BLUE MOON
LEGENDS

ADVANCED CONCEPTS

STOP!

If this is your first game, set the advanced concepts aside and read the rulebook included in the game box. Do not read the advanced concepts until you are comfortable playing the game or have a question that cannot be answered in the rulebook.

HOW TO USE THIS BOOKLET

This book provides players with clarifications to in-depth rule inquiries and optional rules for expanded play. Do not read this book from cover to cover. Instead, use this document when a rules question arises or players wish to try alternative ways of playing *Blue Moon Legends*.

REFERENCE GUIDE

The reference guide contains detailed rules and specific interactions.

GAME PHASES

LEADERSHIP PHASE

Card Limit: A player cannot play more than one Leadership phase card (see below) or discard more than one card with the replace icon during his Leadership phase. He cannot do both during the same turn.

Leadership Phase Cards: Any card that can be played during the Leadership phase is a Leadership phase card. This includes leadership, Hyla, ship, and achievement cards.

ENGAGEMENT PHASE

Decline a Fight: If a player declines to start a fight, he must discard at least one card, if able. If he is unable to discard any cards and has no cards in his draw deck, the game ends immediately.

Continue the Fight: If a player cannot meet his opponent's power value or does not have a character card in his hand, he cannot continue the fight.

Retreat from the Fight: If a player cannot meet the conditions of his opponent's special power text, he cannot continue the fight and must retreat during his Engagement phase. He cannot play cards in phases after the Engagement phase and then retreat.

CHARACTER PHASE

Playing Character Cards: A player cannot play more than one character card on his turn unless an effect allows him to. If a player cannot play a character card, he must retreat during his Engagement phase.

BOOSTER/SUPPORT PHASE

Booster/Support Limit: Players have a limit of one booster card or one support card each turn. A player who starts a fight has a limit of zero the turn he starts that fight. Certain icons and special power text can modify this limit.

Playing Booster Cards: If an effect allows a player to play additional booster cards, he may play that many booster cards in addition to his limit of one booster or one support card that turn. If an effect allows a player to play "any number of" booster cards, he may play any number of booster cards in addition to his limit of one booster or one support card that turn.

Playing Support Cards: If an effect allows a player to play additional support cards, he may play that many support cards in addition to his limit of one booster or one support card that turn. If an effect allows a player to play "any number of" support cards, he may play any number of support cards in addition to his limit of one booster or one support card that turn.

POWER PHASE

Power Value: A player can have a power value of zero. A player cannot have a negative power value.

Meeting Power Values: A player must meet his opponent's current power value during his Power phase. It is possible that his opponent's current power value is not equal to the power value his opponent announced on the previous turn.

Backtracking: If the current player is unable to meet or exceed his opponent's current power value during his Power phase, he must backtrack (see "Backtracking" below).

WINNING THE GAME

Ending the Game: The game only ends in one of the three circumstances described in "Winning the Game" on page 8 of the rulebook. If a player plays the last card in his hand and cannot draw any more cards during his Refresh phase, the game does not end. Players continue the current fight until one player retreats.

BACKTRACKING

If the current player moves beyond his Engagement phase and is then forced to retreat, players undo all actions performed after the Engagement phase and then continue playing. This is to correct unintentional mistakes and should not be abused.

CARD TYPES

CHARACTER CARDS

Mutants: If a mutant card's special power text is ignored, a player may play that card without meeting its conditions.

LEADERSHIP CARDS

Leadership cards with special power text that includes "now" are no longer active after their special power text resolves.

Discarding Leadership Cards: If a player discards a leadership card, he places that card on his leader, covering any leadership cards already there. A player cannot, for any reason, place a leadership card in the discard pile.

Chosen Ones: If a player resolves the special power text on a leadership card with a name that begins with "Chosen of," his opponent acts first.

INFLUENCE CARDS

Active influence cards are not discarded at the end of a fight.

Ships: A player may have any number of ship cards in his ship influence area. Both players may have ship cards in their respective ship influence areas at the same time.

Loading Ships: The number of cards loaded on a ship cannot exceed the ship's capacity at any time.

Loading Multiple Cards onto Ships: If an effect allows a player to play more than one support card, he may load that many cards onto a ship, or he may play support cards and load cards onto a ship in any combination, as long as the total number of cards played and loaded does not exceed his booster/support card limit. If a player loads more than one card onto a ship during his Booster/Support phase, he may choose different ships for each card he loads.

Preventing the Loading of Ships: If a player cannot play support cards, he cannot load cards onto ships.

Landing Ships: A ship card remains active when a player lands it.

Playing Bluff Cards from a Landed Ship: If a player plays a character card with the bluff icon as a bluff card from a ship, that card does not gain the free icon.

Discarding Landed Ships: If a player retreats, declines to start a fight, or ends his turn for any reason, he must discard any ships landed that turn.

If a player discards or retrieves an active ship, all cards on that ship are discarded.

Hyla: There cannot be more than one card in the Hyla influence area at any time. If a player plays a Hyla card and there is already an active Hyla card in the Hyla influence area, the owner of the active Hyla card must discard that card before the new Hyla card is placed.

EMISSARY CARDS

A player places his emissary card in his leader area with his leader card during step 3 of setup. If players use emissary cards, they must have a deck of exactly 40 cards after step 3 during setup. If players use emissary cards with the Buka deck, they must have a deck of exactly 38 cards after step 3 during setup.

INQUISITOR CARDS

Inquisitor cards are not active.

Inquisitor Special Power Text: Special power text on inquisitor cards is treated as normal special power text.

INTERFERENCE CARDS

Interference cards are not active.

Canceling Cards: The canceled card is not active and does not count toward the current player's card limit for the current phase.

ACHIEVEMENT CARDS

A player can have any number of achievement cards in the achievement area.

ELEMENT CARD

The element card is not active. It is provided purely for the convenience of the players.

ICONS

STOP

Playing Booster and Support Cards and the Stop Icon: If an effect allows a player to play any number of booster or support cards and he plays a card with the stop icon, he may play any number of booster or support cards during his Booster/Support phase.

If an effect allows a player to play additional booster or support cards and he plays a card with the stop icon, he may play that many booster or support cards during his Booster/Support phase.

RETRIEVE

The current player cannot use the retrieve icon on any of his character cards if his opponent has an active character card with the retrieve icon, even if his opponent's character card or retrieve icon is ignored.

FREE

A card with the free icon that is not ignored is a FREE card.

A player may play one character card with the free icon as his only character card for that turn.

The Free and Pair Icons: If a player plays two cards with the pair icon in the same phase and the first card is played with the free icon (see "Gaining Icons"), both cards in that pair do not count against his card limit.

The Free and Gang Icons: If a player plays multiple character cards with the same gang icon during his character phase and the first card is played with the free icon (see "Gaining Icons"), all cards in that gang do not count against his card limit.

PAIR

Playing Cards with the Pair Icon: If a player plays two cards with the pair icon as one card, he plays each card separately, reading and resolving any special power text on the first card before playing the second card.

GANG

Playing Cards with the Gang Icon: If a player plays multiple cards with the gang icon as one card, he plays each card separately, reading and resolving any special power text on one card before playing the next card.

If a player plays a character card with the same gang icon as his active character cards, and there are no other active cards in his combat area, he may choose to keep the previously-played character cards active.

PROTECT

A card with the protect icon that is not ignored is a PROTECTED card.

BLUFF

Playing Bluff Cards: If a player plays a bluff card, that card is counted against his booster/support card limit that turn.

Playing Multiple Bluff Cards: If an effect allows a player to play more than one support card, he may play that many bluff cards, or he may play support cards and bluff cards in any combination, as long as the total number of cards played does not exceed his booster/support card limit.

Preventing the Play of Bluff Cards: If a player cannot play support cards, he cannot play bluff cards. If a player cannot play character cards, he cannot play bluff cards. If a player cannot play cards without special power text, he cannot play bluff cards. If a player cannot play cards with special power text, he cannot play bluff cards that have special power text printed on their character side.

Looking at Bluff Cards: A player may look at his own bluff cards at any time. A player cannot look at his opponent's active bluff cards.

Revealing Bluff Cards: If a player discards, retrieves, or shuffles into his deck an active bluff card, for whatever reason, he must reveal that card to his opponent before placing it in his discard pile, hand, or deck.

Ignoring Bluff Cards: If a player's bluff cards are ignored, they do not count toward his total power, he cannot play further bluff cards, and his opponent cannot call his bluff.

Ignoring Bluff Icons: If a player's bluff icons are ignored, he cannot play further bluff cards, and his active bluff cards do not have a bluff icon. His active bluff cards still count toward his total power, and his opponent may still call his bluff during his Power phase.

Discarding Ignored Bluff Cards: A player may discard any number of his active bluff cards during his Beginning phase, even if the card or its bluff icon is ignored.

Calling a Bluff: If a player calls his opponent's bluff and all of his opponent's bluff icons are in the contested element, players continue the fight, even if this reduces the current player's total power below his opponent's current power value.

Attracting Dragons from a Bluff: A dragon attracted immediately after a bluff is called is not affected by effects that alter the number of dragons a player attracts during a retreat. If the current player retreats as a result of his opponent calling a bluff, his opponent attracts dragons normally in addition to the dragon attracted for calling the bluff.

REPLACE

A card discarded with the replace icon is not active, and its special power text is not resolved.

GAINING ICONS

If an effect allows a card to be played as if it had a specific icon, that card temporarily gains the icon. That card loses the icon immediately after it is played.

Gaining the Replace Icon: If an effect allows a card to be discarded as if it had the replace icon, that card temporarily gains the replace icon. That card loses the replace icon immediately after it is discarded.

SPECIAL POWER TEXT

TYPES OF SPECIAL POWER TEXT

Each type of special power text follows different rules to determine when it resolves. The following describes each type in detail:

- **Resolve Immediately Before Playing:** A player resolves this type of special power text immediately before playing the card. If he is unable to fully resolve the special power text, he cannot play the card. All actions taken as a result of resolving the special power text must be completed before playing the card.

- **Resolve Immediately After Playing:** A player resolves this type of special power text immediately after playing the card. He cannot resolve the special power text more than once, even if the card remains active for more than one turn. This type includes all cards with "now" in their special power text.

- **Resolve Once per Turn:** A player resolves this type of special power text once each turn. If the special power text does not state a specific time, he may choose when to resolve it during each of his turns. He may resolve it at a different time each turn.

- **Constant Effect:** A player resolves this type of special power text immediately after playing a card. The special power text remains in effect as long as the card is active.

Multiple Types of Special Power Text: A card can have more than one type of special power text as long as each type is a separate effect.

RESOLVING SPECIAL POWER TEXT

All special power text is either an optional instruction or a mandatory instruction.

Optional Instructions: Special power text containing "I may" is OPTIONAL. When resolving optional special power text, players must either fully resolve that text or none of it.

Mandatory Instructions: Special power text that does not contain "I may" is MANDATORY. When resolving mandatory special power text, players must resolve as much of that text as possible.

ORDER OF APPLYING SPECIAL POWER TEXT

When two or more active cards with special power text conflict with each other, players use the list below to determine in what order the cards' special power text is applied. Special power text in a higher group takes precedence over special power text in all groups below it.

1. Special power text with "I must."

2. Special power text with "are ignored."

3. Special power text with "you cannot."

4. All other special power text.

If the special power text of an active card prevents a player from playing a card with special power text that would negate the active card, he cannot play his card, even if its special power text belongs to a higher group on this list.

Multiple Effects at the Same Time: If a player has two or more effects resolve at the same time, he chooses which to apply first.

TARGETING EFFECTS

When a player resolves a card's special power text that directly affects an active card, the affected card is the TARGET of that special power text. A player must declare the target of his effect when he resolves his card's special power text.

Changing Targets: A player may immediately change the target of one of his active card's special power text if one of the following conditions is met:

- The special power text's previous target is discarded from play.

- The special power text's previous target is affected by the special power text of an opponent's card.

- A new card that is an eligible target of the special power text enters play. If the player changes the target of his card's special power text, he must choose the new card as the target.

IGNORING CARDS

Special power text with the phrase "are ignored" ignores all cards, icons, or special power text described in that special power text, including those in a player's hand, draw deck, leader area, and discard pile. When specified, only the icons or special power text of a card are ignored.

VALUE VS. PRINTED VALUE

A value is the power value of a card at the time an effect resolves. A printed value is the power value appearing on a card.

DISCARDING CARDS

If a player discards more than one card, he discards each card one at a time.

Multiple Discard Effects: If more than one effect requires a player to discard cards with a specific value, he must satisfy each effect separately.

Discarding Opponent's Cards: If an effect allows a player to choose and discard cards from his opponent's hand, he chooses each card at random. If his opponent has any disclosed cards (see "Pillar" on page 14 of the rulebook), he may choose a specific disclosed card instead.

TAKING CARDS INTO HAND

If an effect prevents a player from taking cards into his hand, he cannot draw cards, retrieve cards, or add cards to his hand.

OPEN INFORMATION

At any time during a game, players may look at all cards in either player's combat and support areas. Players may also count the number of cards in the draw deck or hand of either player. Players cannot rearrange or change the placement of any card when counting or looking at cards.

Players cannot look at or count cards below the top card of the discard pile or leader area.

INDIVIDUAL CARD INTERACTIONS

"BOUNCE BACK"

If a player plays "Bounce Back," he can continue to use the special power text on all of his active cards, except special power text that is resolved immediately before or after its card is played (see "Types of Special Power Text" on page 3).

"KETHARKOPAS THE ASTRONOMER"

Effects that ignore or affect special power text with "during [the] End phase" do not affect the special power text on "Ketharkopas the Astronomer."

"TOPDOG" AND "DROWN RESISTANCE"

If a player plays "TopDog" or "Drown Resistance," he may choose a protected card to fulfill the one active character card requirement in the special power text of "TopDog" and "Drown Resistance."

OPTIONAL RULES

This section includes optional rules for deck building, alternative play variants, and additional cards that players can use when building decks.

DECK BUILDING

Blue Moon Legends is designed for customized play. Players who want a broader playing experience are encouraged to build their own decks using the following rules.

BASICS OF DECK BUILDING

When building a deck, players choose a people's leader. A leader card determines a player's affiliation and deck-building restrictions. Each leader card requires a deck of exactly 30 cards and a maximum of 10 moons on cards outside of that leader's affiliation.

MOON VALUES

The **MOON VALUE** of a card is equal to the number of moons in the bottom left corner of the card. Every card except leaders, emissaries, and inquisitors has a moon value. A card with no moons in its lower-left corner has a moon value of "0."

A CARD WITH A MOON VALUE OF "2"

When building a deck, if a player adds cards from outside of his leader's affiliation, the combined moon value of those cards cannot exceed the combined allowable limit on his leader card and inquisitor card (see "Inquisitors"). An out-of-affiliation card with the same deck indicator as a player's leader card counts against his limit.

EMISSARIES

Players looking for a quick deck-building experience can use emissary cards. Both players must agree to use emissaries before playing a game. When building a deck with emissary cards, players perform the following during step 3 of setup:

EMISSARY SET INDICATOR

- **Add People Cards:** Each player adds the three cards without a deck indicator of his chosen people to his deck.

- **Choose an Emissary:** Each player chooses an emissary card and places it in his leader area, making sure both his leader card and emissary card are visible (see "Covering Cards Diagram" on page 11 of the rulebook). Then, he adds all cards with his emissary's set indicator to his deck.

INQUISITORS

Players looking for even more variety when deck building can use inquisitor cards. Inquisitor cards increase a player's options when building a deck, provide special power text that can affect an entire game, or both. Both players must agree to use inquisitors before playing a game.

Inquisitor cards have deck-building symbols similar to those on a leader card (see "Card Anatomy" below). When building a deck with an inquisitor, a player adds his inquisitor's deck-building symbols to his leader's deck-building symbols to determine his deck's size requirement and moon value limit.

INQUISITOR AFFILIATION SYMBOL

A player places his inquisitor card in his leader area with his leader card during step 3 of setup.

CARD ANATOMY

XELETHOTIRAS
GENIUS OF THE HOAX
30 | 10
LEADER OF THE HOAX
The Hoax will ... ploy their insight, knowledge, and ... tricks to triumph over the ignorant ... um must prevail.
Illus. Franz Vohwinkel
H | 00

RAZOR-MIND
ROYAL INSPECTOR
... may di... ny cards as if they had ... PLACE icon.
+5 | +5
INQUISITOR
The royal heir expects results. Weakness cannot be sho... the face of the enemy: prov... worthiness!
Illus. Darrell Riche
412

1. Card Name
2. Title
3. Card Type
4. Special Power Text
5. Deck-Building Symbols
6. Flavor Text
7. Deck Indicator
8. Affiliation Symbol
9. Card Number

BUKA FAMILIES

Players looking to play with their favorite people deck and still experience the Buka can use Buka families. Both players must agree to use Buka families before playing a game. If they agree, each player chooses a family and shuffles it into his deck during step 3 of setup.

Buka Family Indicator

The Buka deck can be divided into six families of five cards each. Each family is denoted by the numbers 1 through 6 next to the card's deck indicator in the lower-right corner of the card.

If players include Buka families in a custom deck, those Buka cards count toward that deck's card and moon limits. If players include Buka families in a people deck, those Buka cards do not count toward that deck's card and moon limits.

ADDITIONAL RULES

The following rules apply to cards used only when deck building.

THE REPLACE ICON ↥

During his Leadership phase, a player may discard one card with the replace icon instead of playing a Leadership phase card (see "Leadership Phase" on page 1). If he discards a card with the replace icon in this way, he then draws one card from his draw deck.

HYLA CARDS

A player may play one Hyla card during his Leadership phase instead of any other Leadership phase card (see "Leadership Phase" on page 1). To play a Hyla card, he places the card faceup in the Hyla influence area, reads any special power text on that card aloud, and resolves its special power text at the appropriate time (see "Types of Special Power Text" on page 3). The Hyla influence area is a shared area located on the board between each player's support area. Hyla cards in the Hyla influence area are active until discarded from play.

If the current player plays a Hyla card and an active Hyla card is already in the Hyla influence area, the owner of the active card discards that card before the current player places his card in the Hyla influence area. Hyla cards in the Hyla influence area are not discarded at the end of a fight.

INTERFERENCE CARDS

A player may play an interference card in response to his opponent's actions, as indicated on each individual interference card. To play an interference card, he places it faceup in his discard pile and immediately reads and resolves the special power text on that card.

If a player's card is CANCELED with an interference card, the canceled card is not played, and he immediately places it in his discard pile.

ADDITIONAL RULES

Players can use three additional card types, Crystal cards, Tutu cards, and Spirit cards when building a deck. Tutu and spirit cards do not have any specific rules and follow normal rules for cards and special power text. Crystal cards are used only when playing multiple games (see "Achievement Cards" on page 7).

If players wish to use the same card in multiple decks, they can use copies of that card from additional boxes of *Blue Moon Legends*. However, players cannot include more than one copy of each card in a single deck, even if they have more than one box of the game.

TOURNAMENT RULES

Players must follow these rules when participating in a tournament.

MULLIGANS

After step 7 of setup, each player may return any number of cards from his hand to the top of his draw deck, shuffle his deck, allow his opponent to cut his deck, and then draw that many cards. Each player cannot mulligan more than once per game.

BACKTRACKING

If the current player is forced to backtrack (see "Backtracking" on page 2) and has learned any previously unknown information, such as by drawing a card from his draw deck or by his opponent playing an interference card, the current player may be penalized. Penalties are determined by the tournament organizer before each tournament.

DECK-BUILDING EXAMPLE

OUT

IN

Nicholas wants to build a deck, and decides to start with the game's Terrah deck. He is able to add "Drowning Rain Storm," "Bashdin," and "Catusan" from the Aqua, Flit, and Hoax decks, respectively, without those cards' moon values counting against his leader's limit. He decides to add only "Drowning Rain Storm."

If Nicholas decides to keep "Caterpillar Eartheroder," "Mad Mike Magpie," and "Flash the Incendiary" in the Terrah deck, they will count against his leader's moon value limit. Flash will help in Fire fights and Mad Mike is a powerful card, so he decides to keep both of them. He takes "Caterpillar Eartheroder" out of the deck. The mutant "Ras-mus-Pan" is not of the same affiliation, but has a moon value of 0.

Nicholas wants to add "Scorch the Inflammable," "Launch Burning Earth," and "Launch Rain of Fire." He can include them without exceeding his leader's moon value limit, but he needs to remove three more cards. He decides to take out "Rocara," "Sonatos," and "Torana." He shuffles his new deck thoroughly and gets ready to play.

THE ELEMENT CARD

This card represents the contested element during fights. When a player starts a fight and announces his power for the first time, he places the element card with the respective element faceup and within easy reach of both players. If the contested element changes during a fight, players flip the element card to represent the change.

MULTIPLE GAMES

Blue Moon Legends can be played over a series of games, called a MATCH, with players vying for victory points called CRYSTALS. When a player wins a game, he gains one crystal for winning. Then, he gains a number of crystals equal to the number of dragon figures he has on his side. For example, if a player wins a game by attracting enough dragons, he gains one crystal for winning and three crystals for his dragons, for a total of four crystals.

The loser of the previous game starts the next game. Matches are played to five crystals.

ACHIEVEMENT CARDS

Achievement cards can only be used while playing a match (see above).

A player may play one achievement card during his Leadership phase instead of any other Leadership phase card (see "Leadership Phase" on page 1). To play an achievement card, he places it faceup in the achievement area, next to his leader card, reads any special power text on that card aloud, and resolves its special power text at the appropriate time (see "Types of Special Power Text" on page 3). Achievement cards are active until discarded from play.

If a player plays an achievement card and his opponent has one or more cards in the achievement area, each player must discard one achievement card.

DRAFT VARIANT

Experienced players looking for variety or a new way to play *Blue Moon Legends* can try optional drafting rules. Drafting rules present players with new challenges and decisions in building a deck, all while they compete against their opponent(s) for the best cards available.

If players decide to use the "Multiple Games" option while drafting, they must agree to do so before drafting any cards.

DRAFTING

To draft, players perform the following steps:

1. Shuffle a number of 33-card people decks together based on the "Drafting Setup" table. Include all cards with that people's affiliation symbol and the mutant in that people's deck. Do not include leader cards and out-of-affiliation cards from that deck.

2. Deal a number of cards to each player based on the "Drafting Setup" table. Set aside all remaining cards in a pile so that they are easily accessible.

3. Each player looks at the cards dealt to him and chooses one. He places the chosen card facedown in front of himself and then passes the remaining cards facedown to the person to his right.

4. After each player has passed his cards, he looks at the new cards passed to him and chooses one. He places it facedown in front of himself and then passes the remaining cards facedown to the person to his right.

5. Repeat step 4 until each player passes two cards.

6. After a player is passed two cards, he chooses one, places it facedown in front of himself, and then places the last card facedown in a discard pile between all players. All players place their last card in the same discard pile. Players cannot look at any card in the discard pile at any time.

7. Retrieve the pile of cards set aside in step 2. Then, repeat steps 2–6 with each player passing to his left. Repeat this process, alternating the direction of passed cards each time, until players have drafted for a number of rounds equal to that shown on the "Drafting Setup" table.

8. If there are fewer than six players, retrieve the pile of cards set aside in step 2 and deal four cards to each player. Follow steps 3–6 one more time. If there are any cards left in the pile set aside in step 2 afterward, place those cards in the discard pile. If there are six players, place any cards left in the pile set aside in step 2 in the discard pile. Each player will have a number of cards equal to that shown on the "Drafting Setup" table.

DRAFTING SETUP

No. of Players	No. of People Decks	No. of Cards Dealt	No. of Rounds	Cards after Drafting
2	3	5	9	39
3	4	5	8	35
4	6	5	9	39
5	7	6	7	38
6	9	7	7	42

After step 8, return all cards in the discard pile to the game box.

Note: If there are two, three, or five players and they use the Buka as one of the people decks, each player is dealt three cards during step 8 and will have one less card after drafting than what is shown on the "Drafting Setup" table.

Players may look at the cards they have chosen at any time during the draft. Players cannot look at another player's cards at any time.

BUILDING DECKS

Players build their decks using only the cards they chose while drafting. The restrictions to building a deck when drafting are as follows:

- All decks must have exactly 30 cards.

- A deck may contain any number of cards from any number of peoples.

- There is no limit to a deck's moon values.

- Leader, emissary, and inquisitor cards are not used. (Players place leadership cards in the leader area as normal.)

PLAYING DRAFT GAMES

Players follow all rules in this rulebook when playing a game with decks built using drafting rules. If more than one game is being played simultaneously after drafting, players can use any objects available to represent dragons.

If players decide to use the "Multiple Games" rules, they may change their decks between each game using any unused cards they acquired when drafting. When changing their decks, players must follow the deck-building rules above.

COMPLETE QUICK REFERENCE

PHASES OF A TURN

1. BEGINNING PHASE
- Resolve special power text.
- Use the retrieve icon on active cards.
- Discard active bluff cards.
- Land ships.

2. LEADERSHIP PHASE
- Perform 1 of the following:
  » Play 1 leadership, Hyla, ship, or achievement card.
  » Use the replace icon on 1 card.

3. ENGAGEMENT PHASE
- Perform 1 of the following:
  » Start a fight.
  » Decline to start a fight.
  » Continue a fight.
  » Retreat from a fight.

4. CHARACTER PHASE
- Play 1 character card.

5. BOOSTER/SUPPORT PHASE
(If it is the first turn of a fight, players cannot play a card in the Booster/Support phase unless aided by an effect.)
- Perform 1 of the following:
  » Play 1 booster, support, or bluff card.
  » Load 1 card onto a ship.

6. POWER PHASE
- Announce total power.

7. REFRESH PHASE
- Draw up to six cards.

8. END PHASE
- Resolve special power text.

ICON REFERENCE

SHIELD
A shield next to the power value of an active card allows the current player to ignore his opponent's power value.

STOP
If a player plays a card with the stop icon, he may not play any further cards that turn.

RETRIEVE
A player may return any number of active cards with the retrieve icon to his hand during his Beginning phase.

FREE
Cards with the free icon do not count toward character, booster, and support card limits.

PAIR
If a player has two cards with the pair icon and an identical first word in their names, he may play both cards.

GANG
If a player has two or more character cards with the same color gang icon and an identical first word in their names, he may play any number of those cards.

PROTECT
Active cards with the protect icon cannot be affected by opposing effects.

BLUFF
A player may play a card with the bluff icon as a support card with a printed power value of two in the contested element.

REPLACE
During his Leadership phase, a player may discard one card with the replace icon and draw one card from his draw deck.

POSSIBLE ACTIONS DURING THE OPPONENT'S TURN
- Play interference cards.
- Call an opponent's bluff during his Power phase, after he announces his power.

FREQUENTLY OVERLOOKED RULES
- Leadership cards are discarded into the leader area.
- A card with a free icon that is not ignored is a **FREE** card.
- A card with a protect icon that is not ignored is a **PROTECTED** card.
- When an effect causes a player to put a card into his hand, for whatever reason, he "takes" the card into his hand.
- Buka character cards played from a landed ship gain the free icon.

AFFILIATION SYMBOLS

Vulca	Hoax	Mimix	Flit	Khind	Terrah	Pillar	Aqua	Buka

Mutant	Inquisitor	Emissary	Hyla	Tutu	Crystal	Interference	Spirit