StarLink™

8+ | 3 - 6 | 30 min

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Game contents

- 100 Constellations Cards
- 1 Dry Erase Game Board
- 2 Erasable White Markers
- 1 Telescope Card
- 1 Sand Timer

Introduction

It's time to go on a celestial journey and take on the role of astronomers!
Each turn, one player is the stellar astronomer and must connect stars to form a constellation and the other players must guess what the stellar astronomer is illustrating.











Object of the Game

Connect the stars on the game board to draw your constellation. When another player correctly guesses the word you are illustrating, you both earn reward points for your teamwork. In addition, if the drawing fits inside the Telescope Card lens, you each earn an extra point! Whoever gets the most points will be named best astronomer!

Setup

- Place the game board on the table.
- Shuffle all Constellations Cards and place them in a pile face down.
- Place the Sand Timer near the board.

The first player is the one sitting the closest to a window, then play continues clockwise.

How to Play

On your turn:

1. Pick the top card on the pile and then choose one of the two words to draw. Make sure to not let anyone see your card.



2. Flip the Sand Timer to start the countdown.
3. Choose a star on the board and start drawing. Your drawing must follow the following rules:

- You can use as many stars as you need and link them to try to represent the word you picked on the card.
- All stars count whether they are bright or not.
- Each link between 2 stars must be a straight line.
- Once a star is part of a constellation, it can no longer be part of a different constellation. A star can be used several times in one constellation (several straight lines can originate from the same star).
- You are allowed to erase all or part of your constellation if you need to as long as you still have time left.







Note: *You do not need to finish your constellation at the star that you started with and you are allowed to lift the pen while drawing.*

When the Sand Timer is completely empty, you MUST stop drawing.
From the moment the Sand Timer has been flipped, all other players can try to guess what the constellation represents.

When a player wants to give an answer, they take the Sand Timer and place it in front of themselves (without turning it over), and then announce their word.

✦ **If the answer is correct:** The illustrator and the player who guessed earn as many points as there are big stars illustrated in the center of the card. The points are counted with cards. Players take as many cards from the deck as they need to keep track of their points. These cards are placed face down on the table next to them.





✦ **If the answer is incorrect:** The player who guessed incorrectly is temporarily out of the game, and must remain silent until another player makes a guess. Whenever a player comes up with a new guess, they take the timer from whoever had it, and then announce their word. If that player's guess is also wrong, then the player who had the Sand Timer taken from them is allowed to guess again. This continues until a player correctly guess the constellation, or the Sand Timer runs out of time.



Is the constellation visible through the telescope? Position the Telescope Card on the constellation, if it fits entirely in the telescope hole, the illustrator and the one who guessed the word correctly each score an extra point and draw an extra card to keep track of their points.

4 When a player finds the correct word, then the illustrator stops drawing and writes the name of it next to it on the board. However, if at the end of the Sand Timer, the constellation has not been identified, the drawing is erased to make room for the next constellations.

5 The next player clockwise becomes the new illustrator.



End of the Game



The game ends as soon as each player has been an illustrator twice. If there is no room on the board (no free space the size of the telescope hole), the illustrator on their turn can erase a constellation of their choice to make room for their own.

Each player totals their points by counting the number of cards collected.

Whoever has the most points at the end of the game is named best astronomer of the game!

In case of a tie, players share the victory. After all, the sky is big enough for Galileo and Copernicus' successors!

Tips to keep your board clean:

✦ At the end of a game, wipe your board with a moist paper towel, carefully removing all white ink traces.
✦ Dry the board with a clean paper towel.
✦ Do not leave drawings on your board for an extended period of time.

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