

ASTRO KNIGHTS



OBJECT OF THE GAME

Astro Knights is a cooperative deck-building game where your deck is never shuffled. Your goal is to defeat the Boss before it destroys your team or the Homeworld you're defending.

Each round, the players and the Boss take turns in a random order. During a player's turn, they can acquire Fuel, Tech, and Weapons from the supply, equip and attack with those Weapons based on the number of slots they have, gain new slots, power up, and use their special ability. All four of the Bosses in this game have their own decks and abilities, and will require a different strategy to be defeated.

Players must work as team to conquer this threat. Communication about every part of the game and formulating plans to defeat the Boss are not just allowed, but encouraged.

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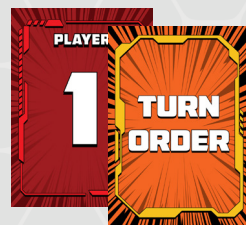
4 player number tokens: Placed on player mats and used in conjunction with the turn order cards to determine play order.



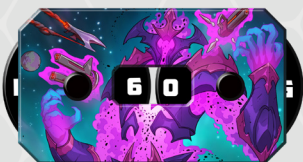
Wild turn order token: This is used in a 3-player game to determine who is going to take the next wild turn.



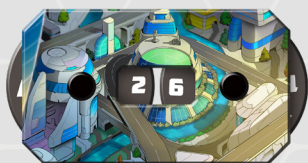
1/2 and 3/4 tokens: These tokens are used when playing a 4-player game. They are used to track who has already taken a turn this round.



12 turn order cards: Used to determine the order of play during the game.



2 health dials: Used to track the health of the Boss and the Homeworld.



14 cubes: 4 each of red and yellow to track players' health and slots. 5 blue to track the players' and the Homeworld's power. 1 black cube to be used as the Boss cube for certain Bosses.



52 Fuel cards



9 Tech cards



41 Weapon cards

Player cards: Fuel, Tech, and Weapons used by the players to enhance their decks.



4 Homeworld cards:

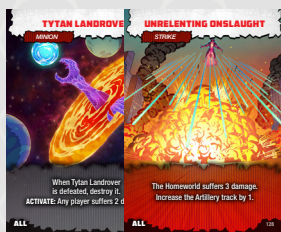
Used to track the important information for the Homeworld.



6 player mats: Used to track the important information for each player.



4 Boss mats: Used to display the specific rules and track important information for each Boss.



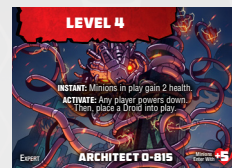
66 Boss cards: Used by the Boss against the players and the Homeworld.



Health tokens: 30 health tokens with a value 1, 10 health tokens with a value 5: used to track the health of the minions.



4 Boss difficulty tokens: Used when playing expert and nightmare difficulties.



11 Boss level tokens: Used to display the specific rules for the Boss level.

COMPONENT ANATOMY

PLAYER MATS

- Health track:** Each player tracks their health with the red cube. The starburst indicates the Knight's starting health. Players have a maximum health of 10. When a player's life is reduced to 0, that player becomes exhausted. *See page 23 for more information about becoming exhausted.*
- Slot track:** Each player tracks their slots with the yellow cube. The starburst indicates the Knight's starting amount of slots. The highest number on the track is the maximum number of slots this Knight can have. The number of slots you have determines how many Weapons you can have equipped at the same time during your turn.
- Knight name**
- Power track:** Each player tracks their power with the blue cube. The starburst indicates the Knight's starting amount of power.
- Ability:** Each Knight has a unique ability, which can only be activated when you are fully powered up. Once you activate your ability, you power down completely.
- Player number:** Place your player number token here. Player number is used in conjunction with the turn order deck to determine turn order.
- Knight info**
- Specialties:** This is a brief synopsis of what this character is good at: Early Damage (dealing damage in the early game), Late Damage (dealing large damage late in the game), Energy (generating large amounts of energy), Healing (restoring health), Support (helping allies or the Homeworld), and Flexibility (having a good starting point for several strategies).
- Knight lore:** Has no effect on play. Provides further lore into the world of *Astro Knights*.
- Starting hand:** The five cards which you will have in your hand at the start of the game.
- Starting deck:** The five cards, and the order in which they are placed in your starting deck. Place the leftmost cards at the top of your starting deck.

PLAYER MAT - FRONT



PLAYER MAT - BACK

HOMEWORLD CARDS

In *Astro Knights*, players must defend a Homeworld from a Boss invasion. There are several Homeworlds that players can choose from to stage their battle. Homeworld cards represent those locations.

- Homeworld name**
- Starting health:** This is the amount of health the Homeworld starts the game with. The Homeworld can't have more than its starting health. If the Homeworld's health ever reaches 0, the players lose.
- Homeworld ability:** The ability can be used during any player's turn as long as the Homeworld is fully powered up. After the ability is used, the Homeworld powers down completely.
- Card number**
- Homeworld power track:** This tracks how much power the Homeworld needs in order for the players to activate its ability.



HOMEWORLD CARD

COMPONENT ANATOMY

PLAYER CARDS

Player cards are the various cards the players can use to build their decks in order to defeat the Boss. Each player starts with a unique hand and deck of cards. Players can gain more cards for their deck from the supply piles by spending energy (⚡).

1. Card name

2. Cost: The amount of energy (⚡) you must spend to gain this card.

3. Type: There are three types of player cards: Fuel, Tech, and Weapons.

- **Fuel** cards are played to gain energy (⚡). Energy can be spent to gain more cards, power up your Knight, and gain slots. (Slots determine how many Weapons you can have equipped during your turn.)
- **Tech** cards have a variety of useful instantaneous effects. The Tech supply pile also has a special ability called **Overcharge**. See page 16 for more information on overcharging Tech cards.
- **Weapon** cards are the main way of dealing damage to the Boss and its minions. Weapons must be equipped before you can attack with them. In most cases, you will only be able to attack with your Weapon the turn after you equip it.

4. Effect: The effect you resolve when you play the card. Fuel and Tech have effects that are resolved immediately. Weapons need to be equipped before their effect is resolved. If any card contradicts this rulebook, follow the card's effect.

5. Supply deck: This denotes which supply deck the card starts the game in. They will be returned to that deck at the end of the game. See setup on page 9 for more information.

6. Card number



FUEL



TECH



WEAPON



COMPONENT ANATOMY

BOSS MAT

- Scouting report:** This includes lore for the Boss as well as helpful tips for fighting it.
- Health:** Starting health of the Boss. The Boss's health is tracked on its health dial. If the health of the Boss reaches 0, the players win. Bosses have no maximum health.
- Setup:** Additional instructions for setup when fighting this Boss.
- Challenge Rating:** How challenging this Boss is compared to other Bosses. The challenge rating ranges from 1 (easiest) to 10 (most challenging).
- Boss track:** Some Bosses have a Boss track. The setup describes how to set up this track, and the rules will describe how the track works.
- Boss name**
- Rules:** Any rules that pertain to this specific Boss.
- Exhaust effect:** Each Boss has an effect that resolves immediately when a player becomes exhausted (drops to 0 health).
- Difficulty rating:** To play on normal difficulty, just use the rules on the Boss mat. If you want to play expert or nightmare difficulty, use the corresponding side of the difficulty token for the Boss you are playing against.
- Level:** Each Boss starts at level 1. When a Boss levels up, the token for the next level is placed here and the Boss and its minions gain new abilities. *See page 22 for more on leveling up.*



BOSS MAT - BACK



BOSS MAT - FRONT



COMPONENT ANATOMY

BOSS CARDS

Boss cards are the minions and strikes the Boss uses against the players and the Homeworld. Each Boss has its own unique deck of cards which are shuffled at the beginning of the game and a few times throughout the game. You may fight the same Boss many times, but it will never attack you in exactly the same way twice.

1. Card name

2. Type:

There are two types of Boss cards: minions and strikes.

- **Minions** enter play with health tokens and stay in play until defeated. They usually have “**ACTIVATE:**” effects which are resolved during the Boss main phase.
- **Strikes** are resolved immediately and then discarded.

3. Health:

Minion cards have health which can be depleted by dealing them damage. If the health of a minion reaches 0, it is defeated and placed in the Boss discard pile. Minions have no maximum health.

4. Effect:

The effect of the card. Strike cards are resolved immediately. Minion cards typically have “**ACTIVATE:**” effects that are resolved starting on the next Boss turn.

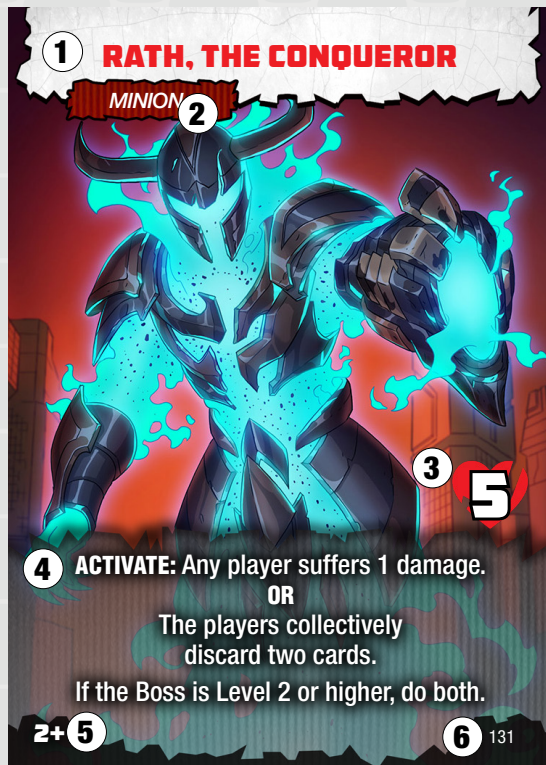
5. Player count:

This number denotes at which player counts this card starts the game in the Boss deck. **Any card that does not correspond to the current player count will start in the Boss discard pile.** For example, in a two-player game, you will start with the cards labeled “All” and “2+” in the Boss deck. The cards labeled “3+” and “4” will start in the Boss discard pile.

Cards with no player count number

Some Bosses have cards that are not used in their Boss deck. These cards have nothing in the player count section of the card. The setup section on the back of the Boss mat will have instructions for how to set these cards up, and the Rules section of the Boss mat will explain how they are used in the game.

6. Card number



COMPONENT ANATOMY

BOSS LEVEL TOKENS

The Boss starts the game at level 1 with no additional abilities. When the Boss runs out of cards to draw from its deck, it levels up. Each time the Boss levels up, its discard pile is shuffled facedown to re-form its deck, and it gains a new level token (replacing the former level token if one is already in place). *See page 22 for more information about leveling up.*

- 1. Level number:** This determines the order in which the level tokens will come into play. The Boss starts at level 1 with no token. When the level 2 token comes into play, it adds additional effects to what is shown on the Boss mat. When level 3 comes into play, it replaces the level 2 token and its effects, and so on with further levels.
- 2. Effect:** These are the effects that the level token has on the game. Level tokens have “**INSTANT:**” effects that are resolved when the level token is placed into play. Some level tokens have “**ACTIVATE:**” effects which are resolved at the start of every Boss main phase.
- 3. Difficulty:** Some Bosses have Expert or Nightmare difficulties that require the players to use the back of the level token. For those Bosses, this section denotes which side is used for which difficulty.
- 4. Boss name:** This is the name of the Boss this token belongs to.
- 5. Minion bonus:** When a Boss levels up, its minions become stronger. This number shows how much additional health all minions will come into play with for the rest of that level. This bonus affects minions from the Boss deck as well as minions from any other deck the Boss may have.



DIFFICULTY TOKENS

Each Boss can be played on three different difficulties: Normal, Expert, or Nightmare. To play on Normal, just follow all the rules written on the Boss mat. To play at either of the harder difficulties, follow the instructions of the difficulty token that corresponds to the Boss and difficulty you would like to play. Difficulty tokens may change setup, the Boss rules, or even which side of the level tokens to use.

- 1. Difficulty:** Expert or Nightmare
- 2. Effect:** This section describes what changes are in effect for this difficulty. This section can affect the Boss's setup or rules.
- 3. Boss:** Which Boss this token belongs to.



SETUP - PLAYER

PLAYER SETUP

- Each player chooses a player mat and a player number token.



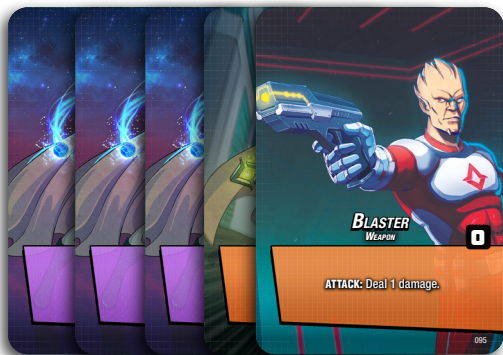
- Each player builds their starting hand and deck as shown on the back of their player mat. The cards should be in the order shown with the leftmost card being the top card of their deck and the rightmost card being the bottom card of their deck.

BACK OF PLAYER MAT

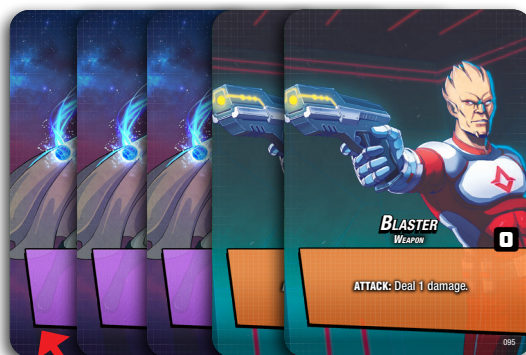
STARTING HAND
3x Power Core, 1x Galvanic Current, 1x Blaster

STARTING DECK
3x Power Core, 2x Blaster

STARTING HAND



STARTING DECK



TOP OF STARTING DECK

- Each player places a blue cube on their power track, a red cube on their health track, and a yellow cube on their slot track. Each of these three cubes starts on the space of the track highlighted by the starburst and black number. Players can never have more power, health, or slots than the highest number of those tracks.



SETUP - HOMEWORLD

HOMEWORLD SETUP

- Choose a Homeworld to defend. Place a blue cube on the 0 space of the Homeworld's power track. Set the Homeworld health dial to the starting health shown on the Homeworld card. The Homeworld can never have more than its starting health.



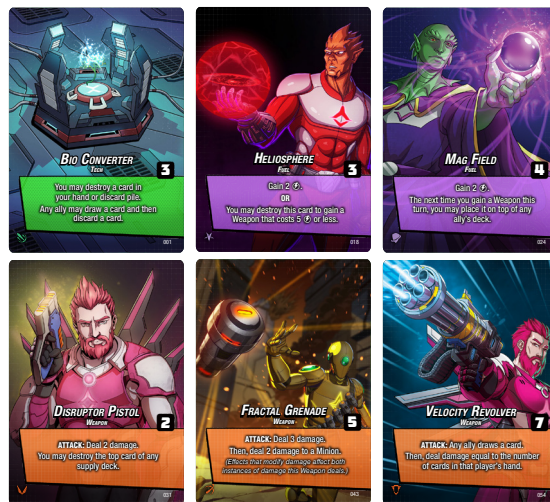
SETUP - SUPPLY

SUPPLY SETUP

- The supply decks hold the cards that the players can gain during the game to make their decks stronger. The supply is composed of six supply decks. Each deck contains copies of several different cards. At the start of the game, shuffle each supply deck separately and place it facedown in the middle of the table. Then, turn the top card of each deck faceup.

Whenever the top card of a supply deck is gained or destroyed, reveal the next card in that deck.

Each supply deck has a different theme. The first one is Tech of various costs. The next two contain Fuel cards: one with cards that cost 3 energy (⚡) or less, one with cards that cost 4 energy (⚡) or more. The fourth through sixth supply decks all contain Weapons and are also divided by cost: 2-4 ⚡, 5-6 ⚡, and 7+ ⚡.



SETUP - TURN ORDER

TURN ORDER DECK

6. The turn order deck is composed of four player turn order cards and two Boss turn order cards. The player turn order cards correspond to the player number tokens.

- For **two players**, place two turn order cards for each player in the deck.



- For **three players**, place one turn order card for each player plus the wild turn order card in the deck. Give the wild token to any player at the start of the game. The wild token will pass around the table each round, and one player will take two turns that round while the rest take one. See page 14 for more information.



- For **four players**, place the two 1/2 and two 3/4 turn order cards in the deck. Set the corresponding tokens on the table. When a player card is drawn, the two players will choose which will take the turn and which will wait until the second card. The token is used to track which of the two players have taken their turns that round. See page 14 for more information.



- For **solo players**, if you are using only one Knight, place any three player turn order cards and two Boss turn order cards in the deck. When any player turn order card is drawn, the solo player takes a turn. If you are using more than one Knight, use the setup above based on how many Knights you are using.



NOTE: In all player counts, there will be two Boss turn order cards in the deck.

When the turn order deck is empty and a turn order card must be drawn or revealed, shuffle all of the turn order cards together and place them facedown to make the turn order deck again.

SETUP - BOSS

BOSS SETUP

7. Choose a Boss to fight, and set its Boss mat near the players. Carefully read all of the rules for the chosen Boss.



RULES

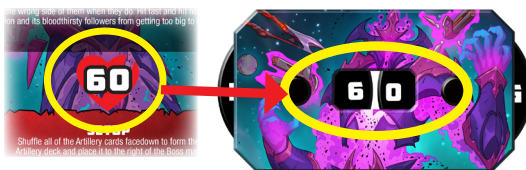
- At the end of the Boss turn, if the Artillery track is at 3 or higher, perform the following:
1. Draw and resolve the top card of the Artillery deck. Then, place it in the Artillery discard pile.
 2. Decrease the Artillery track by 3.
 3. Repeat until the Artillery track is at less than 3. The Artillery track cannot be increased past 9.

WHEN A PLAYER IS EXHAUSTED

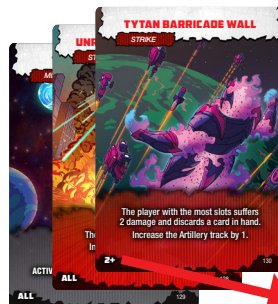
8. Choose a difficulty to play on: Normal, Expert, or Nightmare. If you want to play on Expert or Nightmare, find the corresponding difficulty token, set it into play, and follow any setup rules on it. See page 24 for more on difficulty.



9. Set the Boss health dial equal to the number shown on the back of the Boss mat.



10. Find the deck that corresponds to the Boss you are fighting. Search those cards for all of the cards that have the player count number that corresponds to the number of players in your game. Shuffle those cards and place them facedown to form the Boss deck. Some Bosses may start with little to no cards in their deck at lower player counts. Place all of the other Boss cards in the Boss discard pile. **DO NOT remove these cards from the game.** They will be used when the Boss levels up.



BOSS CARDS WITHOUT A PLAYER COUNT

Depending on which Boss you're playing against, there may be Boss cards without a player count number. These are not used in the Boss deck. Refer to the Boss mat for specific setup instructions for these cards.

2+

11. Follow all setup instructions on the back of the Boss mat.

SETUP

Shuffle all of the Artillery cards facedown to form the Artillery deck and place it to the right of the Boss mat. Flip over this mat and place the Boss cube on the 0 space of the Artillery track.

CHALLENGE RATING

12. Set the Boss level tokens near the Boss mat. The effects on these tokens are known to the players from the start of the game, but they do not take effect until they are placed into play.



SETUP - EXAMPLE

Supply cards



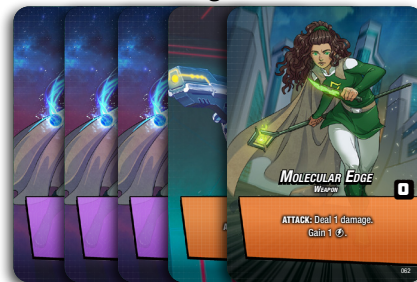
Turn order deck



Starting hand



Starting hand



Player mat



Player mat



Starting deck



Starting deck



SETUP - EXAMPLE

Boss level tokens



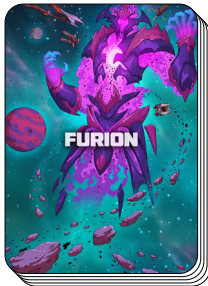
Boss health dial



Boss mat

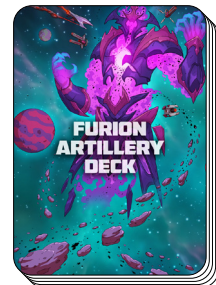


Boss deck



Boss cards without player count

(explained in setup and rules)



Homeworld card



Homeworld health dial



PLAYER TURN

TURN ORDER

Astro Knights has a variable turn order which is determined by the turn order deck. At the start of the game and after each turn ends, draw a card from the turn order deck to determine who takes the next turn, and place it on top of the turn order discard pile. When a Boss card is drawn, immediately resolve the Boss turn. If a player card is drawn, a player will take that turn.

In a two player game, the player whose number matches the drawn card will take the turn.

In a three player game, the player whose number matches the drawn card will take the turn. When the wild player card is drawn, the player with the wild token will take the turn and then pass the token to the player on their left.

The wild turn order card is a player turn order card. When an effect refers to the wild turn order card, the player with the wild token is affected.

In a four player game, one of the two players whose number corresponds to the card will take the turn. The players may choose between them which of the two will take the turn and which will wait until the second copy of that turn order card is drawn. The player taking the turn places the corresponding player token on their player mat. When the same card is drawn later, the other player whose number corresponds to the card takes a turn and the token is returned to the middle of the table.

If you need to draw or reveal a card from the turn order deck and that deck is empty, shuffle the discarded turn order cards together facedown to replenish the turn order deck.



PLAYER TURN OVERVIEW

1. Attack Phase

You may attack with any of your equipped Weapons.

After you finish resolving the attack effect of a Weapon, place it on top of your discard pile.

2. Main Phase

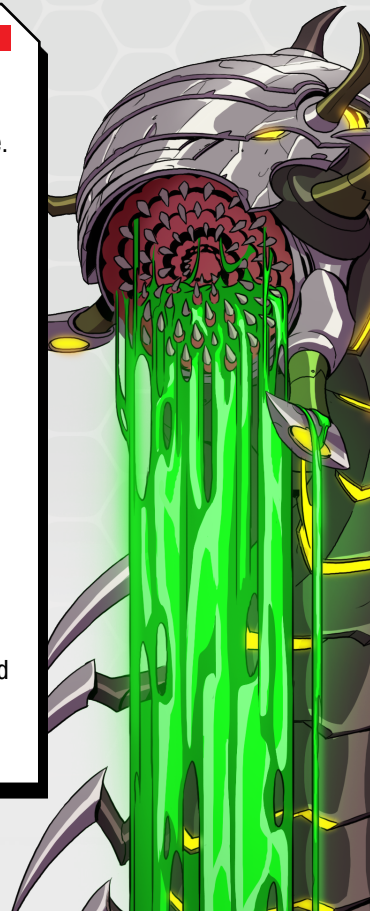
You may resolve the following actions in any order and as many times as you want:

- a. Play a Fuel or Tech
- b. Gain a card
- c. Overcharge a Tech
- d. Gain a slot
- e. Equip a Weapon
- f. Power up
- g. Activate your ability
- h. Activate the Homeworld's ability

3. Draw Phase

Place all the Fuel and Tech cards that you have played this turn on the top of your discard pile **in any order**. Then, you **may** discard any of the cards still in your hand to your discard pile **in any order**.

Draw cards from the top of your deck until you have five cards in hand.

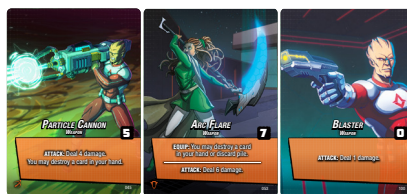


PLAYER TURN

PLAYER TURN: 1 - ATTACK PHASE

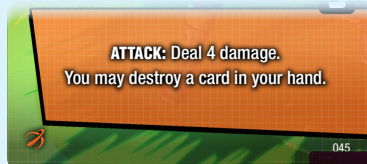
Attack with equipped Weapons:

- You may attack with any Weapons that you have equipped, **in any order**. Weapons you do not attack with remain equipped.



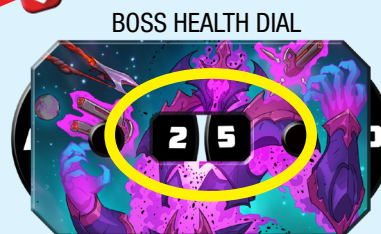
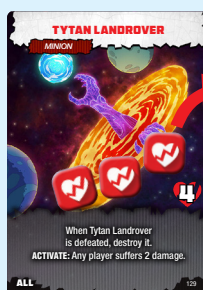
When you attack with a Weapon:

- Resolve the effects listed after “**ATTACK:**” on that card in the order that they are written.
- That Weapon can only deal damage to a single minion or the Boss unless otherwise specified.
- After you resolve the “**ATTACK:**” effect, place that Weapon on top of your discard pile.



When you deal damage:

- To a **minion**, remove health tokens from that minion card equal to the damage you dealt. When a minion has no health tokens remaining, it is defeated and immediately discarded to the discard pile for the deck it originated from.
- To the **Boss**, reduce its health total on the Boss health dial by the amount of damage you dealt. When the Boss has 0 health, the players immediately win.



*There are some effects in **Astro Knights** that will allow you to attack with another player's Weapon. When attacking with a Weapon other than your own, you are the “you” referred to on the Weapon card. You make all decisions pertaining to that Weapon and spend any associated costs. When that Weapon is discarded, it is placed on top of the discard pile of the player who had it equipped.*

PLAYER TURN

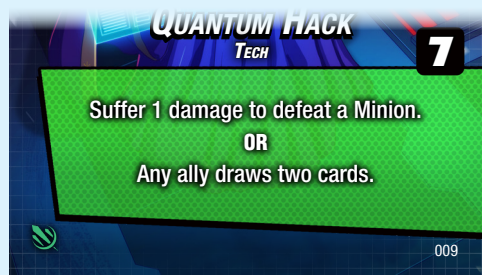
PLAYER TURN: 2 – MAIN PHASE

The following eight actions can be done in any order, any number of times during a player's main phase.

For example, you could play a Fuel, gain a card, equip a Weapon, play another Fuel card, and gain another card.

a. Play a Fuel or Tech card:

- When you play a card, you resolve all of the text on that card. If you can't resolve all of the text, resolve as much as possible.
- If there is an "OR," choose exactly one of the options listed.
- You may gain energy (⚡) even if you choose not to spend it.
- Any unspent energy (⚡) gained on a turn is lost at the end of the turn. Energy does not accumulate over turns, nor can it be given to other players.
- At the end of your turn, any Fuel or Tech cards you played are placed on top of your discard pile **in any order**.



b. Gain a card:

- You may gain a card from the top of any supply deck by spending energy (⚡) equal to the cost shown in the middle right-hand section of the card.
- When you gain a card, it is immediately placed on top of your discard pile.
- After you gain a card from a supply deck, immediately reveal the next card in that supply deck.
- Some cards have "BUY:" effects. When you gain this card, you immediately resolve its "BUY:" effect whether you paid energy (⚡) for it or gained it for free using an ability.



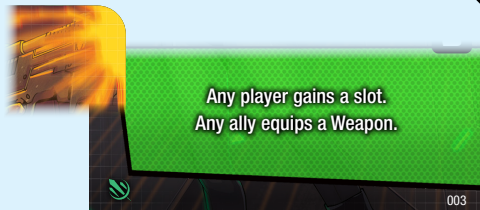
DISCARD ORDER

When you attack with a Weapon, place it on top of your discard pile after you have resolved its effect. When you gain a card, place it on top of your discard pile.

Any Fuel or Tech cards that you play are placed in your play area. At the end of your turn, during the draw phase, played Fuel and Tech cards will be placed in your discard pile **in any order** you choose.

c. Overcharge a Tech:

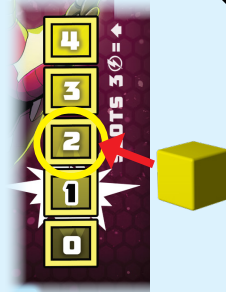
- The Tech supply deck has a special ability called **Overcharge**. To Overcharge a Tech, spend energy (⚡) equal to its cost, resolve its effect, and place it **on the bottom** of its supply deck. Overcharge offers you the opportunity for an immediate boost at the cost of not adding the card to your deck to use later.



PLAYER TURN

d. Gain a slot:

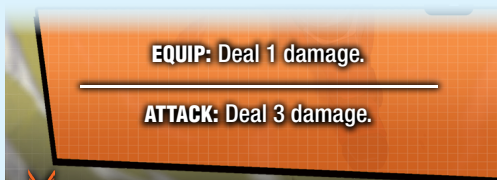
- You can spend 3 energy (⚡) to gain a slot. When you do this, move the yellow cube one space up on the slot track of your player mat.
- Slots determine how many Weapons you can have equipped during your turn.
- When the yellow cube is at the top of the slot track on your mat, you can't gain slots.



NOTE: Some Boss cards may result in you losing slots. This does not affect the number of Weapons you currently have equipped, only how many you may have equipped on your next turn. If you start the turn with more equipped Weapons than you have slots, you **must** attack with your Weapons until that is not the case.

e. Equip a Weapon:

- To Equip a Weapon, place that card on the table above your player mat. You must have more slots than you have equipped Weapons in order to equip it.
- Some Weapons have an “EQUIP:” effect. This effect resolves immediately when you equip that Weapon.
- You can attack with your equipped Weapons during the attack phase of your *next* turn.



f. Power up:

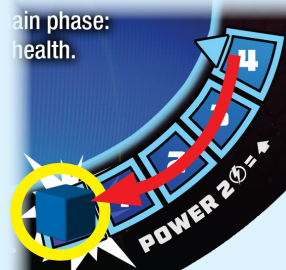
- You may spend 2 energy (⚡) to power up.
- When you power up, move your blue cube up one space on your power track.
- You may not spend energy (⚡) to power up your allies or the Homeworld.
- You may not power up if you are at Full Power.



PLAYER TURN

g. Activate your ability:

- When you are at Full Power (i.e. the blue cube on your power track is on the top space), you can activate your ability. First, power all the way down (move the cube back to the 0 space). Then, resolve the text of your ability.
- You are allowed to activate your ability more than once a turn as long as you have enough power to do so.



h. Activate the Homeworld's ability:

- Some player cards and abilities allow you to power up the Homeworld. The Homeworld has a power track similar to the one on your player mat. You will move the blue cube up one space on the Homeworld's power track when the Homeworld powers up.
- During your main phase, anytime the Homeworld is at Full Power, you may activate the Homeworld's ability. First, power the Homeworld all the way down. Then, resolve the ability printed on the Homeworld card.
- You are allowed to activate the Homeworld's ability more than once a turn as long as it has enough power to do so.



**Activate during any player's main phase:
Players collectively return two cards from their
discard piles to their hands.**



PLAYER TURN

PLAYER TURN: 3 – DRAW PHASE

Once you have finished your main phase, place all of the Fuel and Tech cards you played this turn on top of your discard pile **in any order**. Then, you **may** discard any of the cards still in your hand to your discard pile **in any order**. Finally, draw cards from the top of your deck until you have five cards in hand.

If at any time there are not enough cards in your deck to draw or reveal a card, draw/reveal as many as you can and then flip over your discard pile to form a new deck and draw/reveal. **At no point in the game do you shuffle your deck.**

Notes:

- You are allowed to keep cards in your hand for next turn instead of playing them. However, you are not forced to keep any cards you can't play or equip.
- You may look through your discard pile at any time, although you may not rearrange it.
- You may not look through your deck.



NO DECK SHUFFLING

Unlike many other deck-building games, you do not shuffle your discard pile when your deck is empty. You simply flip your discard pile over to form your deck. This allows you to plan out your coming turns based on what cards you know you are going to draw.

BOSS TURN - MAIN PHASE

BOSS TURN OVERVIEW

Boss turns are divided into two phases: main phase and draw phase.

1. Main phase

Resolve the “**ACTIVATE:**” effect on any level tokens in play, and then any minions in play, from oldest to newest.

2. Draw phase

Draw a card from the Boss deck.

- If it is a Strike card, resolve its effect immediately, and then place it in the Boss discard pile
- If it is a minion card, place it into play, add health tokens to it equal to its health plus any bonus health from the current level token, and resolve any “**INSTANT:**” effects. The rest of its effects will not be resolved this turn.

If the Boss deck is empty when you enter the draw phase, the Boss immediately levels up. See page 22 for more on leveling up.

If at any time a player’s health is reduced to zero, that player is exhausted. See page 23 for more details.

AMBIGUITY

Boss cards may have ambiguous situations where it’s not clear what or whom should be affected. In these cases, the players make that determination.

For example, if you are resolving a Boss card that causes the player with the lowest health to suffer damage and two players are tied for having the lowest health, the players decide who suffers the damage.

Another card may have the player with the most power suffer damage when no players have any power. In this case also, the players choose who will suffer the damage.

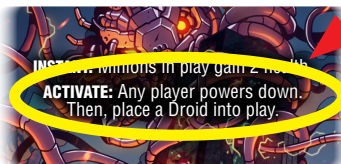
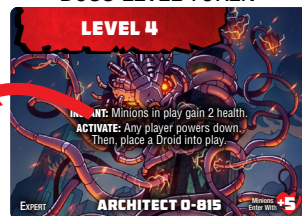
If a Boss card forces you to resolve an effect that cannot be fully resolved, resolve as much of that effect as possible.

For example, if a Boss card says “Any player destroys five cards in hand,” and no player has five or more cards in hand, then the player with the most cards in hand must destroy all of their cards in hand.

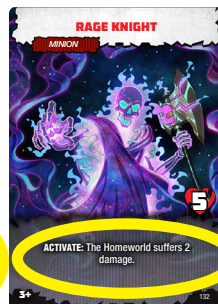
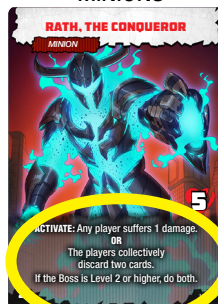
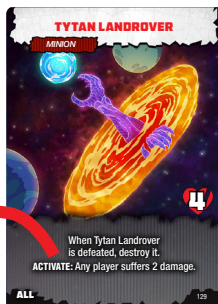
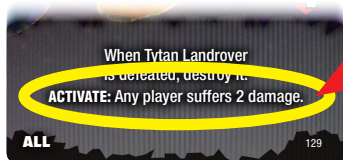
BOSS TURN: 1 - MAIN PHASE

If the Boss has a level token, resolve any “**ACTIVATE:**” effects on it. Then, starting with the minion card that has been in play the longest, the players will resolve the “**ACTIVATE:**” effects of each minion card in play.

BOSS LEVEL TOKEN



MINIONS



BOSS TURN - DRAW PHASE

BOSS TURN: 2 - DRAW PHASE

Draw a Boss card:

If the drawn card type is:

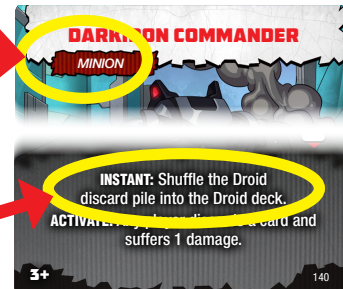
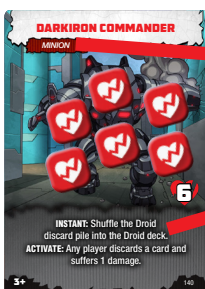
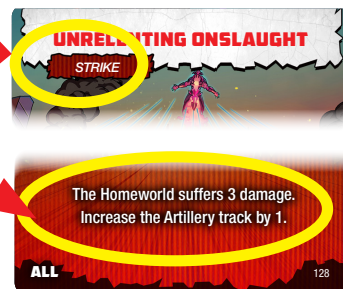
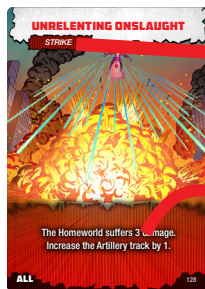
- **Strike card**

Resolve the card's effect immediately in the order that it appears on the card. Then, place the card in the Boss discard pile.

- **Minion card**

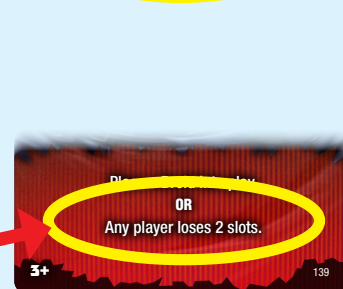
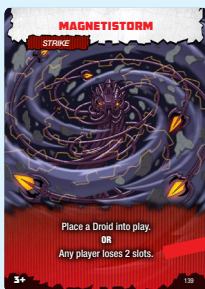
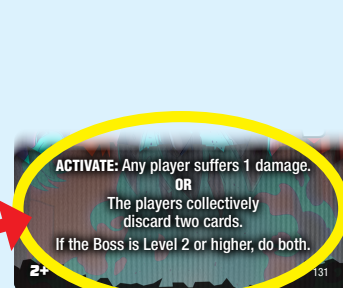
Place the minion card into play to the right of any other minion cards in play, or if there are none, place it to the right of the level token. Then, add the number of health tokens indicated on the middle-right of the card. When a minion comes into play, it also gains bonus health equal to the number shown on the lower right corner of the Boss level token, if it has one.

Finally, resolve any effect that follows the word "INSTANT:".



When resolving card effects:

- If an effect cannot be fully completed, resolve as much as possible. If you are given an option between two or more effects, you must choose an option you can fully resolve.
- "ACTIVATE:" effects only occur during the Boss main phase. A minion's "ACTIVATE:" effect will never trigger on the turn that it came into play.



BOSS TURN - LEVELING UP

EMPTY BOSS DECK - LEVEL TOKENS:

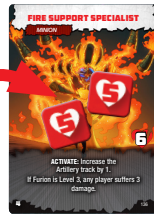
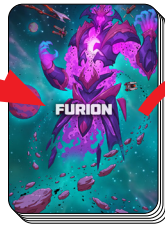
When the Boss would draw a card and the Boss deck is empty, one of two things can happen:

1. If the Boss has no more level tokens, the players lose.
2. If the Boss has any remaining level tokens, the Boss levels up and you resolve the following steps:
 - a. Find the next level token and place it into play to the left of all of the minions in play. The number at the top of the level token indicates in what order it should be put into play. The Boss starts the game on level 1, which is shown on the bottom of the Boss mat. Therefore the first level token you place into play will be level 2. When this token is placed into play, set it so that the top overlaps the "LEVEL 1" shown at the bottom of the Boss mat. Subsequent level tokens will replace the previous level token.
 - b. Resolve any "INSTANT:" effects on the token.
 - c. Shuffle all of the cards in the Boss discard pile (including those that were placed there during setup) facedown to form a new Boss deck.
 - d. Draw a card from the new Boss deck and resolve it. This ends the Boss draw phase for this turn.

BOSS DISCARD PILE



BOSS DECK



EXAMPLE: After several rounds of play, Furion's Boss deck is empty. On Furion's next draw phase, it levels up. Furion has no level tokens in play, so Bob finds the level 2 token and places it in the level section below Furion's mat. This level token has the "INSTANT: Minions in play gain 4 health." effect. Therefore, Bob increases the health of all of the minions in play by 4 regardless of how much life they had because minions have no maximum life. Additionally, the level token has an "ACTIVATE:" effect. "ACTIVATE:" effects only resolve during the Boss main phase so that will not happen this turn. There is a 4 in the Minion bonus health section of the token, so any minions that come into play for the rest of this level will come into play with an additional 4 health. Finally, Bob shuffles the Boss discard pile facedown to make a new Boss deck and draws a card from it.

NOTE: The number in the lower right is the minion bonus health number. Whenever a minion comes into play from now on, they will gain that much health. Both minions from the main boss deck and any additional boss deck gain this bonus.



EXHAUSTED

EXHAUSTED

If a player's health is reduced to 0, that player is exhausted. Each Boss has a special effect that resolves when a player becomes exhausted. See the exhaust section of the Boss mat for this effect.

The exhausted player continues to participate in the game as usual with the following exceptions:

- Exhausted players cannot gain health.
- When a card deals damage to the player with the lowest health, it always deals that damage to the non-exhausted player with the lowest health.
- When an exhausted player suffers damage, instead deal twice that amount of damage to the Homeworld. This includes excess damage when a player initially becomes exhausted.

If all players become exhausted, the game ends immediately and the players lose.

EXHAUSTED EXAMPLE

Later in the game during the Boss main phase, Abby and Bob draw Sonicblade from Furion's Artillery deck. Its effect is "Any player suffers 4 damage."

- 1. Abby has 2 health, and Bob has 3 health. They decide to have Abby suffer the damage. The first 2 damage causes Abby to become exhausted. As a result of being exhausted, she resolves the following steps.*
- 2. Furion's Boss mat says "When a player is exhausted, increase the Artillery track by 3." Therefore, Abby increases the Artillery track from 4 to 7.*
- 3. The remaining 2 damage from the initial 4 damage is doubled and dealt to the Homeworld. Therefore, the Homeworld suffers 4 damage. Abby adjusts the Homeworld health dial from 16 to 12.*

GAME END

The game ends when any of the following conditions are met.

The players are victorious when the Boss has 0 health.

The players lose if any of the following conditions are true:

- All the players are exhausted (have 0 health).
- The Homeworld has 0 health.
- The Boss needs to draw a card when the Boss deck is empty and all of the Boss level tokens have already been played.

In addition, a Boss may have a specific victory condition listed on the Boss mat or on Boss cards that causes the players to lose in other ways.

SOLO PLAY

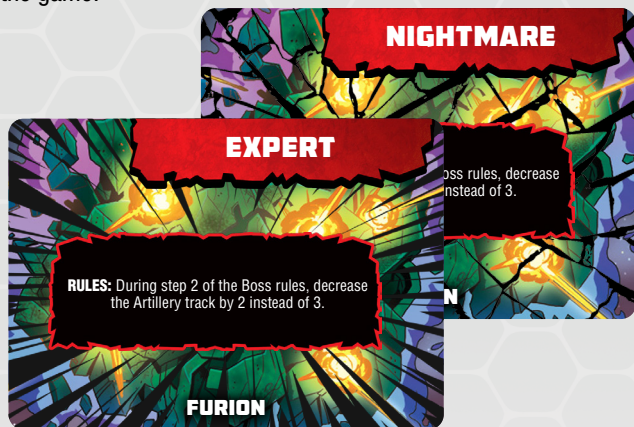
You can play solo as **multiple separate Knights** where you control all of those Knights. If you choose to play like this, just follow the rules as normal for the player count related to the number of Knights you chose to play. It is recommended that you don't play with more than two Knights.

When playing with **only one Knight**, you are your own ally. For example, if a card powers up an ally, you power up yourself.

You don't lose the game when you are exhausted. Additionally, there are only three player turn order cards in the turn order deck. Otherwise, play the game as normal.

VARIABLE DIFFICULTY

Astro Knights has adjustable difficulty. Follow the Boss mat as written to play in normal mode. There are two additional difficulties: Expert and Nightmare. To play either of these increased difficulty modes, find the Boss tile that is marked with that mode and follow the rules on it. These tokens can affect setup, Boss rules, and which level tokens you use during the game.



Playtesters: Anna Russell, Ezekiel Blain, Shane Bowers, Curtis Dux, Chris Trembley, Molly Trembley, Kristi Davis, Richard Davis, David Winter, Rick Dawson, Alexi Dawson, Freddy Dawson, Toby Dawson, Steven Boothe, Marie-Dawn Boothe, Robert Dominico, Tory Dominico, Andrew Littell, Grace Nafziger, Chris Rees, Aaron Molnar, Toril & Kenneth Holdorf, Will Pflug, Tyler Coffey, Blake Curry, JD Stutts, Patrick Jost, James Berglund, Anilyka Barry, Derrick Vo, Nicholas Pham, Kevin Nguyen, Kristina Brenner, Trent Pilkington, Thomas Reed, Brian Delaney, Wesley Dasher, Amie Dasher, Warren Chamberlain, Scott Kapraun, Blair Kapraun, Cayden Kapraun, Jon Dunn, Danielle Fuller, Kevin Fuller, Steven Richardson, Nathan Scallon, Dan Lysne, Abel Kim, Will Smylie, Scia Verma, Seth Hopwood, David Dottl, Ruduen, Jeff Walton, Patrick Logan, Whitney Logan, Bo Quell, Jessica Camden, Candace Walton, Chris Chung, Robert Lynch, Brandon Pollak, Emily Pollak, Timothy Bronder, Rachael Cooper, Rex Ounekeo, and Becca Wilson-Ounekeo

GAME TERMS

Activate

These effects are resolved during the Boss main phase. *See page 20 for more information.*

Ally

An ally is any player other than you.

Attack

These effects are resolved during a player's attack phase. *See page 15 for more information.*

Destroy

Cards that are destroyed are permanently removed from the game and are not used or interacted with in any way once they are destroyed. Boss cards that are destroyed are not placed into the Boss's discard pile, and they are not shuffled back into the Boss deck when the Boss levels up.

Equip

These effects are resolved when a player equips that Weapon.

Exhausted

When a player's health is reduced to 0, they become exhausted. *See page 23 for more information.*

Instant

Level tokens and some minions have "INSTANT:" effects.

These effects resolve as soon as the card or token is placed into play.

"OR" effects

When a card gives two options separated by an "OR," you may choose either option. If a Boss card has an "OR" and you can fully resolve only one of the options, you must choose the effect that you can fully resolve.

Overcharge

The Tech supply deck has a special ability called Overcharge. To Overcharge a Tech, spend energy (⚡) equal to its cost, resolve its effect, and place it on the bottom of its supply deck. Overcharge offers you the opportunity for an immediate boost at the cost of not adding the card to your deck to use later.



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Game Development: Sydney Engelstein
Game Inspired by Aeon's End by Kevin Riley
Art Direction: Bill Bricker and Sydney Engelstein
Illustrations: Gong Studios
Graphic Design: Bill Bricker
Editing: Anna Russell

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