

STERNENHIMMEL

In **Sternenhimmel** (Starry Sky), players try to gain prize money by having the highest scoring collection of stars on the constellations. Careful placing of your double stars will increase your points—but beware your opponents' black holes! Once all the constellations have been completed, the player with the most money wins the game.

Game Components

- 12 round boards showing constellations of the zodiac
- 96 star bucks (coins of value 1 or 2)
- 45 stars (5 sets of 9 stars, each in a different colour)
- 1 sheet of stickers



Preparing the Game

Before the first game, fix the stickers onto the stars. They go on the sides with the oval depression. Each set should consist of the following numbers and symbols: 1, 3, 5, 6, 7, 10, • (Black Hole), ** (Double Star), ** (second Double Star).

Press the star bucks out of the cardboard frame.

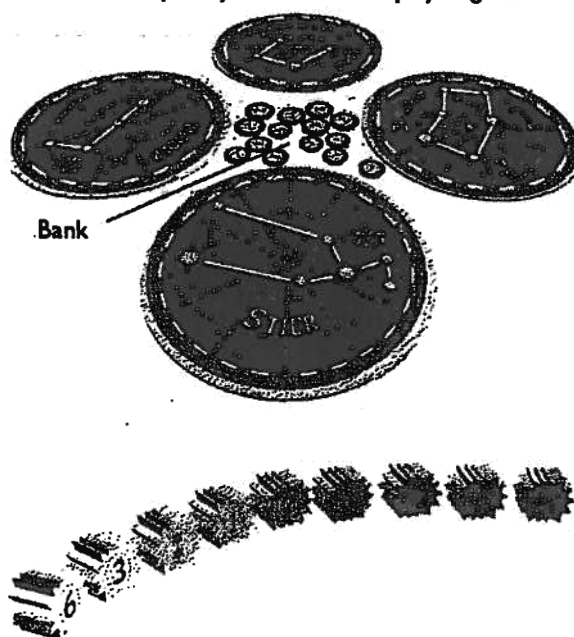
Preparing for Play

One of the players shuffles the 12 constellation boards (face down) and places some of them face up on to the table. With 3 players, deal 3 boards; with four players, deal 4; with five players, 5. The remaining boards are stacked to one side (face down, so nobody can see which board will be next).

The star bucks are placed within everybody's reach.

Each player takes the nine stars of one colour and places them in front of himself/herself. **Make sure nobody else can see the values on the stars.** With three or four players the extra set(s) of stars are left in the box.

An example layout for a four-player game



An Overview of the Game

1 Depending on the number of players, the players play on 3 to 5 constellation boards at a time.

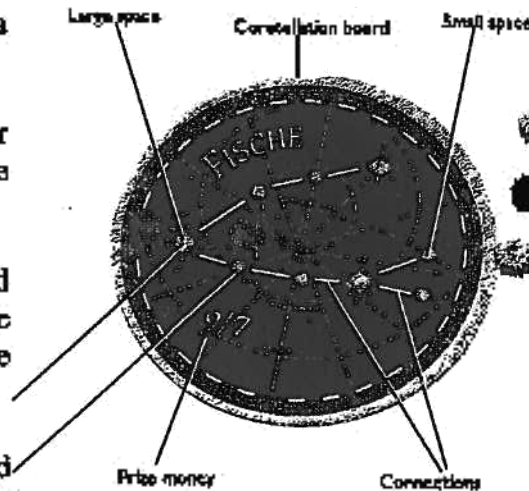
2 Each constellation has a number of spaces for stars: large ones and small ones. Spaces are connected by lines, and two spaces with a line between them are neighbours.

3 Each player has a set of stars.

4 In turn, each player puts a star onto a space on the constellations.

5 Stars are placed onto a large space face down (so that the value is hidden).

Stars which are placed onto the small spaces are face up (so that the value can be seen).



6 The two highest points totals on a constellation win the prize money.

7 The higher the number, the more valuable the star.

8 Black Holes eat their neighbours.

9 Double stars double the value of all neighbouring stars.

10 Once all the spaces on a constellation are occupied, points are added up and prize money paid out. The next constellation board is brought into play.

Playing the Game

The oldest player begins and players take turns in a clockwise direction.

When it is your turn you place one star of your colour onto an empty space on any constellation board. If played onto a large space, the star is placed face down, so that its value is hidden. If played on a small space, the star is placed face up.

If you run out of stars, you will have to wait until you get some of them back: that is, you have to wait until one of the constellation boards is cleared and the stars you placed on it are returned to you.

Once you have placed a star, it is the turn of the player on your left. However, if you have filled the last empty space on a constellation board, the next player will have to wait until this board is scored and cleared. The player who completed the board is in charge of scoring it. Each player gets back the stars s/he had placed on the board and can use these stars in his/her next turn.

Clearing a Constellation Board

First, all the face down stars are turned face up.

If two (or more) Black Holes are adjacent to each other, they swallow each other and do *not* affect other surrounding stars. Black Holes which have swallowed each other are taken from the board and returned to their owners.



If any Black Holes are still on the board, they swallow all adjacent stars. Swallowed stars are taken from the board and returned to their owners—no matter what symbol is on them.



Each player's score for the constellation is calculated by adding up the values of all their stars on that board. Generally, a star is worth the value it says—Black Holes and Double Stars are worth zero. However, stars which are adjacent to a Double Star count double their face value—no matter what colour the double star is. Stars which are adjacent to several double stars have their value multiplied by twice the number of double stars (e.g. if a star of value 5 is adjacent to a double star, it counts as 10 points; if it is adjacent to three double stars, it counts as 30, six times its face value, not 40).

Paying out Prize Money

On each constellation board are two figures (e.g. 9/7). The player with the highest score for the board receives star bucks equal to the first (bigger) figure. S/he receives his/her stars back.

The player with the second highest score gets the number of star bucks shown by the second (smaller) figure. S/he receives his/her stars back.

If any other stars remain on the board the players who own them receive compensation: one star buck for each star, whether it is a number, a black hole or a double star. But this money is paid by the player with the highest score on that board, not from the bank. Thus it can sometimes be better to be second than first!

If one player manages to fill a constellation board completely with their own stars, they gain the prize money for both first and second place.

It is possible to gain star bucks while scoring zero points, if you have placed Black Holes and/or Double Stars. In the example, White (black hole + 10 point star) is worth 10 points and gains 6 star bucks; grey is worth 0 (black hole) and gains 4.



All players should have back all the stars which they had placed on the cleared board. They can now use these stars on their next turn.

The player whose turn it is takes the next constellation board from the stack, turns it up and places it on top of the cleared board. If there is no board left on the stack, the boards which have already been played are returned to the box.

The game ends once all constellations have been scored and cleared.

STALEMATE SITUATIONS

If two or more players are tied, with the same highest or second highest total value on a board, the following rules apply:

Whichever of the tied players has the most stars on the board wins (count numbered stars, black holes and double stars). In the example, white has 20 points (10 point star, doubled) and grey also has 20 points (3 + 7, doubled): however, grey has 3 stars and wins.



If more than one player is still tied for first place, then a different scoring system is used: the printed prizes are not paid, instead each player gets one star buck (from the bank) for each star which they have on the board.

If first place is decided, but not second place, then the first placed player gets the prize money for first place. Everybody else gets one star buck (from the bank) for each star which they have put on the board.

End of the game

Once the last constellation board has been cleared, the game ends and everybody counts their star bucks. The player with the highest total has won the game — if more than one player has the highest total, they share the victory.

Constellation names

Here are the English equivalents of the German constellation names:

Fische — Pisces	Steinbock — Capricorn
Jungfrau — Virgo	Stier — Taurus
Krebs — Cancer	Waage — Libra
Löwe — Leo	Wasserman — Aquarius
Skorpion — Scorpio	Widder — Aries
Schütze — Sagittarius	Zwillinge — Gemini