discovery phase and in the new fourth phase, the Dream phase.

### GAMEPLAY

In a 2-player game, your turn consists of four phases instead of three. The Ability phase and the Action phase play as usual, but a few extra rules are added to the Discovery phase. The new phase is called the Dream phase, and it is performed after the Discovery phase:

#### Turn phases in a 2-player game

1. Ability phase (optional)
2. Action phase (Observe or Rest)
3. Discovery phase (if triggered by a previous phase)
4. Dream phase (triggered by taking a Rest action)

### DISCOVERY PHASE

The Discovery phase plays as usual, but you might encounter a situation where you discover a Constellation with stars marked with the dreamer pen. When this happens, count how many stars are marked with the dreamer pen and how many are marked by the assisting player (if any).

If the number of stars marked with the dreamer pen is higher than the number of stars marked by the assisting player, cross out the two leftmost Boons on the card. The assisting player can choose only from the two rightmost Boons.

If the number of stars marked with the dreamer pen is lower than or equal to the number of stars marked by the assisting player, the assisting player may choose any of the card's Boons.

### DREAM PHASE

**The Dream phase triggers if you took a Rest action this turn.** If you did so, perform the three steps of your Rest action as usual, then perform the Discovery phase (if triggered), and finally perform the Dream phase.

During your Dream phase, you must mark a number of stars on an undiscovered Constellation card with the dreamer pen. In order to do so, first check the undiscovered Constellation cards around the Sphere board, then determine which card to mark following the Dreaming rules.

### DREAMING RULES

- If there is a Constellation card that has no marked star yet, select that one.
  - » If there are at least two Constellation cards with no marked stars on them, select the one with the highest number of stars.
  - » If there are at least two Constellation cards with no marked stars and an equal highest number of stars, select whichever one you prefer.
- If all the undiscovered Constellations have at least 1 marked star on them, select the one with the highest number of stars.
  - » If there are at least two Constellation cards with at least 1 marked star and an equal highest number of stars, select whichever one you prefer.
- Check the number on the active Sphere. Mark a number of stars on the selected Constellation card equal to the number shown on the active Sphere, following the Star Marking rules.

**IMPORTANT:** It is up to you which stars you mark on the selected Constellation as long as you follow the Star Marking rules. You may mark fewer stars than the number on the active Sphere if there are not enough adjacent unmarked stars and the Star Marking rules force you to stop marking. In that case, mark as many as you can and ignore the rest. You are not required to choose the most efficient path that would result in the maximum marking of stars; this is your strategic decision to make.

### A DREAM OF DISCOVERY

It is possible that you mark the last unmarked star on a Constellation card using the dreamer pen in your Dream phase. In that case, the Constellation's discovery is resolved similarly to how it would be in the "Discovery phase" (described on page 15), but no player gains the discovered Constellation card.

If a Constellation is discovered in a Dream phase, check if there are assisting players who can pick from the card's Boons. If there are, pick Boons as usual, then discard the discovered Constellation card.



## APPENDIX

**IMPORTANT:** Boon and Ability effects take precedence over any written rules they may contradict in this rulebook.

## BOONS



### Boon of Fame

Gain Fame equal to the indicated number.



### Boon of Improvement

Increase the size of your Pouch marking as many of the leftmost spots on your Pouch size track as the indicated number. If you have marked all spots on the Pouch size track, this Boon has no effect.



### Boon of Stardust

Gain Stardust from the general supply equal to the indicated number. (This can exceed your Pouch limit.)



### Boon of Wisdom

Advance on your Wisdom track, marking as many of the leftmost spots on your Wisdom track as the indicated number. If you have marked all spots on the Wisdom track, this Boon has no effect.



### Boon of Observation

Gain Telescope tokens from the general supply equal to the indicated number.



### Boon of Activation

Reactivate as many of your Exhausted Constellation cards as the indicated number, regardless of their Element type and the active Sphere. If all your Constellation cards are already Active, this Boon has no effect.

## CONSTELLATION ABILITIES



### Andromeda

Mark any one star on an undiscovered Constellation. You may ignore the Star Marking rules for this marking. Then, mark all stars that are adjacent to it, regardless of the type of the stars involved. If you mark any Grand stars as a result of this effect, gain Wisdom as normal. You don't have to spend Stardust for these markings. You must skip your entire Action phase this turn, but you may use other Constellations' Abilities in the same Ability phase.



### Aquarius

This turn, place all Stardust spent on marking Common and Starting stars on an undiscovered Constellation in a separate pile for each Observe action you take. If you mark a Grand star on an undiscovered Constellation, place all Stardust spent on marking that Grand star and any further markings for that Observe action into the general supply. If you do not mark a Grand star during an Observe action, move that action's pile into the supply. At the end of your turn, reclaim all the Stardust in each pile.



### Aquila

Gain 4 Stardust, taking them from the general supply and placing them on your Journal, regardless of the current size of your Pouch.



### Ara

Spend 3 Stardust to gain 1 Telescope token, taking it from the general supply and placing it on your Journal. You may repeat this process as long as you have at least 3 Stardust.



### Argo Navis

Mark one star on three different undiscovered Constellations, following the Star Marking rules. You don't have to spend Stardust for these markings.



**Aries**

Gain 3 Stardust, taking them from the general supply and placing them on your Journal, regardless of the current size of your Pouch.



**Auriga**

Spend 3 Stardust to gain 1 Telescope token, taking it from the general supply and placing it on your Journal. You may repeat this process as long as you have at least 3 Stardust.



**Boötes**

You may mark any Common star on an undiscovered Constellation as the first star of your Observe action. You may ignore the Star Marking rules for this marking. If there are no marked stars yet, you may ignore the Starting star as well. You may continue marking stars as part of the Observe action, following the Star Marking rules. This effect applies to all your Observe actions this turn.



**Cancer**

Gain 1 Fame for each Grand star you mark this turn even if they are marked as a result of another Ability or additional Observe actions.



**Canis Major**

You may mark any Common star on an undiscovered Constellation as the first star of your Observe action. You may ignore the Star Marking rules for this marking. If there are no marked stars yet, you may ignore the Starting star as well. You may continue marking stars as part of the Observe action, following the Star Marking rules. This effect applies to all your Observe actions this turn.



**Canis Minor**

Gain 1 Wisdom, marking the leftmost empty spot on your Wisdom track.



**Capricornus**

This turn, place all Stardust spent on marking Common and Starting stars on an undiscovered Constellation in a separate pile for each Observe action you take. If you mark a Grand star on an undiscovered Constellation, place all Stardust spent on marking that Grand star and any further markings for that Observe action into the general supply. If you do not mark a Grand star during an Observe action, move that action's pile into the supply. At the end of your turn, reclaim all the Stardust in each pile.



**Cassiopeia**

Gain 1 Fame for each undiscovered Constellation around the Sphere board that has at least 1 star marked by you.



**Centaurus**

Mark any one star on any one undiscovered Constellation. You may ignore the Star Marking rules for this marking. You don't have to spend Stardust for this marking.



**Cepheus**

Gain 1 Telescope token, taking it from the general supply and placing it on your Journal.



**Cetus**

Mark any one star on any one undiscovered Constellation. You may ignore the Star Marking rules for this marking. You don't have to spend Stardust for this marking.



**Corona Australis**

Gain 1 Fame for each Grand star you mark this turn even if they are marked as a result of another Ability or additional Observe actions.



**Corona Borealis**

Gain 1 Telescope token, taking it from the general supply and placing it on your Journal.



**Corvus**

Gain 1 Fame for each undiscovered Constellation around the Sphere board that has at least 1 star marked by you.



**Crater**

Gain 1 Pouch size, marking the leftmost empty spot on your Pouch size track, thus increasing your Pouch size by 1.



**Cygnus**

If your Action this turn is a Rest action, gain Stardust equal to your Pouch size instead of refilling up to the number of the current size of your Pouch as normal. As a result of this effect, you can exceed your Pouch size.



**Delphinus**

Gain 3 Stardust, taking them from the general supply and placing them on your Journal, regardless of the current size of your Pouch.



**Draco**

Mark one star on three different undiscovered Constellations, following the Star Marking rules. You don't have to spend Stardust for these markings.



**Equuleus**

Gain 2 Stardust, taking them from the general supply and placing them on your Journal, regardless of the current size of your Pouch.



**Eridanus**

Mark any one star on an undiscovered Constellation. You may ignore the Star Marking rules for this marking. Then, mark all stars that are adjacent to it, regardless of the type of the stars involved. If you mark any Grand stars as a result of this effect, gain Wisdom as normal. You don't have to spend Stardust for these markings. You must skip your entire Action phase this turn, but you may use other Constellations' Abilities in the same Ability phase.



**Gemini**

Gain 1 Pouch size, marking the leftmost empty spot on your Pouch size track, thus increasing your Pouch size by 1.



**Hercules**

Mark either two stars on an undiscovered Constellation or one star on two undiscovered Constellations, following the Star Marking rules. You don't have to spend Stardust for these markings.



**Hydra**

This turn, place all Stardust spent on marking Common and Starting stars on an undiscovered Constellation in a separate pile for each Observe action you take. If you mark a Grand star on an undiscovered Constellation, place all Stardust spent on marking that Grand star and any further markings for that Observe action into the general supply. If you do not mark a Grand star during an Observe action, move that action's pile into the supply. At the end of your turn, reclaim all the Stardust in each pile.



**Leo**

Gain 4 Stardust, taking them from the general supply and placing them on your Journal, regardless of the current size of your Pouch.



**Lepus**

Mark one star on three different undiscovered Constellations, following the Star Marking rules. You don't have to spend Stardust for these markings.



**Libra**

Gain 1 Fame for each of the discovered Constellation cards in your possession that has the same Element as the active Sphere.



**Lupus**

If your Action this turn is a Rest action, gain Stardust equal to your Pouch size instead of refilling up to the number of the current size of your Pouch as normal. As a result of this effect you can exceed your Pouch size.



**Lyra**

Gain 1 Fame for each undiscovered Constellation around the Sphere board that has at least 1 star marked by you.



**Ophiuchus**

Mark either two stars on an undiscovered Constellation or one star on two undiscovered Constellations, following the Star Marking rules. You don't have to spend Stardust for these markings.



**Orion**

Gain 1 Fame for each Grand star you mark this turn even if they are marked as a result of another Ability or additional Observe actions.



**Pegasus**

This turn, place all Stardust spent on marking stars in a separate pile. If you only mark Common stars and do not trigger the Discovery phase (i.e., you didn't mark the last star in any Constellations), reclaim all of this Stardust. Otherwise, move this pile to the supply.



**Perseus**

Gain 1 Fame for each of the discovered Constellation cards in your possession that has the same Element as the active Sphere.



**Pisces**

Mark either two stars on an undiscovered Constellation or one star on two undiscovered Constellations, following the Star Marking rules. You don't have to spend Stardust for these markings.



**Piscis Austrinus**

This turn, place all Stardust spent on marking stars in a separate pile. If you only mark Common stars and do not trigger the Discovery phase (i.e., you didn't mark the last star in any Constellations), reclaim all of this Stardust. Otherwise, move this pile to the supply.



**Sagitta**

Gain 1 Wisdom, marking the leftmost empty spot on your Wisdom track.



**Sagittarius**

If your Action this turn is a Rest action, gain Stardust equal to your Pouch size instead of refilling up to the number of the current size of your Pouch as normal. As a result of this effect you can exceed your Pouch size.



**Scorpius**

You may mark any Common star on an undiscovered Constellation as the first star of your Observe action. You may ignore the Star Marking rules for this marking. If there are no marked stars yet, you may ignore the Starting star as well. You may continue marking stars as part of the Observe action, following the Star Marking rules. This effect applies to all your Observe actions this turn.



**Serpens**

Mark any one star on any one undiscovered Constellation. You may ignore the Star Marking rules for this marking. You don't have to spend Stardust for this marking.



**Taurus**

This turn, place all Stardust spent on marking stars in a separate pile. If you only mark Common stars and do not trigger the Discovery phase (i.e., you didn't mark the last star in any Constellations), reclaim all of this Stardust. Otherwise, move this pile to the supply.



### Triangulum

Gain 2 Stardust, taking them from the general supply and placing them on your Journal, regardless of the current size of your Pouch.



### Ursa Major

Spend 3 Stardust to gain 1 Telescope token, taking it from the general supply and placing it on your Journal. You may repeat this process as long as you have at least 3 Stardust.



### Ursa Minor

Gain 1 Telescope token, taking it from the general supply and placing it on your Journal.



### Virgo

Mark any one star on an undiscovered Constellation. You may ignore the Star Marking rules for this marking. Then, mark all stars that are adjacent to it, regardless of the type of the stars involved. If you mark any Grand stars as a result of this effect, gain Wisdom as normal. You don't have to spend Stardust for these markings. You must skip your entire Action phase this turn, but you may use other Constellations' Abilities in the same Ability phase.



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