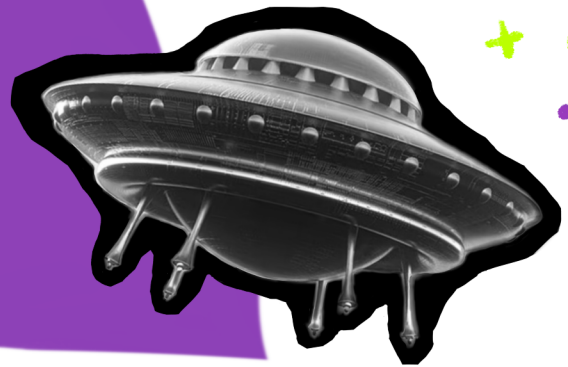


ELEMENTS & FUNCTIONS

1. STAR SHARD
2. SKY CARPET
3. CONSTELLATION DIE
4. CONSTELLATION INDEX
5. STARS OF WONDER

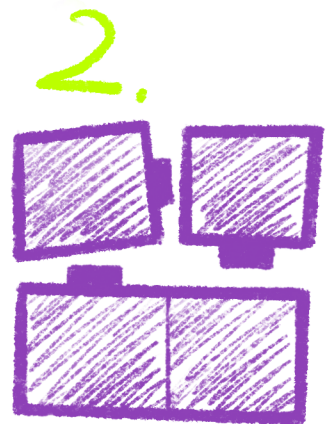


Star shards are the components of a constellation, and there are three different types: circular, square, and triangular. Thanks to a velcro surface on the back, they can be attached to the sky carpet without slipping.



1.

The sky Carpet consists of eight parts that are joined together to form a large surface. Star shards are placed here, and constellations are created.



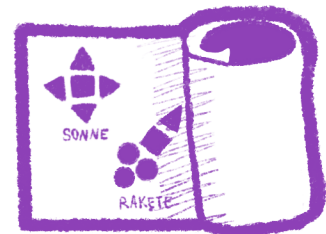
2.



3.

A constellation die determines which star shards—and how many of them—you may draw during your turn. This is indicated by the shapes shown on the die's eight faces, with the "x2" symbol representing a double quantity. The special symbol (a spiral) means that the player can choose the type of star shard themselves.

The constellation index is a tool for forming a total of nine possible constellations. Here, you can see which three basic shapes they are composed of and the arrangement of the star shards within them.



4.

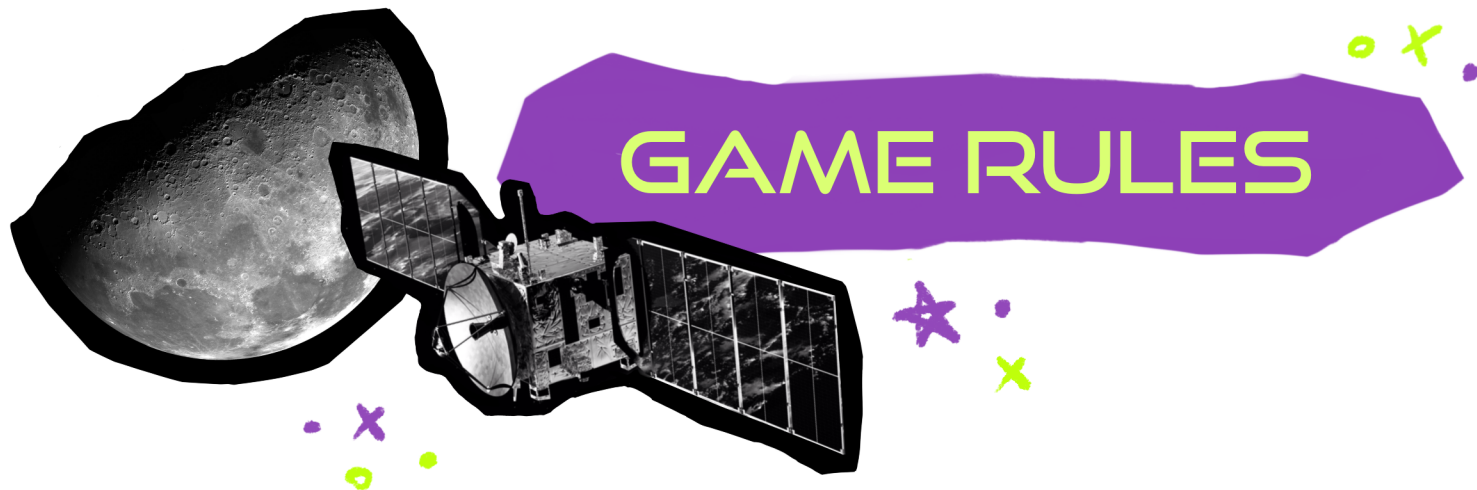


5.

You are rewarded with a Star of Wonder for every constellation you create. Once you have collected five of them, you win the game as the "Architect of the Cosmos"!

Cosmic Collage

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Anna Schönhof



Preparation

Connect the 8 sections of the sky carpet using the velcro tabs to create a large play area. You can hang it up or play on a tabletop. Arrange the remaining elements so they are easily accessible to every player, and ensure the constellation index is clearly legible.

Gameplay:

Play proceeds clockwise, and each player rolls the die once per turn. Additionally, a star shard is drawn each time, with the constellation die determining its shape and quantity. Crucially, all drawn shards must be placed during the same turn; they cannot be saved for later. Once the player has placed one or more drawn shards onto the sky Carpet so that they adhere, their turn ends.

Objective:

The Constellation Index displays 9 constellations that you can create by combining various star shards. Once you complete a constellation, you are rewarded with a Star of Wonder. It does not matter who placed the other shards; only the final player to complete the constellation gets the credit. A player wins once 5 Stars of Wonder have been collected.

Please note:

- ~ Players are free to decide where to place their star shards
- ~ Shards that have already been placed cannot be moved
- ~ Shards placed too far apart cannot form a constellation (there must be no room for anything to fit between them)
- ~ No elements may overlap
- ~ Constellations may merge into one another, encouraging strategic thinking

