



REGLAMENTO

POL★RIS

8+ years old 2 to 4 players 40 minutes

In the night sky of the northern hemisphere, there is a star that does not change position throughout the night. It is the North Star, Polaris.

The constellations that turn around it are sometimes easier to spot, especially when there is a new moon, and if you are lucky, you might see shooting stars flying across the darkness above.

Contemplation of the night sky has been an essential part of our cultures on this planet. Since the dawn of our species, the constellations above us have brought us together to tell the great stories that define who we are.

★ GOAL OF THE GAME ★

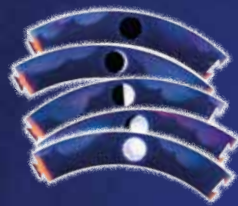
In *Polaris*, you must position your Stars in the Night Sky in order to form Constellations and fulfill objectives. The game is played over 5 Scoring Phases, where the different phases

of the moon will be vital for identifying where you can place your Stars. Whoever achieves the most Victory Points (VP) at the end of the game, wins.

★ COMPONENTS ★



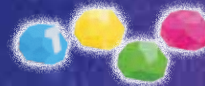
1 Night Sky Board made up of 5 modules and 1 central piece



5 Lunar Phase Frame Pieces



1 Telescope Token



140 Colored Stars (35 in each color)



4 Cheat Sheets



1 Rulebook



1 Scoreboard



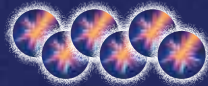
40 Basic Action Cards (black edges on their backs)



24 Advanced Action Cards (silver edges on their backs)



80 Stellar Link Tokens



40 Shooting Star Tokens



4 60-Point Markers (1 in each color)



4 Score Markers (1 in each color)



15 Common Goal Cards




10 Personal Goal Cards

★ GAME SETUP ★

- A** Set up the **Night Sky board** in the center of the table with the 5 modules connected to the central piece. Check the numbers on each piece to be certain they are placed properly.
- B** Place the 5 **Lunar Phase frame pieces** around the Night Sky board in the order shown in the picture (you can also check the letters printed along their edges) and connect the frame pieces to one another. It does not matter which Sector of the Night Sky board the phases end up aligned with.
- C** Place the **Scoreboard** on one side of the Night Sky board. Next to it, create a supply of **Shooting Star** and **Stellar Link** tokens.
- D** Shuffle the **Basic Action cards** and place the deck face down near the Scoreboard. Then, draw and place 4 cards face up in the Basic Action market spaces above the Scoreboard as shown in the picture.

E Shuffle the **Advanced Action cards** and place the deck face down, near the Scoreboard. Then, draw and place 2 cards face up in the Advanced Action market spaces above the Scoreboard as shown in the picture.

F Shuffle the **Common Goal cards**. Draw 5 of them and place 1 next to each moon on the Lunar Phase frame. Put the remaining cards back in the box. After that, place the **Telescope token** near the card that is in front of the New Moon .

G Each player chooses a color. Then they each take the **35 Stars** of that color to form their personal supply and place their respective **Score markers** on space 5 of the Scoreboard.

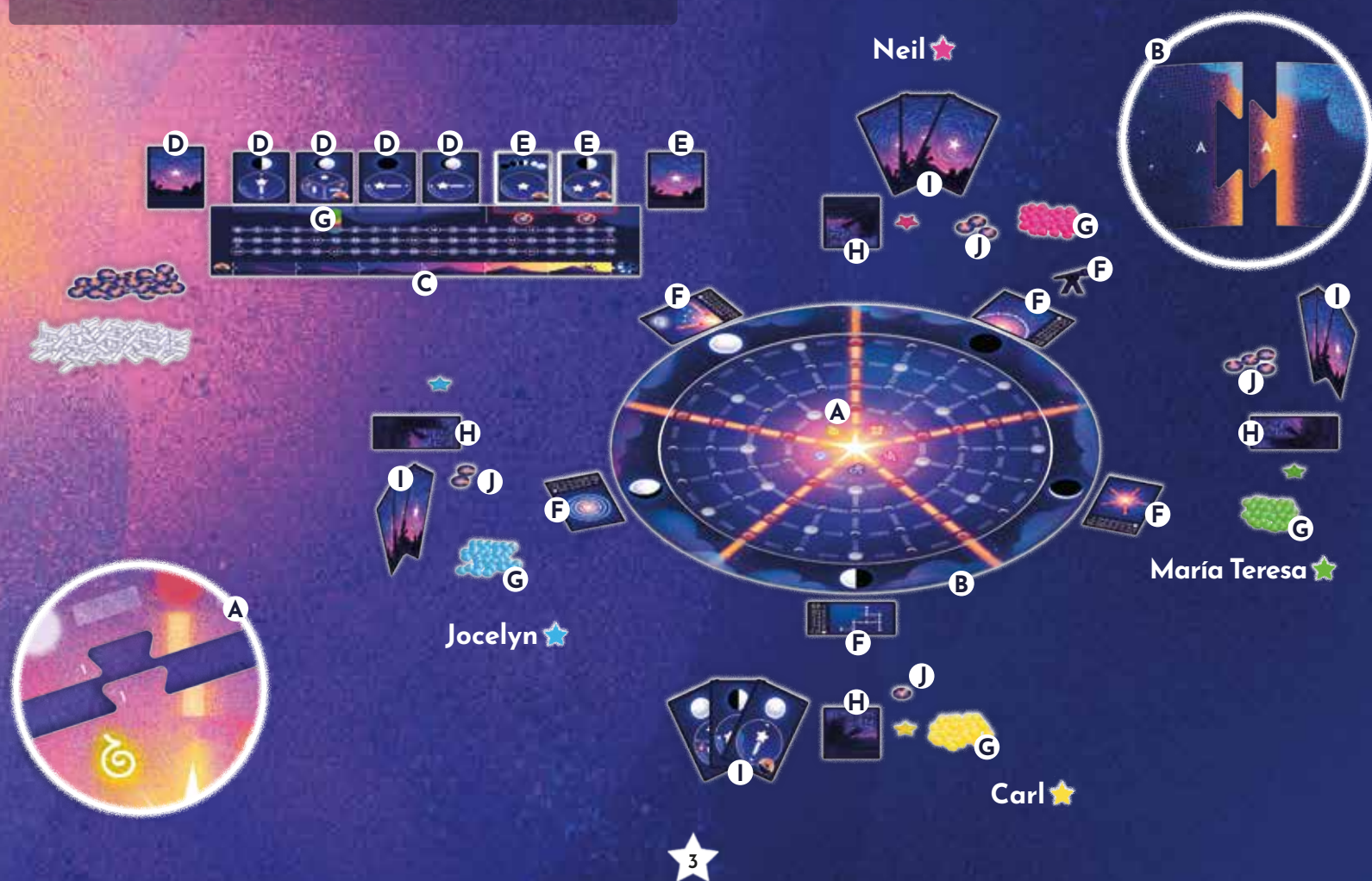
Note: For 2-player games, take the Stars of a color that is not going to be used and place some of them on the 10 spaces that have the "★" icon in them on the Night Sky board.

H Shuffle the **Personal Goal cards** and deal 1 card to each player, which they will keep secret throughout the game. Put the remaining cards back in the box.

I Deal each player 3 **Basic Action cards** from the deck, which will be hidden from the other players in each player's hand.

J The player who looked up in wonder at the stars most recently will start the game. Then, each player receives a number of **Shooting Star tokens** depending on turn order, starting with the first player and proceeding clockwise (to the left):

- ☆ First: 1 Shooting Star token
- ☆ Second: 2 Shooting Star tokens
- ☆ Third: 3 Shooting Star tokens
- ☆ Fourth: 4 Shooting Star tokens



★ GAME PLAY ★

A game of Polaris is played in a series of turns that go clockwise around the table. The player whose turn it is can perform only one of the following three actions:

A. TAKE AN ACTION CARD

B. PLAY ACTION CARDS

C. TAKE 3 SHOOTING STAR TOKENS

Then, the player must check whether this triggers a Scoring Phase before the next player's turn (see page 6).

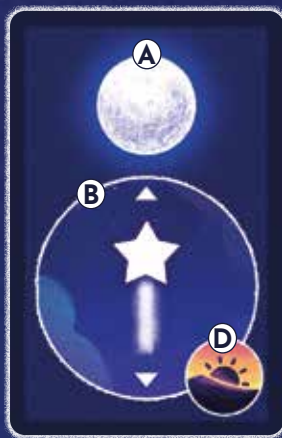
A. TAKE AN ACTION CARD

If you have fewer than 5 Action cards, take 1 of the face-up Action cards in the market and add it to your hand. The Basic Action cards do not have any cost, but the Advanced Action cards cost 1 Shooting Star 🌠 that you must pay from your personal supply.

Then, fill the market from the corresponding deck. If a deck runs out, immediately make a new deck by shuffling its appropriate discard pile.

Important: You can have a maximum of 5 Action cards in your hand. You cannot perform this action if you already have this amount in your hand.

ANATOMY OF AN ACTION CARD:



A Moon Sector of the Night Sky where it can be played on

B Elements, and in which **orientation**, this card lets you place in the matching Moon Sector of the Night Sky board. Stellar Links have arrows that accompany them (↕), showing they can be placed on either side of the Star.

C A few cards provide you with a **Shooting Star** when played.

D A few cards have a **Dawn icon**, which means, after being played, they must be placed in the first free Dawn space along the bottom of the Scoreboard. If all Dawn spaces are full, discard any other Dawn cards played.



Note: This particular card lets you choose between 3 options: Place a Star, place a vertical Link and earn a Shooting Star, or place a horizontal Link and earn a Shooting Star.

B. PLAY ACTION CARDS

Play as many Action cards in front of you as you wish, as long as they show the same Moon Sector. Then, you place the elements that appear on the cards you played, on the matching Moon Sector of the Night Sky board. A few cards allow you to choose one of multiple options of elements to place.

Important: You can change the Moon Sector of an Action card to play it together with other cards. To do so, you must pay 2 Shooting Stars per Action card whose Moon Sector you wish to change at the end of your turn.

A Star can be placed in any free round space in the appropriate Sector, including those spaces that mark the border between Sectors (those with a red background). A Stellar Link can be placed in any rectangular space connecting two star spaces in the appropriate Sector. If there is more than one element on the Action card, it is important to match their orientations and adjacency. A Stellar Link can go on either opposing side of a Star, so long as it follows the arrow's orientation shown on the card and it is placed in the appropriate Sector (see the example on the opposite page).



When 2 or more of your Stars are connected using Stellar Links, you form a Constellation. Constellations are a significant source of VP at the End of the Game (see “End of the Game” on page 7).

Important: Polaris, the star in the center of the Night Sky board, also counts as a Star in your Constellation if it is connected by a Stellar Link to 1 of your Stars. You can even connect Stars from opposing Sectors through **Polaris**. However, it is not taken into account for Personal Goals.

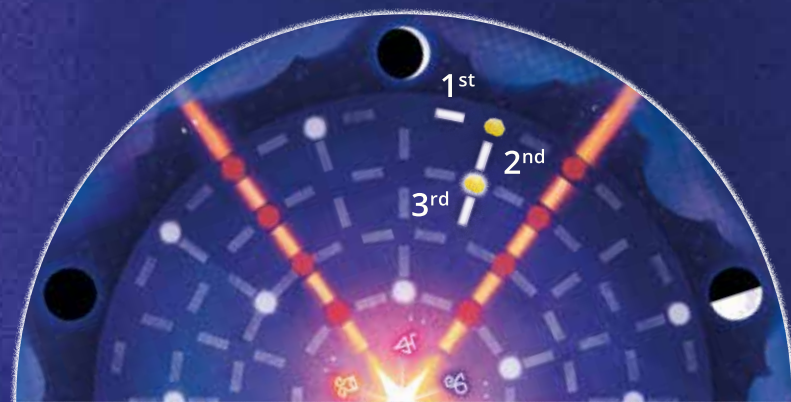
To place a Star on a space located at the edges of each Sector, those with a red background ●, you must pay 1 Shooting Star. On the other hand, spaces with a white background ●, grant you 1 Shooting Star when you place a Star on them.

Note: You can use the Shooting Stars you have earned in the same turn to pay for the spaces that require you to pay Shooting Stars or to change the Moon Sector of the Action cards you are playing.

At the end of your turn, put each Action card you played into its matching discard pile (Basic Action or Advanced Action), except for those cards that have a Dawn icon. Those cards are placed in the available Dawn spaces along the bottom of the Scoreboard, from left to right. Then, check whether this triggers a Scoring Phase (page 6).



Example: ★ Carl chose to play the following 3 cards in the ● Moon Sector. To play the third card, he will have to pay 2 Shooting Stars ●● at the end of his turn to change the ● Moon Sector to ●. The 1st card allows him to place a Star with a horizontal Stellar Link adjacent to its left or right. For the 2nd card, he chooses to place a vertical Stellar Link, and he gains a Shooting Star ●. With the 3rd card, ★ Carl places a Star on a space that grants a Shooting Star ●, and a vertical Stellar Link above it. He uses the 2 Shooting Stars to pay for changing the Moon Sector of the 3rd card to ●. Then, he discards the 1st and 3rd card, but since the 2nd card has a Dawn icon ●, he places it in the appropriate place along the bottom of the Scoreboard.






C. TAKE 3 SHOOTING STAR TOKENS

Take 3 Shooting Star tokens from the supply, place them in your play area, and finish your turn.

★ SCORING PHASE ★




If all the Dawn spaces on the Scoreboard are filled, a **Scoring Phase** is triggered, and the following steps must be carried out:


1. The player who triggered the Scoring Phase takes the Telescope token. 
2. **The rest of the players take one more turn** clockwise. If cards with a Dawn icon , are played, they are simply discarded at the end of the turn.
3. The player with the Telescope token gets **2 VP**. Then, the Common Goal card that is in front of the New Moon  is scored. Each player will score a certain amount of VP for each time they have fulfilled the objective stated on that card. Move each player's Score marker the corresponding number of spaces on the Scoreboard.

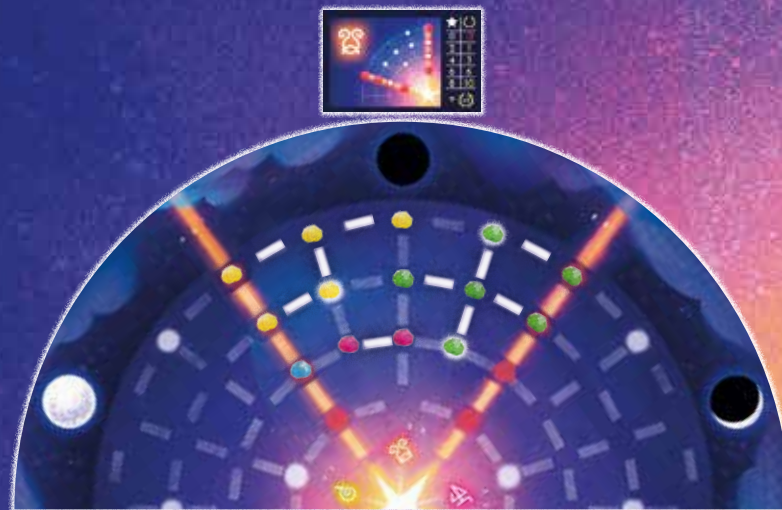
Also, the player that fulfilled the goal the most number of times earns an additional **3-VP bonus**. If there is a tie, except in the case of specific cards, all of the tied players receive the bonus. You can see how the cards work in greater detail in the Goal Card Appendix at the end of this rulebook.














If this was the fifth Common Goal card scored, skip to "End of the Game."

Note: It is possible for you to lose VP in the Scoring Phase. If this happens, you must move your Score marker backward. If you already have 0 VP, you cannot lose any more points.

4. Rotate the Lunar Phase frame clockwise to the next Sector. The New Moon  will now be in front of the next Common Goal card, which will be scored in the next Scoring Phase. 
5. Discard all the Action cards that are in the Dawn spaces along the bottom of the Scoreboard. Then, place the Common Goal card that was just scored face down in the first free Dawn space of the Scoreboard. Note that now there are fewer available Dawn spaces, so fewer Action cards with the Dawn icon  will be required to trigger the next Scoring Phase.

6. The Telescope token is placed near the Common Goal card that is now in front of the New Moon . It will be the next Common Goal card to be scored. Then, the game continues normally, starting with the player who triggered the last Scoring Phase.



Example: After  Carl's turn, the Dawn spaces on the Scoreboard are filled up, so a Scoring Phase begins. First,  Carl takes the Telescope token. Then,  Jocelyn,  Neil, and  María Teresa take one more turn, while  Carl gets 2 VP for having the Telescope. The Common Goal card in front of the New Moon  is then scored. In this case, each player counts up the number of Stars they have in the specified Sector of the Night Sky.  Carl has 5 Stars, so he earns 3 VP.  Jocelyn only has 1 Star, so she loses 2 VP.  Neil has 2 Stars, so he gets 1 VP. Finally,  María Teresa has 6 Stars in the Sector, so they get 6 VP plus 3 additional VP for being the one with the most Stars in the Sector. After this scoring, the Lunar Phase frame is rotated clockwise until it is in the next position. Finally, the Action cards in the Dawn spaces of the Scoreboard are discarded, and since this is the second Scoring Phase, the Common Goal card that was just scored is placed face down in the second Dawn space on the Scoreboard.  Carl places the Telescope token next to the Common Goal card in front of the New Moon  and then plays a new turn.

★ END OF THE GAME ★

After the fifth Common Goal card has been scored, the game moves on to the final Scoring Phase:

- A.** Each player loses 2 VP for each of their Star that is standing alone and is not part of a Constellation. Then, each player counts the Constellations they were able to form with their Stars. Depending on how many Stars make up each Constellation, they will give the player the following VP:

★	1	2	3	4	5	6	7+
🌿	-2	0	2	3	5	7	10

Important: Remember that **Polaris**, the star in the center of the Night Sky board, also counts as a Star in your Constellation if it is connected to it.

- B.** Each player reveals their Personal Goal and counts up how many times they were able to create the pattern shown on the card, in either of its two forms, in their Constellations on the Night Sky board. It is important that the pattern is exactly the same as on the card and not rotated. The pattern can be contained within a single larger Constellation, but 1 Star cannot be counted for more than 1 pattern. Depending on how many times the pattern is present on the board, the player earns the following VP:

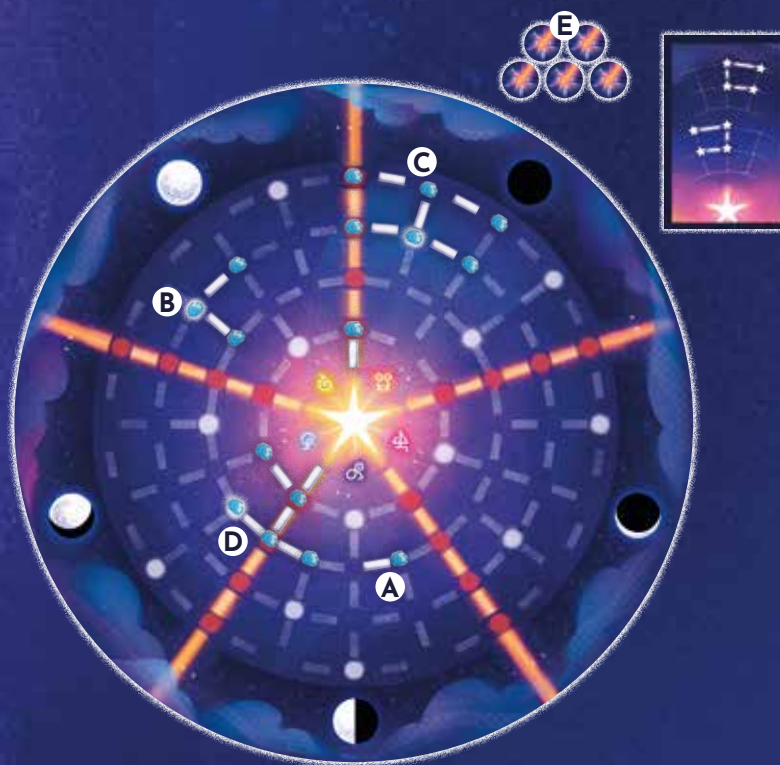
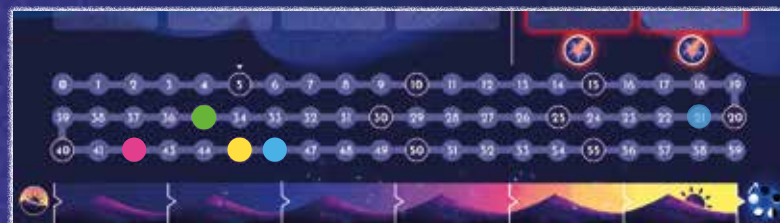
Fulfilled	1	2	3	4+
🌿	3	6	10	15

Important: Remember that **Polaris**, the star in the center of the Night Sky board, is not taken into consideration when forming patterns to score a Personal Goal.

- C.** Each player gets 1 VP for every 2 Shooting Stars that they have left.

The player who obtains the most VP is the winner of the game. If there is a tie, the tied players share the victory.

Example: ★ *Jocelyn ends the game with 21 VP on the Scoreboard, and the game moves on to the final Scoring Phase. She loses 2 VP because of her stand alone Star **A**. She earns 2 VP for her 3-Star Constellation **B**. For Constellation **C**, which has 6 Stars, she gets 7 VP. For Constellation **D**, she earns 10 VP as the Constellation has 7 Stars (passing through and including Polaris). She fulfilled her Personal Goal twice, giving her 6 VP. Even though she formed the pattern twice in Constellation **C**, she would be using the same Stars twice, so that pattern is only counted once. However, the pattern appears again in the 7-Star Constellation **D**, allowing her to score it a second time. Finally, she gets 2 additional VP for her 5 Shooting Stars. **E**, so she finishes the game with 46 VP.*

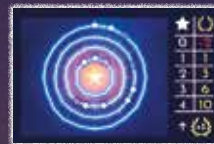


★ GOAL CARD APPENDIX ★

This appendix provides the details of the different Goal cards that are evaluated in the Scoring Phase.



Stars in Sector X: You get $-2/1/3/6/10$ VP if you have at least $0/2/4/6/8$ Stars in the indicated Sector. Stars located on the edges of a Sector (the red spaces) count for that sector. Whoever fulfills this objective the most gets the 3-VP bonus. In case of a tie, all tied players get the bonus.



Presence in Different Orbits: You get $-2/1/3/6/10$ VP if there are at least $0/1/2/3/4$ orbits that have at least 2 of your Stars in them. Whoever fulfills this requirement with the most orbits gets the 3-VP bonus. In case of a tie, whoever has more orbits with at least 3 Stars, wins the bonus. If still tied, all tied players get the bonus.



Stars in Orbit X: You get $-2/1/3/6/10$ VP if you have at least $0/2/4/6/8$ Stars in the indicated orbit. Whoever fulfills this objective the most times gets the 3-VP bonus. In case of a tie, all tied players get the bonus.



Presence in Different Sectors: You get $-2/1/3/6/10$ VP if there are at least $0/1/2/3/5$ Sectors that have at least 2 of your Stars in them. Each Star located on the edge of a Sector (the red spaces) can only count for one of the bordering Sectors. Whoever fulfills this requirement in the most Sectors gets the 3-VP bonus. In case of a tie, whoever has more Sectors with at least 3 Stars in them, wins the bonus. If still tied, all tied players get the bonus.



Stars on the Edges: You get $-2/1/3/6/10$ VP if you have at least $0/2/4/6/8$ Stars on the edges between Sectors (the red spaces). Whoever fulfills this objective the most times gets the 3-VP bonus. In case of a tie, all tied players get the bonus.



Stars Surrounded by Stellar Links: You get $-2/1/3/6/10$ VP if you have at least $0/1/2/3/5$ Stars that are completely surrounded by Stellar Links. Each Star requires 3 or 4 Stellar Links to be fully surrounded, depending where it is. Whoever has the most surrounded Stars gets the 3-VP bonus. In case of a tie, whoever has more Stars surrounded by 4 Stellar Links receives the bonus. If still tied, all tied players get the bonus.



Stars in the Longest Constellation: You get $-2/1/3/6/10$ VP if you have at least $0/2/4/6/8$ Stars in the longest continual path in one of your Constellations (which is not necessarily going to be in your largest Constellation). Only the Stars in a single connected line in the Constellation count, not any that branch off of that line. **Polaris** can be included as part of this Constellation. Whoever fulfills this objective the most times gets the 3-VP bonus. In case of a tie, all tied players get the bonus.



Constellations of Different Sizes: You get $-2/1/3/6/10$ VP if you have at least $0/1/2/3/4$ Constellations made up of different numbers of stars. **Polaris** can be part of a Constellation. Whoever fulfills this objective the most times gets the 3-VP bonus. In case of a tie, all tied players get the bonus.



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