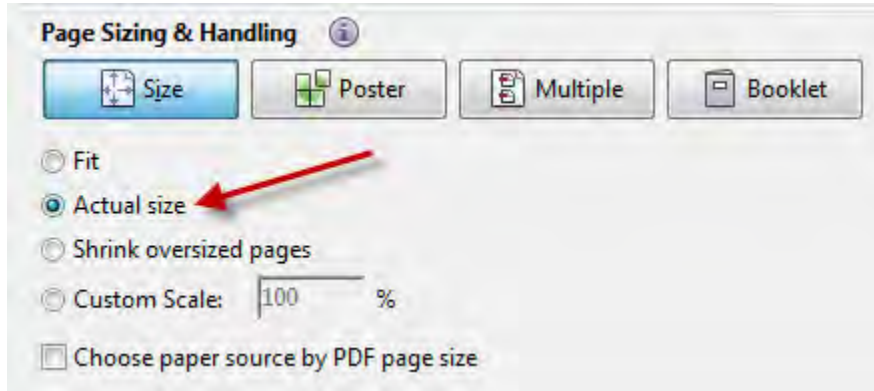


## Printing the Star Map, Disc and Compass

**The map, disc and compass pages need to be printed out at 100%** (no scaling to fit page)! From within Adobe Acrobat or similar PDF viewer, check your printer settings and make sure that any scaling is turned OFF. Also check your printer preferences for any scaling that might be turned on and turn that off as well. If you print with any scaling turned on, the map pieces will not align correctly rendering the puzzle useless.



Each page has been designed to fit on both Letter and A4 size paper without any need to scale.





## Cutting Out the Star Map, Disc and Compass

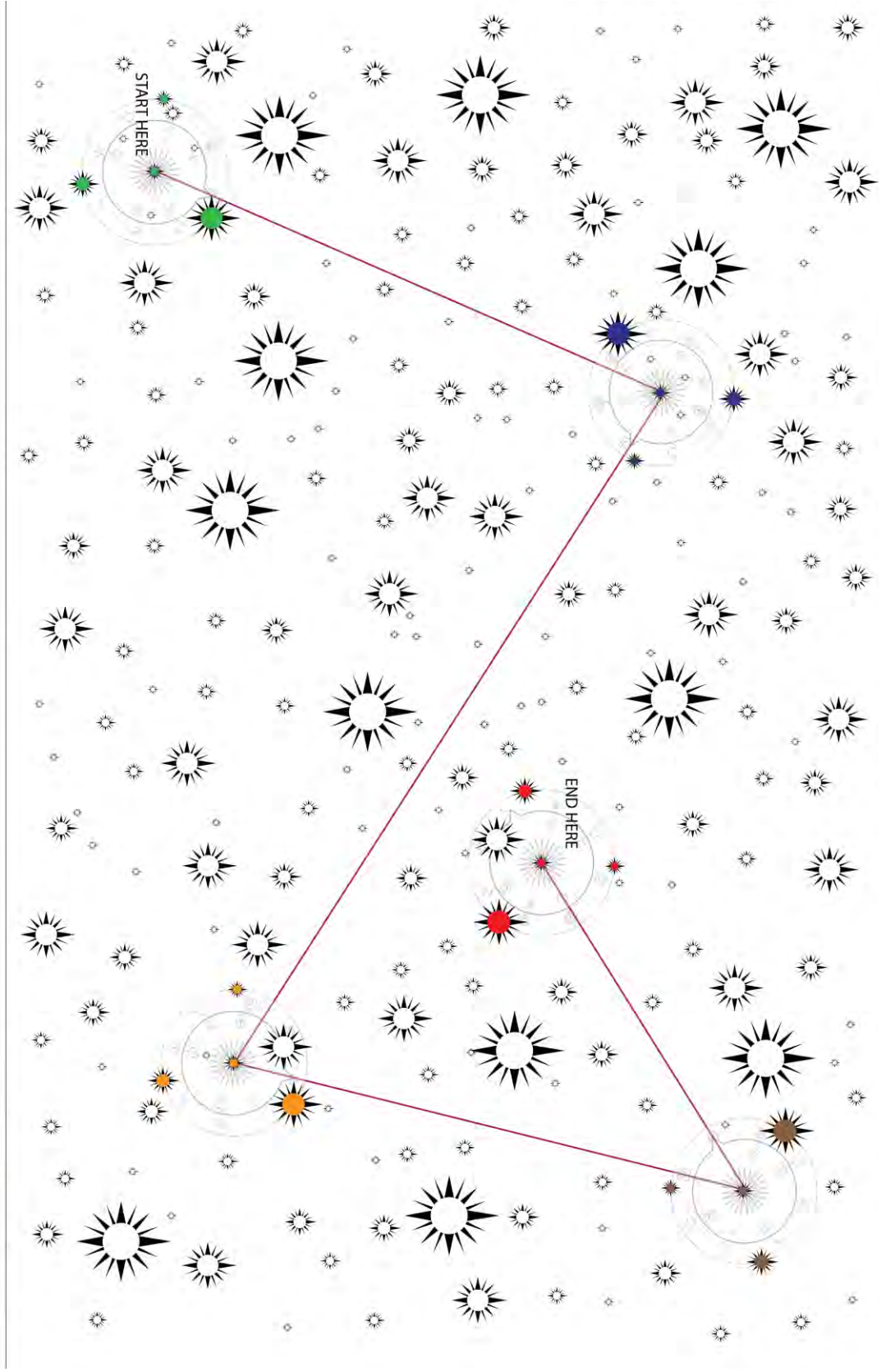
When cutting out the map pieces, cut on the dotted lines and solid edges. Each map page has been labeled to assist you in putting them in the correct order. When put together, the map should be 22" x 34". **HELPFUL HINT: Write the letters on the back of the map pages so that when you flip them over and tape them together, you can match up edges in the correct order.** Use an Xacto Blade to cut out the Disc and Compass so that their shapes are as accurate as possible.

In most cases, such as a convention, you will want to reuse the star map. Instruct the PCs to not mark on the full-sized map and pass out the smaller letter-sized star map so that they can make notes and scribble on it without ruining the map for following players.

To see an example of the puzzle in play along with assembly instructions, visit: <http://youtu.be/b6749EJGw7I>

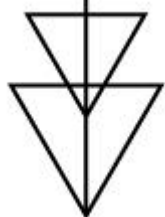
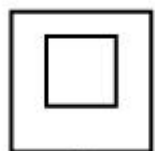
STAR MAP - DM KEY

- 1.  1.
- 2.  2.
- 3.  3.
- 4.  4.



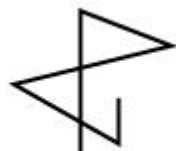
RUNE CARDS – CUT OUT ON DOTTED LINES  
Hand out to PCs during Encounter 5

1A.



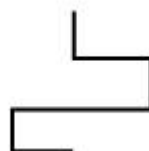
1B.

2A.



2B.

3A.

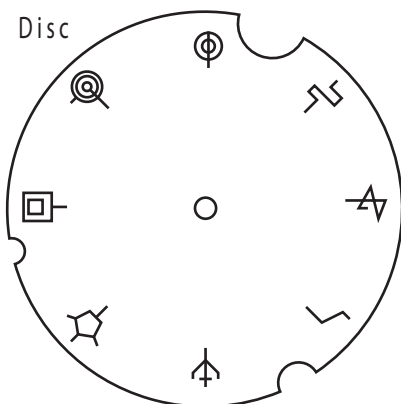
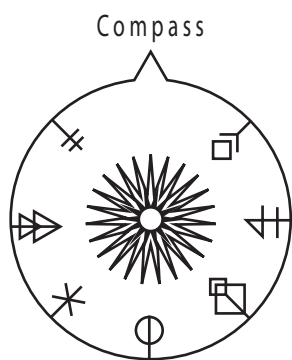


3B.

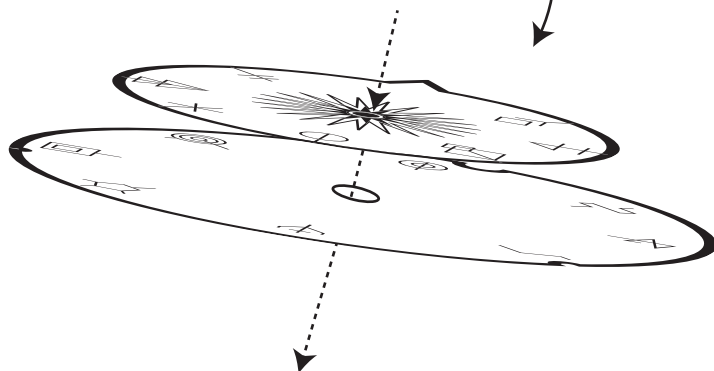
4A.



4B.

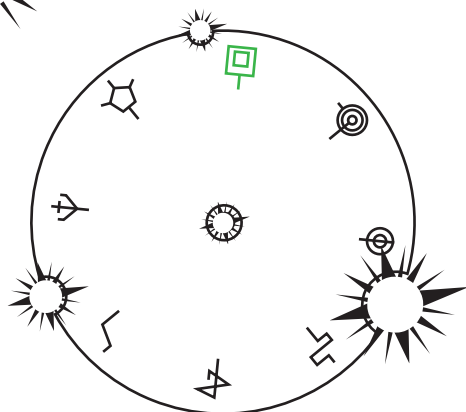


Cut circles out and  
stack on top of each other;  
align center holes.

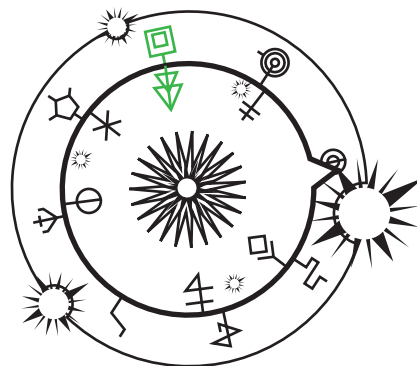


waypoint star

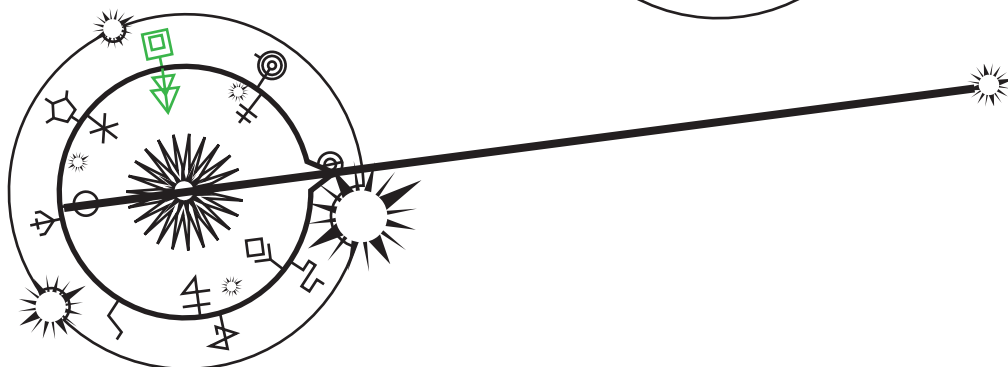
1. Place the disc's center hole  
over the waypoint star. Align the  
notches in the Disc with the stars  
on the Map. The circles of the stars  
should fit inside the notches in the  
disc.



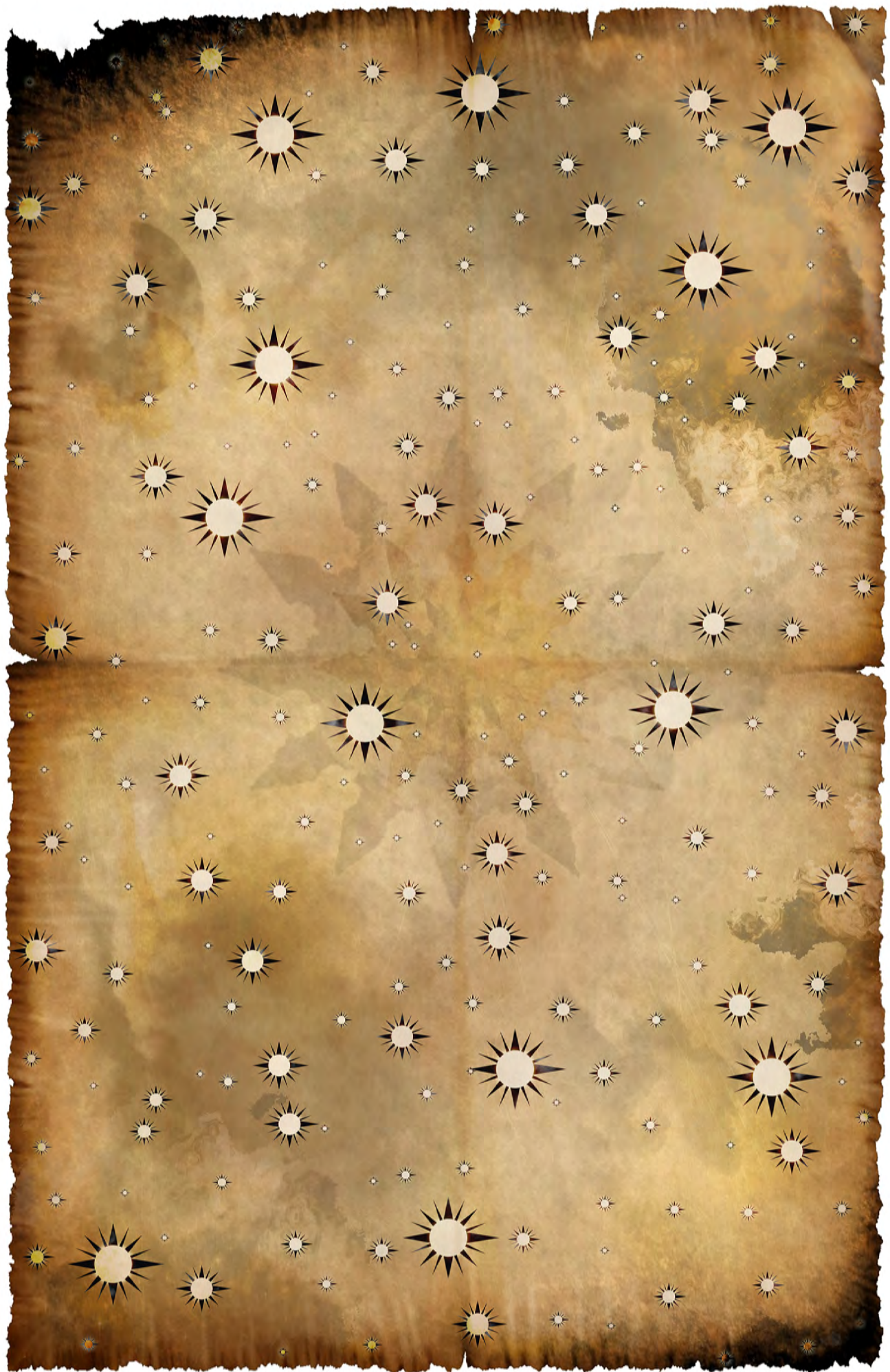
2. Place the compass on the disc  
and rotate it to form the rune PCs  
acquired from the skill challenge:



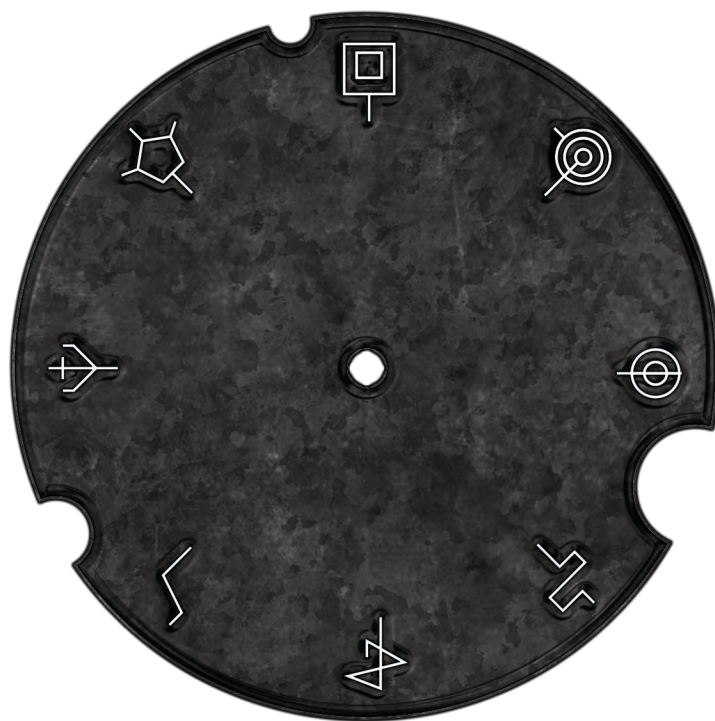
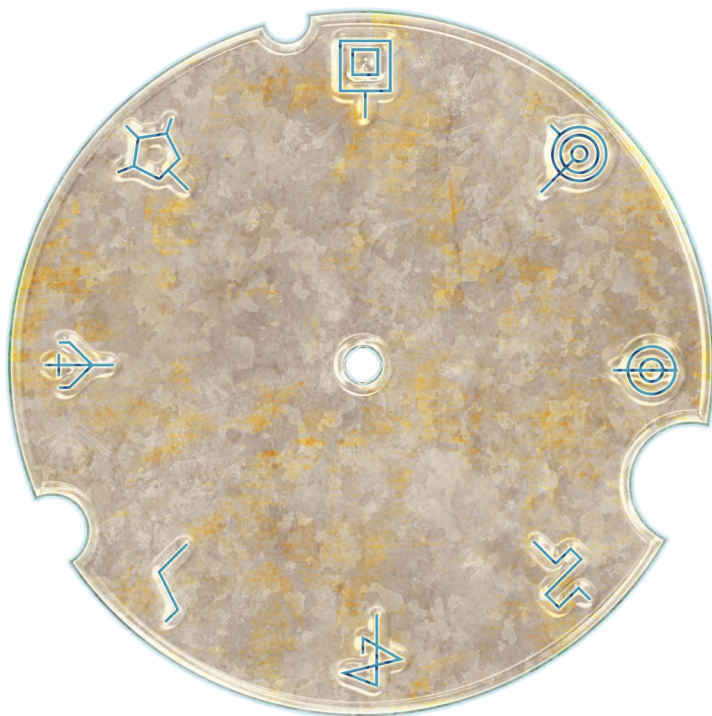
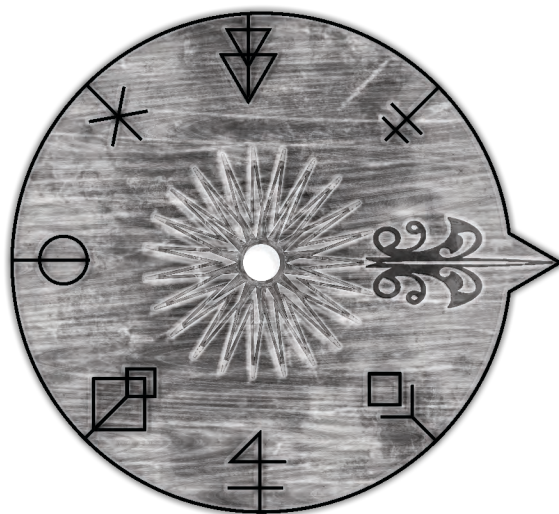
3. Using a straight edge or  
long piece of string, line  
up the  $\Phi$  symbol and the tip  
of the compass to create a path  
to the next way point. This  
path shouldn't cross any other  
stars. Once the next waypoint  
is located, start the process over at step 1.

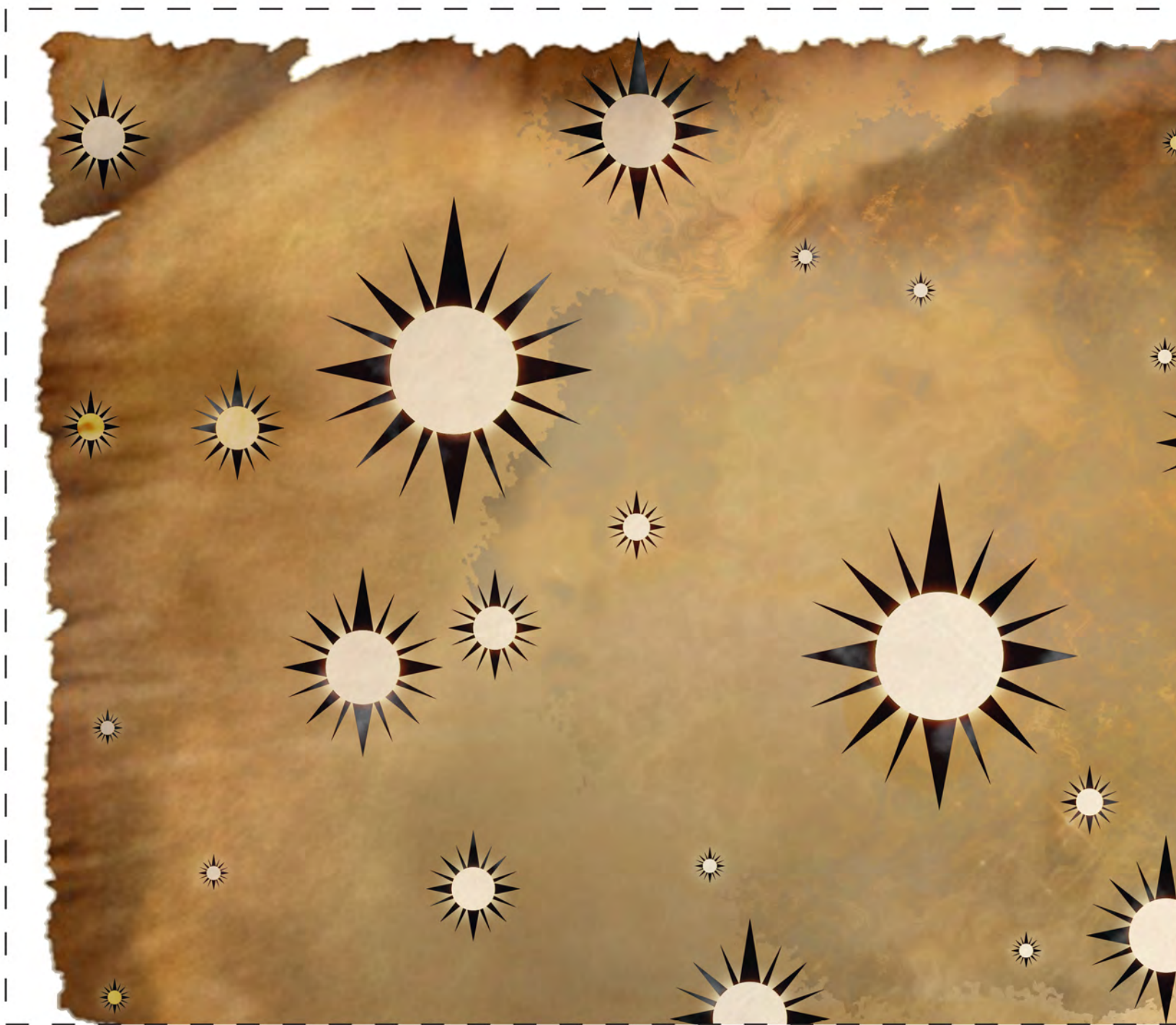












A

D





A

B

E



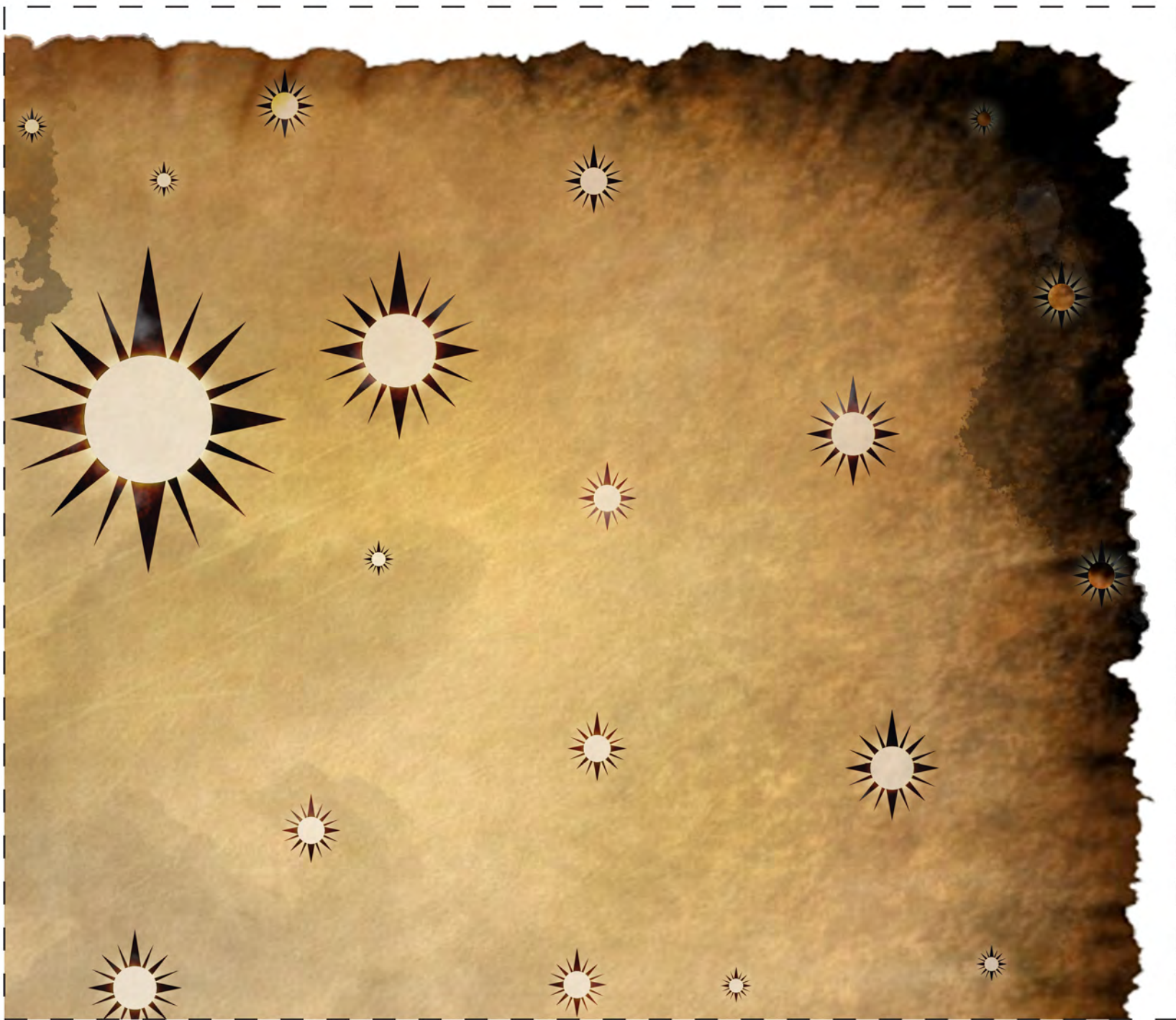


B

C

F

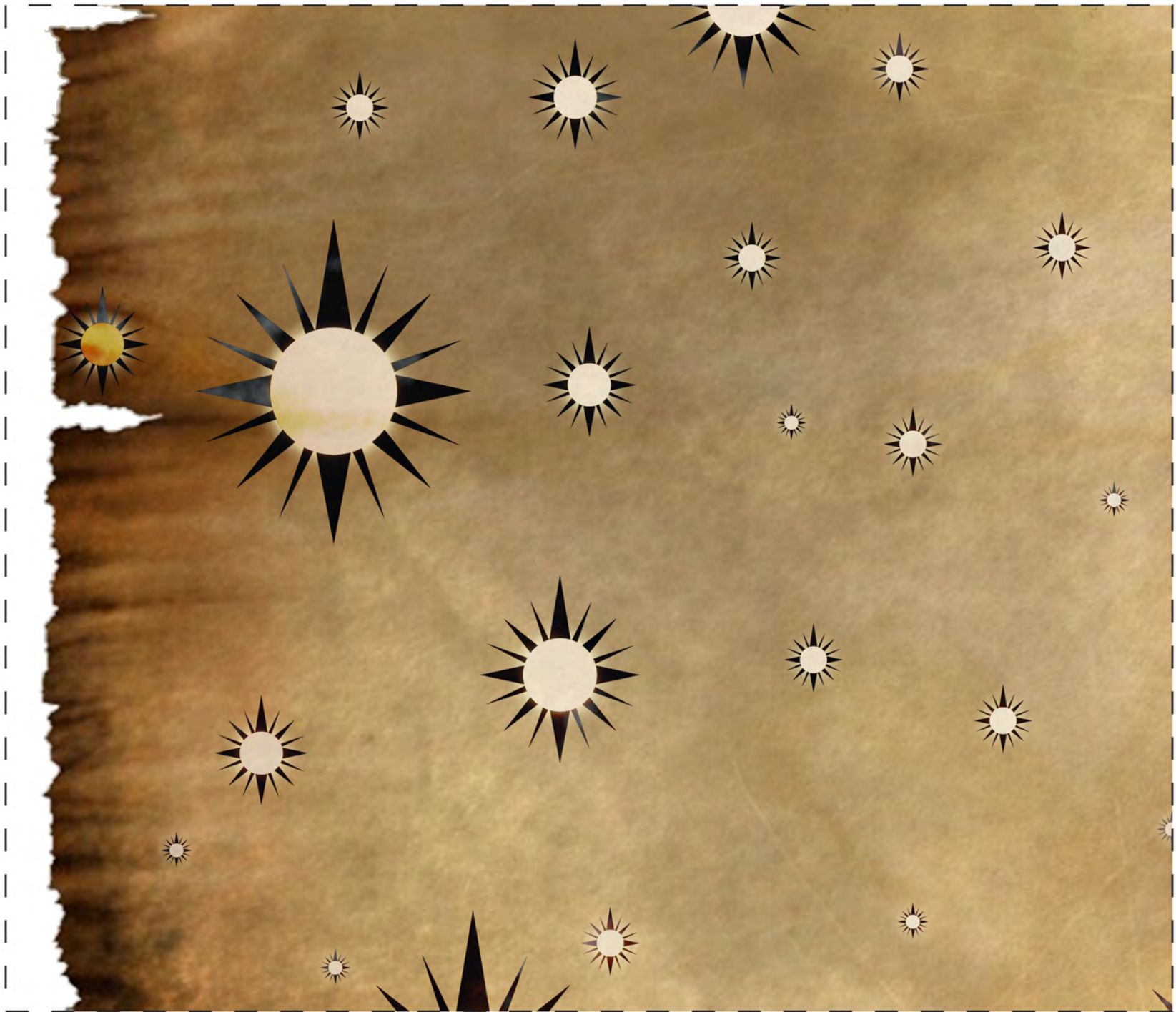
C



G



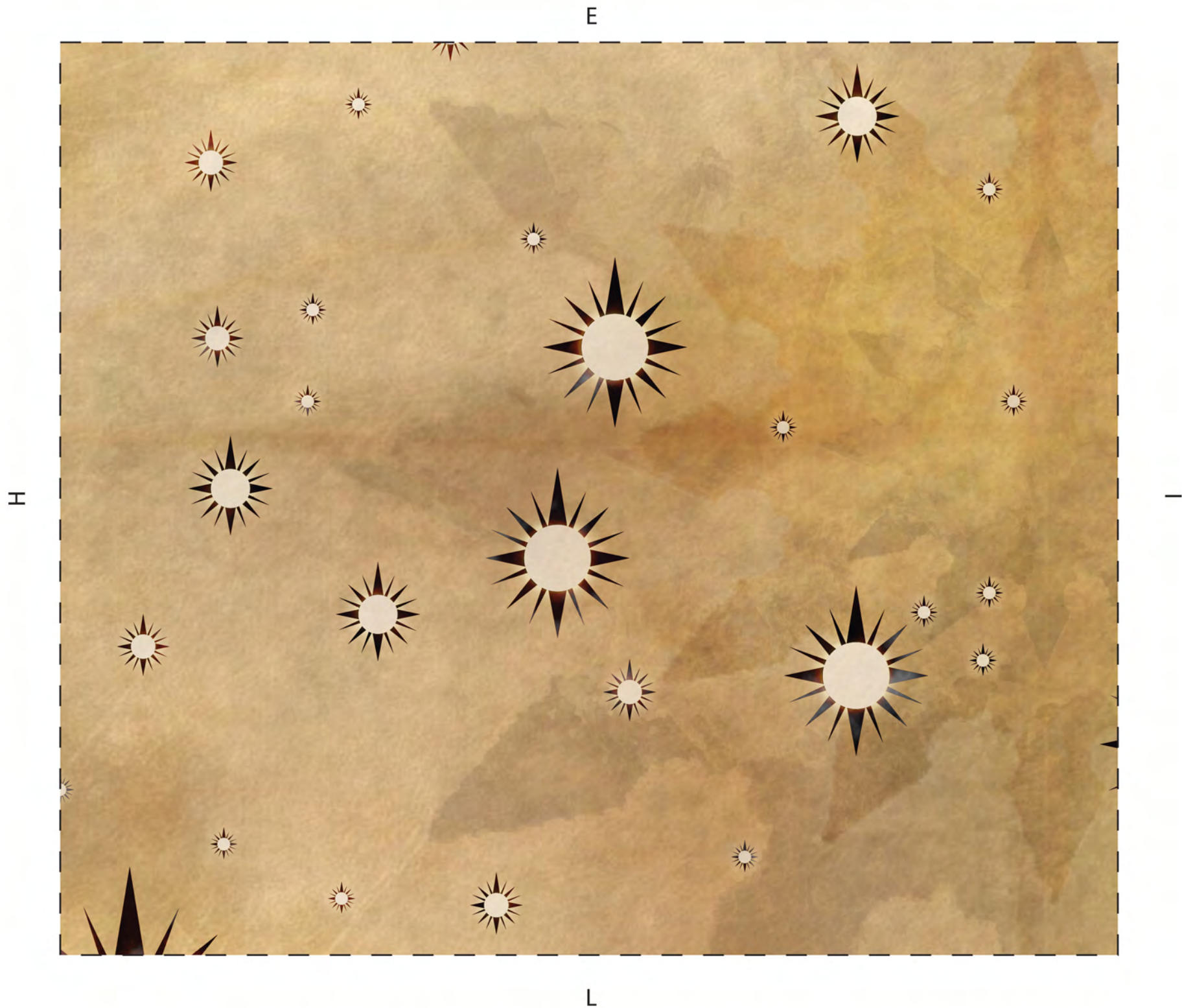
D



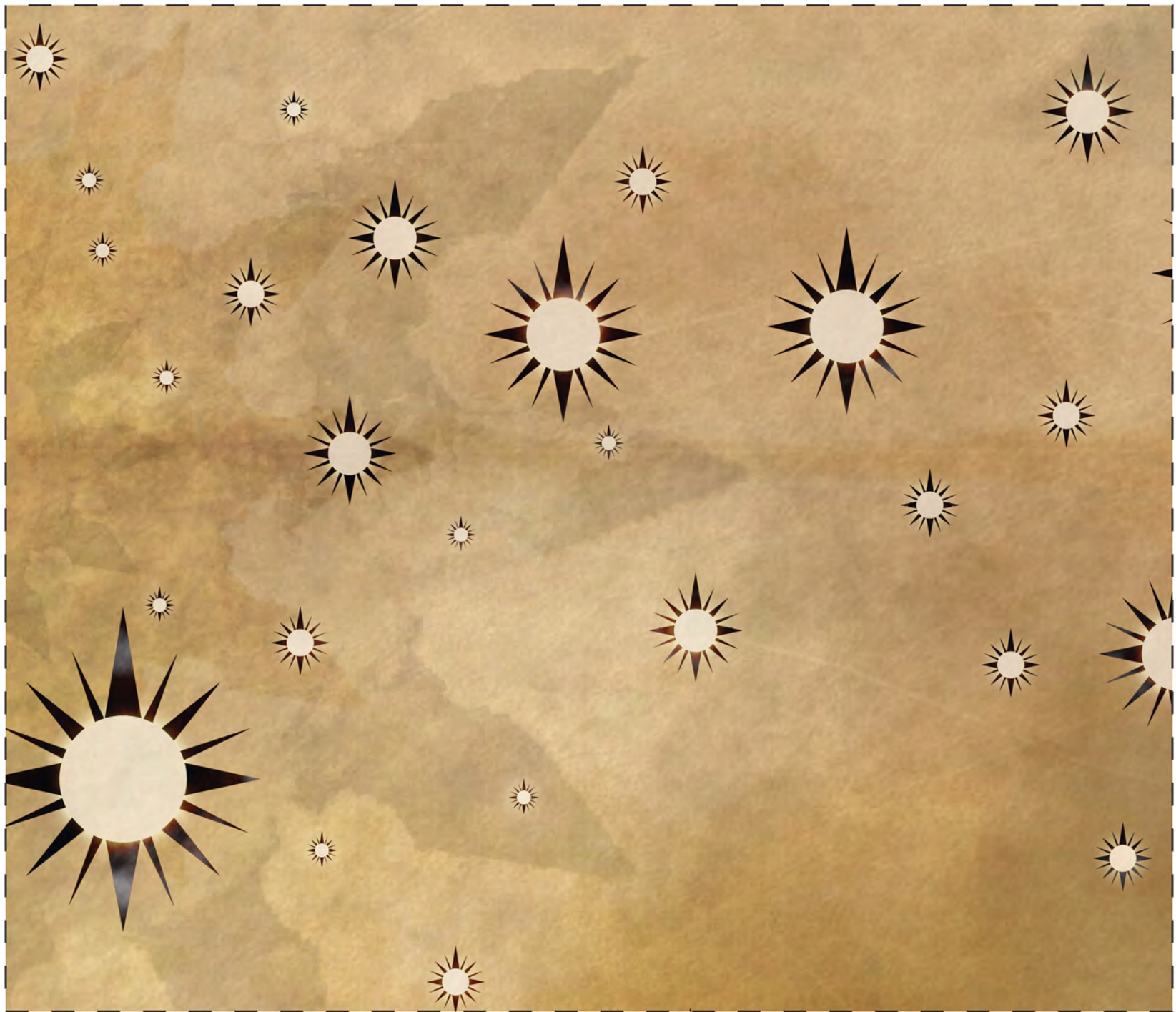
H

K





F



M

I

J



G

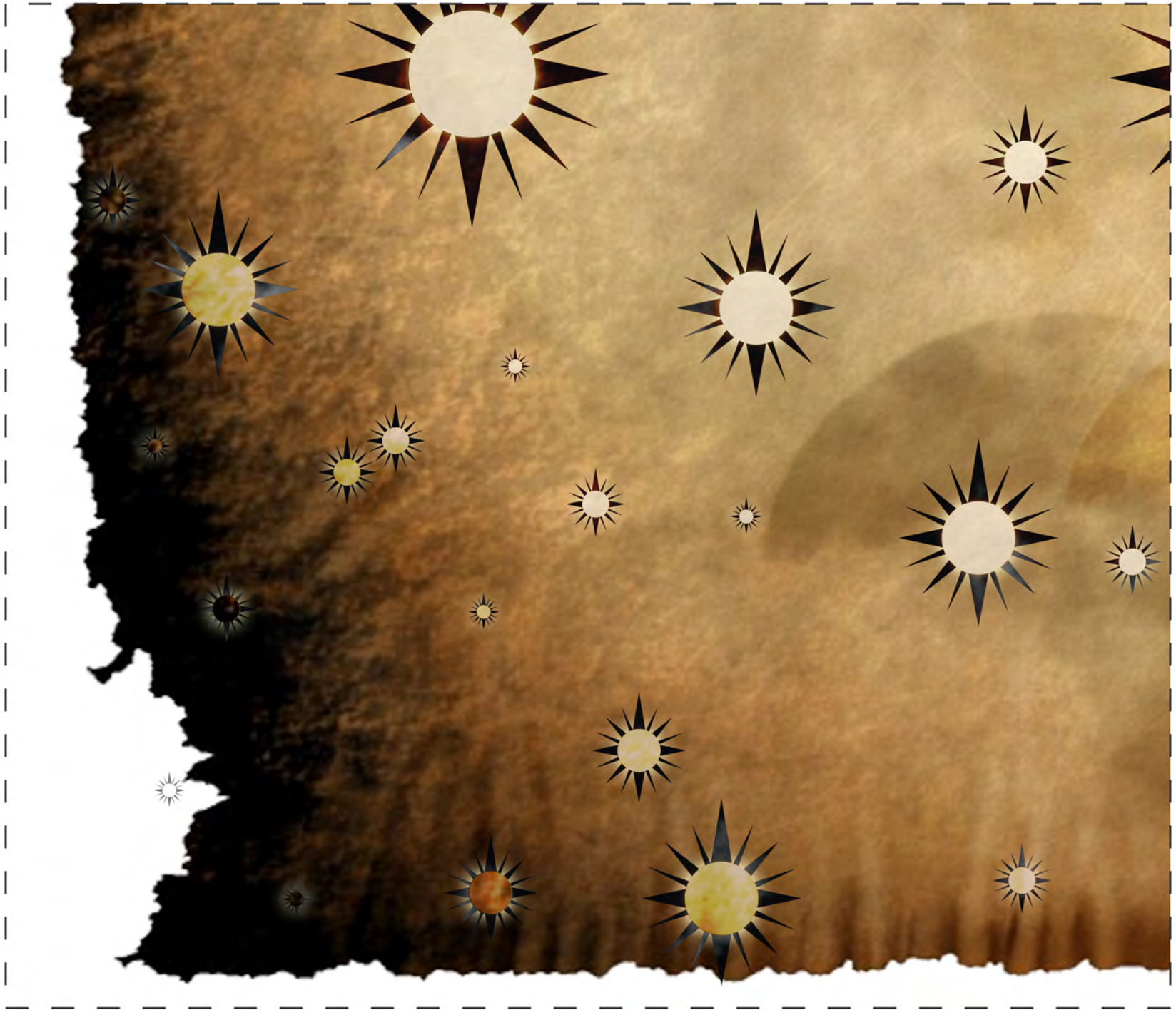
J



N



K



O



N

O

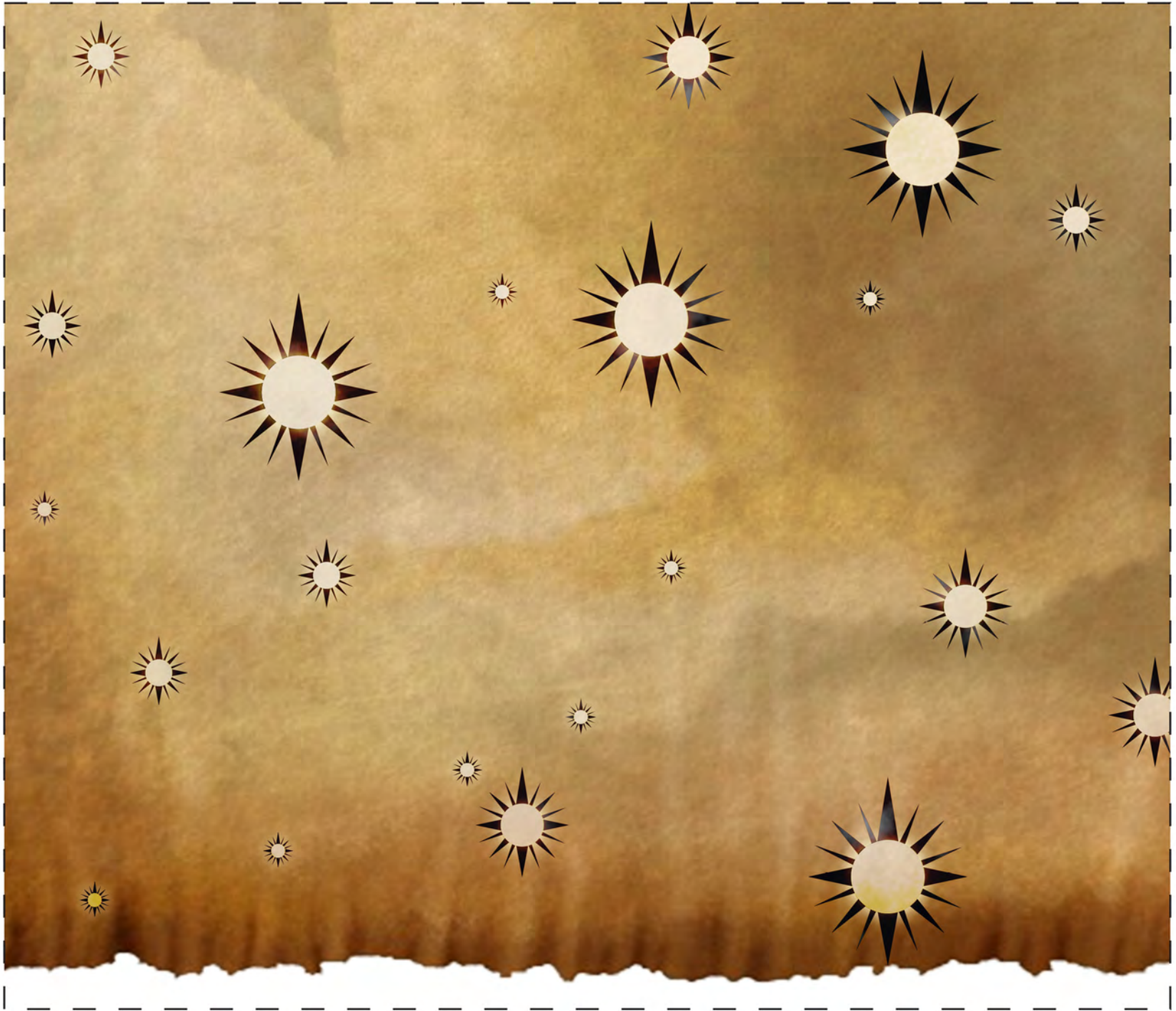
P



M

P

Q





N

Q

