

# Winning the Game

*Codex Astronomica* was designed as a meditative (if still puzzling) experience. Ultimately, you win when you beat your highest score, but there is no shame in failing to win – the stars will still be there when you are ready to sit down again and trace new lines in the sky.



## Achievements

Celebrate the little victories throughout consecutive plays of *Codex Astronomica*.

### Simply Stellar

Score 75 or more points in a single game.

### Astronomer

Create all 6 chosen constellations in one game.

### Forgotten Clusters

Lose 8 or more total points from star clusters while still scoring above 50 points.

### Shining Bright

Make a major or minor constellation with at least 3 star clusters.

### Trifecta

Create 3 guide star pairs using just 3 guide stars in a triangle.

### Syzygy

Score 8 or more points from a single guide star pair.

### Milky Way

Score 16 points or more from a single nebula.

### Totally Unique

Create a constellation using only star clusters and guide stars.



*Codex Astronomica* was created by Marcin Guzik.

Free print-and-play resources can be found at <https://www.marcinon.com/codex-astronomica.php>

# Codex Astronomica

## Rulebook

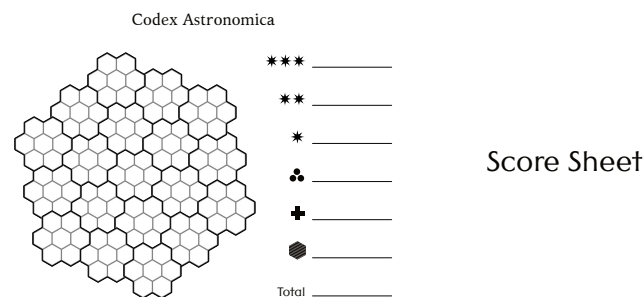


*Codex Astronomica* is a flip-and-write puzzle game in which you fill the night sky with stars to create constellations.

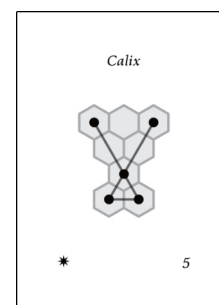
In this solo game, your goal is to gain the most points you can in end-game scoring by completing constellations of differing complexities in your sky, as well as gathering bonus points from the various types of stellar phenomena you place.



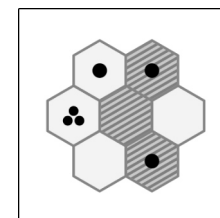
## Components



### Constellation Cards (20)



### Star Cards (30)

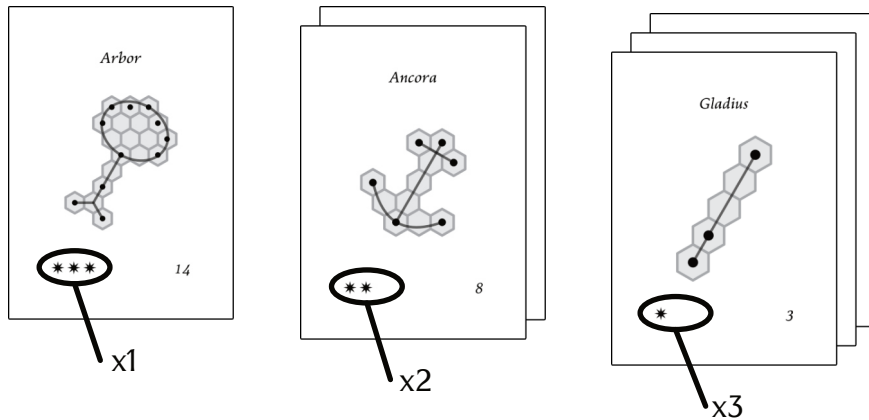


## Setup

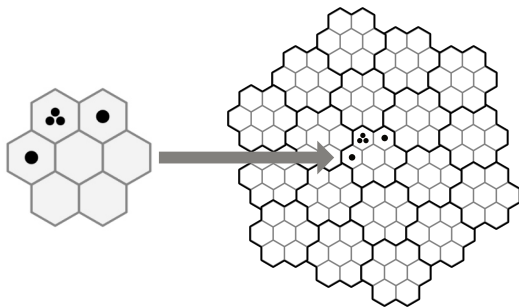
Begin setup by placing a score sheet (a **night sky**) in front of you, along with a pencil and eraser.

Split the **constellation cards** into different piles based on their tier as indicated by the number of stars in the bottom left corner of the card. Shuffle each pile separately.

Reveal the top 1 **zodiac** (3-star), top 2 **major** (2-star), and top 3 **minor** (1-star) constellations. These are the constellations you will be attempting to create in your night sky. Remove the remaining constellation cards from play – they will not be used this game.



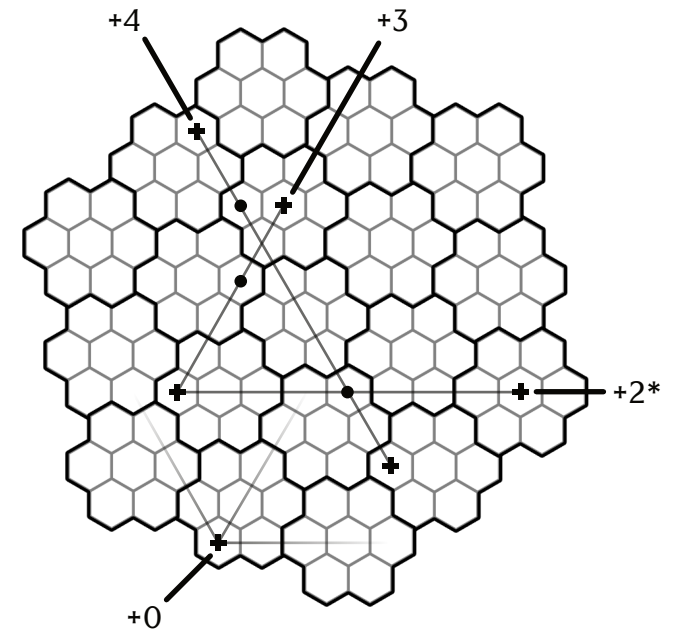
Next, shuffle all star cards together to form a deck. Reveal the top card of the deck – you must draw this pattern into the central tile of your night sky.



## Scoring - Guide Stars

For each guide star in your night sky, trace three lines through the walls of that star's hex. If any hexes along those lines are occupied by another guide star, a guide star pair has been created!

Each pair of guide stars scores 2 points. You score an additional 1 point for each star aligned between a guide star pair. However, while each guide star may belong to **any number** of guide star pairs (even along the same line), non-guide stars aligned between guide star pairs only score **once**, even when aligned between multiple pairs.

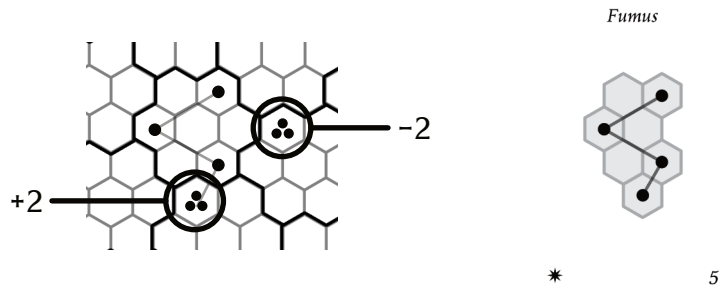


\*The star between this pair was already counted for another guide star pair.

## Scoring - Star Clusters

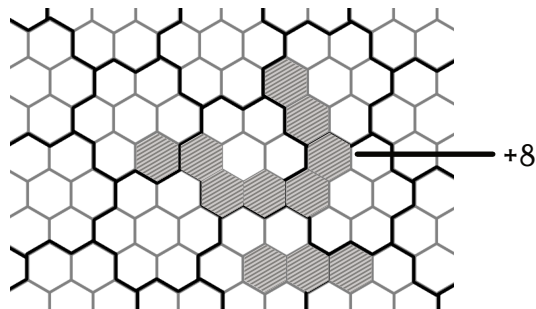
Bonus points are awarded as follows:

Each star cluster in your night sky that is part of a constellation grants 2 points. However, each star cluster that is not part of a constellation deducts 2 points from your total score instead.



## Scoring - Nebulas

Find the largest nebula in your night sky. Gain 1 point for each hex in your largest nebula.

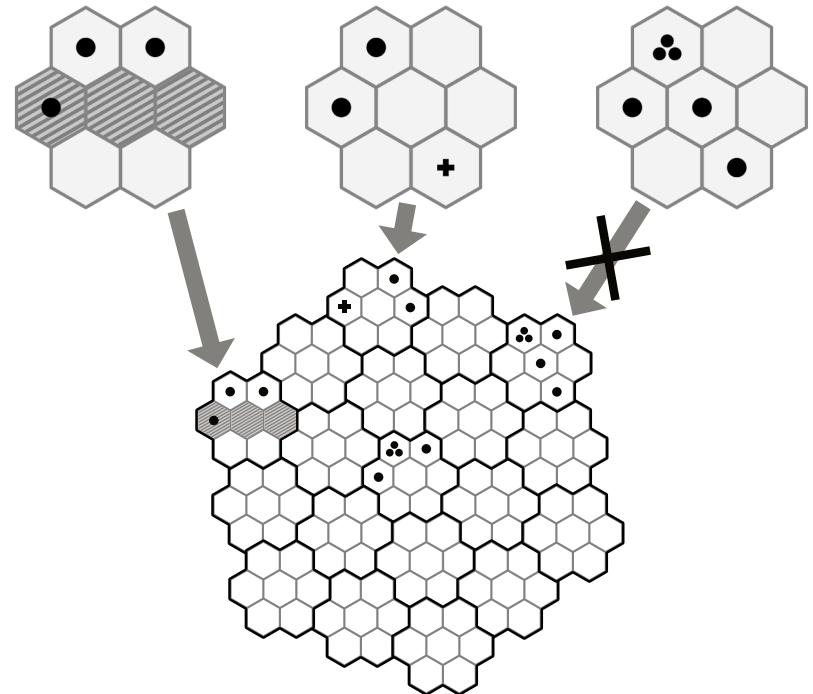


## How to Play

A game of *Codex Astronomica* is played over the course of 6 rounds. At the start of each round, reveal the top 3 cards of the star card deck.

Each round, you must draw all 3 star cards available to you into your night sky. They must fit perfectly within one of the larger bold files, and may be rotated in any direction. They may **not** be mirrored.

When you have drawn all 3 of the revealed star cards into your night sky, discard them, then begin the next round. Continue playing until you have filled all 19 files in your night sky, for a total of 6 rounds.



## Scoring - Constellations

Once your night sky is complete, you score points. Start by scoring constellations – you may wish to mark them on your night sky as you complete them during the game.

Constellations can be placed in any orientation in your night sky, but may **not** be mirrored. Constellations will typically cross bold tile borders, and nebulae may freely pass through constellations.

Each star that appears on a constellation card must be matched in your night sky in order to complete a constellation. Guide stars and star clusters may replace any regular stars in a constellation. Each star in a night sky may only belong to **one** constellation.

Constellations also contain hexes that do not show a star. The corresponding hexes in your night sky must also be empty of stars to complete the constellation and like stars, such a hex may only belong to **one** constellation. These hexes **may** fall outside of your night sky entirely – you may imagine the space outside of your night sky to be composed entirely of empty hexes.

For each constellation that follows these rules in your night sky, add the score found in the bottom right corner of the constellation card to your total score.

### Types of Stellar Phenomena

Star	●
Star Cluster	●●●
Guide Star	+
Nebula	▨

