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Ages: 8+ ★ Players: 1-Infinite ★ Time: 45 Minutes

**A stargazing roll & write game for as many friends as there are stars in the sky**

*Everyone wants a piece of the night sky, but there's only one telescope! Chart out those galactic landmarks as you take turns looking through the eyepiece, keeping your eyes peeled for constellations. Just don't let that lens fog up before you've documented everything!*

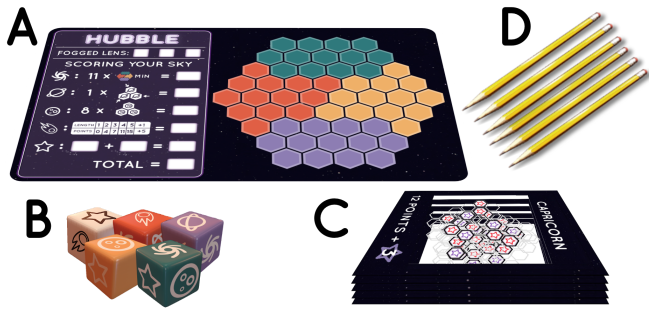
### Overview

In **Hubble**, players compete for the most points by drawing interstellar icons on their individual playmats. Colored dice dictate which icons are drawn and what quadrant they must be drawn in.

Each player works to complete their personal constellations by arranging their stars in specific patterns. After a player has completely scanned the night sky, they are out. Once every player is out, points are tallied to determine the best amateur astronomer!

# Components

This game contains the following:



- A. 1 Set Hubble Pads
- B. 5 Six-Sided Dice (Red, Blue, Green, Yellow, White)
- C. 20 Constellation Cards
- D. 6 Pencils

# Game Setup

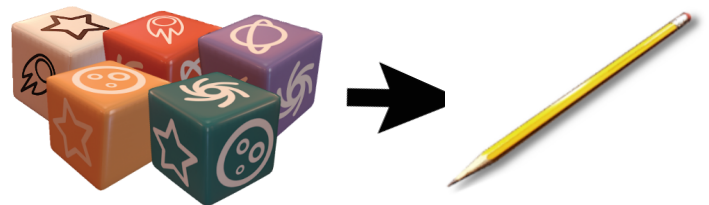
1. Place a Hubble Pad in front of each player and give each player a pencil.
2. Shuffle the Constellation cards into a facedown deck. Deal two cards to each player. When playing with more than 10 players, some players will share constellations. In this case, choose them randomly, using the table on page 9.
3. Return any remaining Constellation cards to the box.
4. The last player to visit the International Space Station is the active player. If no player has done so, randomly choose one player to be the active player.
5. Place the four dice into the bag. Place the bag in a location accessible to all players.

# Round Sequence

A round is made up of two phases, which occur in the following order:

The Roll Phase

The Draw Phase



# The Roll Phase

To begin a round, the active player does the following:

1. Randomly select two dice from the bag and roll them in front of the other players.
2. Announce the results of the dice and their corresponding icons.
3. Select a third icon:
  - a. Galaxy
  - b. Planet
  - c. Asteroid
  - d. Comet
  - e. Star
  - f. Blank Space (draw nothing)
4. These three icons become the **Scope**, which must be arranged in the following triangular formation:



Each player individually decides the position of the three icons within their Scope.

# Phase Example:

*Beth, the active player, pulls two random dice from the bag. She rolls a Comet on the red die and a Galaxy on the blue die.*



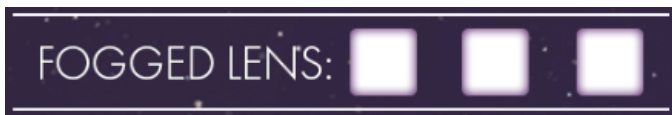
*She then selects a Star as the third icon for the Scope, to be arranged by each player on their individual Hubble Pads.*



# The Draw Phase

Simultaneously, each player does the following:

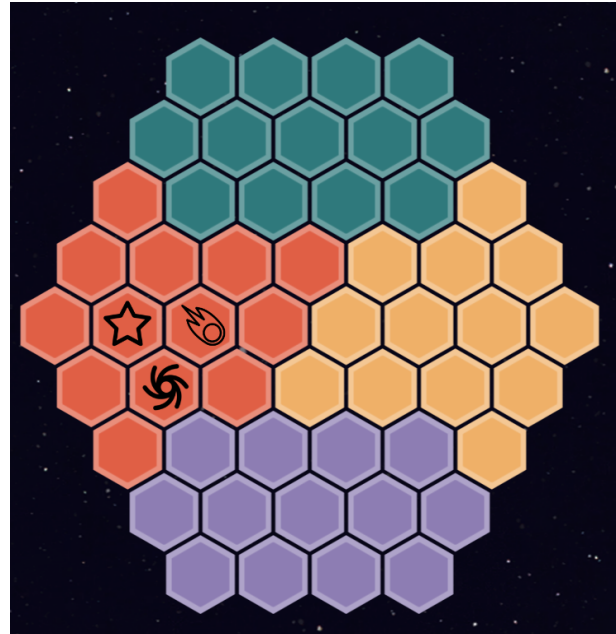
1. Draw the Scope on their Hubble Pad:
  - a. The Scope must be fully drawn within quadrants matching the dice colors, in blank hexes.
  - b. Since Blank icons aren't *drawn*, they can overlap icons already drawn on the Hubble Pad.
  - c. If the two dice quadrants are adjacent, players may draw icons overlapping the quadrants' shared border.
2. If the Scope cannot be fully drawn in this way, or if a player doesn't want to draw the entire Scope:
  - a. Draw *up to* a single icon from the Scope in one of the defined quadrants (or draw no icon).
  - b. Mark an X in one of the open squares in the Fogged Lens section of the Hubble Pad:



- c. Once a player has filled all three Fogged Lens squares, they are out of the game.
3. Return all dice to the bag.
  4. The next player clockwise to the active player who isn't out becomes the active player. If there are still players who haven't filled in three Fogged Lens squares, begin a new round. Otherwise, the game ends and scores are tallied.

# Phase Example:

Continuing our example, Johannes, who is playing with Beth, decides to draw his Scope entirely in the red quadrant:



He could have decided to draw his Scope entirely in the blue quadrant, or overlapping their shared border:



# Scoring Your Sky

Once all players have filled their Fogged Lens squares, it is time to score the Hubble Pads.

Each icon scores differently, as described in the icon descriptions below.



## Galaxy

*These clusters of stars are far, far away.*

**Scoring:** Count the number of Galaxies in each quadrant of your Hubble Pad. Multiply the lowest number by eleven for the final Galaxy score.

**Example:**



*The red quadrant has two galaxies, purple three, yellow two, and blue one. The blue quadrant has the fewest number of galaxies. Therefore, this example scores  $1 \times 11 = 11$  points.*

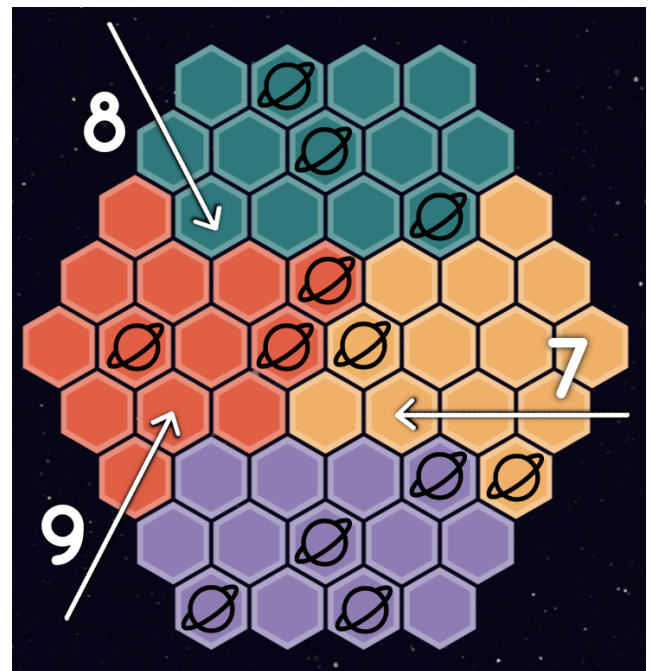


## Planet

*Fulfilling your destiny requires the planets to be aligned.*

**Scoring:** Count the number of Planets in each row of parallel, adjacent hexes in the three directions. Rows must have at least two planets to score. The number of qualifying planets is the final Planet score.

**Example:**



*The three directions score seven, eight, and nine points, counting planets in rows with at least two planets. This example scores  $7 + 8 + 9 = 24$  points.*



## Asteroid

*It'll be a field day if these space rocks get clustered together.*

**Scoring:** Count the number of instances where three Asteroids are touching each other in a tight-fitting formation. Only count each Asteroid once. For each cluster where three Asteroids are all adjacent, score eight points to get the final Asteroid score.



## Comet

*Do you happen to know Blitzen?*

**Scoring:** Count every series of connected Comet icons. The final Comet score is based on the number of hexes, using the following table:

LENGTH	1	2	3	4	5	+1
POINTS	0	4	7	11	15	+5

**Example:**



*There are three clusters of three Asteroids touching each other. The cluster of four Asteroids isn't in a tight-fitting formation, however. Clusters marked 2 and 3 score points. This example scores  $3 \times 8 = 24$  points.*

**Example:**



*For Comets, count up each series of Comet icons individually and add them together. There are three Comet trails of at least two hexes in this example. This example scores 26 points.*



## Stars

*Victory is written in the stars.*

**Scoring:** To score points for Stars, complete a Constellation card by drawing Stars on your Hubble Pad that match the arrangement of the red Stars on the Constellation card. The red stars are required to get the base point value for the card, while the purple stars are additional points if the red star requirement is met. Each Star can only be a part of a single Constellation - no double dippers!

### Example:



*In this example, two Constellations are completed: Ursa Minor and Cepheus. Ursa Minor has all of the red stars for 10 points, plus one of the purple stars for a total of 13 points. Cepheus doesn't grant any purple star bonuses, so it is worth 15 points. Therefore, this example scores 13 (Ursa Minor) + 15 (Cepheus) = 28 points.*

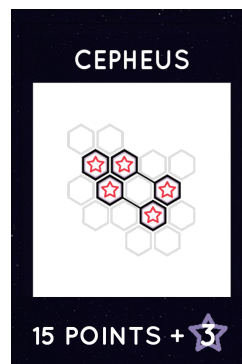
# Determining the Winner

The player with the most points wins the game!

In case of a tie, the player with the most points from completed Constellation cards wins. If there is still a tie, the player with the most placed Stars is the winner. If there is still a tie, the tied players share the victory!



*Ursa Minor requires 5 stars to complete to score 10 points. It can score a maximum of 16 points if all 7 stars are completed.*



*Cepheus also requires 5 stars to complete to score 15 points. There are no purple stars, so 15 points is the maximum score for Cepheus.*

# Example of a Completed Hubble Pad

## HUBBLE

FOGGED LENS: X X X

### SCORING YOUR SKY

: 11 x = 22

: 1 x = 24

: 8 x = 16

: 

LENGTH	1	2	3	4	5	+1
POINTS	0	4	7	11	15	+5

 = 24

: 16 + 0 = 16

**TOTAL = 102**

**Galaxy:** Blue quadrant has two, red quadrant has two, yellow has two, and purple has three. The fewest is two, so the final Galaxy score is  $11 \times 2 = 22$ .

**Planet:** The rows of planets going from the lower left and extending to the upper right score 9. The horizontal rows from left to right score 8. The rows going from upper left to lower right score 7. This means the final Planet score is  $7 + 8 + 9 = 24$ .

**Asteroid:** There is a tight-fitting cluster over the yellow-purple border, and one in the blue quadrant. The final Asteroid score is  $8 \times 2 = 16$ .

**Comet:** There are two Comet groupings that score points. One is a length of 6, and the other is a length of 2. This puts the final Comet score at 24 points.

**Stars:** Only one of the two Constellation cards was completed: Ursa Minor. The second, incomplete Constellation of Cepheus scores 0. Ursa Minor is worth 16 points with the bonus stars, so the final Star score is  $16 + 0 = 16$ .

**Total:** Adding up all of the awarded points, the final score is  $22 + 24 + 16 + 24 + 16 = 102$ .



# International Space Station Variant Rules

When playing Hubble solo or with a double-digit number of players, make the following rules changes:

1. During Game Setup, randomly assign Constellations by consulting the table to the right.
2. There is no active player.
3. On the first two Roll Phases, roll a third dice (White) to determine the third icon for the Scope. Only use the icon; the first two dice represent the quadrant requirements.
4. Every third Roll Phase, each player gets to choose the third icon they want to complete the Scope, instead of rolling for a third icon.
5. For solo play, use the following score thresholds to see how you did:

Points	Title
0-68	Starry-Eyed Enthusiast
69-75	Amateur Astronomer
76-83	Capable Cosmologist
84-91	Perceptive Planet-Hopper
92-99	Stupendous Stargazer
100+	Amazing Astrophysicist

No.	Constellation
1	Aquarius
2	Aquila
3	Aries
4	Cancer
5	Canis Major
6	Capricorn
7	Cassiopeia
8	Cepheus
9	Gemini
10	Leo
11	Libra
12	Lyra
13	Orion
14	Pisces
15	Sagittarius
16	Scorpio
17	Taurus
18	Ursa Minor
19	Virgo