

Explore the night sky to discover constellations, planets, and other wonders!

Twinkle Twinkle

1-4
30'
10+



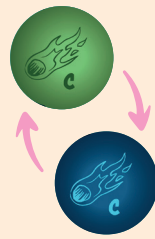
COMPONENTS

- A** 1 Draw Bag
- B** 95 Star Chart Tiles
- C** 4 Player Standees
- D** 1 Observation Board
- E** 1 Scoreboard
- F** 1 Dry Erase Marker
- G** 4 Star Chart Boards
- H** 20 Object References (5 per player)
- I** 1 Cosmobot Reference (solo play only)

SETUP

- 1** Place the Observation board and scoreboard in the middle. Use the side of the Observation board marked with your **player count**. Use the side of the scoreboard with the 5 scoring objects (unless playing with expansions).
- 2** Put all Star Chart tiles in the draw bag. Draw random tiles 1 at a time to fill first the **Current Round** row, then the **Next Round** row, going left to right. Each time you place a **Slow** tile, slide it to the **rightmost** empty space in its row before drawing the next tile.
- 3** Each player takes a standee, Star Chart, and reference for each of the 5 scoring objects.
- 4** For each scoring object, players collectively decide whether to use the **standard rule** (green side) or **advanced rule** (blue side). All players slot their references into their Star Charts with the 5 selected rules faceup. For your first game, use **standard** rules for all objects. After your first game, use any combination of **standard** and **advanced** rules.
- 5** Randomly arrange players' standees on the Turn Order track.

Standard



Advanced

GOAL

Map out the night sky by filling your Star Chart with **celestial objects** like Stars, Planets, and Asteroids. You score points for connecting Stars to make **Constellations**, and for arranging the 5 scoring objects according to their **unique rules**.

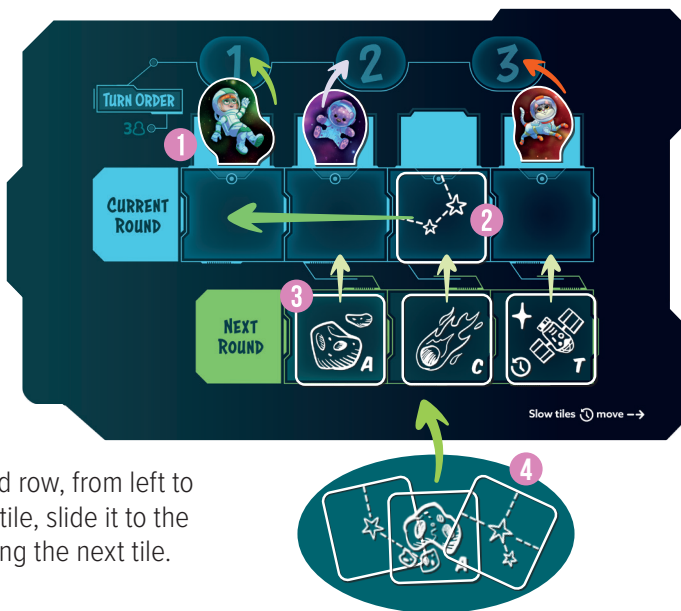
GAME ROUNDS

Each round, each player takes 1 tile from the Current Round row, in the order shown on the **Turn Order** track. The tile you choose determines your Turn Order position for the following round.

For 2-player games, see additional rules on pg. 3. **1**

Immediately place the tile in **any** space on your Star Chart. You can rotate or flip it however you like.

4 Start the next round!



The game ends when everyone has **filled their Star Chart**. Use the scoreboard to add up each player's final **victory points** **<VP>**. Follow the rules on your Star Chart to score Constellations and Nova Stars, then use the object references to score each of the 5 objects.

A Constellation is a chain of **2 or more Stars** connected together by dashed lines. A Constellation may branch in multiple directions, and does not have to be a closed loop.

Nova Stars are the same as other Stars, except that you score an extra for each Nova Star that is not next to a Black Hole. This includes Nova Stars that aren't part of Constellations. Unless otherwise noted, Nova Stars **count as Stars** for Constellation scoring and all object rules.

SCORING EXAMPLE



Largest Constellations

This player's largest Constellation (★) scores **25 VP** for 8 Stars, and their 2nd-largest (★) scores **4 VP** for 3 Stars.



Number of Constellations

Every group of 2+ connected Stars is a Constellation. This player scores **9 VP** for 4 Constellations (★ ★ ★ ★).



Nova Stars

This player has 8 total Nova Stars but only scores **7 VP**, since one is next to a Black Hole (bottom right).

Corner Connections

Constellations can only connect straight across the corners of tiles. Separate Constellations are allowed to cross each other at intersections.



SCORING	M
★	25
★	4
★	9
★	7
★	4
★	9
★	9
★	7
★	9
TOTAL	83

Object Scoring

All objects other than Stars score based on their own unique rules. For this game, players used the **standard** rules for all 5 objects.



4 VP for 1 Comet with 4 Stars beside it



9 VP for 3 total Planets



9 VP for 1 cluster of 3 Asteroids



2 VP for 1 Black Hole not beside any Black Holes + **5 VP** for 1 Black Hole not beside any Black Holes, Stars, or Planets



9 VP for 1 Satellite next to 2 Planets and 1 Black Hole

OBJECT CLARIFICATIONS

ADJACENCY

If an object rule refers to other objects **beside** it, it only applies to objects on **orthogonally adjacent** tiles, not diagonally adjacent ones. *Unless you are using expansions, diagonal adjacency only matters for Asteroids.*

COMETS

Advanced: Each Comet can only count each adjacent Constellation **once** (*no matter how many sides it touches*).

ASTEROIDS

Advanced: Count **all** your Asteroids toward fewest Asteroids, not just your largest Cluster.

PLANETS

Advanced: Do **not** count Planets beside **advanced** Black Holes towards most Planets (*see Black Holes*).

SATELLITES

When playing with expansions, Satellites can only be used if Planets or Black Holes (*or both*) are in the game.

BLACK HOLES

Advanced: Black Holes do not eliminate connections between Stars; they only reduce the number of Stars counted toward the size of a Constellation. This may affect which of your Constellations are the largest. If a Constellation is reduced to **less than 2** countable Stars, it no longer counts as a Constellation for Constellation scoring or other object rules (*such as advanced Comets*). Otherwise, Black Holes do not affect scoring for objects other than Stars and Planets (*specifically, Satellites and Comets may count objects next to Black Holes*).

2 PLAYERS

With 2 players, each player takes **2 standees**. One player starts on spaces **1 and 4** of the Turn Order track. The other starts on **2 and 3**. Each player takes 2 turns each round, using each standee to take 1 tile.



SOLO PLAY

Exploring the cosmos alone? Play against the Cosmobot and see how high you score!



SETUP

- 1 Set up the Observation board as you would for **2 players** (see pg. 1, steps 1-2). Place the Cosmobot reference next to the Observation board.
- 2 Set up 1 Star Chart and select 5 object references for **yourself only** (the Cosmobot does not use them).
- 3 Choose **2 standees** for yourself and **2** for the Cosmobot. Place your standees on spaces **1 and 3** of the Turn Order track and the Cosmobot's on **2 and 4**.



GAMEPLAY

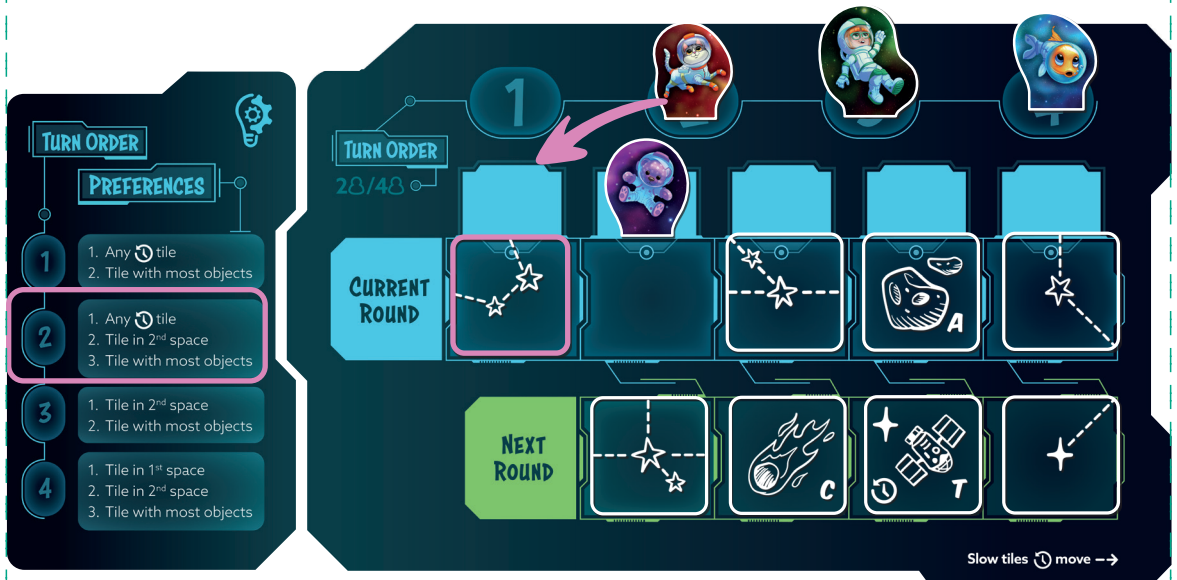
Take your turns as normal. On the **Cosmobot's turn**, use its reference to determine which tile it selects. Place its standee above that tile and **remove the tile from the game** (don't return it to the bag).

The Cosmobot selects tiles based on its standee's position on the **Turn Order track**. Its reference shows the list of **preferences** it uses, based on its current position. It always takes the tile that satisfies the **first possible** preference on its list. If there is a **tie** for the first possible preference, it takes the **leftmost** preferred tile. (Note: "Tile with most objects" includes Stars.)

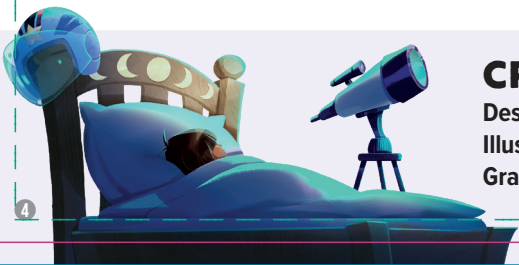
SCORING

Count up your VP and see how you did!

0-59 VP	Dream on, Dreamer
60-74 VP	Amateur Astronomer
75-84 VP	Strong Effort
85-94 VP	Astronaut Candidate
95-104 VP	Explorer of the Stars
105-114 VP	Galactic Pioneer
115+ VP	Absolutely Stellar!



Example: There are no Slow ⌚ tiles, and the 2nd tile has been taken, so the Cosmobot takes the tile with the most objects. There are 2 tiles with 2 objects, so it chooses the one farthest left.



CREDITS

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