

# CELESTIAL STORIES

By Grace Kendall



2-6



20m

## COMPONENTS:

- One Star Board per player
- One six-sided die per player
- A pen or pencil per Player
- A one-minute timer



## GOAL:

Players work together to tell the story of the stars, first mapping them on their individual star boards before then taking turns to interpret their constellations and add them to the sky.

## SETUP:

Give each player a six-sided die, a Star Board, and a writing utensil.

Roll your die onto your board and draw a star on the nearest dot to where the die lands.

This is your board's starting star.

Set up the timer.

## OVERVIEW:

The game is played in two phases, the Night Phase and the Day Phase. During the Night Phase, players have one minute to simultaneously chart stars on their Star Boards.

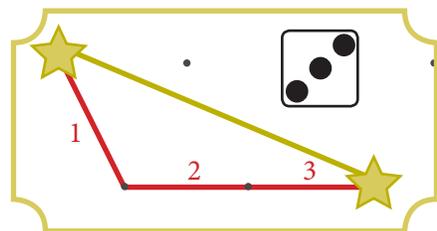
During the Day Phase, players take turns interpreting their constellations and placing them into the sky.

## NIGHT PHASE:

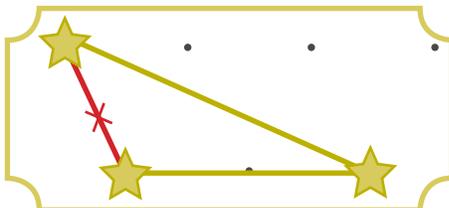
Start the timer. All players now begin simultaneously charting stars. To chart a star:

- Roll your die, noting its number. *In the example to the right, you have rolled a three.*

- Count out a distance equal to the number you have rolled in any direction (including diagonally) from the first star, drawing a new star at the chosen coordinate, and connecting the two stars with a straight line. *In the same example, the distance is marked in red.*

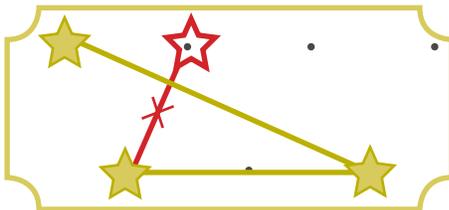


- Once you have added a star to your board, pass it to the person on your right and continue charting stars with the board that is passed to you. You may add a star from either end of the star line.



Lines may never intersect and you may not draw a star where there is already a star.

*In the examples to the left, the red lines cannot be placed. In the first example, both dots already have a star. In the second example, the line would intersect with another line.*

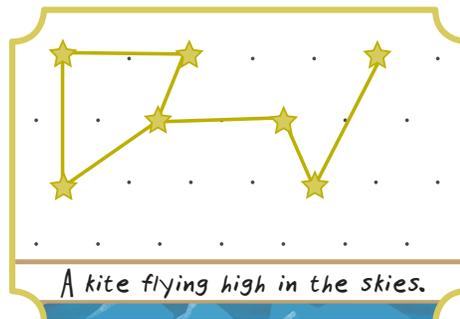


Continue charting and passing until the timer runs out. After the time has run out, players pass their boards one final time. The board in front of you is your constellation. You may now freely add lines between the stars - giving your constellation its final shape. (You may not add new stars, but can make any number of lines between stars as long as they do not intersect.)

Take a moment to interpret the constellation before the day phase begins.

## DAY PHASE:

One at a time, each player places their board somewhere in the center of the table, adding it permanently to the sky. They then explain their constellation, showing the details of the shape and telling the story of why this character or object has earned a place in the sky. When the next player adds their constellation, they explain how their constellation is connected to any previous ones added. As new constellations are placed, the story continues to grow, with new constellations building on the previous ones, interacting and expanding to create one complete story. Players should write on the sheets what each constellation represents.



Players are then free to start a new round of play, repeating the Night Phase and Day Phase appropriately. For a two or three player game, three rounds are recommended.

## END OF GAME:

The game is finished when the players are satisfied with the sky and story they have created. This can be after any number of rounds.

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