


# STARLIGHT OF IRIDESCIA

## SETUP

Setup the Gems of Iridescia base game as normal with the following changes:

- Flip the board over to the Starlight side. 
- Shuffle the Observatory tiles with the rest of the Terrain Tiles matching them by region.



- Add the four Star Relic Cards to the Relic deck.



- Add the Star Gem Tokens to the gem supply.



- Add the **Starpoon** and **Stellar Shovel** item cards to the Merchant Deck.

# ADDITIONAL RULES

## Starpoon

Collect a Star gem when you move onto an Observatory tile or steal a gem from an adjacent explorer.



## Stellar Shovel

Swap the location of two unoccupied tiles not in the Castle row.

## Observatory Tiles

An explorer on an Observatory tile can use the Starpoon card to gain a Star Gem, then discard it.

If they do not have a **Starpoon** card, they can Mine as normal but must roll a six on a die to gain one Starlight Gem. Observatory tiles are wild for endgame scoring.

## Star Gems

Use to restore a Relic requiring a Star Gem. Star Gem tokens are worth two Royalty Points each if left in your cargo hold at the end of the game. Star Gems are always worth six coins.

## Star Relics

When a Star Relic is drawn from the Relic deck and added to the Relic row, draw additional Relic cards until there are five Relic cards from the base game, if possible. Like Iridia Relics, Star Relics are considered wild for set collection.