Metastellations

When you're number 1 and on top of the world, you're shining brightest.

https://in-the-sky.org/skymap2.php

New Year's Day, 3:00 AM, looking North.

4 -> 3 -> The End of the River

January 6th, 4:00 AM, looking Northwest

4 -> 5

The Hull -> **5**

Mars -> The Keel

February 13th, 7:00 AM, looking Southeast

5 -> **3** -> The Peacock

 $\mathbf{3}$ -> The Serpent

 $\mathbf{2}$ -> The Serpent -> The Herdsman

March 5th, 3:45 AM, looking Southeast

 ${f 5}$ -> The Small Dog -> The Sails

The Sails -> The Peacock -> 2

3 -> The Sails

 $April\ 2nd,\ 4:00\ AM,\ Looking\ Northwest$

5 -> The Virgin -> **3** -> Jupiter

Solution to Meta 2 - In The Sky With Diamonds

When you're on top of the world, it's easy to connect the stars when they're brightest.

The theme for this puzzle is Constellations, and the mechanic is connecting stars in specific constellations to create a letter 5 times (The answer will be CHESS)

ANDES refers to the Andes Mountains, where the reference/location for the stargazing will occur. Being on top of the world references the highest point on the Andes Mountains (32 degrees South, 70 degrees West) to ensure a common frame of reference for everyone. This is also important so that the stargazing website can provide the same pictures for everyone.

The four important constellations are Sagittarius (ARCHER), Corvus (RAVEN), Orion (ORION), and Leo (LION). The Meta Puzzle answers are references to the myths or translations behind the constellation (Orion is the special exception because He is forever eternal and shall be revered). More constellations are referenced, but they are provided within the Meta 2. Constellations are a pattern of stars that connect to form a pattern universally agreed upon, and as such there will be stars that are the brightest in a constellation. The puzzlers only need to worry about the brightest stars in a constellation (e.g, Orion's brightest stars are Betelgeuse and Rigel)

The link sends the puzzler to a website that charts the constellations within a set FOV

