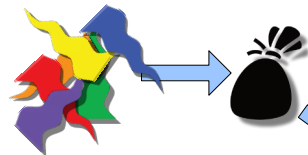


Sky Board Setup

Components		
• 48 Long rays, in 6 colors	• 35 Flare cards	• 175 Player markers
• 48 Short rays, in 6 colors	• 43 Laurel cards	• 5 Player mats
• 48 Star cards	• 5 Accolade cards	• 5 Player aids
• 8 Starter Star cards	• 10 God cards	• 2 Draw bags
	• 28 Starbot cards	• 1 First player marker

1. Put the long rays into a draw bag. Draw 4 rays at random and place them in the Long Ray pool.

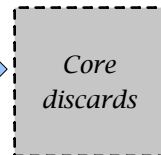


2. Shuffle the Core deck (do not include the Starter Core cards). Place it on the board as shown.

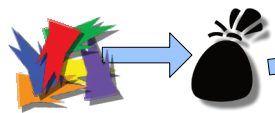


Then draw 4 Core cards and place them face-up in the spaces below.

3. Leave room by the side of the board for discarded Core cards.



4. Put the short rays into the other draw bag. Draw 4 rays at random and place them in the Short Ray pool.



The diagram shows a large board with a star map background. At the top, a score track has markers at 35, 40 (110), 45, 50 (120), and 55. At the bottom, a score track has markers at 20, 15, 10 (80), 5, and 0/70. Constellations shown include Ursa Minor (The Little Dipper), Cassiopeia (Mother of Andromeda), Aquila (The Eagle), Altair, Beta Hydri, Hydra (The Water Snake), Orion (The Hunter), Betelgeuse, Rigel, Crux (The Southern Cross), and Acrux. A central wheel has various icons. A 'Buy 1 or more' section shows cards with icons and text like 'per ray color on this star' and 'per launched star'. A 'Claim when achieved' section shows cards with icons and text like 'Any 5', 'All 6', and '3 in any constellation'. A 'Buy 1 or 2 (keep max 4)' section shows star icons. A 'Core discards' box is on the left. A 'Flares' section on the right shows a star icon and text 'Buy 1 or more'. A 'Laurel' section at the bottom shows a green diamond icon and text 'Accolade'.

5. Shuffle the Flares deck, and place it on the board as shown.



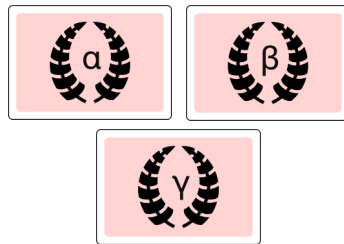
Then deal 4 Flares face-up into the spaces to the left.



6. Place the 5 Accolade cards face-up in the green spaces, in order.

Player Setup

1. Prepare the Laurel decks



Separate the Laurel cards into 3 decks by their backs (which are labeled **α**, **β**, and **γ**). Shuffle these decks separately.

2. Shuffle the Starter Star deck



3. Decide whether to use the Gods



Using the Gods is optional; see page 6 for details.

If you choose to use the Gods, shuffle the deck. If not, leave it in the box.

Note: Either all players, or none, should use the Gods.

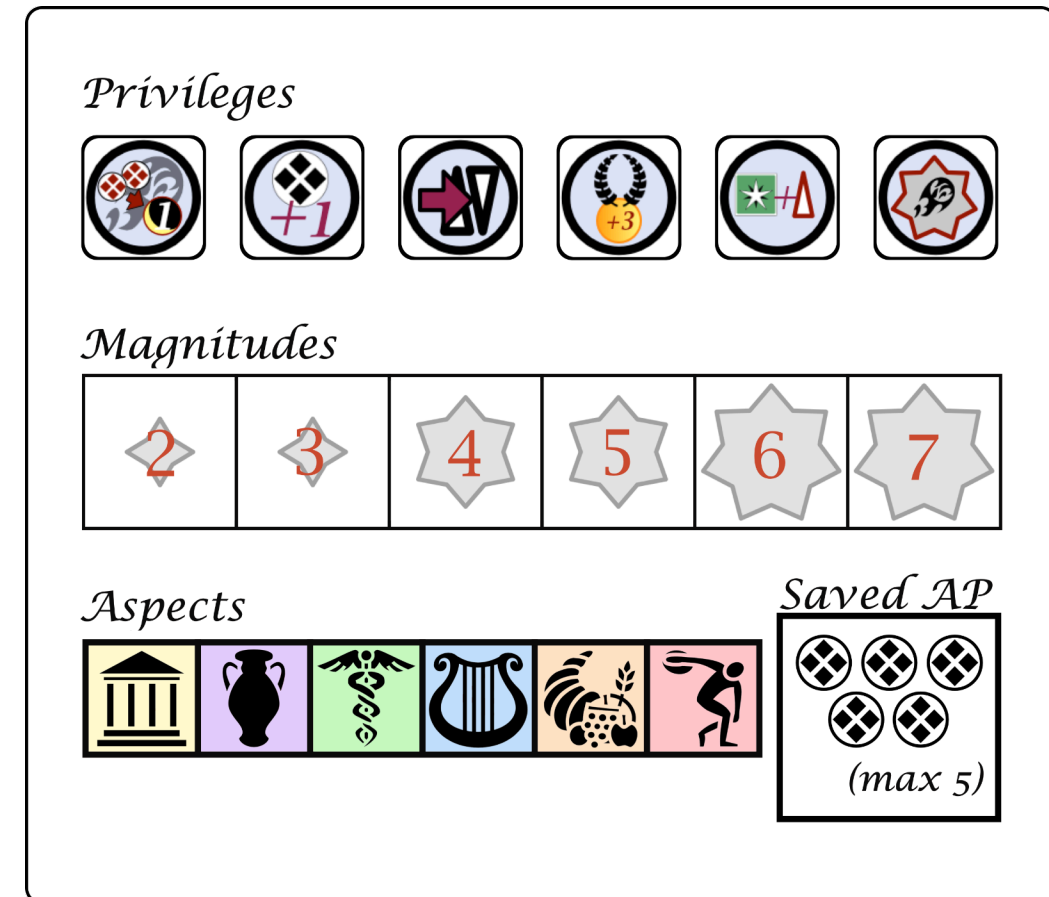
4. Select a start player



Select a starting player in any way you like. Give that player the Start Player marker.

5. Give each player:

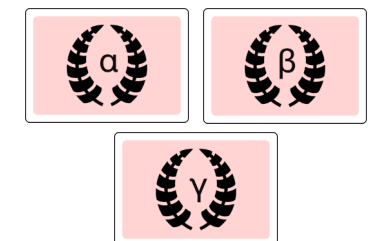
1 player mat.



35 Player markers in their chosen color. Keep these as a supply by your player mat, to use as needed. You should not run out during play, but if you do, you may use any handy substitute.



1 random Starter Star card. Place this face-up on the table in front of you by your player mat. Return undealt Starter Stars to the box; they will not be used.



1 random Laurel card from each of the **α**, **β**, and **γ** decks. You may keep these cards secret during play. Return undealt Laurels to the box; they will not be used.



If using The Gods:
2 random God cards. Choose one and place it face-up in front of you. Return unchosen and undealt Gods to the box; they will not be used.