

Celestia

COUP DE POUCE
A LITTLE HELP

This expansion needs the original game.

Preparation

➤ Add the 14 “Equipment: A Little Help” cards, the 8 “Upgraded Equipment” cards and the 4 new “Special” cards to the original game deck.

➤ Each player takes at **random** an “Adventurer” pawn and then **picks** the corresponding “Character” card. Obviously, you can also pick your favourite character.

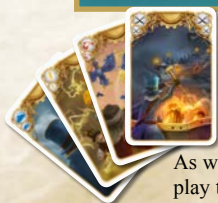
➤ Then **finish** the preparation as explained in the regular Celestia game.

Goal of the game

With the expansion pack “A Little Help” you can now play the new “**Equipment: A Little Help**” cards **whenever the aircraft is about to crash** and the new “**Upgraded Equipment**” cards to face the harshest conditions of Celestia.

Your character will also grant you with a **special power** and the new “**Power**” cards will help you get the upper hand over the other adventurers.

“Upgraded Equipment” cards.



These new cards will allow you to **face 2 events of the same type** (2 dice with the same symbol) with only one single “Upgraded Equipment” card.

As with the other “Equipment” cards, the captain **must** play them, even if he has to face only one event (**we do not give the change back!**)

“Power” cards



Bandit

Who > All players

When > Before the captain throws the die

Effect > The captain must throw one more die.



Mooring line

Who > All players

When > When the captain plays his cards.

Effect > The aircraft doesn't travel to the next city and stays on the same tile. The captain discards the cards he used to face the events and the next player becomes the captain.

“Equipment: A Little Help” card



These cards can be played only when **you are not the captain of the aircraft.**

➤ When the captain announces that the aircraft is about to crash, all passengers (and only them) can place – if they want to – **one or several “Equipment: A Little Help” cards face down on the table.** Once all cards have been placed face down, **show them all at once.**

➤ If the captain has the required “Equipment” cards in his hand to **complete the challenge** with the help of the played “Equipment: A Little Help” cards played by the passengers, he **has to play them and continue the journey.** Each “Equipment: A Little Help” card allows you to face **one event with the same symbol.**

➤ Then all “Equipment: A Little Help” cards are **discarded whether the airplane crashes or not.**

➤ If the aircraft still crashes, it is **no longer possible** to play any “Equipment: A Little Help” cards for this journey but you may still use “Special” cards.

Attention: When assuming the role of captain, a player cannot use his own “Equipment: A Little Help” cards.

The captain cannot face these events :

Two passengers (A & B) decide to play their “Equipment: A Little Help” cards. They put them **face down** then show them at the **same time** :



The captain plays two “Equipment” cards :



All the events are faced, the trip continues.

All the “Equipment: A Little Help” cards are **discarded.**

Ending the Game

The condition for ending a game remains the same: as soon as a player reaches **50 points or more through “Treasure” cards** at the beginning of a new journey, he wins.

However, while counting the points, each player loses 2 point for every “Equipment: A Little Help” card they have left.

Example: a player has 50 treasure points and calls for the end of the game. But he has two “Equipment: A Little Help” cards left so he loses 4 points and ends the game with only 46 points.

“Character” cards

You start the game with one “Character” card placed in front of you. Each character has a **unique power** that can only be used **once throughout the game** :



Red : Amelia Lorna-Lou / Lord Hawkins

When > When the aircraft is about to crash

Power > Discard a “Treasure” card to re-roll **all the dice.**



Blue : Mel Katansky / Orville Russell K.

When > When the aircraft is about to crash

Power > You take over as captain. You will have to play the necessary “Equipment” cards. When you are the new captain, “Power” cards can be played but not “Equipment: A Little Help” cards.



Green : Sonja Blixsen / Ambroise Septimus

When > When the aircraft is about to crash

Power > Ignore all “Pirate” events (there is no need for “Equipment” card to face them and the dice cannot be thrown again).



Yellow : Aleshanee Eyota / Howard McFerty

When > When the aircraft is about to crash.

Power > Draw the first two cards of the “Equipment” deck to face the incoming events without adding them to your own deck. The “Equipment: A Little Help” cards can also be used to face these events. The cards are then discarded, whether the aircraft crashes or not.



Black : Claudia Harker / Alekseï Timovitch

When > Before you or another captain throw the dice.

Power > Put two dice aside and only throw the others.



Purple : Victoria de Beckliss / Marcus Hartmann

When > When all passengers have announced their intention.

Power > Force someone to stick with you whether you stay in or get off the aircraft.

Fair play

Celestia is a family game where everybody should have fun. In the case of disagreement, the players **take back the useless cards** in their decks instead of discarding them.

Examples: The players take back the “Equipment: A Little Help” cards face down if a player has the dice thrown again. A jetpack that is played too soon (because the dice have been thrown again or “Equipment: A Little Help” cards have been played) can be put back in the player's deck.

If players play their cards at the same time, use the turn order to solve the problem.

Material : **33 playing cards** (14 “Equipment: A Little Help” cards - 8 “Upgraded Equipment” cards - 6 “Character” cards - 4 “Power” cards)