

Stellar

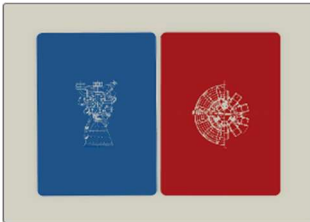
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Game Idea

Stellar is a micro deck-builder where you use your spaceships to take control of sectors of solar systems. Players take turns placing ships on asteroids, planets, and stars in a solar system to earn their points. Military ships fight each other, and civilian ships allow you to manipulate the cards in the game in various ways. Over several rounds, different solar systems are fought over. For each new solar system scenario, players assemble a new fleet from their remaining ship cards in their reserve. After four scenarios the game ends and the player with the most points wins.

Game Content

The game consists of 32 solar system cards and 4x 16 ship cards, for up to four players. For each player there are three additional organization cards - the *Settled* pile, the *Fleet*, and the *Reserve* - to be able to arrange the ships and point cards in front of them.



The ship cards each have a colored side (red or blue) and a side with a ship image. The color indicates whether the ship is a **civilian ship** with special abilities, or a **military ship** which can fight other military ships.

The 16 *ships* per player consist of:

- 2 Founder, 2 Rogue, 2 Warp Rings, 1 Mend
- 1 Destroyer, 2 Slicer, 2 Crusher, 2 Foils, 2 Kites

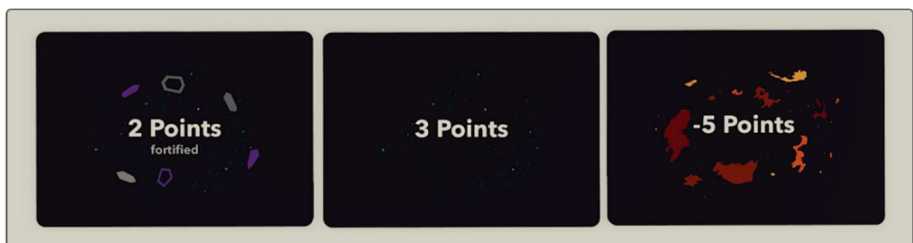
The *solar system* cards have a "Type" side and a Points side. The points and cards are divided as follows:

- 6x Type 1: *Asteroids* (1-6 Points)
- 8x Type 2: *Planets* (1-2 Points, 4 of these are *Fortified*),
- 6x Type 3: *Gas Giants* (2-3 Points, 3 of these are *Fortified*),
- 6x Type 4: *Suns* (3-4 Points)
- 6x Type 5: *Black Holes* (4, 5, 6 Points, or 3x -5 Points)



The Type 1-5 gives information about the approximate point distribution of the solar system. *Fortified* Planets or Gas Giants allow the winner to reuse their ships after a scenario.

The backs of solar system cards show the card's positive and negative points, respectively. Additional shields indicate that that card is *fortified*.



Preparation and Fleet

Building a Solar System

Before the players build a fleet, the 32 solar system cards are shuffled, and eight cards are drawn and dealt one after the other according to the following system:

- If the type is less than or equal to the previous card, put the card on top of the previous card, i.e., in the same sector.
- If the Type is larger than the previous card, start a new *sector* with this card.
- If a sector would contain more than three cards, start a new *sector*.

This creates multiple *sectors* (groups of solar system cards). The cards are always laid out in such a way that the point side remains hidden.

Example:

Eight cards are drawn in the order: 3, 4, 1, 2, 5, 5, 3, 4, which generates the following sections:



The remaining solar system cards are set aside and are only needed again for the next scenario.

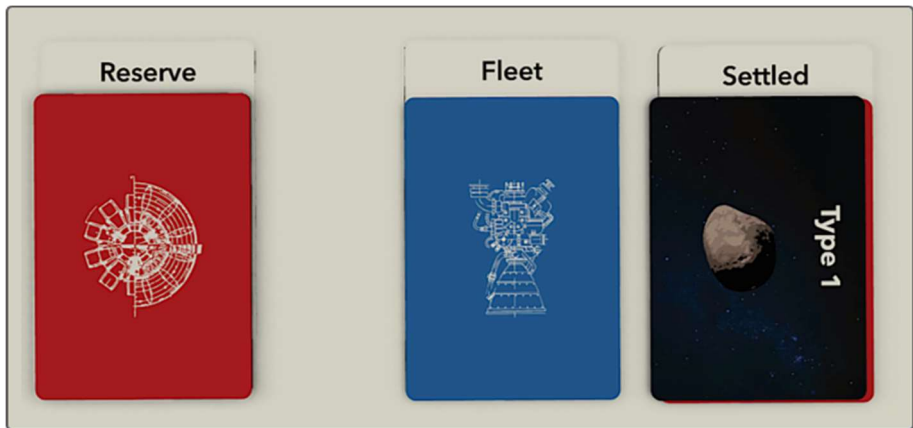
Building a Fleet and Managing Cards

Each player begins the game with 16 ship cards, which they place on the *Reserve*. Each player now selects up to six cards from the *Reserve*

to build his *Fleet*. If you are playing the game for the first time, take three red and three blue ships at random.

In front of each player are the three piles *Reserve*, *Fleet* and *Settled*:

- The *Fleet* stack consists of the selected six ships for the current scenario.
- The unused ships are on the *Reserve*.
- Destroyed or used ships and the point cards are on the *Settled* pile.



The six cards of the fleet are shuffled face-down under the table, so the players have no control over the color of the top card. Each player then draws the top two cards from this fleet.

The scenario is now prepared. Each player has a fleet of up to six cards, and a unique solar system lies between the players.

The following example shows the game start of a scenario.

The player has already lost ships to the shelf in a previous scenario which are now on the *Settled* pile. As a result, when building the *Fleet*, he could only draw from a smaller selection of cards from the *Reserve*, rather than the original 16 ships.

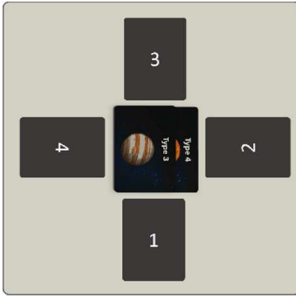


Steps of the Game

Each turn consists of three steps:

- Placing a card from your hand in a sector of the solar system.
- (Optionally) Revealing a card already in play.
- Drawing the top card of the *Fleet* deck.

A player begins and places a card from his hand to one of the sectors. Each of the up to four players always places their ships on their game side of the sector.



Multiple cards from the same player are stacked in an offset manner so that the cards underneath remain visible.

If the played ship is the player's only card in that sector, the card may be played face down.

However, if the player already has a ship in the sector, the new card must be placed face up on top of the other cards in the sector. This activates the card's ability immediately.

The other players see the color of the back of the card. It is therefore always evident if multiple military ships are in a sector, which is further explained in the section Military Ship Combat'.

If a ship is played openly, whether voluntarily or because the player's ship was already in the sector, the card's ability must be used immediately.

Example:

The right player played a *Founder* to the „Type 3“ Sector, using it's ability – and may now reveal another civilian ship to use it's ability as well.



The player can then reveal any of their face down cards in play if they wish. Once a ship is revealed, the player must use that ship's ability or let it expire.

Note that if a ship is played openly, its ability must be used immediately, while hidden ships can save their ability for a later point in time.

Finally, the player draws the top card from the fleet deck. If the player has no more ships in his fleet, she continues playing with her remaining card.

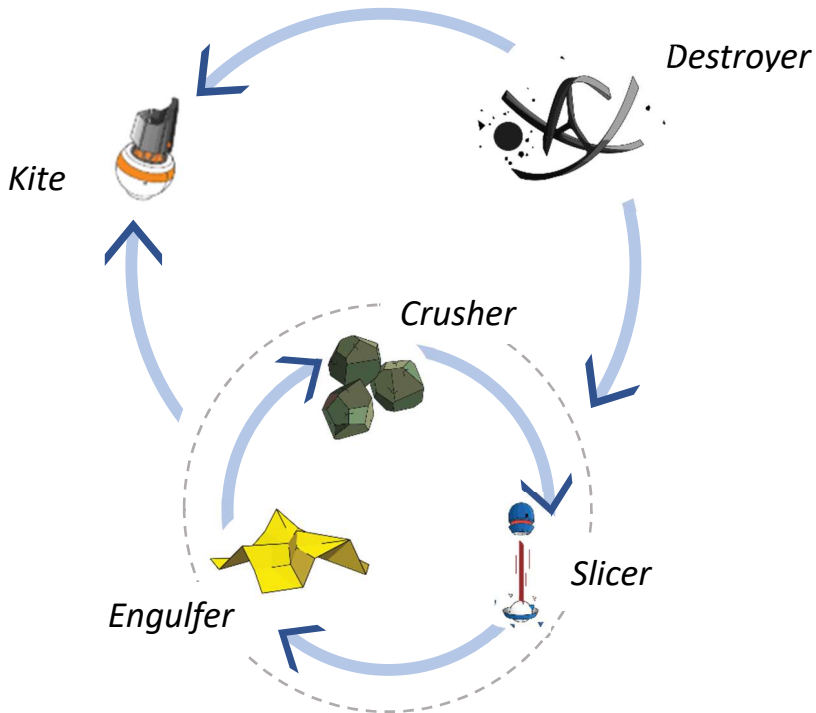
Even if a player has no more cards to play, she may continue to reveal face-down cards until no more players can play cards.

It is now the turn of the player on the left and he plays a card from his hand.

Military Ship Combat

If a military ship is placed in a sector where there is already a military ship (regardless of whether the ships are face-up or face-down), those ships will fight each other. The players compare the two cards without revealing them to the other players. The loser puts the destroyed ship on the *Settled* pile. If both ships are of equal strength, both are destroyed. The other players are not allowed to see the cards. Which ships win or lose against each other is visualized in the following chart.

The military ships are based on a rock, paper, scissors system and are similar in design.



Example:

1, Left player plays a hidden military card to a sector where right player already has a military card



2, Both players compare the two military cards in secret



3, The player on the right wins and keeps his card at the sector. The left player moves his card to *Settled*



If a player has multiple military ships in a sector, the attacker must always defeat the top card first. The attacker must fight all military ships in the sector. *Civilian ships cannot be attacked by military ships.*

Example:

In this example the player on the left must first fight against the *Slicer*, before she immediately fights the card underneath.



Abilities of Civilian Ships

The abilities of the civilian ships are activated when playing the face-up, or by revealing them during the game. Their ability can only be used once per scenario. Civilian ships have **Settlement points**, which are used after a scenario is completed, to determine the winner of a sector should there be no military ships in the sector.



Founder (4 Settlement points)

If the Founder is revealed, the player can look at all solar system cards in the sector and all ship cards in the sector. This allows the player to see which point values the solar system cards have and whether the sector is *fortified*.



Warp Ring (3 Settlement points)

When the Warp Ring is revealed, the player can move any of his ships from one sector to any other sector. The Warp Ring can be revealed in any sector. As with any played card, the moved ship must also be revealed if it is not the first card in the sector - *the card's ability is then also activated*. Military conflicts must also be resolved. A card moved face down remains face down. The Warp Ring does not allow a card ability to be used more than once.



Mend (2 Settlement points)

When the Mend is revealed, the player may place any card from their *Settled* pile face-down under the Mend. That card's ability may be used again. If there is already a card underneath the Mend, the card from the *Settled* pile must be placed face-up under the mend. The card's ability then must be used immediately.



Rogue (1 Settlement point)

If the Rogue is revealed, the player may destroy *any* ship in the same sector but may not look at it. The destroyed ship goes to the owner's *Settled* pile.

End of a Scenario

When no player has any further cards in their fleet, the scenario ends. All solar system cards and all ship cards are revealed. Abilities can no longer be used. The winners of each sector take the point cards and all their ships in the sector and put them on the *Settled* pile, since the ships must remain in the sector to control it.

However, if any of the Planets or Gas Giants is fortified, the ships are placed into the *Reserve* and can be used again. Since the sector is *fortified*, the ships are not needed to control the sector. The losers of the sector always return their ships to *Reserve*.

The sector winners are determined as follows:

- If a player has a military ship in the sector, she is the winner
- If no player has a military ship in a sector, the **settlement points** of the civilian ships are counted. The player with the most settlement points is the winner
- In case of a tie, nobody is a winner
- Winners may not refuse points

New Scenario and Game End

A new solar system is laid out. Players build a new fleet from the (now slightly smaller) reserve and a new scenario begins. The player to the left of the last starting player places the first card in the new scenario.

After four scenarios, all solar system cards have been played. All players count the points of the solar system cards in their *Settled* pile. The player with the most points wins.

More Players

With three players, there are small changes to the basic rules described so far. There is an additional mode for four players

Three Player Game

For the three-player game, only 10 ships are used in reserve instead of 16 ships:

- 1 Founder, 1 Rogue, 1 Warp Ring, 1 Mend
- 1 Destroyer, 1 Slicer, 1 Crusher, 1 Engulfer, 2 Kites

Three scenarios with 10 solar system cards each are played.

Four Player Tandem

The game proceeds as in a regular four-player game, but the two players sitting opposite each other play together as a team.

- Players may not show cards face down or communicate secretly.
- Ships belonging to players on the same team continue to be treated as ships belonging to different players. For example, a Warp Ring can continue to move only its own ships.
- If both players who are on the same team have military ships in a sector, then an opposing military ship must fight the ships one after the other. However, the new ship can choose which one to fight first.

Scoring is as follows:

- After the four scenarios, each player individually calculates their points.
- For each team, the player with fewer points counts. The teams compare these points; the team with more points wins!

Cheat Sheet

New Scenario

- The solar system is created with eight cards (or ten, in a three-player game).
- Each player builds a fleet of up to six ships from the reserve

The Game

- Draw ships from the fleet until you have two cards in your hand
- Play a ship:
 - If it is your second ship in the same sector, play the ship openly
 - Otherwise, play the ship face up or face down
 - Clear all battles that have arisen and used skills
 - Put destroyed ships on the Settled pile
- Optionally reveal one of your facedown ships:
 - Clear all battles and use activated skills
- It is the next player's turn until all *Fleet* Cards are played

End of the Scenario

- Determine the winner for each sector
- Take any won solar system cards and place the ships of the sector:
 - On *Settled* if you won a sector without fortification
 - to the *Reserve* if the ship is in a *fortified* Sector
 - to the *Reserve* if the ship has not won anything
- After three or four scenarios, depending on the number of players, everyone counts their points to determine the winner