

Celestia

COUP DE THÉÂTRE A LITTLE INITIATIVE

This expansion requires the original game.

Preparation

- Add the 4 Rowboat cards and the 6 new *Special* cards to the original game deck (they can be mixed with the first expansion).
- Place the Rowboat next to the players.
- Then **finish** the preparation as explained in the regular Celestia game.

Goal of the game

With the expansion pack *A little initiative* you can now play *Rowboat* cards to continue on your journey alone : victory without risk brings triumph without glory ! The Rowboat captain faces the challenges alone. Each vessel (Aircraft and Rowboat) has its own dice roll.

"Rowboat" Card

During the 2nd step, when each passenger chooses to stay onboard or disembark, they have a new option : « **I will leave in the Rowboat** » (provided that the Rowboat is not already occupied).

When a **passenger** chooses to leave in the Rowboat, they **have to place** a *Rowboat* card in front of them. They then take the Rowboat, place it on the same city as the Aircraft and place their pawn inside it.

Important : The Rowboat has only one spot : the player who played a Rowboat card first, according to turn order, gets to use it.

For each step of the journey, the Aircraft is dealt with **first**, and **then** the Rowboat.

Orville is the captain ♁. He rolls the dice and the passengers decide whether to stay or disembark.

Amelia decides to stay, **Ambroise** wants to leave in the Rowboat. He plays a *Rowboat* card, places the Rowboat next to the Aircraft and places his pawn onboard. None of the other players can take the Rowboat until it becomes available again.



- During the 3rd step, before they reveal if they have the correct *Equipment* cards, the captain can say : « **I will leave in the Rowboat** » (provided it is not already occupied). In this case they **have to place** a *Rowboat* card in front of them. They then place the Rowboat in the same city as the Aircraft and put their pawn inside it. The next passenger becomes the **captain for this step** (other passengers can't change their decision).

From the previous example, if **Ambroise** had decided to stay in the Aircraft, **Orville**, the captain ♁, could choose to leave by playing a *Rowboat* card. In this case, **Amelia** would become the new captain ♁ for this step.



- Once the step of the journey for the Aircraft has been **completely resolved**, if there is a passenger in the Rowboat, there is a new step : **the Rowboat Trip**. The Rowboat passenger **rolls the dice** to reach the next city (just like step 1 of a normal turn).

They have to face the events **alone** by playing their *Equipment* cards. However, each Rowboat allows you to face **all of the events** of one type (the one on the corner of the *Rowboat* card).



If the Rowboat passenger plays the required *Equipment* cards, the Rowboat is moved on to the next city.

Important : A *Special* card that targets the Aircraft can also target the Rowboat. However, the Rowboat passenger is not an Aircraft passenger : they can't be targeted by an Disembarkation card or use one themselves for example.

Following from the last example, the Aircraft continues **first** to the next city (1). **Amelia** is the new captain ♁, she has to play the *Equipment* to face the events. She does not have the cards needed and the Aircraft crashes. The Aircraft will begin a new journey with **all** passengers on board when the Rowboat journey ends.

It **then** (2) goes to **Orville**, who rolls 2 dice. He decides to play the *Alternative Route* card to re-roll the black pirate die. Now, thanks to his Rowboat which ignores red flock symbols, he just needs one *Compass* card to move to the next city.

The Rowboat continues the journey alone.



Once the Aircraft and Rowboat steps are resolved, a new turn begins (step 5 of a normal turn). The Aircraft is resolved first and then the Rowboat.

If the Aircraft crashes before the Rowboat, the Rowboat continues alone.

If the Rowboat crashes before the Aircraft (the player discards the «Rowboat» card), another passenger could play a *Rowboat* card to embark on it.

A new journey will start when both aircrafts have crashed or when all players have decided not to go any further: all players will board the Aircraft again and pick a card.

"Special" cards



Desperate Need

Who > Captain

When > Before the captain plays their cards.

Effect > Choose another player who then becomes the captain (they must play «Equipment» cards for this step of the journey). Then, you can choose to stay on the Aircraft or not.



New Equipment

Who > All players

When > Before the captain rolls the dice

Effect > Discard your **whole** hand and draw as many cards.



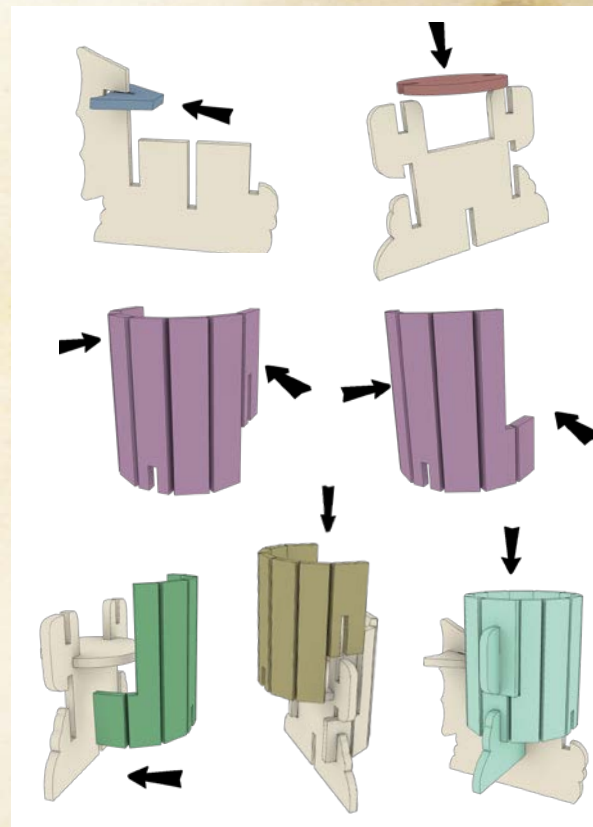
Spy

Who > All players

When > Before the captain rolls the dice

Effect > Look at another player's hand, including the captain's.

Rowboat assembly



Content : 1 Rowboat - 4 «Rowboat» cards - 6 «Special» cards