

Printable Rulebook for Astromania : The Astronomy Card Game

Welcome, researcher!

Congratulations on making it to astronomy graduate school! You have been presented with the opportunity to contribute to professional astronomy research. You'll be studying objects in space by collaborating with other astronomers, using cool new telescopes and tools, and get a chance to publish your work in the prestigious Astromania journal.

Game Components

The Print and Play version of Astromania : The Astronomy Card Game comes with two pdf files :

- Printable version of all cards and tokens (cardsandtokens.pdf)
- The Rulebook (rulebook.pdf, this document)

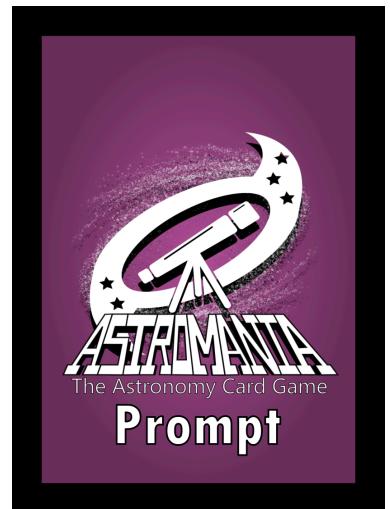
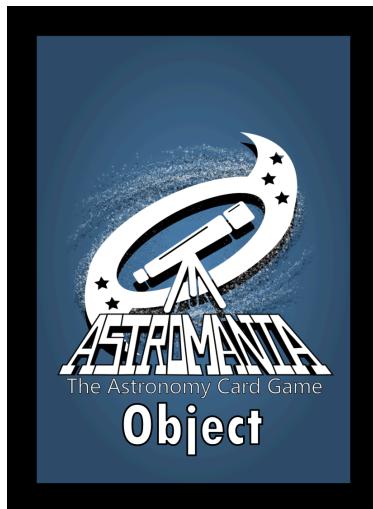
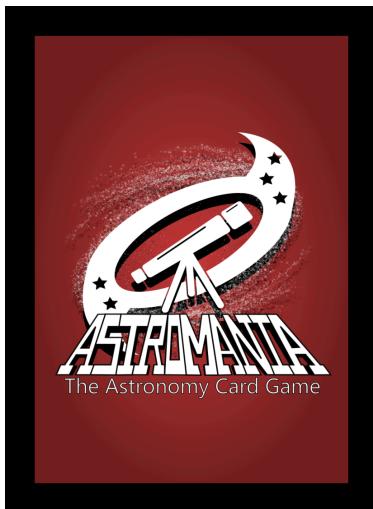
In addition to these two printable pdf files, you will need two six sided dice (2d6) to play the game.

There are a total of 14 pages in the pdf file with the cards and the tokens (cardsandtokens.pdf). See the end of this document for an index of the pdf file with cards and tokens and the number of copies you should print per page.

In addition to playable cards, the printable version also includes 3 printable reference cards with summary of allowed actions during a player's turn.

Card Types

Astromania has three types of cards :



Draw Deck:

Draw cards from this deck to add to your hand.

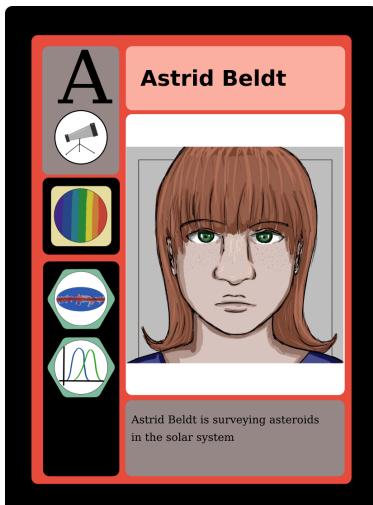
Sky Deck:

This deck has Objects for you to study. Add cards to Starboard from here.

Prompt Deck:

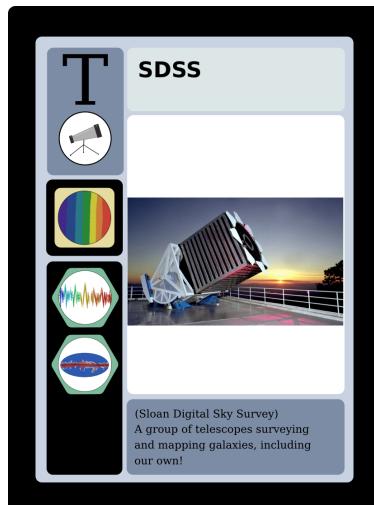
This deck has Prompts you work towards clearing. Draw one at the start of the game.

The **Draw Deck** has three types of cards:



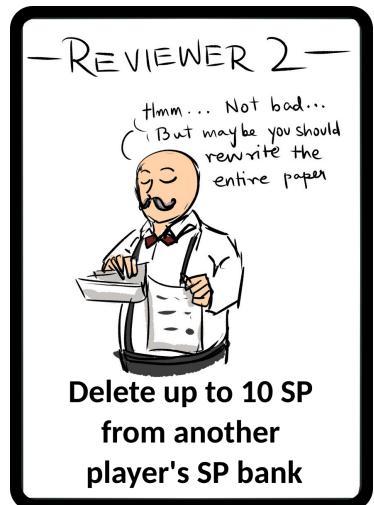
Astronomers

These are your colleagues and collaborators. They will help you operate Tools.



Tools

This is the equipment you use or codes you run.



Interact

This helps you interact with your fellow graduate students (other players).

The **Sky Deck** has **Objects** you can study. These are all real celestial objects professional astronomers study!



And the **Prompt Deck** has suggestions for papers you can publish for a successful research career.

Gameplay

Game Setup

Follow these steps for setting up your game :

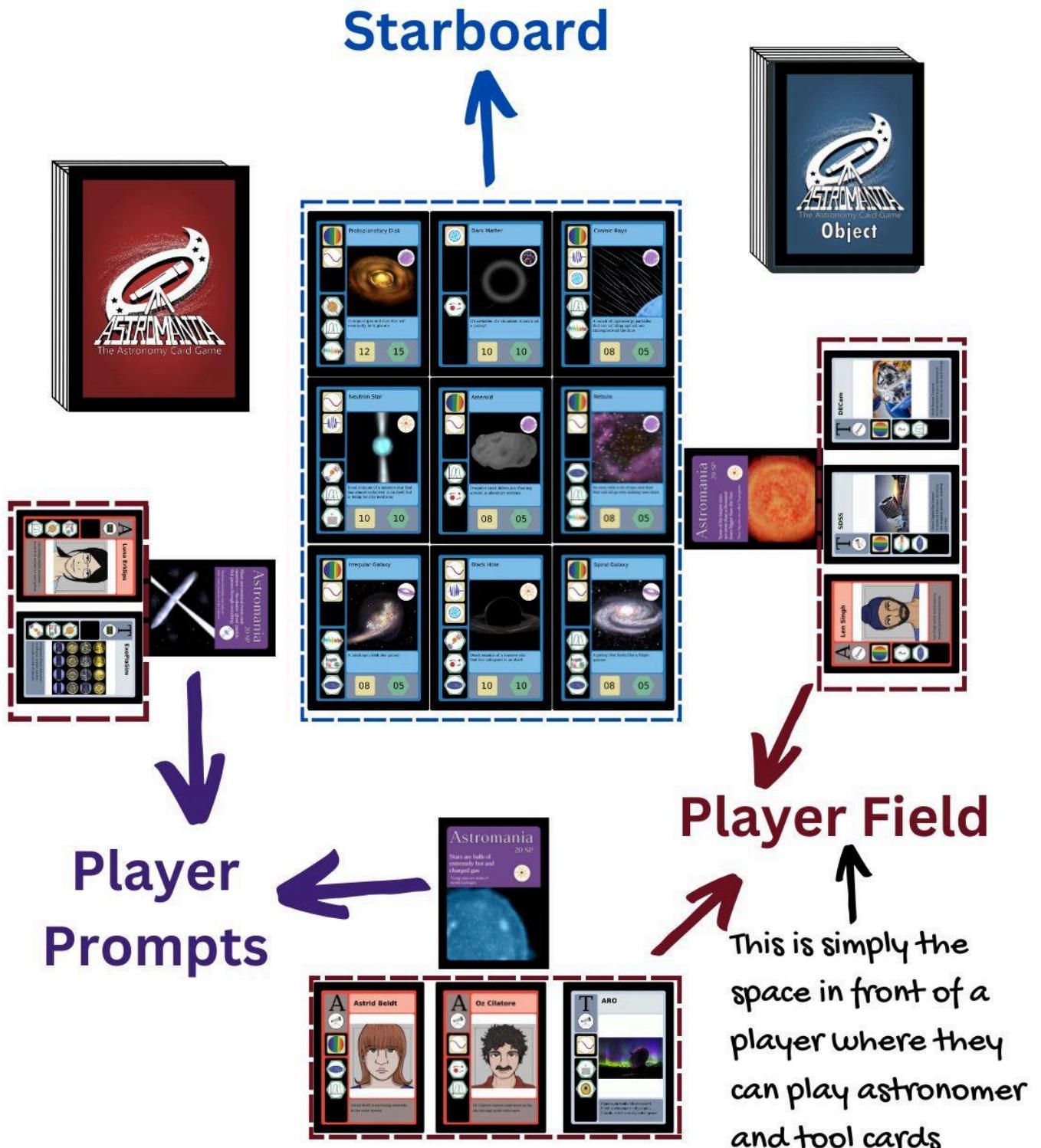
1. Split the cards into their appropriate decks by their back colour and shuffle all 3 decks.
2. Distribute a random **Prompt** card to each player.
3. Each player draws 5 cards from the **Draw Deck** as their starting hand.
4. Place 9 **Object** cards from the **Sky Deck** in a 3x3 grid. We'll call this the **Starboard**.
5. Determine who goes first. Turn order proceeds clockwise from the first player.

Turn Order can be decided in any way you choose. You may decide that whoever was the last person to see a shooting star or whoever has the next birthday goes first. We suggest each player take a turn rolling the dice and the player with the highest sum on the dice goes first.

OPTIONAL : You can remove all the Interact cards from the **Draw Deck** for solo play!

Game Layout

This is what your typical research space will look like in the middle of a study (mid-game):



Game Mechanics

As an astronomer, your career's success relies on studying objects in the sky and publishing papers! In Astromania, you can do this by combining the Tool and Astronomer cards on your Player Field and studying an **Object** on the **Starboard** to gain **Science Points (SP)**.

To initiate an observation, you MUST have played an Astronomer AND a Tool in your Player Field — the space in front of you.

You may use the combination of one Astronomer and one Tool (both in your Field) to try 'studying' an **Object** by rolling dice. If you roll the number in the square on the **Object** card, or higher, you have successfully studied the **Object** and get Science Points (SP).

*****Once an astronomer is used for a 'study', you may NOT use it again in the same turn, regardless of the success or failure of the previous study attempt. *****

Every **Prompt** card requires 20 SP to become a published paper. Collect enough SP to 'publish' your **Prompt** card as a paper!

Icons on the **Object**, **Astronomer**, and **Tool** cards can be matched to get bonuses. For more information on the icons, see the Bonus section and the Icon Glossary!

Managing the Player Field

The maximum size of a Player Field depends on how many papers that player has published. A player begins with a field limit of 1 Astronomer + 1 Tool. For each paper that the player publishes, their field limit increases by 1 Astronomer and 1 Tool.

Using Interact Cards

Interact cards are part of the **Draw Deck** but they are different from the Tool and Astronomer cards. They don't go on a Player Field and do not directly help you study an Object. Instead, they have instructions written on them that benefit you in some way. When playing an Interact card, follow the instructions on the card.

Turn Actions

You should now know most of how the game works. So let's go over what a player does during their turn!

On their turn, a player can take up to 3 turn actions plus one free action. Once per turn, a player may do one of the following as a free action (does not count towards your 3 turn actions):

- Draw only one card from the **Draw Deck**
- Discard only one card in their hand or player field and gain +2 SP

At the cost of one turn action, a player may do any one of the following:

- Draw a card from the **Draw Deck**
- Play one **Astronomer** or **Tool** card on your field
- Use one **Astronomer** card and one **Tool** card in your field to attempt to study an **Object** on the **Starboard**
- Discard one card in their hand or field and gain +2 SP.

Publishing a Paper

When a player has the required SP to fulfil their **Prompt** (20 SP listed on the **Prompt Card**), they can publish a paper! A player must publish on their turn, but publishing does not require using an action.

To publish: **Object** cards in a player's SP cache are worth the amount of SP listed in the hexagon on the card. A player must trade in enough **Object** cards and SP tokens to fulfil the **Prompt**.

If an **Object** being traded in has the same class icon as the **Prompt**, then the **Object** is worth an additional 1 SP towards that **Prompt** (See Page 14 for info on SP bonuses). If the value of the SP being traded in is greater than the value required to publish, the player receives SP tokens representing the extra SP, which can be used as a rollover towards the player's next **Prompt**. The used **Objects** then go into the **Sky Deck** discard pile. The player then selects another random **Prompt** from the **Prompt** deck, unless it is their third publication... (See section Win Condition).

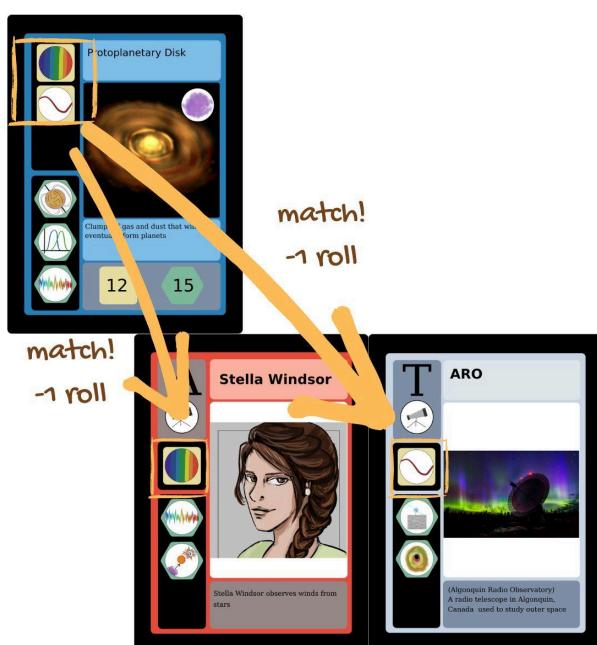
Bonuses

Some **Objects** are high risk, high reward. As in you need a high roll to study them, but they give you a lot of SP too! Meanwhile, some are literally impossible to study! For instance, the Dark Energy card requires a roll of 14 to be studied. How can one roll a 14 on two 6-sided dice?! Cards such as these *require* the use of in-game bonuses.

There are two kinds of in-game bonuses :

- **Dice Roll Bonus** : This lowers the dice roll you need to study an **Object** by -1 per bonus.
- **SP Bonus** : This increases the SP you get from studying an **Object** by +1 SP per bonus.

Dice Roll Bonus



One way to get a **Dice Roll Bonus** is to match the symbol on the yellow square on the **Object** card you want to study to the squares on the **Astronomer** and/or **Tool** card you are using to study it. One match lowers the roll required by -1 and all bonuses stack. This is a *Wavelength bonus*. (See image on left)

Another way to get a **Dice Roll**

Bonus is to match the icons in the circles of the **Astronomer** and **Tool** card. This bonus doesn't depend on the **Object** card! Any **Object** you try to study will have its required dice roll lowered by 1 if you get this match. (See image on the right).



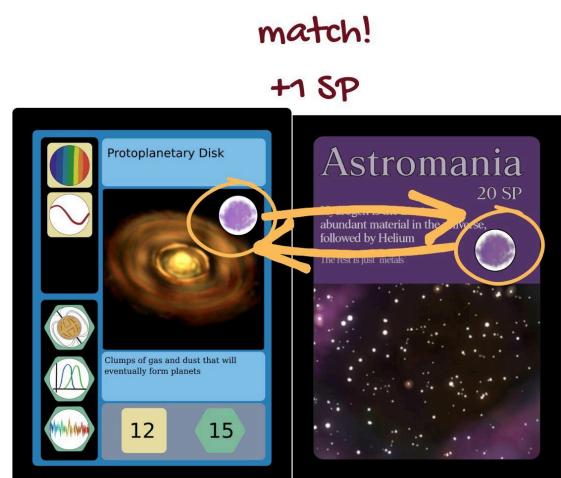
SP Bonus



SP Bonuses are calculated after a successful study of an **Object**. These add on to the inherent SP of the **Object**, the number in the green hexagon at the bottom of the card. One can match the symbols in the green hexagons on the left side of the **Object** card to the left side of the **Tool** and/or **Astronomer** cards to get more SP. Each match is worth +1 SP and bonuses stack up! This is a *Technique bonus*. (See image on the left)

Another way to get a SP Bonus is to match the icons in the circles of the **Object** and **Prompt** card. This bonus doesn't depend on the player field! (See image on the right)

Use the provided SP tokens to keep track of any bonus SP you acquire.



Win Condition

The first player to publish 3 (three) papers wins the game and successfully receives their PhD in Astronomy!* 

(*!!! We do not have the authority to reward real PhDs !!!)

Keep in mind:

- If an **Object** being traded in has the same class icon as the **Prompt**, then the **Object** is worth an additional 1 SP towards that prompt (see Bonuses).
- If the value of the SP being traded in is greater than the value required to publish, the player receives SP tokens representing the difference.
- A player must publish on their turn, but publishing does not require using an action.

Icon Glossary

Astronomer - Tool Classes



Class of **Astronomers** that use telescopes to do their work. Symbol also on telescope **Tools**.



Class of **Astronomers** that use modelling or pen-paper math to do their work. Symbol also on code and software instrument **Tools**.



Class of **Astronomers** that build equipment to be used in telescopes. Symbol also used on **Tools** that are standalone instruments

Object - Prompt Classes



Class of **Objects** that are part of the space between stars or the Interstellar Medium (ISM). Symbol also on **Prompts** related to the ISM.



Class of **Objects** that are violent explosions of some sort. Symbol also on **Prompts** related to violent explosions.



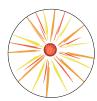
Class of **Objects** that are galaxies. Symbol also on **Prompts** related to galaxies.



Class of **Objects** that are planets. Symbol also on **Prompts** related to planets.



Class of **Objects** that hold information about cosmology - study of the past, present, and future of our universe. Symbol also on **Prompts** related to cosmology.



Class of **Objects** that are stars. Symbol also on **Prompts** related to stars.

Wavelength



Denotes the light emitted by the highest energy events in the universe. Symbol on **Objects** as well as **Astronomers** who study it and **Tools** that can detect it.



Used for **Objects** that emit light humans can see. Symbol on **Objects** as well as **Astronomers** who study it and **Tools** that can detect it.



Denotes the light that has low energy but can travel very, very far. Symbol on **Objects** as well as **Astronomers** who study it and **Tools** that can detect it.



Used for objects that can be studied using things other than light. Symbol on **Objects** as well as **Astronomers** who study it and **Tools** that can detect it.

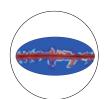
Technique



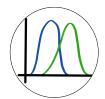
A technique called Spectroscopy. **Astronomers** use it to see what **Objects** in space are made of.



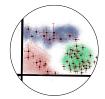
A technique called Astrometry. **Astronomers** use it to see how **Objects** in space move.



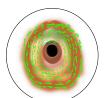
A technique called All Sky Map. **Astronomers** use it to see where in the universe an **Object** is.



A technique called Photometry. **Astronomers** use it to study the light an **Object** emits or reflects.



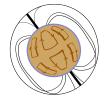
A technique called Population Study. **Astronomers** use it to learn how certain **Objects** behave when in large groups.



A technique called Polarimetry. **Astronomers** use it to learn how charged the light from an **Object** is.



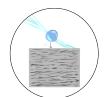
A technique called Time Domain Astronomy. **Astronomers** use it to learn how an **Object** changes with time.



A technique called Hydrodynamics. **Astronomers** use it to learn how things flow in or around an **Object**.



A special technique just for the study of an exotic thing called Dark Energy



A technique called Scintillometry. **Astronomers** use it to study how light from far away **Objects** distorts as it travels through space.

About This Project

In June 2022, we made some trading cards to highlight the contributions of queer astronomers for a Toronto-based outreach program. But if you already have a deck of fancy cards, why not make a whole game out of it? Astromania is the card game equivalent of real-life astronomy research. With its assortment of cards, Astromania lets you strategize and combine techniques to solve the mysteries of the universe - just like a real astrophysicist! Our team is composed of graduate students who are all working towards a Ph.D. in astronomy and are actively involved in ongoing astronomy research.

Astronomy isn't always just taking pictures of black holes and distant galaxies. It's a field made of many people using different methods to study the past, present, and future of our universe. Sometimes we need to craft simulations to test our theories. Sometimes we need to write some code to calculate important statistics. Sometimes we're caught up in the political machine that is academia. It's not always pretty and an important part of success is luck. Things don't always work the way you expect so we hope we accurately convey the nuances of the scientific research process in our game.

Learn more about Astromania on our website: astromania-game.github.io

This game is neither affiliated with nor sponsored by any of the organisations featured on our Tool cards.

This project was made possible through the support of Carnegie Mellon University Physics and through the Seed Funding from The Dunlap Institute for Astronomy and Astrophysics (dunlap.utoronto.ca).

We also thank all our consultants, playtesters, and the larger astronomy community for the positive support and feedback we received, with a special shoutout to those who let us feature their tools on our cards!

Document Index for Card Printing

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7	9 Object cards	1
8	9 Object cards	1
9	9 Prompt cards	1
10	9 Prompt cards	1
11	9 Draw Deck card backs	5
12	9 Sky Deck card backs	2
13	9 Prompt Deck card backs	2
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