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# STELLIUM



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### CONTENTS OF THE BOX

- 1 game board
- 1 bag of 38 marbles (11 green, 10 blue, 9 yellow, 8 pink)
- 40 "Objective" cards
- 16 Tokens
- 1 "1st Player" marker
- 4 game guides
- 1 set of game rules

### INTRODUCTION

At the dawn of the construction of the Universe, choosing its architect is crucial. You embody the first Divinities to appear from the Chaos.

You'll have to stretch your ingenuity (and trickery!) to create Alignments of Astral Bodies in the Universe, while disrupting your opponents' attempts, because only the best among you will be named... **Grand Architect of the Universe!**

### AIM OF THE GAME

The players take turns drawing **Astral Bodies** from the bag and placing them on the board representing the **Universe**. The aim is to create different figures, represented on the **Objectives** cards. Their efforts will be rewarded with victory points, called **Stelliums** (☉).

The final turn of the game is triggered when the Objectives draw pile is empty, or when a player reaches a certain score (between 20 and 30 Stelliums, depending on the number of players).

### LEXICON

- Marble = Astral Body
- Disc = Galaxy
- Board = Universe
- Edge of the board = Outer Belt
- ☉ = Stellium
- = Black Hole

### SETTING UP THE GAME



[1] Assemble the 3 parts which form the **Outer Belt**.



[2] Randomly arrange the 6 discs, called **Galaxies**, and align them amongst themselves and with the belt (the white grid).



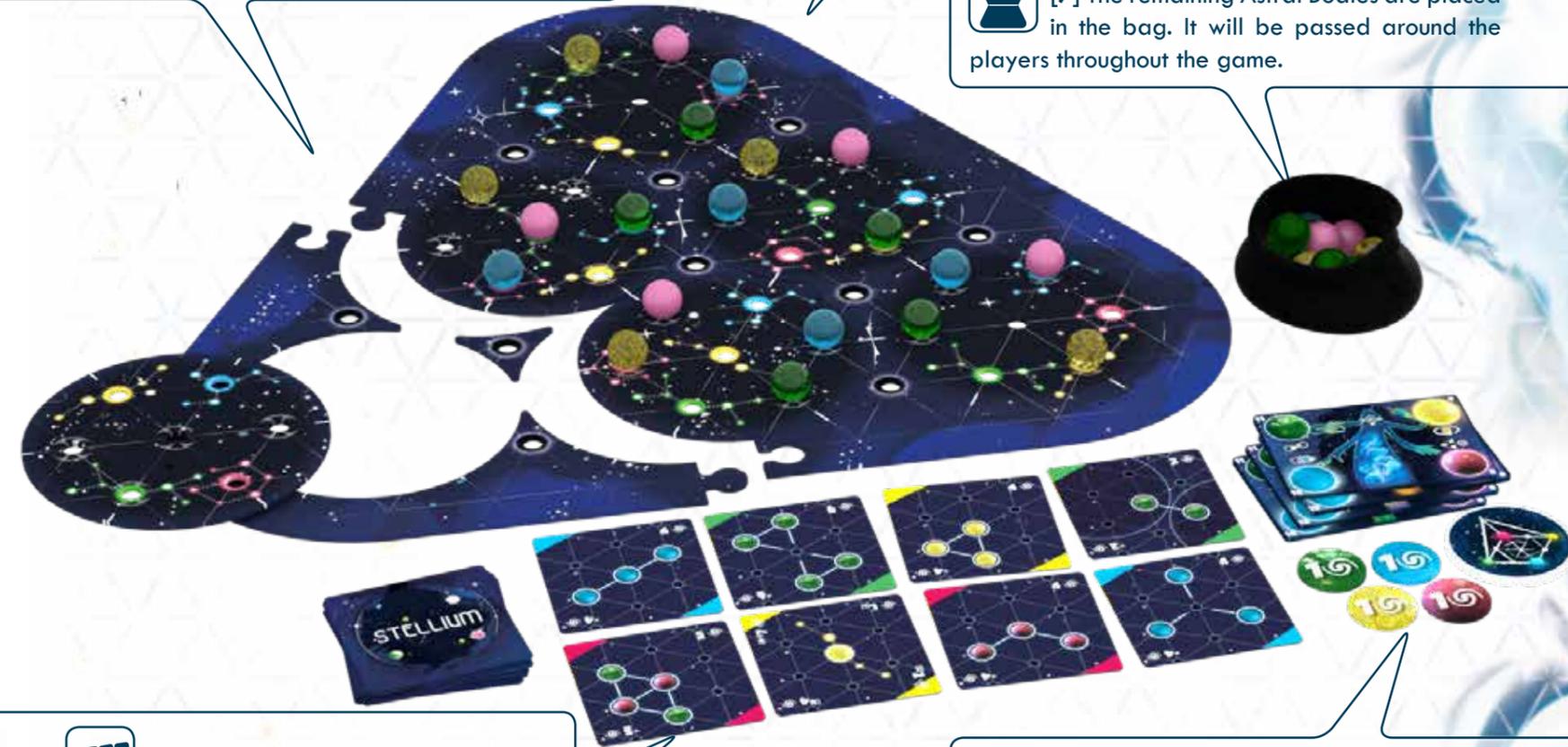
[3] Add the 4 triangles in the remaining spaces to complete the set up.



[6] Randomly place a marble of each type on each Galaxy, in the 4 starting locations (☉). These are the Astral Bodies (●●●●)



[7] The remaining Astral Bodies are placed in the bag. It will be passed around the players throughout the game.



[4] Mix the **Objectives** cards, and arrange some of them, face up: 8 for 4 players, 7 for 3 players, 6 for 2 players. This is the Draw Pile.



[5] Form an **Objectives Reserve** with the remaining cards.



[8] Each player receives a **Game Guide**.



[9] Finally, the players each receive 4 different **Influence Tokens**. The oldest player receives the **1st Player Token**.

## GAME TURN IN DETAILS

### Game Turn Timeline

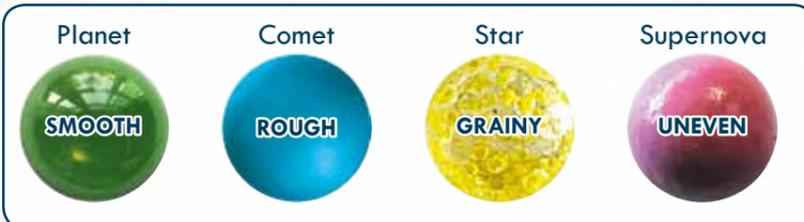
1. Draw an Astral Body
2. Place the Astral Body on the Universe
3. The Astral Body's influence or use an Influence Token (optional) Validate an Objective (optional) and discard the Astral Bodies concerned (excluding 1)
- Validate another Objective (optional) and discard the Astral Bodies concerned (excluding 1)... etc.
4. Draw a new Objective
5. Next player's turn

The players take turns clockwise, starting with the 1st Player.

### 1. PLAYING AN ASTRAL BODY

It's difficult to know what to choose on the first turn of the game. Look at the Objectives of the Draw Pile and the configuration of the Astral Bodies on the board. On your turn, you'll be able to choose one of the available Objectives, and then try to achieve it later.

There are 4 very distinct types of Astral Bodies. Each one has a different feel, allowing you to find them in the bag without looking, simply by touch.



**5 seconds:** that's around the amount of time each player has – with the other players counting down – to look for an Astral Body in the bag.

**Placement:** the player then places the Astral Body on the board, on the empty space of any Galaxy. Please note: Comets are not subject to this placing rule! (see: Collision)

### Black Holes



There are 10 Black Holes. These are spots between the Galaxies where Astral Bodies cannot be placed directly. It is however possible to push or attract one onto them, thanks to their influence (see below). The Astral Body does not disappear! It is possible to achieve all of the Common Alignments' Objectives with an Astral Body placed on the Black Hole.

**Influence:** They must finally apply the Astral Body's effect.



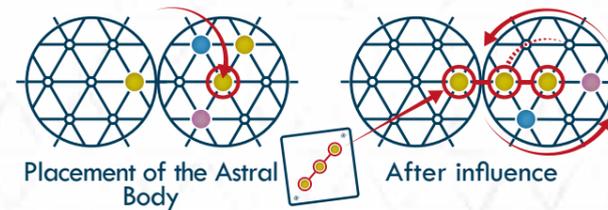
**Permutation:** Switches another Planet and an Astral Body next to it. The Planet placed using this influence cannot be switched itself. An Astral Body using a Planet Token switches an Astral Body of the same type.



**Collision:** Repels any Astral Body and directly takes its place. Several adjacent Astral Bodies can therefore be pushed in a straight line, until they fill a void. An Astral Body can be ejected from the board and returned to the bag. The Comet cannot be placed on an empty space.



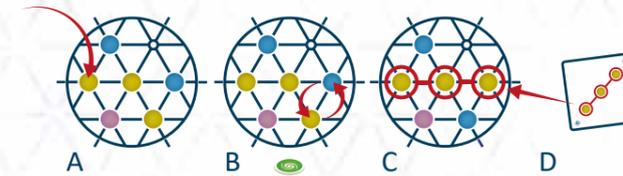
**Rotation:** Freely pivots the Galaxy on which it is placed. However, performing a full turn (360°) is not allowed.



**Attraction:** Activates any Black Hole, which attracts an Astral Body adjacent to it. The Supernova applying this influence cannot itself be attracted.

### "Influence" Token

Instead of using the influence of their Astral Body, the player can decide to use one of their Tokens, in order to play their Astral Body using the influence of another.



(A) the player plays a Star and uses (B) their "Planet" Token (green) to switch another Star instead of pivoting the Galaxy it has been placed in, in order to achieve their Objective (C & D).

Any unused Tokens have a value of 1, and will be added to the score at the end of the game.

### 2. VALIDATING AN OBJECTIVE

Players start with no Objectives in their hand. On the 1st turn of the game, all of the players go straight to step 3: "Taking an Objective".

After having played an Astral Body, the player can validate one or more of their Objectives chosen during previous turns.

### Introduction



Each Objective has a color corresponding to that of the main Astral Body represented. Validating Objectives of different colors provides a bonus at the end of the game.

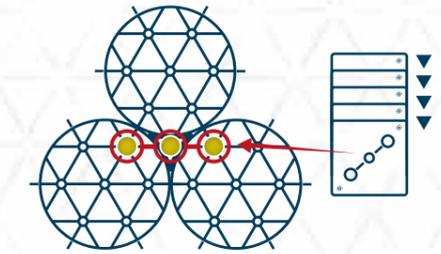
The Objectives validated by each player will be placed in front of them, with the upper-right hand corner visible, so that the Stelliums won can be seen by all players.



The represented Alignment must be perfectly recreated on the board to be validated.

The empty spaces of an Objective can be filled (or not) with other Astral Bodies.

**Showing an Objective:** If an Alignment of Astral Bodies on the board is identical to one of the Objectives the player wants to validate, they show it to their opponents. They immediately win the Stelliums indicated in the upper-right hand corner of the card. The player places the validated Objective in front of themselves, face-up.



**Discarding Astral Bodies:** They immediately remove all but one of the Astral Bodies used to achieve the Objective, of their choosing. The ejected Astral Bodies are returned to the bag, and therefore cannot be used to achieve another Objective that turn.



**Empty Galaxy:** During the game, a Galaxy may become empty of Astral Bodies. It needs to be replenished:

1. The player who emptied it draws 5 Astral Bodies at once.
2. The previous player chooses one of them and places it on one of the 4 starting locations. The other players (going anti-clockwise) do the same. The remaining Astral Body is returned to the bag.

**Multiple validation:** It is possible to validate several Objectives during a single turn, one after the other.

Important: You cannot validate an Objective you have just obtained!

### 3. TAKING AN OBJECTIVE

**Selection:** The player ends their turn by taking one of the available Objectives. They show the other players the Objective they have taken, and either put it in their hand, or face-down in front of themselves.

**Replenishment:** A new card from the Objectives Reserve is revealed.

**Maximum of 3 Objectives:** If the player already has 3 unachieved Objectives in their hand, they can keep them or remove one of them and choose a new one. The rejected Objective is returned to the box.

## FINAL TURN

**Points Victory:** When a player reaches or exceeds a certain number of Stelliums using the total from their Objectives\*, the current turn continues until its end, so that all of the players will have played the same number of turns. Then, each player adds up their points, adding any bonuses. (\*): the "Color Bonus" isn't taken into account.

Limit imposed: 🧑🧑🧑 = 20🌀, 🧑🧑 = 25🌀, 🧑 = 30🌀  
For your 1st game, it is recommended that you lower this limit by 5🌀 (15🌀, 20🌀 and 25🌀)

**Objectives Reserve empty:** If no players have reached the limit imposed and the Reserve is empty, the final Objectives from the Draw Pile are put aside. The players play a final turn, then each player adds up their points, adding any bonuses.

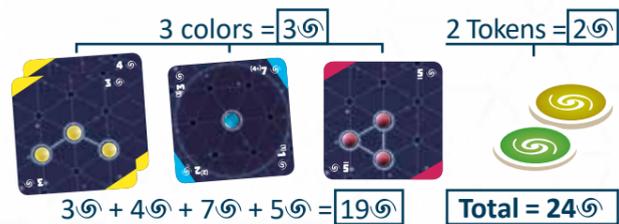
## END TOTAL: Each player adds up

Their Objectives + Their unused Tokens + Their "Color Bonus"

Whoever accumulates the most Stelliums is named **"Grand Architect of the Universe"**.

**Color Bonus:** Each player wins 1🌀 per different color among the Objectives they have achieved: 1/2/3/4 colors: +1🌀/+2🌀/+3🌀/+4🌀.

### Example End Total



**End tie:** If multiple players have accumulated the same number of Stelliums, victory goes to:

The 1st player to have reached the limit imposed.

If this limit has not yet been reached, no one wins, and the much sought-after title is still up for grabs.

## OBJECTIVE DETAILS

### Common Alignments

 The 3 Astral Bodies must be adjacent and form a line.

 The 3 Astral Bodies must be adjacent and form a semi-circle.

 The 4 Astral Bodies must form a rectangle. Each one is mutually adjacent.

 The 2 Astral Bodies of the Objective's color must be adjacent and form a diamond with 2 other Astral Bodies of the color shown.

 The 3 Astral Bodies must be adjacent to each other.

 The 3 Astral Bodies all have a mutually adjacent space.

 The 4 Astral Bodies must be adjacent and form an "S". This Objective can only be achieved by straddling multiple Galaxies.

Reminder: It is possible to achieve these 7 Alignments by straddling multiple Galaxies and Black Holes.

## Positioning on a Galaxy

 The 2 Astral Bodies must be adjacent, each one on a different Galaxy.

 The player must place as many Astral Bodies as possible at the center of the Galaxies. (The number in brackets represents the number of Astral Bodies to be placed to validate it).

 The player must place as many Astral Bodies as possible on symbols of the same color. (The number in brackets represents the number of Astral Bodies to be placed to validate it).

## CREDITS

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The creator would like to thank (in order of creation) the players of "Tas de Beaux Jeux" (a club in Froidfond, France), our friends from the CAJO (Western Game Authors' Group), and Henri, for believing in the initial project. Thanks also go to all of the beta testers, both near and far, who took part in its development.

## Game Turn Timeline

1. **Draw an Astral Body (max. 5 seconds)**
2. Place the Astral Body on the Universe
3. The Astral Body's influence or use an Influence Token (**optional**)  
Validate an Objective (**optional**) and discard the Astral Bodies concerned (**excluding 1**)  
Validate another Objective (**optional**) and discard the Astral Bodies concerned (**excluding 1**)... etc.
4. Draw a new Objective (**max. 3**)
5. Next player's turn

## Full information about Astral Bodies

**Planet**  **x11** smooth



Permutation: Switches another Planet and an Astral Body next to it. The Planet placed using this influence cannot be switched itself. An Astral Body using a Planet Token switches an Astral Body of the same type.

**Comet**  **x10** rough



Collision: Repels any Astral Body and directly takes its place. Several adjacent Astral Bodies can therefore be pushed in a straight line, until they fill a void. An Astral Body can be ejected from the board and returned to the bag. The Comet cannot be placed on an empty space.

**Star**  **x9** grainy



Rotation: Freely pivots the Galaxy on which it is placed. However, performing a full turn (360°) is not allowed.

**Supernova**  **x8** uneven



Attraction: Activates any Black Hole, which attracts an Astral Body adjacent to it. The Supernova applying this influence cannot itself be attracted.