

# CELESTE

GALACTIC PLAYERS GUIDE

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# OBJECTIVE

The peaceful planet of Huruja has become the battlefield of four great civilizations. You must pick a side, assemble your army, and fight for your life in this epic deck-building game for up to four players.

**THE FIRST TO LOWER THEIR OPPONENT TO ZERO BP (BASE POINTS) WINS!**

# COMPONENTS

The **Celeste** base set contains 213 cards:

20 Life Force Cards	25 Trust Cards
20 Resolute Cards	20 United Fleet Cards
80 Currency Cards	48 Celestium Cards

**Before we begin, let's take a moment and introduce the factions and strategies you will be choosing from.**



# life force

The native Huru tribes live in peace with their planet and, in return, The **Life Force** of Huruja defends them. From the large insects which burrow through the mountainside, to the storms on the horizon, and forests in which they live, the Huru are provided for and protected. As strangers arrive in their lands, all must rise to action to protect their home and peaceful way of life.

## STRATEGY

The **Life Force** focuses on changing weather conditions that the native species are specially prepared for.





The Thabians, also known as **The Resolute**, are one of the oldest species in the galaxy. Undisturbed for millions of years, their peaceful race was nearly wiped out by a bloom of toxic algae. Under the leadership of the lone engineer that could save their species, they have now turned to the stars in search of the technology and resources needed to ensure the safety of the few remaining members of their once peaceful civilization.

### **STRATEGY**

**The Resolute** focuses on the use of powerful bio-mechanical upgrades to adapt to each battle.

**5**



# The Trust

·all in service· תיכונת כללית

Once the thankless servants of the planet Cail'n, **The Trust** have come to be one of the most feared forces in the galaxy. Logical, efficient, and ever-evolving, they feel nothing for the planets they have stripped and burned in their wake. Their goal of expansion has torn apart countless planets, but as they near the capabilities of intergalactic travel they become more dangerous than anyone can imagine.

## STRATEGY

**The Trust** focuses on the sheer strength and numbers of their growing armada.



## ★ UNITED FLEET ★

As Earth collapsed beneath the weight of ecological disaster and a World War that shook the planet itself, a new global civilization took hold and united humanity under the single goal of interstellar colonization and escape. Pooling the limited resources of Earth, **United Fleet** sends small groups of engineers and light military to explore new worlds in search of a new home. With little support, each landing party is on their own.

### STRATEGY

**United Fleet** focuses on the use of equipment and large mechs to deal big damage and mine resources.



# GAME SETUP

1. Each player chooses **one** faction and gathers all cards related to that faction.
2. Each player fills their Resource decks with five of each Mine and Currency card, places 12 Mineral cards into their Barracks deck, and prepares their Armory decks (*as described by the guide on the back cover of this book*).
3. All Armory decks are shuffled.
4. All decks are placed face down in their respective areas with only the top card of each Armory and Resource deck flipped to reveal the first available card to purchase.
5. Each player begins with their life total at 20 BP (Base Points).
6. A coin is flipped or a die rolled to determine which player will go first.



# TYPES OF CARDS

**A. UNITS: Cards representing individual combatants. Units come in three sizes.**

- i. Light - Low cost/strength
- ii. Medium - Medium cost/strength
- iii. Heavy - High cost/strength

**B. UPGRADES: Cards designed to boost units/strategies for combat.**

- i. Equipment - Equip directly to a unit.
- ii. Condition - Global effects that do not equip to units.

**C. RESOURCES: Cards which add resources to the game that can be spent to purchase other cards.**

- i. Currency - Discarded upon use.
- ii. Mineral - Rare cards that are removed from game upon use.
- iii. Mine - Permanent resources which provide renewable Celestium every turn.



# CARD ANATOMY

**MS-608** **3** **4**

**5** **HEAVY UNIT MECH-SUIT** **3**

Search your armory for "UF Infantry" and add it to your discard pile when this unit is destroyed. Shuffle the armory piles you have searched.

Yahya El Rifahi ™&© 2021 MADgical Productions

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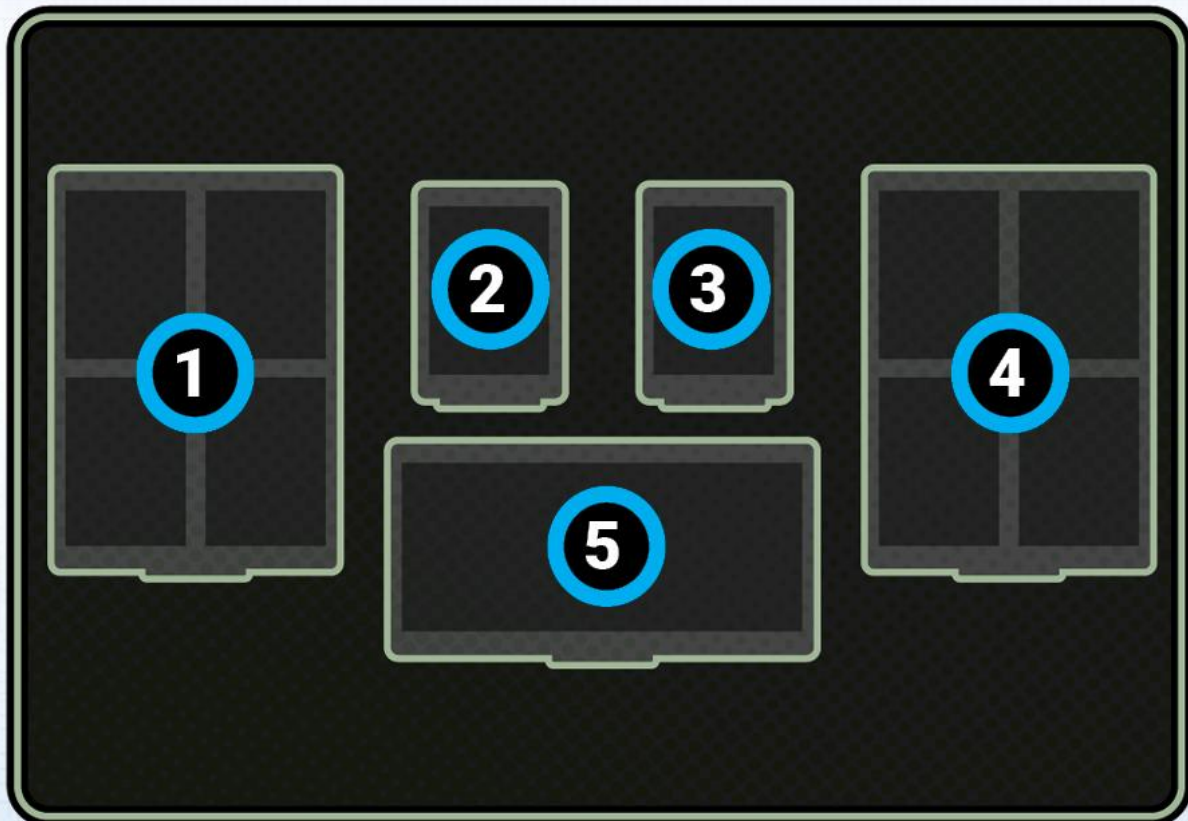


- 1 CARD NAME**
- 2 BUILD COST**  
The cost in Credits (**Orange**) and Celestium (**Purple**) needed to build a unit.
- 3 ATTACK STAT**  
The amount of damage a unit deals during combat.
- 4 DEFENSE STAT**  
The amount of damage a unit can endure during combat.
- 5 TYPE LINE**  
The Type and Subtype of each card. Card texts may reference either of these qualities.
- 6 TEXT BOX**  
This is where a card's functions are listed and *flavor text* may be provided.
- 7 EXPANSION SYMBOL**



# AREAS OF PLAY

Each player controls five separate  
“Areas of Play.”



## **1** ARMORY

Five-card decks of faction-specific Unit and Upgrade cards which may be purchased by the player. Each faction has a unique Armory setup described on back cover of this rule book.



## 2 BARRACKS

The deck that each player draws from at the end of each turn. It begins the game as a twelve-card deck of "**Celestium Shard**" Mineral cards.

## 3 DISCARD

An area where cards that have been purchased are placed. At the end of your turn, all non-permanents remaining in play (e.g., your remaining hand) will also be discarded.

## RESOURCES

4 Five-card decks of "**Celestium Deposit**," "**Celestium Lode**," "**Two Credit**" and "**Three Credit**" cards which may be purchased by the player.

## PERMANENTS

5 An area where permanent cards such as Mines are placed. These cards are not discarded at the end of turn.



# PHASES OF PLAY

Each turn is composed of five simple “Phases of Play”.

## I. Reset

During the Reset phase, the active player refreshes every permanent they control, rotating any exhausted permanent back to its vertical position.

## II. Main Phase One

The active player may:

- Place a “Mine” into their Permanents area.
- Store resources by playing Mineral/Currency cards and exhausting “Mines” by rotating them 90°. Exhausted mines cannot be reused until they are refreshed.
- Purchase cards from the Armory or Resources area with stored resources and place them into the discard deck.



### **III. Combat Phase**

(Explained on pages 16 through 19)

### **IV. Main Phase Two**

The active player may perform any actions from Main Phase One that they still have resources available for.

### **V. End Phase**

- The Active player discards the rest of their hand.
- Any unused resources stored by the active player are depleted.
- All players draw to six cards. If a player cannot draw a card due to an empty Barracks deck they may shuffle their Discard deck and place it into their Barracks area, then continue drawing to six cards.
- The active player's turn is now over and the player to their left begins their turn.



# COMBAT PHASE

The **Combat Phase** of each turn is composed of five basic steps.

## III.A. Declare Opponent

The active player (offensive player) may target another player (defensive player).

## III.B. Deployment

Beginning with the offensive player, both players engaged in combat may take turns deploying any number of cards from their hand, e.g., Unit and Upgrade cards. There is no cost to deploy these cards.)

## III.C. Offense Attack

- Once both players have played all the cards they wish to play, the offensive player picks a unit they control and targets an opposing unit to attack.
- Both units deal damage by subtracting



their opponent's Attack Stat from their Defense Stat. If the Defense Stat is reduced to zero, the unit is considered "destroyed" and returned (along with all attached upgrades) to the bottom of their corresponding Armory decks.

- If all defensive units are destroyed, the remaining offensive units may attack the defensive player's BP directly.

### **III.D. Defense Attack**

- If the defensive player still has active units, they may target an offensive unit and attack as described in III.C. They may not attack the player's BP directly.

### **III.E. Cleanup**

- All deployed units and upgrades are returned to the discard pile.
- The active player may target an additional player for another round of combat if they wish. A player may not be targetted for combat twice in a single turn.



# COMBAT EXAMPLE

For illustration, let's say that the offensive player (on the left) targets the defensive unit (on the right).

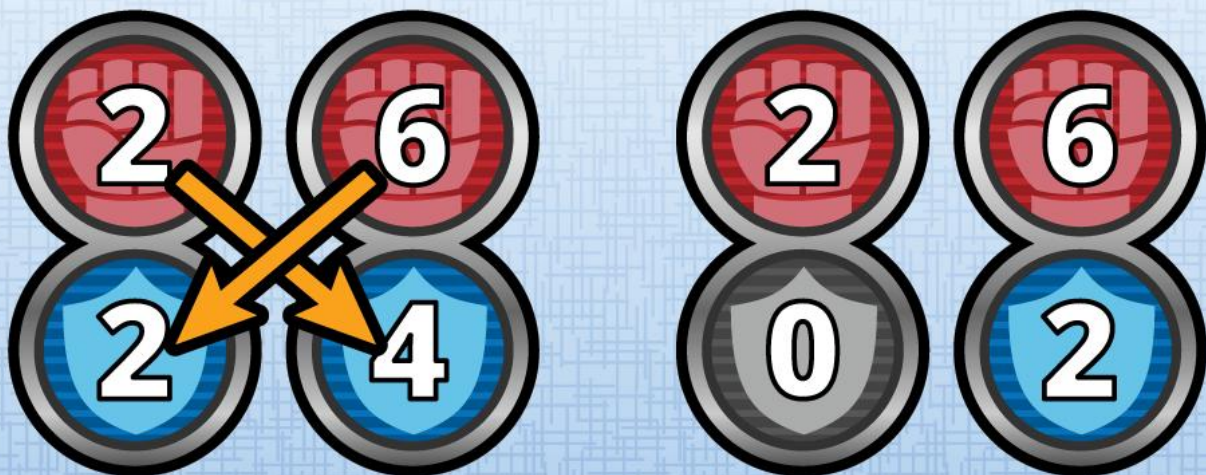
## OFFENSIVE



## DEFENSIVE



Damage is dealt between the two units. When the defense of the offensive unit is reduced to Zero it is considered destroyed.





The destroyed unit returns to the bottom of its Armory deck.



The defensive player then may counter-attack, targeting an offensive unit if one remains in play and trading damage as described in the Offense Attack step.



While this serves as an example of combat mechanics, keep strategy in mind when it comes to deploying units and picking targets.



# FACTION GUIDE

Cards can be mixed within any deck that their Card Type denotes (e.g., The Resolute can mix more than one type of upgrade card in each upgrade deck.)

## LIFE FORCE

- Light Units
- Medium Units
- Heavy Units
- Upgrades

## THE RESOLUTE

- Medium Units
- Medium Units
- Upgrades
- Upgrades

## THE TRUST

- Light Units
- Medium Units
- Heavy Units
- Upgrades

## UNITED FLEET

- Light Units
- Medium Units
- Heavy Units
- Upgrades