Into the Night

Codex Astronomica Challenge Scenario Set 1

Night has fallen and the stars twinkle above your head. Yet once you've brought out your telescope and gotten set up, you notice some clouds rolling in. The stargazing will be a little more difficult today, but with a little luck, you'll still be able to see all of your favourite constellations.

Welcome to *Into the Night*, the first set of challenge scenarios for *Codex Astronomica*. In these pages, you will find scenarios with unique limitations and goals to change up the gameplay you know and love.

Though each scenario only comes with one night sky, you can of course use a regular free play page to replay them as many times as you like.
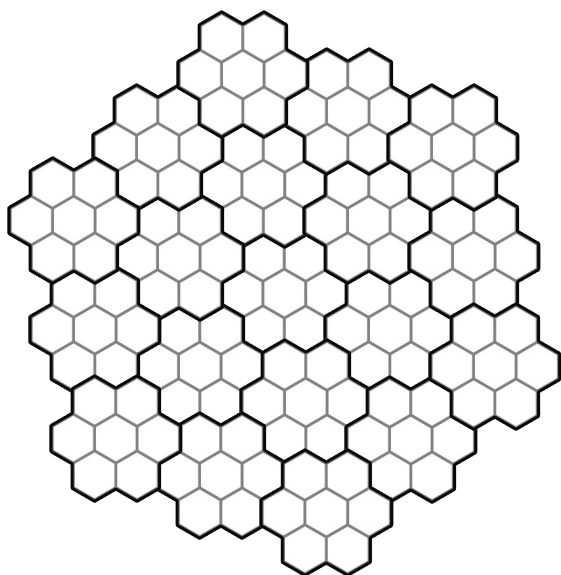
Remember that you can always find further *Codex Astronomica* materials at
https://www.marcinon.com/codex-astronomica.php

Foggy Night

Goal: Score at least 75 points.

Play this scenario as you would a typical game of *Codex Astronomica*, but only reveal 1 star card at a time.

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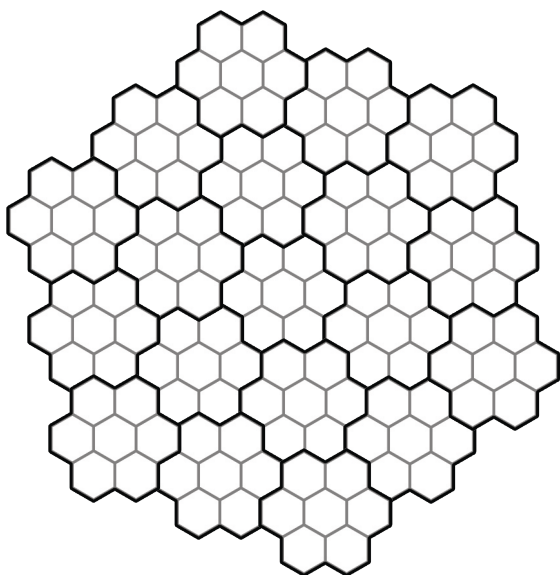✚ _____

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Total _____

A Smattering of Stars

Goal: Create all of the minor constellations with a total score of at least 75.

For this scenario, you will not draw any zodiac or major constellations – instead, play with all 10 minor (1-star) constellations and no others.

You only score if you manage to create all of the minor constellations.

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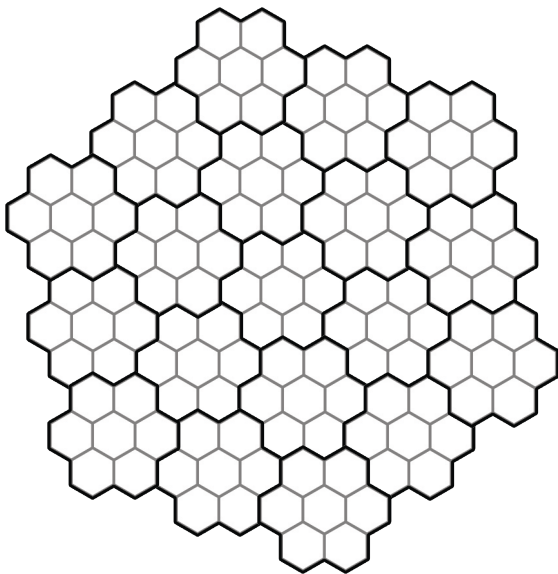✳ _____

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Twin Zodiac

Goal: Create 2 zodiac constellations
with a total score of at least 50.

   For this scenario, you will not draw any minor or major
constellations – instead, play with 2 randomly chosen
zodiac (3-star) constellations.

   You only score if you manage to create both revealed
zodiac constellations.

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Total _____

Asteroid Belt

Goal: Score at least 50 points.

In this scenario, an asteroid belt runs through the middle of your night sky. Any tiles containing asteroids are set in stone and have been shaded lightly darker for you – you will not be drawing anything into them.

For this game, reveal 3 major and 3 minor constellations – no zodiac. Additionally, do not reveal a constellation for the middle tile at the end of setup: that tile has already been filled in. You will play 4 rounds of the game to fill in the remaining 12 tiles.

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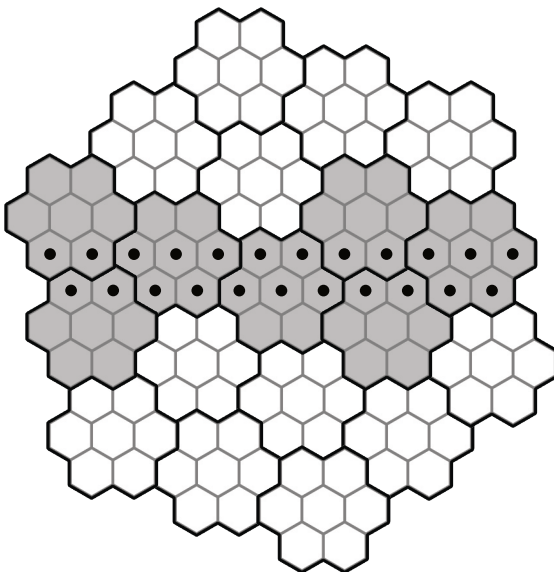
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Cloudy Skies

Goal: Score at least 50 points.

In this scenario some hexes are obscured by clouds. Anything placed on an obscured hex disappears.

Obscured hexes cannot be part of constellations (neither stars nor as empty hexes). They obscure star clusters (thus they neither score nor deduct points), nebulas (thus splitting them), but do not block lines for guide star pairs (though stars placed between a guide star pair on an obscured hex are obscured and thus score no additional points).

Remember that you may rotate the first (central) tile in any direction when you place it!

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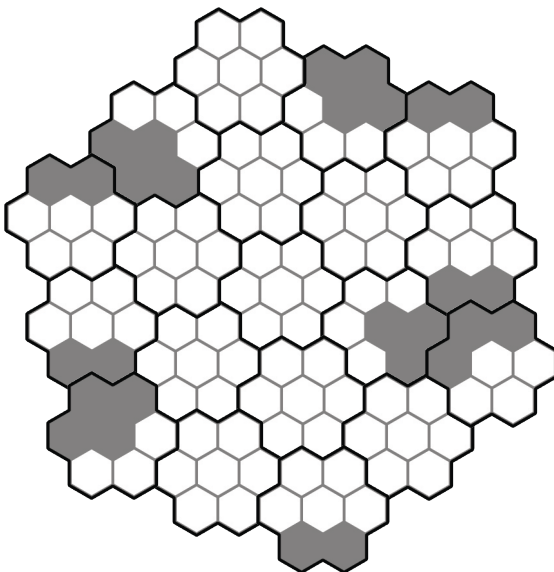
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Scan Lines

Goal: Score at least 75 points.

For this scenario you may draw your first revealed star card into any tile of your choice. Afterwards, reveal 3 star cards at a time as usual, but each star card used must be drawn next to the last tile filled.

Your game ends early if you ever have unfilled tiles that you cannot access, as you no longer have unfilled tiles next to the last one you filled in.

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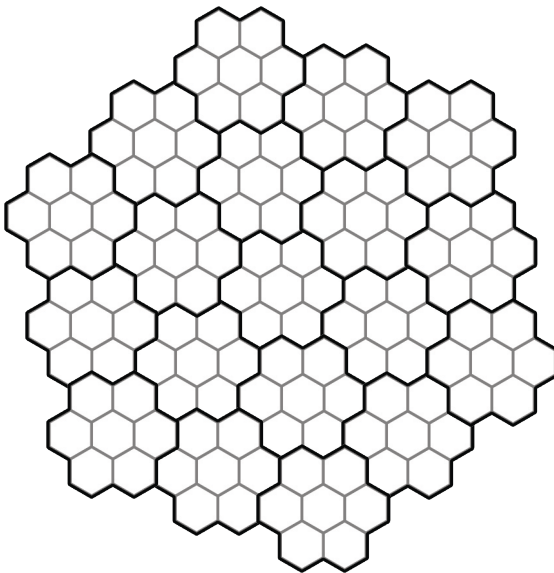
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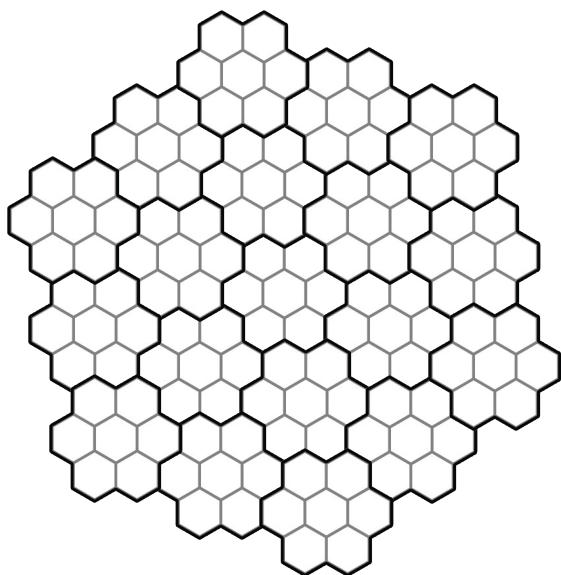
Total _____

Encyclopaedic

Goal: Score at least 60 points.

   For this scenario, use only the major (2-star) constellations. Shuffle together all of the major constellations, then place them face down in a deck and reveal only the top constellation. Whenever you complete the current constellation, you may reveal the next one.

Total _____