Celestia

2 – 6 players

8 +

30 minutes

During his travels, Gulliver searched in vain for the marvellous world of Celestia. In the steps of this storied adventurer, start your journey to celestial cities as mysterious as the treasures they hide. During your adventures, will you face threatening storms, Lockhars pirates, and Damok-birds. Will you be the cleverest pilot of the aircraft? Will your courage be rewarded?

Components

1 aircraft

6 "Adventurer" pawns

6 "Adventurer" tiles

9 oval "City" tiles

4 Event" dice

1 rulebook

78 "Treasure" cards distributed by city as follows:



68 "Equipment" cards:

20 blue compasses,

18 yellow lightning arresters

16 red foghorns

14 black cannons



8 "Turbo" cards

4 x 2 "Power" cards

Preparation

Place the 9 “City” tiles in ascending order on the table (from the lowest (1) to the highest (25)).

For each “City” tile, **Shuffle** the correspondingly numbered treasure cards and place them in a face down pile next to the “City” tile.

Place the aircraft on the first “City” tile.

Each player chooses an “Adventurer” tile (he keeps it in front of him) and places the “Adventurer” pawn of the same color in the aircraft.

Shuffle all “Equipment”, “Power” and “Turbo” cards into a single deck. Each player is dealt a starting hand from this deck.

- **8 cards** (2 or 3 players)
- **6 cards** (4 or more players)

Players are allowed to look at their own cards. Place the remaining card deck facedown within easy reach of all players.
Use the method you want to choose a player to be the first captain of the aircraft.

Preparation of a 3-player game:

“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.”









Discard



Goal of the game

Each player aims to call at the farthest cities of the mysterious world of Celestia in order to discover incredible treasures. The player who forms the most valuable collection will win the game.

Gameplay

A game of Celestia is made up of several journeys during which adventurers travel in an aircraft, from city to city, towards Meiji, the City of Lights (25). Each journey consists of a number of legs.

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

Players take turns being the captain.
The captain is responsible for bringing the aircraft to the next city. In order to do so, he will have to overcome all the challenges offered by this leg of the journey. Passengers must decide either to continue the journey or stay in the current city and claim one of its treasures.



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

Progress of a leg

One leg of the journey is composed of five steps:

1. The captain rolls the dice to determine the challenges.
2. Each passenger chooses to stay aboard or disembark.
3. The captain faces the challenges.
4. The captain moves the aircraft.
5. The captain passes the control of the aircraft to the next player.

1 *The captain rolls the dice to determine the challenges.*

The captain determines the challenges he will have to face. **To do so, he rolls as many dice as indicated on the next "City" tile.**

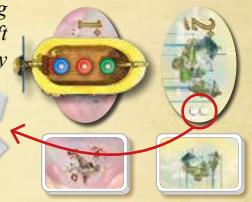
In order to continue the journey, the captain will have to discard specific «Equipment» cards to overcome the events shown on the dice.

See the section "Events & equipment" p. 4 for more details on the events and "Equipment cards".

Caution: The captain shall NOT play the "Equipment" cards immediately after rolling the dice. **He must wait for the passengers to decide whether they want to stay aboard or not.**

NOTE Except in particular cases (see Details p.7), the captain never abandons the aircraft.

Orville is the captain during the first round. The aircraft is situated on the first city tile: he rolls 2 dice which show «Lightning» and «Fog». In order continue the journey – and after each passenger has chosen to stay or not – he will have to play a "Lightning arrester" card to cope with the "Lightning" and a Compass" card to navigate in the "Fog".





Events & equipment

This leg of the journey was uneventful
➤ **No card is required.**

The aircraft is entering thick clouds. It becomes impossible to see where to go. The use of a navigation instrument is required.
➤ **Reveal a compass "Equipment" card.**
"Such a tiny cloud will not stop us. My compass is clear, the way is straight on!"



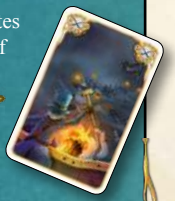
Lightning is about to strike the aircraft. The captain can save the crew by diverting the electrical discharge.
➤ **Pull out your lightning arrester "Equipment" card.**
"Finally a storm, it will allow us to charge the batteries."



A flock of damok-birds is surrounding the aircraft. They make threatening dives toward the passengers.
➤ **Play your foghorn "Equipment" card.**
"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 from all passengers, if not seize the aircraft itself.
➤ **Use your cannon "Equipment" card.**
"What is more dangerous than a pirate? A cannon pointing at a pirate!"



2 *Each passenger chooses to stay aboard or disembark.*

Starting with the player sitting immediately to the left of the captain, passengers (players still in the aircraft) take turns declaring whether they will stay aboard or not.

Passengers have two options:

➤ If the passenger feels that the captain will be able to overcome the challenges shown by the dice,
he announces « ***I will stay*** » and leaves his pawn in the aircraft.

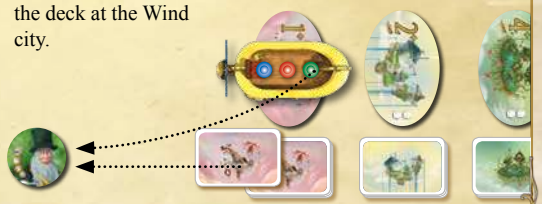
➤ If the passenger feels that the captain will not be able to overcome the challenges shown by the dice,
he declares « ***I will leave*** ».
In this case, he takes his "Adventurer" pawn out of the aircraft and puts it on his "Adventurer" tile. He then draws the top "Treasure" card from the corresponding deck and adds it to his collection.

He is no longer a passenger, he does not take part in the rest of this journey.

NOTE At this moment, the captain may not disembark. (see Details p.7)

Once all passengers have announced their intentions, and before the captain plays (or fails to play) his cards, "Power" cards may be used. See the "Cards" section p.6 for more details.
All players, including the captain, may play any number of "Power" cards any time during this period.

Amelia trusts in Orville : she decides to stay in the aircraft. Ambroise prefers to disembark. He removes his "Adventurer" pawn from the aircraft and puts it on his "Adventurer" tile. He draws the top "Treasure" card from the deck at the Wind city.



3 *The captain faces the challenges.*

The captain must use the required "Equipment" cards from his hand to overcome the challenges shown by the dice. The captain must play one "Equipment" card for each die.

NOTE If several dice depict the same challenge, the captain will have to play as many "Equipment" cards as the number of dice showing this challenge. Blank dice require no cards.

4 *The captain moves the aircraft.*

If the captain managed to overcome all the challenges by playing all the required "Equipment" (or "Turbo") cards, he moves the aircraft to the next city. **All played cards are discarded to the discard pile.**

Orville is a great captain. He has a "Compass" card and a "Lightning arrester" card. He plays these two cards and he and Amelia continue to the next city. Ambroise watches the aircraft fly away since he got off.



If the captain cannot face all the events, he plays no "Equipment" card at all and the aircraft crashes with all its passengers. None of these players receives any "Treasure" card. **The current journey ends at this point and a new one begins.**

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



5 *The captain passes the control of the aircraft to the next player.*

Whatever the outcome of the previous, the passenger sitting to the left of the captain becomes the new captain.

NOTE A player who has left the aircraft cannot become the captain.

After the crash, Ambroise becomes the new captain because he sits immediately to the left of Amelia, the previous captain, and is back on-board because a whole new journey begins.



New Journey

When a new journey begins:

- Place the aircraft on the first "City" tile.
- Return all "Adventurers" pawns to the aircraft.
- Each player draws a card from the "Equipment" card deck.

End of the game

Before the beginning of a new journey, if any player has reached 50 points, the game ends immediately.

The player with the highest score is the winner.



Cards

"Turbo" cards (x8)



Each "Turbo" card allows the captain to overcome any one challenge (one die result).
The captain may choose not to play these cards (unlike the "Equipment" cards).
He may use as many "Turbo" cards as he wishes.

"Power" cards: Ejection (x2)



Conditions of play:
• Only the captain, or passengers still aboard the aircraft, may play these cards.
• All passengers must have announced their intentions.
• The captain must not have played his "Equipment" cards yet.

Effect : The player who plays an "Ejection" card forces another passenger (never the captain) to leave the aircraft immediately. The targeted passenger removes his pawn from the aircraft and puts it on his "Adventurer" tile. He then draws the first "Treasure" card of the current city and ends his journey there.

"Power" cards: Jetpack (x2)



Conditions of play:
• Only the captain or passengers still aboard the aircraft may play these cards.
• A "Jetpack" card can only be played when the aircraft is about to crash.

Effect : The player who plays a "Jetpack" card uses his jet pack and descends safely.
He takes the top "Treasure" card from the farthest city reached by the aircraft on this journey, as if he had chosen to disembark.

"Power" cards: Alternative route (x2)



Conditions of play:
• Only the captain or passengers of the aircraft can play these cards.
• All passengers must have announced their intention.

Effect : An "Alternative route" card allows the captain to re-roll any dice of his choice once, if he wishes.

NOTE These cards can be played even after the captain has already claimed that he could not face the events. Passengers may not change their decisions after the re-roll.

"Power" cards: Wind Gust (x2)



Conditions of play:
• Any adventurer may play a "Wind Gust" card, including one who has left the aircraft.
• All passengers must have announced their intentions.

Effect : A "Wind Gust" card forces the captain to re-roll all the uneventful (blank) dice .

NOTE Players may not change their decisions after the re-roll. These cards can be played even after the captain has already claimed that he could overcome the challenges.

"Treasure" cards: Magic spyglass (x4)



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

Conditions of play:
• Only the captain or passengers still aboard the aircraft may play a "Magic Spyglass" card.
• All passengers must have announced their intentions.
• The captain must have announced that he cannot overcome the challenges.

Effect : A "Magic spyglass" card allows the captain to find a route without any pitfalls. All challenges 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 happens if a captain is alone in the aircraft when he reaches a city?
If all of the passengers abandon the aircraft, and the captain is able to overcome the challenges, he moves to the next city by himself. He may now take a treasure from this city, or attempt to go farther on his own. The captain may continue on his own for as long as he is willing to risk it.

Amelia is the captain, and Orville is the only passenger. After Amelia has rolled the dice, Orville decides to get off the aircraft. Amelia cannot get off now because there were two players on board at the beginning of the leg.
Amelia succeeds in overcoming the events and reaches the next city. She is then alone on board at the beginning of the new leg. She chooses to land, so she does not roll the dice and draws the first "Treasure" card of the city where she lands.

What if the deck is empty?
Shuffle the discard pile and place it face down to create a new deck.

What if there is no more treasure in a city?
This city is no longer a stopover of the journeys and the aircraft does not stop over there anymore. To represent this, the "City" tile is removed or turned over on the table. If a passenger gets off and takes the last "Treasure" card of a city, no more passengers can get off here.

What if the aircraft reaches the last city (the tile numbered 25) ?
In this case, starting with the captain and going clockwise, each player in the aircraft takes turn to draw a "Treasure" card of the last city. It may happen that one or more players do not receive any treasure: no luck for them! A new journey then starts at the first city. Note: It is always allowed to count the remaining "Treasure" cards in a city.

Does the captain always have to play the "Equipment" cards if he has them?
Yes. Nevertheless, he is never forced to play "Turbo" cards.

Are the captain and passengers allowed to discuss before declaring if they will stay or not?
Yes! Celestia is more fun when players try to influence each other.

Variant
beginner adventurers

- The "Power" cards are discarded and will not be used in the game.
- The "Magic spyglass" cards are discarded, too.
- Nevertheless, the "Turbo" cards are used.
- The end of the game is different:

At the beginning of a new journey, players check the number of different "Treasure" cards they own. The game ends as soon as a player has 5 different types of treasure.

Then the points are counted as in the normal game.

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 cannot end the game because he only has 4 different types of treasure.

Later during the game he receives the fifth type of treasure, thus he ends the game but only at the beginning of the next journey.

However, Buck, who only holds 4 cards, wins the game because he has more points.

Summary of a play

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



2 - The captain rolls the dice.

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





4 - The "Ejection" card may be played by any player present in the aircraft.

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





6 - The "Jetpack", "Alternative route" and "Wind Gust" cards may be played.

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





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

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





"Power" cards



Who > Captain / Passengers
When > When the aircraft is about to crash.
Effect > Allows the player to take a "Treasure" card.



Who > Captain / Passengers
When > When the aircraft is about to crash.
Effect > Allows the captain to re-roll as many dice as he wishes.



Who > All players
When > When the captain plays his cards.
Effect > Forces the captain to re-roll all the uneventful (blank) dice.



Who > Captain / Passengers
When > When all passengers have announced their intention.
Effect > Forces the targeted passenger to get off the aircraft and take a "Treasure" card.



Who > Captain / Passengers
When > When the aircraft is about to crash.
Effect > Allows the passengers and the captain to reach the next city without playing any "Equipment" card.

Aaron Weissblum > *Author*

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.

Gaëtan Noir > *Illustrator*

Gaétan Noir is a young French illustrator born in 1984 and living in Lyon. A Jack-of-all-trades, he's interested in several fields, from video games to cartoons through illustration.

Philippe Christin > *Aircraft conception*

A computer scientist, he practices several creative hobbies such as painting, miniatures and even 3D.

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BLAM!*

Graphism : Le monde est petit