

RULEBOOK

NEBULA

8+ years old **2 to 4 players** **40 minutes**

It is said that for every person who has ever inhabited Earth, there is more than one star shining in the universe...

Stars are born in nebulae. These come in various stages, from red giants to white dwarfs, and the laws of the universe ensure that they arrange themselves in perfect harmony. There are also stars without radiance that reminds us that death is part of stellar life.

Bring your galaxy to life and find harmony within your constellations. Stories invented as you contemplate them will live on in time...

GAME OBJECTIVE

In ***Nebula*** you must collect stars from Star Clusters to position them in your galaxy to fulfil certain objectives. You can obtain stars by investing Time or by resorting to Chaos, which you must then position in some orbit and constellation respecting the laws of the universe. All of this with the aim of fulfilling the personal and shared objectives that arise in each game. Whoever obtains the most victory points at the end of the game is the winner.

COMPONENTS



1 Star Cluster Board



4 Galaxy Boards



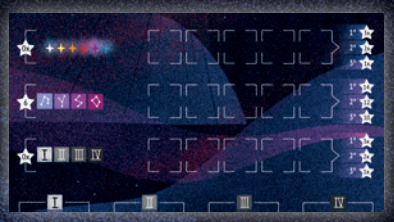
20 Personal Goal Cards



20 Race Goal Cards



1 Scoresheet



1 Value Board



30 Advanced Objective Cards



14 Value Chips



1 Cloth Bag



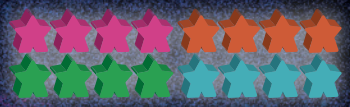
1 Initial Player Token



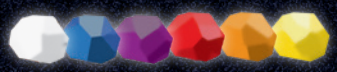
6 Time Indicators



1 Rulebook



16 Race markers (4 of each colour)



120 Coloured Stars (20 of each colour)



30 Black Stars



1 Black Star Indicator

This rulebook incorporates 2 variants of the game. The first one is for an introductory game that will mainly help you to become familiar with the basic mechanics of the game, and the second one is the full version of the game, which is the version that we encourage you to play without forgetting it exists. For more experienced players, do not be afraid to play the full version of the game directly, as it is not that hard to understand.

FULL GAME

The full game follows the same principles as the introductory game plus additional rules that can be found enclosed as this text in dashed line.

GAME SET UP

Ⓐ Place the Star Cluster Board in the centre of the table.

Ⓑ Deal each player a Galaxy Board with their 4 corresponding Race Markers.

Ⓒ Place the 120 Coloured Stars in the bag. Then place as many Black Stars as shown on the board below according to the number of players:

- **2 Players:** 30 Black Stars
- **3 Players:** 25 Black Stars
- **4 Players:** 20 Black Stars

Return the remaining Black Stars to the box, as they will not be used in the game. Shuffle all the stars thoroughly in the bag and then leave it near the Star Cluster Board.

Ⓓ Fill each external space of the Star Clusters of the Main centre Board with Stars drawn from the bag at random. Then place 3 Time indicators in their corresponding starting space with the icon ⧓ in the inner circle of the Star Clusters.

Ⓔ Finally place a Star from the bag in the Boosted Star area as shown in the picture.

Ⓕ Place the Black Star Indicator in the starting space of the track on the Star Cluster Board.

Ⓖ Shuffle the Race Objective cards and place 4 face up near the Star Cluster Board. Return the remaining cards to the box, as they will not be used in the game.

Ⓗ Place the Values Board next to the Star Cluster Board and place 14 Value Chips in their corresponding starting squares as shown in the picture.

Ⓘ Shuffle the Advanced Objective Cards and place 4 face up on the corresponding sector of the Values Board. Return the remaining cards to the box, as they will not be used in the game.

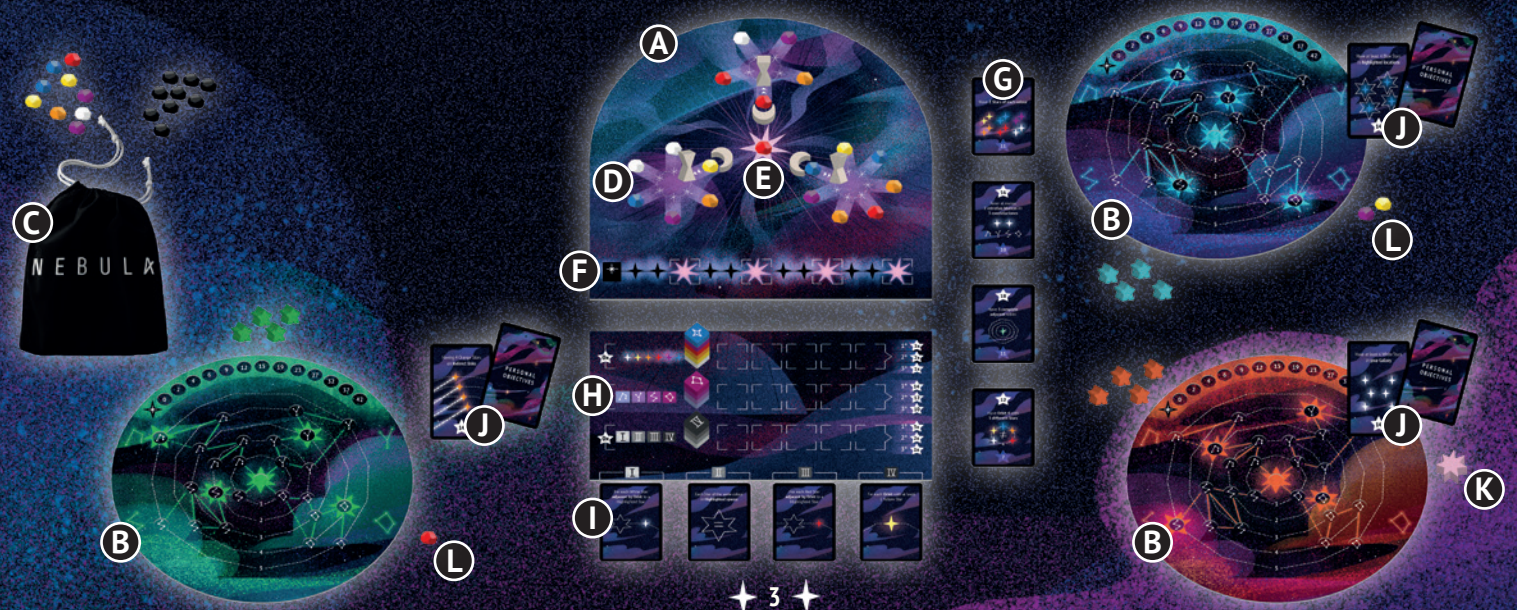
Ⓙ Shuffle the Personal Objective Cards and deal 2 cards face down to each player. Each player must choose one of the cards to keep in their hand and discard the other card face down. Return the remaining and discarded cards to the box, as they will not be used in the game.

Ⓚ The person who beheld the stars most recently is the starting player and receives the Initial Player Token.

Ⓛ Lastly, each player will be given a certain number of Stars from the bag, depending on their position in the clockwise turn order:

- **Initial Player:** 0 Stars
- **Second:** 1 Star
- **Third:** 2 Stars
- **Fourth:** 3 Stars

The Stars received are placed on his Observation Area, at one side of the Personal Board, forming the Stars reserve.



KNOWING THE GALAXY BOARD

Your Galaxy Board is made up of the following elements:

(1) ***Black Star Area:*** These are filled only with Black Stars from left to right. The first visible number left at the end of the game will indicate how many Victory Points you earned for this item.

(2) ***Galaxy Area:*** This is composed of the following special elements:

(a) ***Highlighted spaces:*** There are 5 in total, including the central one. There are several objectives that allude to the Stars that are placed in these spaces

(b) ***Constellations:*** There are 4 in tota (, , y), and each one is made up of 6 Stars. You can distinguish which star corresponds to a given constellation by the symbol on each of them. Each completed constellation will give you at least 6 Victory points.

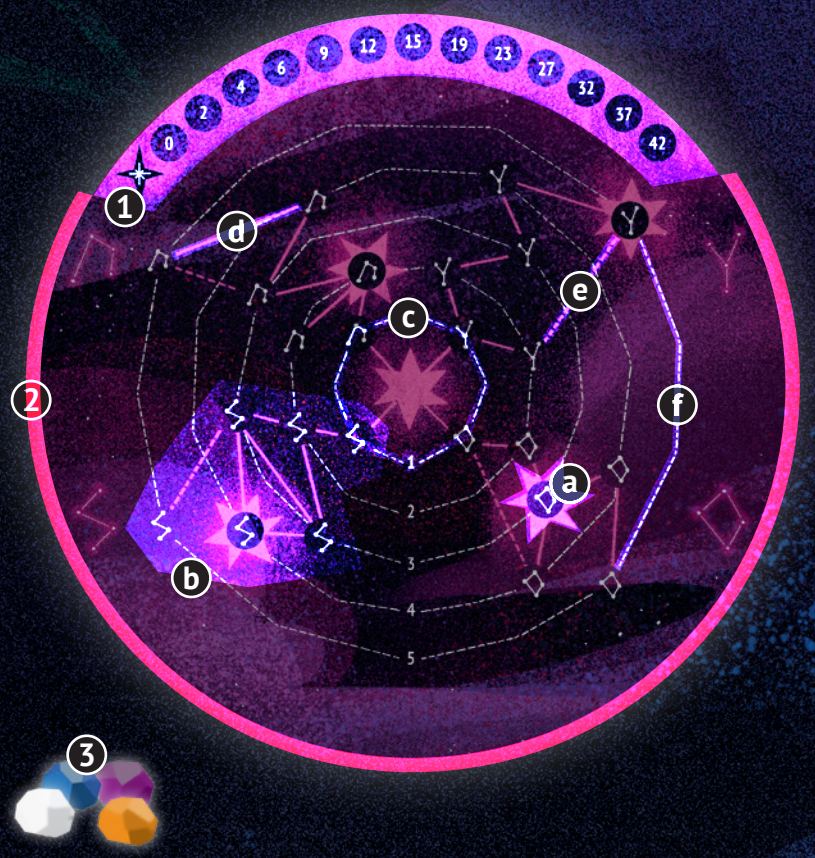
(c) ***Orbits:*** There are 5 in total and you can identify them by the number on the bottom half of the board.

(d) ***Direct links:*** They are in the same constellation and connect 2 Star spaces with a line.

(e) ***Indirect links:*** They are found in the same constellation and join 2 distant spaces with a segmented line.

(f) ***Orbital links:*** They join Stars of the same or different constellations with the curved line of an orbit.

(3) ***Observation Area:*** It's the personal reserve of acquired stars that have not been placed on your Galaxy.



GAMEPLAY

A game of ***Nebula*** is played in rounds, where every player will perform his turn, starting with whoever has the Initial Player Token, and then clockwise. The Initial Player Token will never change hands.

During their turn, a player must sequentially perform the following actions in order:

I. COLLECT STARS
II. POSITION STARS
III. CHECK OBJECTIVES
IV. REFILL THE STAR CLUSTERS

I. COLLECTING STARS

There are two ways in which the player can collect stars: Investing in Time or resorting to Chaos.

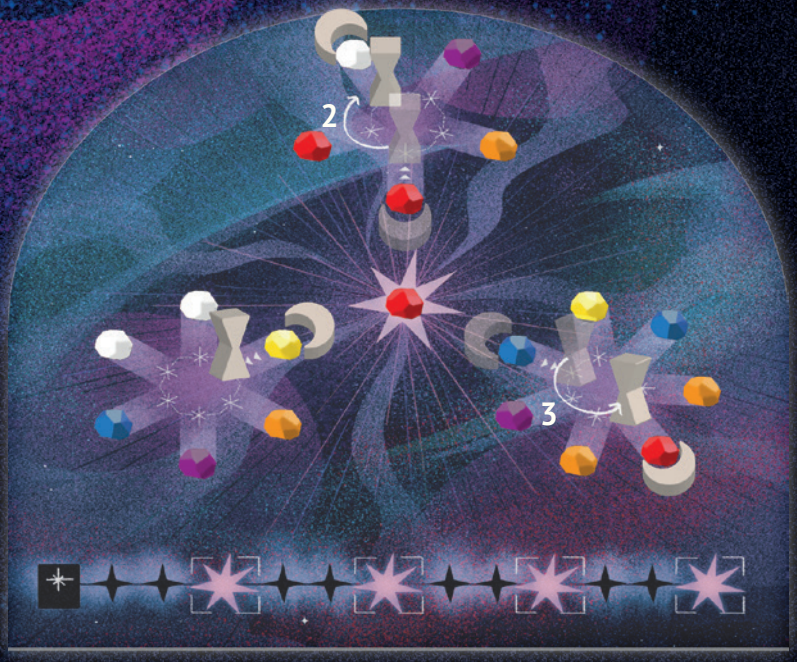
A. INVESTING IN TIME

To invest in Time, you must move the Time Indicators placed on the centre of the Star Clusters. **You must spend 5 movement points in total** (no more, no less) among the 3 Time Indicators. Each space you move in the inner ring costs one movement point. You can move each Indicator

in any direction you wish. One clockwise, one counterclockwise, and one even not at all. But you can never move back in the opposite direction to the direction you have already moved one of them.

After using your 5 movement points, take the Stars that are left in front of the Time Indicators and take them to your Observation Area. By investing in Time, you can take up to 3 Stars on your turn.

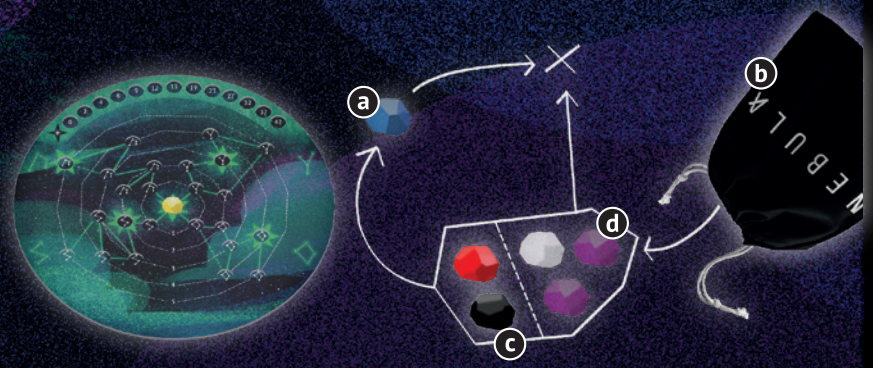
Finally leave the moon shapes indicators in position in front of the stars taken.



Example: Teresa wants to collect Stars by Investing in Time. To do so, he moves the Time Indicator of the upper cluster 2 spaces clockwise, the Time Indicator on the right cluster 3 spaces in the opposite direction, and he does not move the Time Indicator of the left cluster. This player has spent 5 movement points in total and collects the Stars that were left in front of the 3 Time Indicators: A White Star, a Yellow Star, and a Red Star respectively, which he takes to his Observation Area.

B. RESORTING TO CHAOS

To resort to Chaos, you must return one Star from your Observation Area to the box. Then take 5 Stars at random from the bag and leave 2 of them in your Observation Area. The remaining stars are left out of the game, i.e., they do not return to the bag.



Example: Maritza wants to collect Stars by resorting to Chaos. To do so, she eliminates one Blue Star from her Stars reserve (a). Then she takes 5 Stars from the bag and chooses 2 of them to take to her Observation Area. (b). She decides to keep one Black Star and one Red Star (c), and eliminates the rest from the game (d). Finally, she places the collected Stars in her Observation Zone.

II. POSITIONING STARS

After you have collected Stars, you can position Stars from your Observation Area on your Galaxy board, but they must be of **different colours.** If one of the Stars you are going to place matches the colour as the boosted Star on the Star Clusters, you can place up to 3 Stars on your turn. If none of them match, you can place up to 2 Stars.

• PLACING COLORED STARS (NOT BLACKS):

For coloured Stars (Red, Purple, Yellow, White, Blue and Orange) you must consider the following:

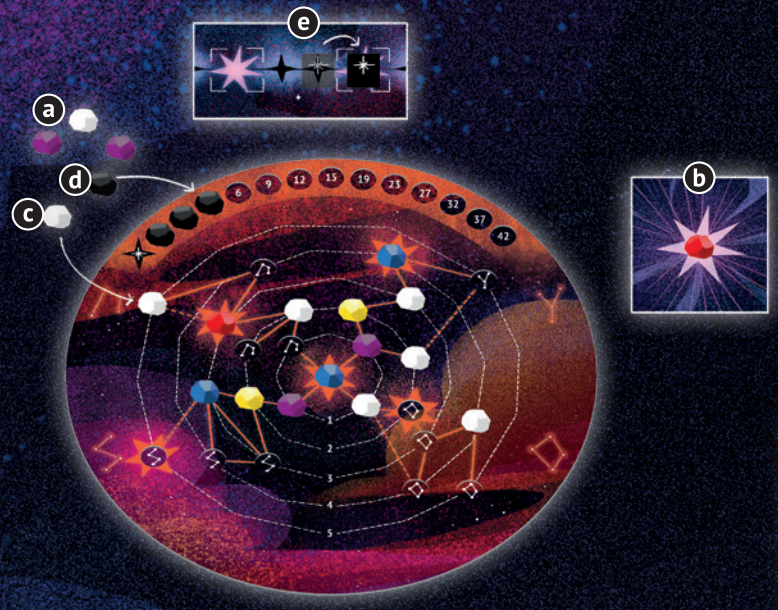
1. They can only be positioned in the Constellations of your Galaxy Board.
2. The first Star must be placed in the central space of your galaxy. They must then be placed in any empty space linked (directly, indirectly or by orbit) to a previously placed Stare.
3. You can never place a coloured Star linked (directly, indirectly or by orbit) to another Star of the same colour.
4. You can place Stars on a previously occupied space by replacing it with the one that was there before –This only provided that the new Star complies with the above descripted criteria. The replaced Star is removed from the game.

- **PLACING BLACK STARS:**

Black Stars are special, they are positioned and function differently from the coloured Stars. They are placed from left to right instead in the Black Star area at the top of your Galaxy Board.

Then you must do the following steps:

Step 1: Move the Black Star Indicator one space forward on the Star Cluster Board. If the Black Star Indicator has reached any of the highlighted spaces, remove the boosted Star and replace it with a new one from your reserve. This will be the new Boosted Star.



Example: Jose has 5 Stars in his Observation Area: 2 White Stars, 2 Purple Stars and 1 Black Star (a). As he does not have any Stars corresponding to the boosted Star (b) he can only place 2 different Stars on his Galaxy Board. Player 3 decides to place 1 White Star indirectly adjacent to the Red Star of his upper left constellation (c), and 1 Black Star in the third Black Star Indicator space (d). So, he must also move on the Star Cluster Board 1 space (d). So, he must also move on the Star Cluster Board 1 space (e). As the Black Star Indicator on the Central Board reached the sixth space, he removes the Yellow Star that was boosted and replaces it with a new one from the bag.

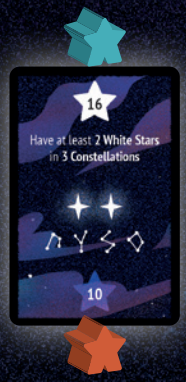
Step 2: Move any of the 14 Value Chips one space on the Value Board.



Continued example: After moving the Black Star Indicator on the Star Cluster Board he decides to move the White Star Marker on the Value Board.

III. CHECK OBJECTIVES

Check if you complete a Race Objective, in wich case you must position one of your personal Race Markers on the card. If they were the first player to achieve it, place the Marker on top of the card, otherwise place it on the bottom. This will indicate how many Victory Points that objective will grant them.



Example: Jose completed the second race objective and places his personal Galaxy Marker at the bottom of the card, since he was not the first person to complete it.

IV. REFILL THE STAR CLUSTERS

Check if any of the Star Clusters on the Star Cluster Board has only 1 Star. In wich case you must fill the Star Clusters with Stars taken randomly from the bag. **In a 2-player game this will happen if there are 2 Stars left.**

KNOWING THE VALUE BOARD

This shared board is only used for the full game. Each time you place a Black Star on your Galaxy Board, you must also move any of the 14 chips on this board. If the space you reach is already occupied by one or more chips, you must place it on top of them. At the end of the game, the first 3 places in each track will earn you more VPs. If a chip is in fourth place, or never moved in its corresponding track, it will not grant you any additional VPs.

If there is more than one chip in a space, the tiebreaker will always be in favour of the chip on top.

The first track corresponds to the value that coloured Stars placed in your galaxy can have. At the end of the game, the colour chip that has made it the furthest on the track will have each Star placed on your Galaxy Board of that colour grant you 3 VPs. Second place will grant you 2 VPs each, and third place will grant you 1 VP each. All other Stars will not grant you any VPs.



The second track corresponds to the value that complete constellations can have in your galaxy. At the end of the game, the constellation chip that has made it the furthest on the track will grant you 14 VPs for that complete constellation in your galaxy. Second place will grant you 12 VPs, and third place will grant you 10 VPs each. The rest of the completed constellations grant only 6 VPs.



The third track corresponds to the value that each pattern in your Galaxy may have from the Advanced Objective cards laid out. At the end of the game, the target chip that has made it furthest on the track will have each completed pattern of that target grant you 4 VPs. Second place will make each completed pattern grant you 3 VPs, and third place 2 VPs. The rest of the Advanced Objectives will result in those patterns not granting you any VPs.



END OF THE GAME

The game ends in the round in which one of these situations occurs:

a. The Black Star Indicator reaches the last space on the Star Cluster Board.

b. Someone has completed at least 3 of their constellations on their personal Galaxy board.

c. The bag has run out of Stars.

d. The Race Cards have a certain amount of personal Race Markers placed on them, which depend on the number of players:

- **2 Players:** 5 Personal Race Markers
- **3 Players:** 6 Personal Race Markers
- **4 Players:** 8 Personal Race Markers

If any of these situations occur, that will be the last round. When the turns for that round are completed, the game ends. In this way, each player will have played the same number of turns during the game.

After that, Victory Points are counted with the help of the Scoresheet. For this purpose, the following is considered:

1. **Personal Goal:** If met, 14 VPs are granted.
2. **Race Goals:** VPs earned with Personal Race Markers.
3. **Black Stars:** VPs are the first number in sight of the Personal Indicators.
4. **Completed Constellations:** Each completed constellation grants 6 VPs as a base.

They may be worth more points (14, 12 OR 10 VPs) depending on where the evaluated constellation chips were placed on the Value Board.

5. **Stars in the Galaxy:** You earn 3, 2 or 1 VP for each Star on your Galaxy Board. VPs depend on the final chips position of those Stars on the Value Board.
6. **Advanced Goals:** The corresponding VPs (4, 3 or 2 VPs) for each completed pattern of the Advanced Goal Cards to be evaluated (maximum 3). The points earned depend on the final position of those Advanced Goal on the Value Board.

The player who has earned the most VPs wins the game. In case of a tie, the person who has placed the most Black Stars wins. If the tie persists, they share the victory.

FULL GAME

APPENDIX OF OBJECTIVE CARDS

I. PERSONAL OBJECTIVES



Having 4 Stars X on Indirect links: Means that in the 4 Indirect links of the Galaxy board there must be a Star of the required colour involved.



Have at least 4 Stars X in highlighted locations: Means that 4 of the 5 highlighted spaces on the Galaxy board (including the central one) must have a Star of the required colour.



Have at least 6 X Stars in your Galaxy: Means that on your Galaxy board there must be at least 6 Stars of the required colour in any space.



Have more Black Stars than your opponents in your Galaxy: Means that you must have more Black Stars than your opponents on your Galaxy board. In case of a tie for first place, the objective is considered fulfilled.



Have 4 or less empty spaces in your Galaxy: Means that you must not have more than 4 unoccupied spaces of any type in your Galaxy.

II. RACE GOAL OBJECTIVES



Having Constellation X with 3 different Stars: Means that you must complete the 6 spaces of the indicated constellation on your Galaxy board with exactly 3 different colours.



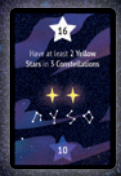
Having Orbit 3 with 3 different Stars: Means that you must complete the 6 spaces of Orbit 3 on your Galaxy board with exactly 3 different colours.



Have 2 Stars of each colour: Means that you must have at least 2 Stars of all 6 colours (black ones do not count) placed on any space of your Galaxy board.



Have Orbit X with different Stars: Means that you must complete the Orbit indicated on your Galaxy board with Stars of different colours. In other words, no colour can be repeated in the same Orbit.



Have at least 2 Stars X in 3 Constellations: Means that you must have 2 or more stars of the indicated colour in 3 of the 4 Constellations on your Galaxy board.



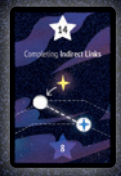
Have 3 complete adjacent orbits: Means that 3 of the 5 orbits on your Galaxy board must be complete and also adjacent. You can achieve this objective by completing Orbits 2,3 and 4 or 1,2 and 3 or 3,4 and 5.



Complete 2 opposite Constellations: This means that you must occupy the 6 spaces of 2 Constellations that are opposite to each other on your Galaxy board. You can achieve this objective by completing Constellations and or and .



Complete 2 adjacent Constellations: Means that you must occupy the 6 spaces of 2 Constellations that are adjacent to each other on your Galaxy board. You can achieve this objective by completing Constellations and or and or and or and .



Completing Indirect Links: This means that you must occupy the 8 spaces that are joined by Indirect Links on your Galaxy board.



Orbit around the highlighted spaces: Means that you must occupy the 8 spaces that are linked by Orbit to the 4 highlighted spaces on your Galaxy board. This does not involve the central Star.

III. ADVANCED OBJECTIVES



Star X linked to Star X: You earn X number of VPs for each Direct, Indirect or Orbital link you achieve with the 2 Stars indicated on your Galaxy board. You cannot use the same Star to value another link with this criterion.



Each Star of the same colour in Highlighted spaces: You earn X number of VPs for each Star of the same colour that is the most repeated in the 5 highlighted spaces of your Galaxy board.



Completed Races: You earn X number of VPs for each completed Race objective. It does not matter if you were the first person to complete each of them.



For each Orbit with at least one Star X: You earn X number of VPs for each Orbit that has at least one Star of the colour indicated on your Galaxy board.



For each Highlighted space completely surrounded: You earn X amount of VPs for each Highlighted space (excluding the central one) that does not have any empty spaces linked to it, either directly, indirectly or by linking.



For each Star X adjacent by Orbit to a Highlighted Star: You earn X amount of VP for each Star of the indicated colour that is adjacent by Orbit to a Highlighted space (excluding Central).

Game Design: Cristian Bustos y Bernardo Vásquez
Illustrations: Luna Vargas
Editing and development: José Manuel Álvarez y Jorge Larrain
Graphic design: Paulina Vasconcelo
Rule writing: José Manuel Álvarez
Rules review: Ketty Galleguillos, Jorge Larrain y Simón Weinstein