



Astronomica
Trading Card Game
BEGINNER'S GUIDE



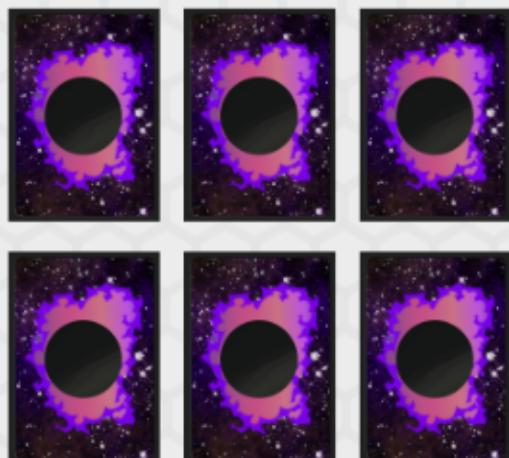
Welcome to Astronomica!

This **Beginner's Guide** will teach you all you need to know in order to play a game of **Astronomica**. If you need more help, a full rulebook is available on [The Game Crafter](#)!

Starting The Game

- The only thing a player needs to play is:
 - A 30 Card **Main Deck**
 - This is where your **Units**, **Events**, and **Munitions** cards go.
 - A 6 Card **Planet Deck**
 - This is where your planet cards go.

Each player starts the game with **6 Life**; to win, reduce your opponent's life to 0! You also win if your opponent cannot draw.

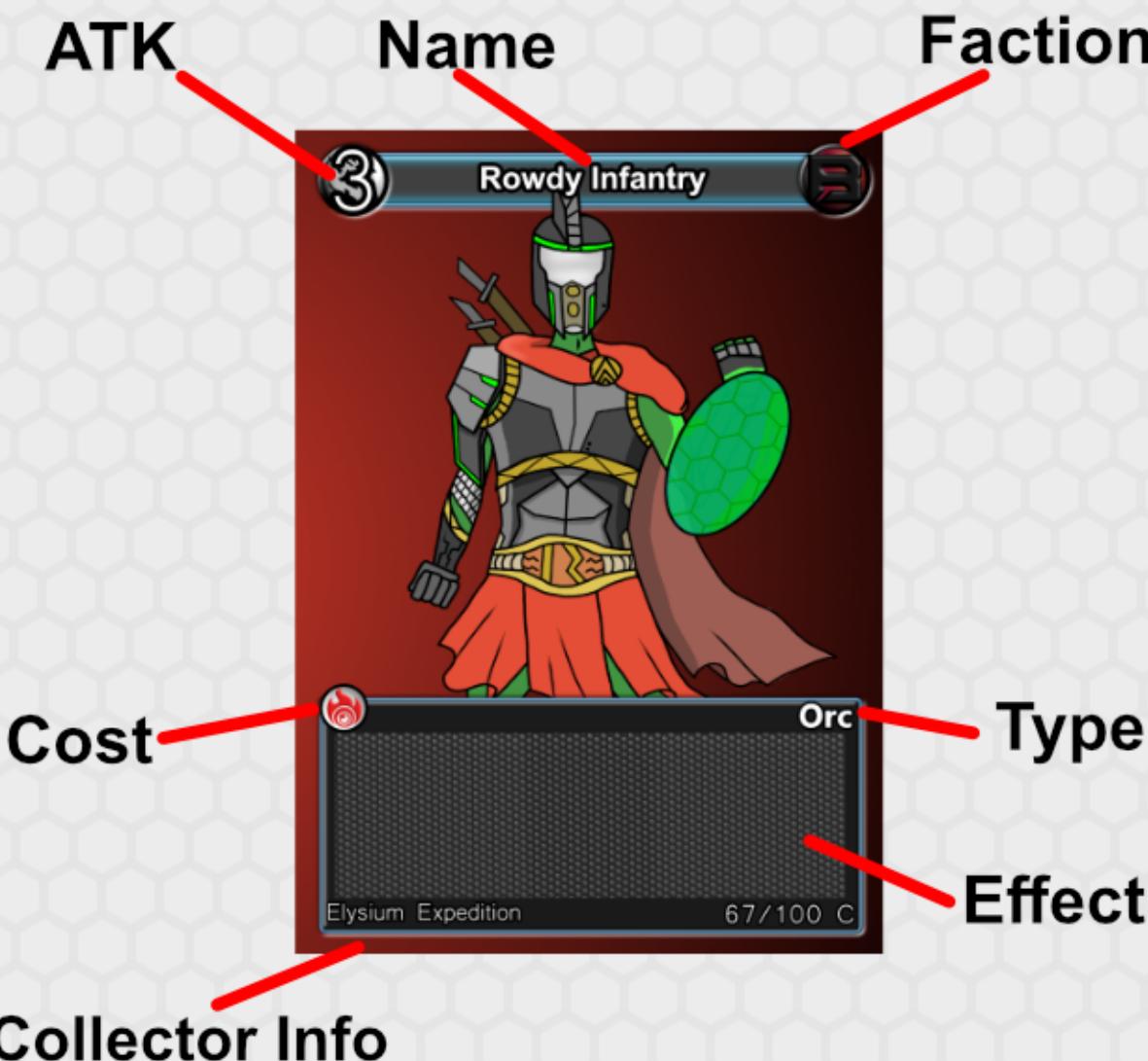


To start a game, decide who goes first; then, both players place all 6 cards in their planet decks on the field face-down, in a 2x3 Grid (Pictured Here)

Both players draw 5 cards; then, the player going first flips a planet face-up, followed by the player going second. Then, the game begins.

Unit Cards

Units are the characters that fight with you in order to defeat your opponent!

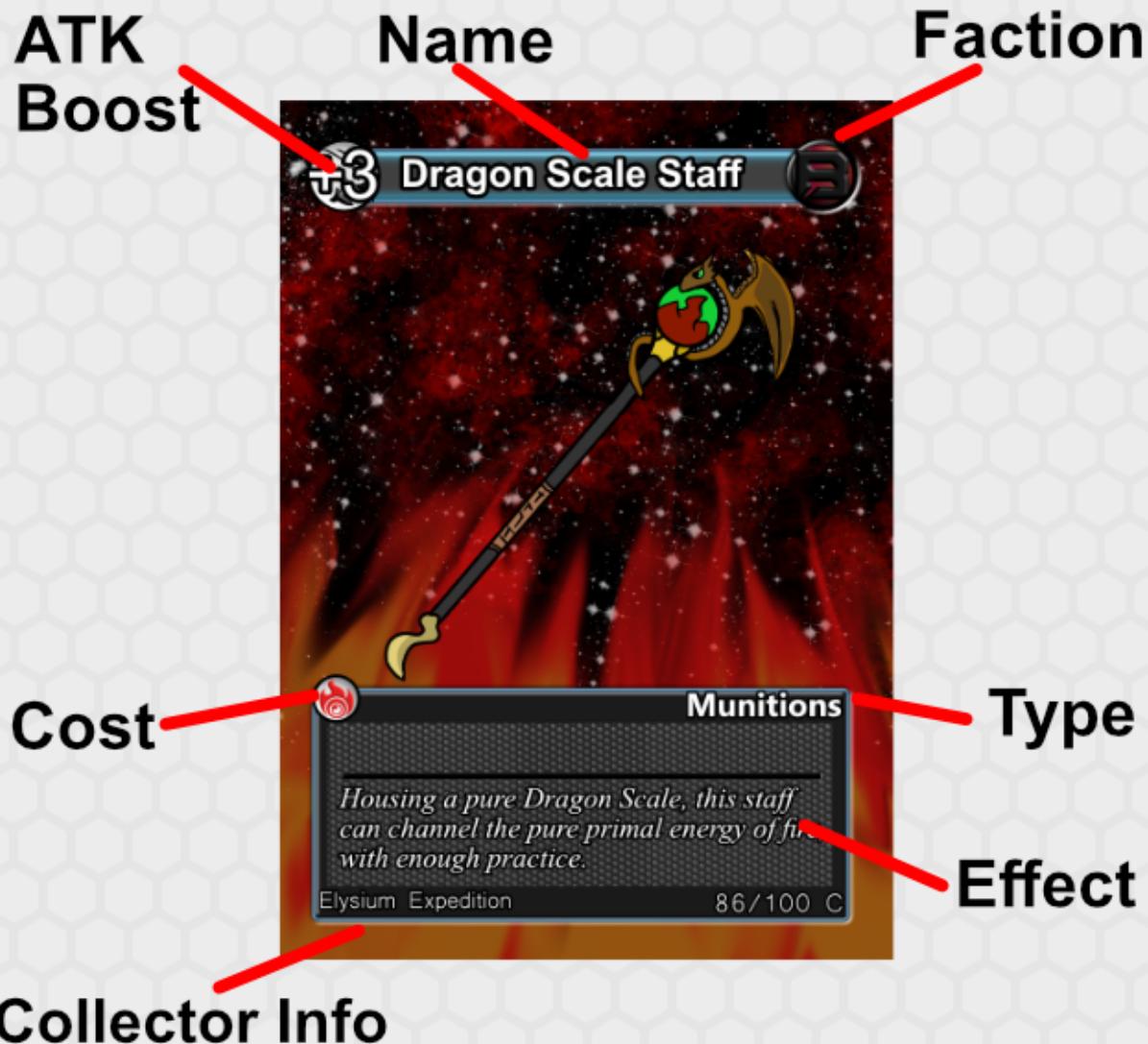


You can only play 1 Unit to each planet you control.



Munitions Cards

Munition Cards are equipped to **Units** to boost their **ATK**, and sometimes, they have additional powerful effects!



A Unit may be equipped with **any number** of **Munitions** at a time, if the planet can support it!

Event Cards

Event Cards have powerful **abilities** which are activated the **instant they hit the field!** Plus, they leave the field after use (unless they're an Ongoing Event), **leaving you open resources for more plays!**

Name

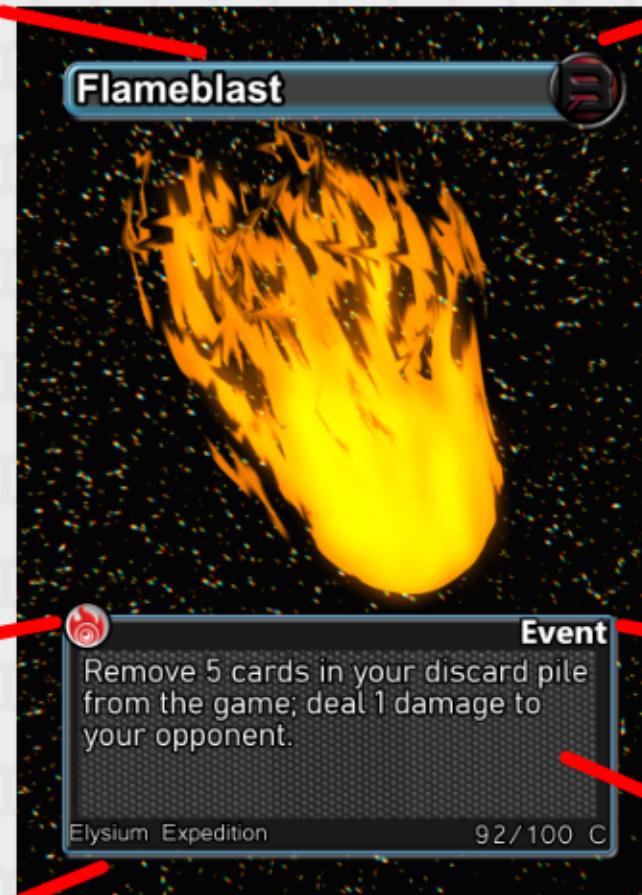
Faction

Cost

Event Type

Collector Info

Effect



Factions

The Galaxy is split up into different Factions; and so are the cards! **Certain cards only interact with cards of the same faction**, so it's important in game as well!



Legion Corps

A Mid-Range Play-style; big Units and unique events.



Babylon Force

Aggressive Play-style; go big, or go home.



Kakytos Council

A Control/Combo Play-style; grab control of the field, and don't let go.

The Field

Here's a run-down of **your side** of the field during a game of **Astronomica!**



1 - Discard Pile: This is where destroyed cards, are cards discarded to Explore go.

2 - Field: This is where the Planet Deck is split and placed face-down at the start of the game. You play cards here on planets as they are flipped face-up throughout the game.

3 - Main Deck: This is where your Main Deck goes. When it's empty, you lose.

How to Play Cards

- **Planets** generate resources, which are used by the cards played on the planet. Cards which stay on planets will constantly use those resources. (For example, Units, Ongoing Events, and Munitions.)
- **Events** require the planet to have the right resources open in order to be played, but they leave the field after use, allowing you to use those resources again on the same turn.

Example Below:



Planet Generates:



Combined Card Cost:



The combined cost of **Frost Pillars of Io**, **Spell Shield**, and **Spellbook Warlock** can all be supported at the same time by Kakytos Cluster. Order doesn't matter. **3**

- Now using that previous example, you could have played an event before playing any of those cards, because after an Event leaves the field the resources it needed are open!
- Each faction uses 3 Resources; two shared with other factions, and one unique to itself. There are no restrictions on mixing cards of different factions, so you can make interesting decks from combinations!



Iron



Mythril



Gold



Firescale



Aurelite



Runestone



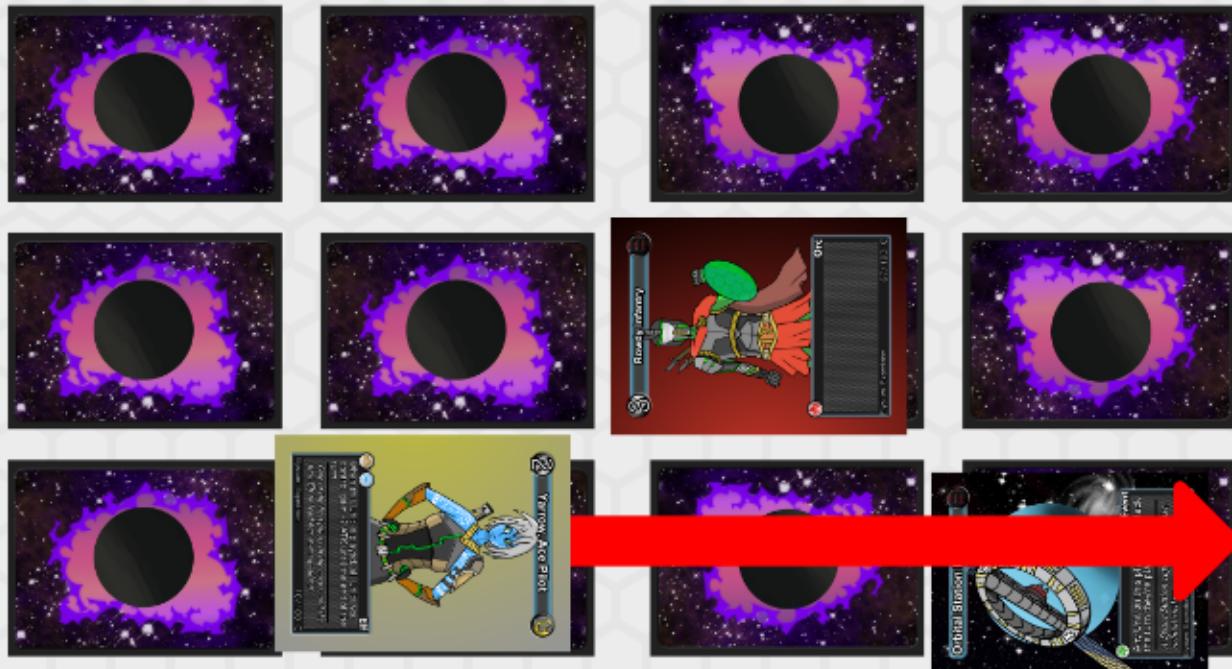
Discard X

- There is also one other resource, known as **Discard X**. It requires you to discard X amount of cards when that card is played from the hand; ignore that cost when moving the card.



Battling

Units can attack the turn after they're played. Units attack in a column; if there is no opposing Unit in the column, Units attack the opponent **directly**, and deal **1 Damage** unless stated otherwise by a card effect.



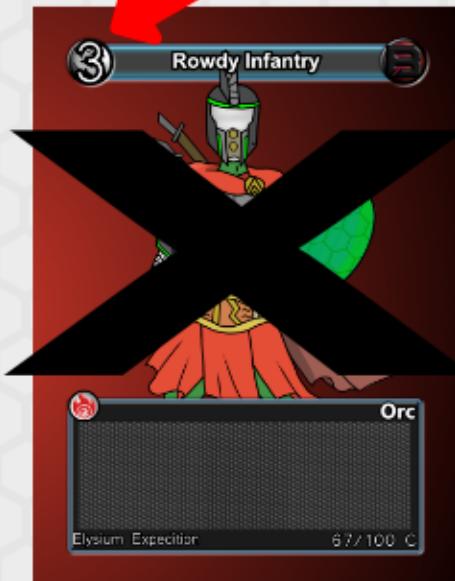
Here, Yarrow can attack directly, because there is no Unit in the row across from her. Even if there is an ongoing Event or a face up Planet, if there is no Unit, the opponent is attacked directly.

Units on the first turn of the entire game, can't attack no matter what.

When 2 Units battle each other, only their **Attack Stat** is compared.



When 2 Units battle, the Unit with the **higher Attack wins**.



If 2 Units with the same Attack battle, they **both are destroyed**.

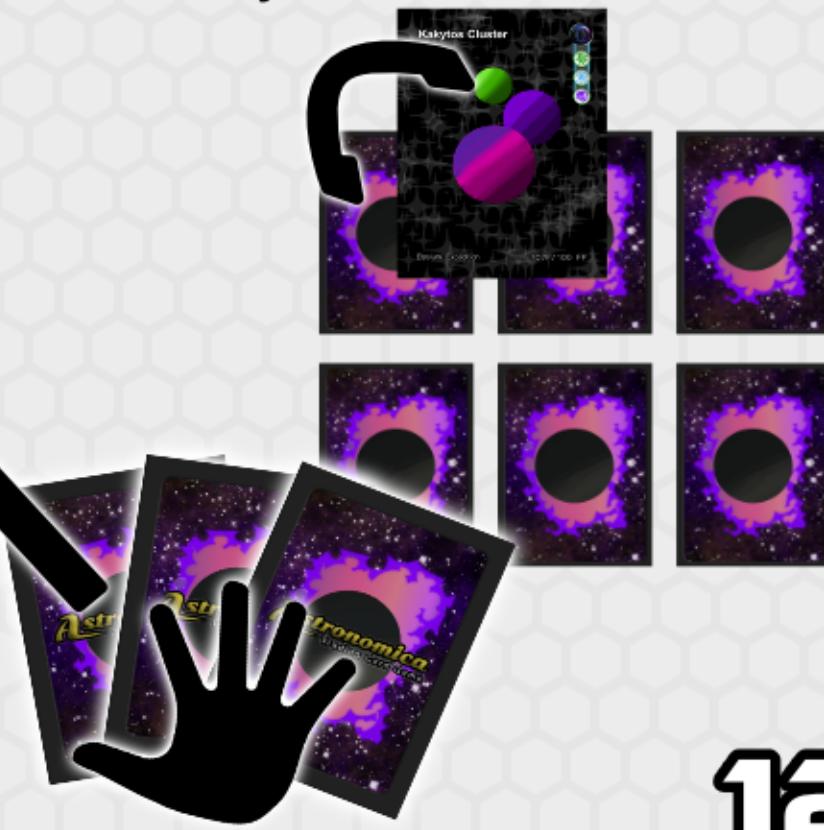
Taking Your Turn

Turns in Astronomica are free-form; the only thing you must do first, is **draw a card**. (Unless it's the very first turn of the game, then you don't draw.)

Afterwards, there's a few things you can do:

- Exploring

Exploring is how you can flip up the face-down planets you control. You can only explore one planet per turn, by discarding a card in your hand, and then flipping any face-down planet face-up. That planet can be used immediately.

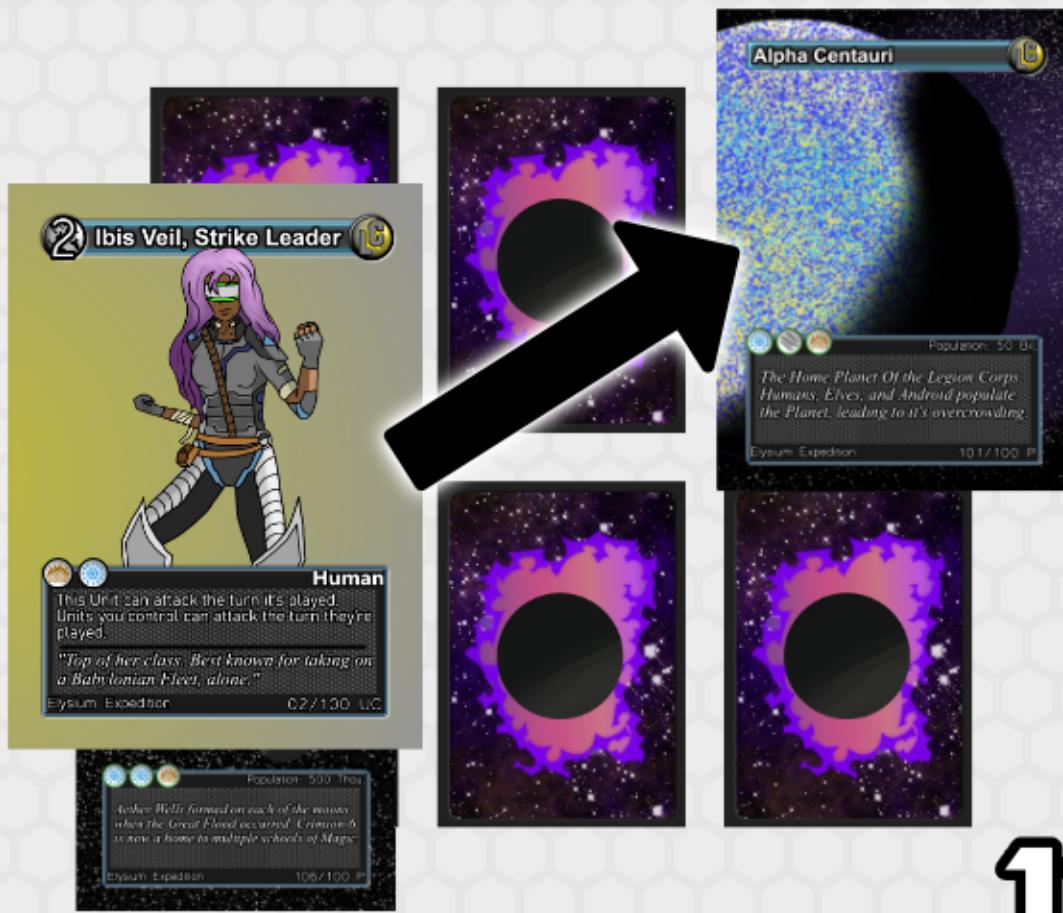


- Playing Cards

There is no hard limit to how many cards can be played each turn, provided you have the resources to play them.

- Moving Units

Once per turn, you can move a Unit (and it's attached Munitions) to a planet which generates the resources needed to support them, before they attack. Ongoing Events cannot move, and Munitions cannot move by themselves.



How To Win

There are only three ways to win;

- Reduce your opponent's Life to 0.
(In a normal game, each player starts at 6 Life.)
- Your opponent cannot draw any cards.
- By a specific card's effect.

Deck Construction

As stated previously, each player has two decks.

- The **Main Deck** consists of 30 cards, and contains your **Units**, **Events**, and **Munitions**. You can run up to 3 copies of a card that goes in this deck.
- The **Planet Deck** consists of 6 cards, and only contains the **Planets** distributed on your field at the start of the game. You can run 2 copies of each planet.

Try to balance the card types!

Closing Notes

Thanks for taking the time to try and understand the game of Astronomica. Card Games have always been a passion for me throughout my entire life, and to have an actual game which embodies all my progress in art and design is something I'm proud of; along with all of you who have decided to check the game out along the way. So, thank you.

- Aether

(Oh, and also, there's a more detailed rulebook available online if you have more questions that need answers.)

Special thanks to **Leon**, the **HTCG Community**, and **Game-icons.net** for their icons(CC BY 3.0). Wouldn't be here without you!

Astronomica

Trading Card Game

There is a more detailed rulebook that's available for free, on The Game Crafter, along with Battle Videos on the Channel!

