

# Stella Quest

Rules





*This is a story about a world hidden from most eyes.*

*Most people believe that the stars in the sky are merely(!) burning  
orbs light-years away from Earth.*

*What they don't realize is that these stars are actually spirits  
roaming above us in the sky.*

*As these luminous beings look down on Earth,  
their lights can be seen from our blue planet.*

*Some spirits are quite enamored with humans,  
and drawn in by their curiosity, they would come down to Earth to  
learn about human emotions.*

*Humans who witnessed these celestial visits called them  
"shooting stars".*

*'Stella Quest' is a trick-taking game with a twist, where you seek to  
collect six different human emotions by winning tricks.*

*But be careful, winning too many in a row and shining too brightly  
will draw the ire of the Black Star!*

*Satisfy your curiosity for humanity's boundless emotions while  
keeping your own light bright.*

## Components

### ★ 48 Emotion Cards

12 in each 4 colors. Two copies of 1 to 6 per color.  
Each number represents a different human emotion.



### ★ 6 Break Cards

All cards reveal what color they are on the back.



### ★ 1 Card tray

### ★ 20 Starlight tokens



light  
side



dark  
side



### ★ 1 Black Star marker

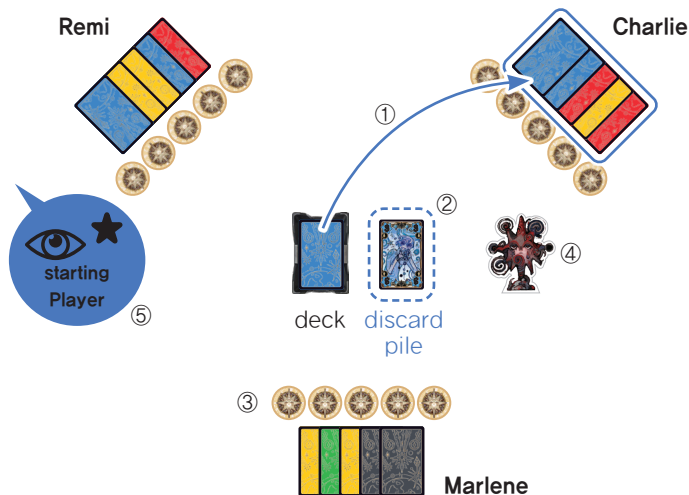
Assemble the marker by attaching the Black Star to the base.

## Objective

Collect six different Emotion Cards, regardless of color, numbered from 1 to 6 to understand the full range of human emotions and win the game!

But be careful - these spirits are curious but fickle creatures, and many things can lead them astray. If a player loses all five of their Starlight tokens, they lose and become another Black Star.

## Setup



- ① Shuffle all cards (Emotion Cards and Break Cards) together, and deal 5 cards to each player. Place the remaining cards in a deck face down into the card tray and put the tray within easy reach of all players.
- ② Draw the top card from the deck and place it face up next to the deck. This card will form the discard pile.
- ③ Each player takes five Starlight tokens and place them in a line in front of them with the light side facing up. The tokens should be visible to all players at all times.
- ④ Place the Black Star marker on the table within easy reach of all players.  
\* No one has the attention of the Black Star in the beginning of the first round.
- ⑤ The player who has seen the stars most recently becomes the starting player.





## Gameplay

### ★ Round Structure

*\* For 2 player game rules, see page 19*

*Spirits are curious creatures. Their inquisitive nature often drives them to undertake dangerous voyages to Earth.*

1. When the round begins, the starting player leads the round by playing any card in the hand face up.
  - **Leading color:** The color of the starting player's played card is called the leading color.
2. The other players, in clockwise order, each play a card to the round and must follow the leading color by playing a card of the color led if held.
  - \* Break Cards ignore this leading color rule and can be played even if you can follow the leading color. (See page 14 "Break Card")
  - \*\* The color of the cards in hand must be visible to all players. Players cannot hide it by covering the back of their cards

*The mysterious power the spirits possess may account for strange phenomenon we see here on Earth at times. Perhaps this is why people make wishes to shooting stars.*

3. Once all players played a card, the round is won by the player who played the highest card of the leading color, unless a trump is played (See page 7 for how trump color is determined).
4. The winner of the round takes one of the Emotion Cards played this round and place it face up in front of them in their collection area. The winner cannot take a Break Card  
The winner then places the remaining cards played this round face up on the discard pile, and they get to choose which card to place on top (thus choosing the trump color for the next round). If a Break Card was played this round, the Break Card must go on top of the discard pile



## Gameplay

5. The winner has drawn the attention of the Black Star! The winner of the round takes the Black Star marker and places it in front of them.

*The ever-jealous Black Star is always on the lookout for stars that shines a little bit too bright. Its greed and jealousy lead the Black Star to relentlessly devour the brightest of stars. But its hunger for light remains unsated no matter how many stars it consumes.*

6. The game continues onto the next round, and the player with the Black Star marker becomes the starting player.



## Empty Hand

*Spirits are curious by nature, and their drive to learn will never falter as long as they shine.*

When a player runs out of cards in their hand, they immediately refill their hand by drawing a number of cards equal to the number of the Starlight tokens still alight. No Starlight tokens are lost by this action.

\* If you have only 1 light Starlight token, you draw 2 cards instead of one.

If the deck runs out of cards, immediately shuffle all cards in the discard pile apart from the top card to make a new deck.

## Who wins the round?

The round is won by the highest card of the leading color, unless a trump is played, in which case the highest trump wins. The trump color is the color of the top card on the discard pile.

For reference, the value hierarchy is: trump color > leading color > other colors > Break Card

\* If two cards of the same color and number are played in the same round, the second card played becomes the Super Trump. If a second copy of the top card on the discard pile is played, that copy becomes a Super Trump. A Super Trump card can even out-trump a regular trump (see page 14 'Super Trump').

### Example)

Remi



Charlie



Marlene



In this round, the leading color is blue, and there was no trump played, so Remi, who played the highest card, Blue 6, wins the round.

## Who wins the round?

### Example)

Remi



Charlie



Marlene



Discard  
pile



In this round, blue is the leading color, but a trump color (green) has been played. Charlie, who played the trump card, Green 1, takes the round.

### Example)

Remi



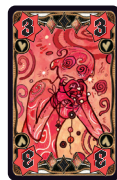
Charlie



Marlene



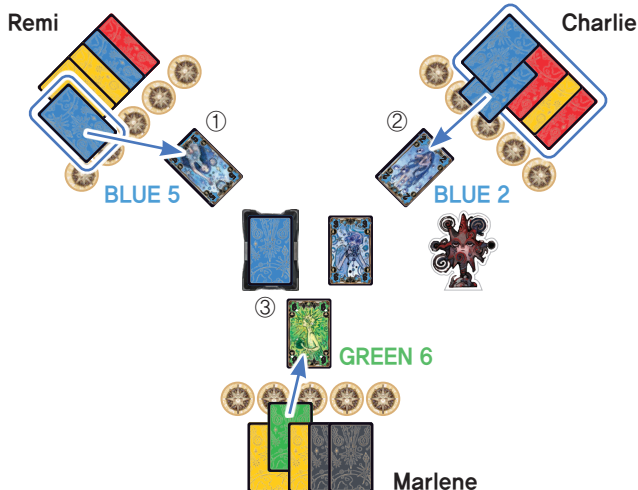
Discard  
pile



In this round, blue is again the leading color, and the trump color is red. Green is neither the leading color nor a trump color, and a Break Card has no value, so Remi, who played the Blue 2, wins the round.



## Example Round



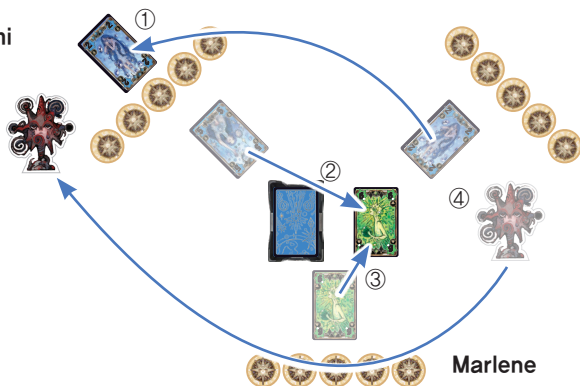
- ① Remi plays a Blue 5, so the leading color this round is blue.
- ② Charlie can follow the leading color, so Charlie has to play the Blue in their hand. Charlie plays a Blue 2.
- ③ Marlene cannot follow the leading color so she can play any card in hand. Marlene plays a Green 6.



## Example Round

Remi

Charlie



- ① Remi takes the Blue 2 out of the three cards played this round into their collection area
- ② Remi then picks the Green 6 from the remaining two cards to go on top of the discard pile
- ③ Remi takes the Black Star marker

## Starlight Tokens

*It might be unthinkable to imagine these inquisitive spirits losing their lights and their interest in humanity, but there are many perils that await them on their journey. When a spirit loses all its light, it becomes another Black Star. Eventually, it will end up devouring everything in its wake.*

Starlight tokens represent how brightly the spirits shine and their dedication to learn about humanity. When a player loses a Starlight token, they flip one of their Starlight tokens onto its dark side.



## Starlight Tokens

If a player loses all their Starlight tokens, they are eliminated and the game ends immediately. Spirits lose their light under the following conditions:

1. If a player with the Black Star marker wins the round again, they lose 1 Starlight token.

*The Black Star is a spirit that lost all its light, and is driven by pure jealousy. It will seek out any stars that shine too brightly to steal their light.*

2. If a player takes an Emotion Card with the same number as the one they have in their collection area already, they lose Starlight token(s) equal to the number of jewels on the newly-won card. \*

\* Cards 1–2 have three jewels each, cards 3–4 have 2, and cards 5–6 have one jewel each.

*If a spirit learns about the same emotion again and again, their interest in humanity will dim just a little bit.*

3. Player can choose to turn off one of their Starlight tokens during their turn in order to draw 3 cards from the deck and add them to their hand. Player can do this multiple times per round but only if they have 2 or more Starlight tokens. Player can only have up to 10 cards in their hand at any one time. If drawing 3 cards would result in exceeding the 10 card limit, draw only up to 10 cards. You may not discard cards from your hand.

*Take care! Spirits sometimes throw themselves heedlessly into learning about human emotions to the point of exhaustion and lose their brightness.*

## Starlight Tokens

### Example 1)



Remi has the Emotion Cards 2, 3, and 4 in their collection area, as well as the Black Star marker from having won the previous round. ① Remi becomes the starting player for this round and plays a Green 4. ② Charlie then plays a Green 2 and ③ Marlene plays a Break Card. Since Green 4 is the highest value of the leading color, Remi wins this round too! But wait, winning the round may not always be in your interest. Let's see why:

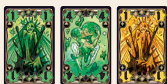


## Starlight Tokens

Remi



Charlie



Marlene

First, Remi loses a Starlight token from winning the round while holding the Black Star marker. Then, Remi must take one of the cards played this round. As Break Cards cannot be chosen, Remi must choose between the Green 4 and Green 2. Remi selects Green 4. Because Remi chose an Emotion Card they already had in their collection area, they lose additional Starlight tokens equal to the number of jewels shown on the Green 4, which is two. Thus, Remi loses a total of 3 Starlight tokens in a single round!



## Special Cards

### ★ Break Card

*Even these indomitable spirits need a break sometimes. You can imagine on nights when the sky is particularly dark, the spirits are taking their time to rest up before continuing on their journey.*

A Break Card can be played to avoid winning the round to avoid the ire of the Black Star or to avoid collecting an Emotion Card they already have in their collection area. A Break Card has no value, and is never the Trump card. Therefore, you cannot win the round if you play a Break Card.

1. When the winner of the round chooses an Emotion Card to take, they cannot choose a Break Card. Additionally, a Break Card must always be placed on top of the discard pile. A Break Card on top of the discard pile means that the round has no Trump color.
2. If the starting player leads with a Break Card, the color of the card played next becomes the leading color. If the second player also plays a Break Card, then the third player's card played becomes the leading color and so on.
3. If the round ends with all players playing a Break Card, the round ends with no winner. The Black Star marker remains where it was, but the starting player does not lose a Starlight token. The player with the Black Star marker starts the next round.

### ★ Super Trump

A card becomes a Super Trump card when it enters the play area as the second card of the same color and number. Play area refers to the cards played that round plus the top card on the discard pile. A Super Trump card can even out-trump a trump card.

- There can at most be two Super Trump cards played in a single round. If there are two Super Trump cards played, the second Super Trump card played wins the round.

## Special Cards

### Example)

1. Remi plays a Blue 2, Charlie plays a Blue 6, and Marlene plays a Blue 2. Marlene's Blue 2 becomes the Super Trump and she wins the round.

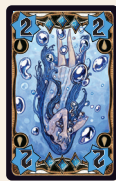
Remi



Charlie



Marlene



Super Trump!

2. The top card on the discard pile is Blue 3. Remi plays a Blue 6, Charlie plays a Green 2, and Marlene plays a second Green 2. Though Green is neither the leading color nor Trump color, the second Green 2 becomes the Super Trump and Marlene wins this round.

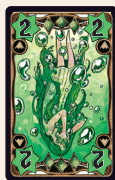
Remi



Charlie



Marlene



Super Trump!

Discard  
pile



## Special Cards

3. The top card on the discard pile is Yellow 3. Remi plays a Blue 6, Charlie plays a second Blue 6, and Marlene plays a Yellow 3 in that order. Though both Charlie and Marlene played Super Trump cards, Marlene wins because she was the last to play the Super Trump card.

Remi



Charlie



Super Trump!

Marlene



But there is another Super Trump. Second one wins!

Discard pile





## Game End

There are 2 ways to win the game:

### By achieving enlightenment:

*One of the spirits got to experience the full range of human emotions and can truly understand us. Its journey is complete and the spirit shines brighter than ever!*

### By being the most knowledgeable spirit:

*Tragically, one of the spirits lost their way in their quest for humanity and became a Black Star! Disheartened, the remaining spirits give up on fully grasping human emotions, and begin to take stock to see how much they have learned on their journey so far.*

- 1. Enlightenment:** If a player has all six Emotion Cards from 1 to 6 in their collection area, that player wins immediately and the game is over! If they lose all their last Starlight token at the same time as completing the collection, they are eliminated instead, and the winner is determined via the second method.



## Game End

**2. Scoring:** If a player loses all their Starlight tokens, that player is eliminated and the game ends immediately. Since no one spirit got to fully understand human emotions, the players proceed to scoring to determine the winner.

- ① Any multiple cards of the same number in the collection area are flipped face down. (e.g. if a player has three 5s, they flip all three of them face down)
- ② Each player tallies their points by counting the number of light Starlight tokens, and adding the number of jewels they have on the Emotion Cards that is still face-up in their collection area



- ③ Add up your score, and the player with the most points is the winner! If there is a tie, they share the victory.



## Two Player Rules

All rules apply as usual in two-player game, apart from the inclusion of a Dummy player.

- 1.** The setup remains the same. Each player draws 5 cards and starts with 5 Starlight tokens. The Dummy starts with neither and cannot win or lose the game.
- 2.** The player who has seen the stars most recently becomes the starting player.
- 3.** Dummy always plays the top card from the deck and always takes its turn between the two players. So after the starting player plays a card, the Dummy draws and plays the top card from the deck.
- 4.** Once everyone played a card, determine the winner.
  - ① If a player won the round, proceed as usual.
  - ② If the Dummy won the round, nobody wins that round. Discard all cards played this round and place the card played by the Dummy on the top of the discard pile (if no Break Card was played this round). The Black Star marker goes to the Dummy. The last player to play a card this round becomes the starting player and leads the next round.
- 5.** The victory conditions remain the same as the standard game rules.



## Credit



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