

# Starshine

## Rules



*Luck is a little star,  
falling into your day-to-day life.*



IDEA BY:

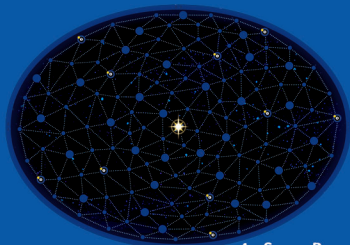
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# Overview



1x Game Board  
(Firmament)



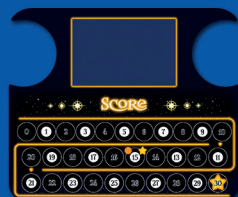
4x Player Board



2x Star Box



1x Card Box  
(Card holder)



1x Scoreboard



4x  
Player Markers

## ACTION CARDS



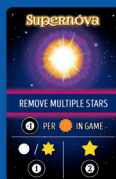
12x  
Star Birth



20x  
Rambling Star



12x  
Black Hole



4x  
Supernova

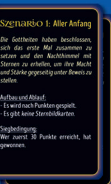


48x  
Back Site

## Constellation Cards



8x  
Different Constellations



2x Scenario  
Cards



2x Placement  
Rules



50x  
Dot Star



20x  
Bright Star



7x  
Splendor Star



5x  
Supernova

## ! IMPORTANT

Exclamation marks always contain important information for the course of the game.

! Please read the game instructions carefully before playing for the first time in order to avoid questions and misunderstandings during the game.

## ASSEMBLE THE CARD HOLDER

A card holder can be built from the card box. Close the outer box and insert the inner slipcase with the opening facing up into the recess on the back of the outer box.



The card holder should look like this now:

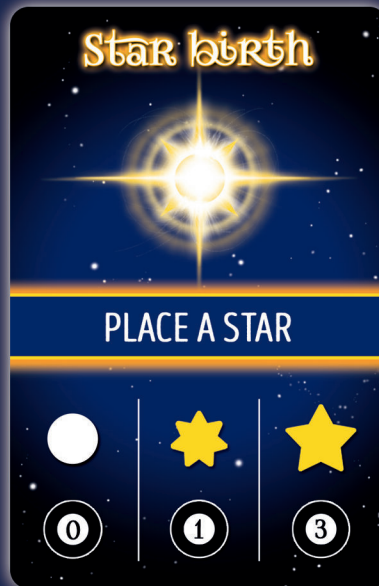
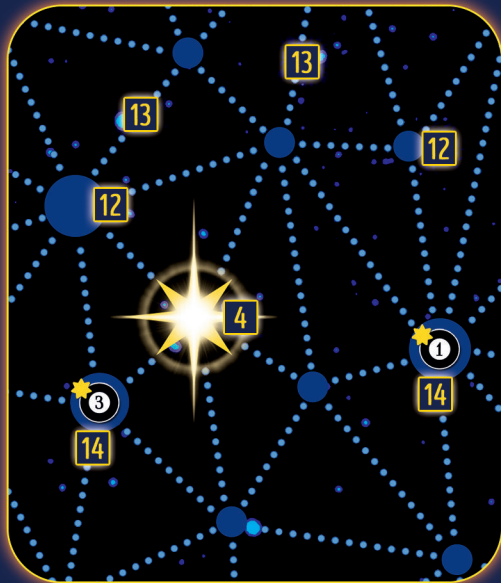


Starshine



# Setup Details / Explanations

- 1 game board “Firmament”
- 2 player board
- 3 space for discarded cards
- 4 starting space
- 5 scoreboard
- 6 star box with Bright & Splendor Stars
- 7 card holder with action cards
- 8 star box with Point Stars & Supernovae
- 9 constellation card
- 10 permanent action “Star Birth” / slot for card  “Supernova” optional slot for action cards
- 11 Slot ② and ③ for action cards
- 12 empty square
- 13 connecting line
- 14 special field: 1 or 3 points additionally for placing a  Bright Star



- ▶ name of action
- ▶ description of action
- ▶ possible actions
- ▶ points

## Game Story

The firmament is too dark and empty for the gods, so they want to light it up with twinkling stars. But everyone has their own idea of the perfect night sky and shoddy the others in the craft.

Only he who places the brightest stars, them decorating his personal constellation and makes the night shine with their brilliance, can become a divinity over the firmament.

## Setup

Place the firmament in the middle of the table, the scoreboard next to the firmament and hand out a player board to each player.

Place the card holder in the middle recess of the score board, the open star boxes in the recesses on the left and right. Place a Dot Star on the starting space in the middle of the firmament and the matching player markers one above the other on the 0 of the score track.

Place the **Supernova** cards and the constellation cards behind the score track. Shuffle the action cards and the constellation cards. Refill the action cards face down into the card holder.

Each player draws five action cards and, depending on the scenario, one constellation card. Place two action cards face up on slot ② and ③ of the player boards and the constellation card in front of you. Set aside your remaining hand cards face down beside the left side of your player board.

Choose a starting player and the game begins.

## Gameplay

During their turns, the players perform the following steps in order:

1. Perform *two possible ACTIONS* or *ALL ACTIONS* on the board in row.
2. SHIFT THE CARDS on your board one space to the right.
3. PLACE A HANDCARD onto slot ② or also slot ①\* your board. DRAG new Handcards.

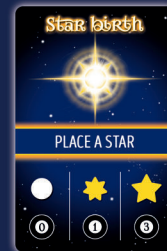
! \* Optional. Can only be covered by one card at once.

### 1. ACTIONS

Perform *two possible actions* (▼ / ▼) OR *all three actions* (▼ ▶ ▼ ▶ ▼) in a row. Depending on the cards on your player board, these can be:

#### Star Birth (PLACE A STAR)

All stars have to be placed next to stars that are already in place along the connecting lines. Place a star from one of the three different star classes on the firmament as follows:



- *Dot Stars* can always be placed.
- ★ *Bright Stars* have to be placed on squares that are directly connected by at least 3 ● Dot Stars. Placing Bright Stars gives *1 point*.
- ★ *Splendor Stars* have to be placed on squares that are directly connected by at least 3 ★ Bright Stars. Placing Splendor Stars gives *3 points*.

*Star birth* is a basic action on your board, if it is not covered by a card.

! Stars of the same star class may not be removed and placed again on the same field in one turn, or vice versa.

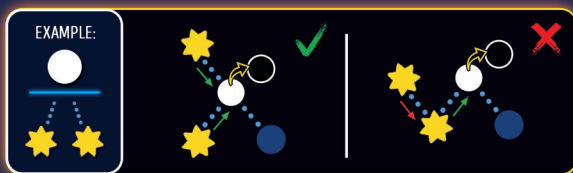
Stars can only be placed on free squares and only one star per square.



## Black hole (REMOVE A STAR)

Remove a ● *Dot Star* or a ★ *Bright Star*. These can be removed from the firmament at any time and from anywhere.

However, if the player can remove these stars from one of the three constellations indicated on the card, the points indicated under the constellation may be credited to the player.



The top star of the constellation shown on the card must be removed. The two stars indicated below have to be connected directly with the star that has to be removed in order to score the corresponding

points on the scoreboard.

! ★ *Splendor Stars* and ☀ *Supernovae* must not be removed!

## Rambling Star (MOVE A STAR)

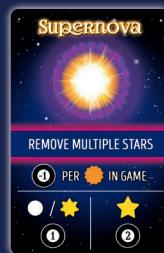
Move a ● *Dot Star* or a ★ *Bright Star* two or three squares along the connecting lines as indicated on the card. Stars can only be moved across free squares that are not occupied by a star.



! Stars may not pass a connecting line twice in a move or be moved back to their original space. No ★ *Splendor Stars* or ☀ *Supernovae* may be moved.

## Supernova (REMOVE MULTIPLE STARS)

If you reach 15 points, take a *Supernova* card onto your hand and place it by occasion over *Star Birth* ① on the left side of your board. If you use the *Supernova* action, *remove the card directly and completely from the game*. Otherwise, the card stays slot ①, respectively on your hand.



Place a ☀ *Supernova* onto a free square on the firmament and remove all direct connected stars, even ★ *Splendor Stars*. Credit yourself with the points



indicated on the card. Note that each Supernova in play gives you 1 point extra. You can also discard the card without using the action.

! Supernovae can not be moved or removed. If **Supernova** is placed over **Star birth**, you can not use the **Star birth** action beneath.

**Supernova** may not be shifted with the cards on slots ② and ③. It stays on **Star birth**, until its action is used or the card is discarded.



## 2. SHIFT CARDS

After performing the actions, shift all cards one space to the right, or place it face down next to the right side of your player board, if shifted from slot ③.

## 3. PLACE AND DRAG HANDCARDS

Drag a card from your hand and place it on empty slot ② or optionally on slot ①. Draw new cards until you have five cards on hand again. You can never hold more than five cards on your hand at once.

If there are no cards left to draw, collect all cards that are next to the player boards, shuffle them and put them back face down into the card holder.

## END OF TURN

Once all three turns have been made, it is the next player's turn in clockwise order.

## CONSTELLATION CARDS



Each constellation consists of 3 ● *Dot Stars*, 2 ★ *Bright Stars* and 1 ☆ *Splendor Star*. Blue ● dots on the map indicate a gap between the stars that must be respected, as well as shown connection lines.

Not indicated lines and squares have to be left blank according to your own interpretation.

! It is important that all fields indicated on the map are correctly occupied with the appropriate stars along the connecting lines, but the exact appearance is not important. (Page 12)

## SCENARIOS

Starshine can be played in four different scenarios. To get a feel for the game, start with Scenario 1. Only some scenarios require **Supernova** cards. These are marked with +●.

### SCENARIO 1: The beginning + ●

*The gods have decided to sit down together for the first time and light up the night sky with stars to show each other their power and strength.*

#### Setup and procedure:

- It is played for points for action cards\*
- There are no constellation cards

#### Victory condition:

Whoever reaches 30 points first wins.

### SCENARIO 2: Art is heaven

*Making the firmament shine is no longer enough for the deities. To bring order to the chaos, everyone wants to see their own constellation shining in the sky.*

#### Setup and procedure:

- There are no points
- Each player receives a constellation card that is laid out face up for all to see

#### Victory condition:

The first player to complete their own constellation on the firmament wins.

### SCENARIO 3: Gallery in the sky

*Practice creates masters. The deities keep coming up with new images for the dark firmament. Voices are raised: "The firmament should be an exhibition of our creativity!"*

#### Setup and procedure:

- It is played for points for constellation cards\*
- A constellation card is laid out openly for all to see

If a player completes a constellation card, he gets 5 points, the old constellation card is removed and a new card is laid out.

#### Victory condition:

Whoever has reaches 15 points first or has the most points after all 8 constellations wins.

### SCENARIO 4: Dominion over the firmament + ●

*There can only be one true ruler of the firmament! And so the deities, with all their wisdom and experience, compete to determine who shall rule the night sky forever.*

#### Setup and procedure:

- It is played for points for all cards\*
- Each player is given a secret constellation card, places it face up in front of them *after completion* and draws a new constellation card.

#### Victory condition:

The first to reach 30 points and complete at least one constellation wins.

\* Points from special fields on the firmament are also scored.

## ✦ End of game ✦

Depending on the scenario, the game ends if...

- the condition of the scenario has been met.

- or -

- all 7 *Splendor Stars* have been placed.  
Then the player with the most points wins.

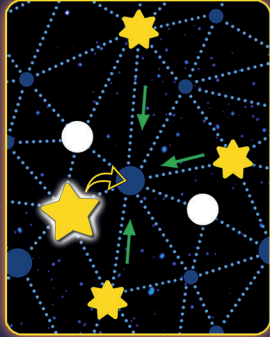
In the event of a tie, the player with the fewest cards in their pile next to the player board wins. If there is a tie again, the win is shared.

Have fun playing!

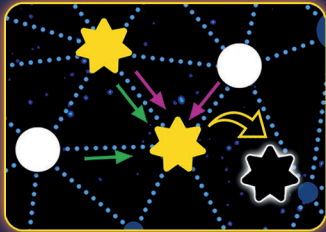
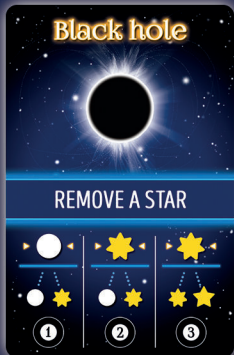
# Examples

## PLACE A SPLENDOR STAR:

In this example, three Bright Stars are directly connected to an empty square. Therefore, a Splendor Star can be placed here.

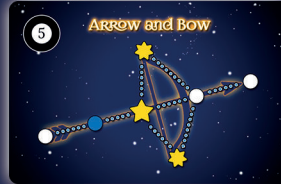


## REMOVE A STAR:

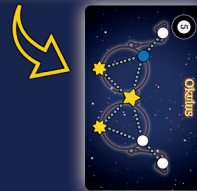
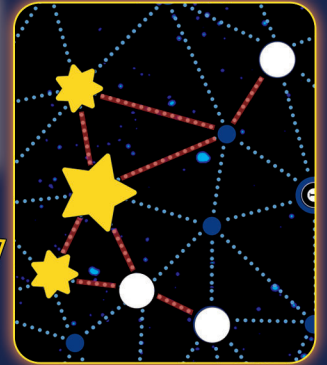


In this example a Bright Star and two Dot Stars are connected to a Bright Star. Therefore the player gets 2 points for removing the Bright Star.

## COMPLETE THE CONSTELLATION "ARROW AND BOW":



## COMPLETE THE CONSTELLATION "OCULUS":



Completing constellations requires a certain amount of spatial imagination.

Like in these examples, the constellations do not look exactly like on the constellation map, but meet all the requirements and is therefore considered complete.