BLUE MOON™
LEGENDS

RULEBOOK

INTRODUCTION

The Night of Doom was an event none of Blue Moon City's people would soon forget. That fateful night saw the fall of the Golden Dragon, which some say was the direct cause of all that followed. Before sunlight had touched the towers of that proud city once more, the old King had drawn his last breath; Blue Moon, the creator of all things, had vanished; the Holy Crystal of Psi had shattered into myriad pieces; and Blue Moon City was plunged into chaos.

Now the three elemental dragons, the only divine creatures remaining in the world, guard the fragments of the crystal. The two royal heirs, Prince Roland and Princess Elinor, vie for the crown. Each blames the other for killing the Golden Dragon and bringing disaster to the world.

The peoples of Blue Moon City know not who to follow, but whoever can rally them and claim the throne will gain the power to restore the Holy Crystal of Psi and, hopefully, convince Blue Moon to return.

HOW TO USE THIS RULEBOOK

This rulebook is written assuming players are new to *Blue Moon Legends* and includes all of the rules players need to play. Before reading any further, gather the game board, plastic dragon figures, and cards for the Vulca and Hoax decks. These cards can be identified by the deck indicator on them (see step 3 of setup on page 4). Return all other game components to the game box.

Do not read the advanced concepts booklet until you are comfortable playing the game or have a question that cannot be answered in this rulebook.

OVERVIEW

In *Blue Moon Legends*, players assume the role of the two royal heirs fighting for the throne of Blue Moon City. To gain the crown, players must earn the favor of the three elemental dragons, last of the world's deities. Each fight matters, as the dragons are easily swayed. To achieve their goal, players can rally a number of different peoples to their side, emissaries from foreign lands, and more.

OBJECT OF THE GAME

Players compete in a series of fights, attempting to beat their opponent's power each turn. The winner of a fight has the opportunity to attract dragons, and the player with the most dragons at the end of the game will rule Blue Moon City and win the game!

GAME COMPONENTS

1 Game Board

1 Advanced Concepts Booklet

296 People Cards

3 Plastic Dragon Figures

9 Plastic Crystals

10 Mutant Cards

7 Interference Cards

8 Tutu Cards

8 Hyla Cards

4 Inquisitor Cards

4 Emissary Cards

3 Achievement Cards

4 Spirit Cards

1 Element Card

The People of Blue Moon

Though only a small part of the world, Blue Moon City is home to many peoples. The first two peoples that players encounter are the Vulca and Hoax.

The Vulca are a people of fiery passion and magic and are closest to Lika, the Fire Dragon. Before the Dark Age, they tended the Fire Temple and helped others in learning magic spells. Now the Fire temple lies in ruins, and the Vulca seek to bring peace to Blue Moon City through their magic and fire.

The Hoax are a people of quiet wisdom and are Blue Moon City's scholars and historians. They once entertained the peoples with stories in the city's courtyard and shared their esoteric knowledge with any who wished to learn. The Hoax prefer to avoid conflict, believing patience and reflection will lead to a tranquil resolution.

Core Rules

Setup

Before playing, set up the game as follows:

1. **Prepare the Game Board:** Place the game board faceup between the players.

2. **Prepare the Dragons:** Place the three dragon figures in the center of the game board.

3. **Choose Decks:** Each player chooses a people deck and takes all 31 cards with that people's deck indicator (see below). Note, each people deck includes a few cards from other peoples. If this is a player's first game, players choose between the Vulca and Hoax decks, designated by a "V" and an "H" in the lower-right corner, respectively.

<div align="center">

VULCA DECK INDICATOR   **HOAX DECK INDICATOR**

</div>

4. **Shuffle Decks:** Each player places his deck's leader card faceup in his leader area and shuffles his deck thoroughly. Then, he places it facedown in his draw deck area (see "Setup Diagram" below).

5. **Cut Decks:** Each player may cut or shuffle his opponent's deck and return it to the draw deck area.

6. **Determine the First Player:** Randomly determine who goes first.

7. **Draw Starting Hands:** Each player draws a starting hand of six cards from his draw deck.

SETUP DIAGRAM

1. Game Board
2. Dragons
3. Support Area
4. Combat Area
5. Draw Deck
6. Discard Pile
7. Leader Card

Playing the Game

A game is played over a series of turns. The player taking a turn is the **current player**. During their turn, players can start fights that last across multiple turns and end when one player retreats.

Each turn consists of the following phases:

1. **Beginning Phase:** Players resolve beginning of turn special power text. The current player may use the retrieve icon on his active cards.

2. **Leadership Phase:** The current player may play one leadership card.

3. **Engagement Phase:** If there is no existing fight, the current player chooses whether to start a fight or decline to start a fight. If there is an existing fight, he chooses whether to continue the fight or retreat from the fight.

4. **Character Phase:** The current player plays one character card to start or continue a fight.

5. **Booster/Support Phase:** The current player may play one booster card or one support card. If it is the first turn of a fight, he cannot play cards during this phase.

6. **Power Phase:** If it is the first turn of a fight, the current player announces his total power value in the element of his choice. Otherwise, he announces his total power value in the contested element. His total power value must be equal to or greater than his opponent's current power value.

7. **Refresh Phase:** The current player draws cards from his draw deck until he has six cards in his hand.

8. **End Phase:** Players resolve end of turn special power text.

After the End phase, the turn ends and a new turn begins with the opposing player as the current player.

CARD TEXT

Card text that has an effect on the game or other cards is called **special power text**. Special power text in *Blue Moon Legends* is written to be read aloud; "I" refers to the owner of the card, and "you" refers to the opponent. When playing a card, a player places the card in its appropriate area and reads its special power text aloud to his opponent.

CARD ANATOMY

1. Card Name
2. Title
3. Fire Element Power Value
4. Earth Element Power Value
5. Shield Icon
6. Icon
7. Special Power Text
8. Card Type
9. Moon Value
10. Flavor Text
11. Deck Indicator
12. Affiliation Symbol
13. Card Number

BEGINNING PHASE

During this phase, the current player resolves any active cards' special power text that contains the phrase "during my Beginning phase." To RESOLVE special power text, players act according to the instructions written on the card. Any faceup card in the combat and support areas that is not entirely covered by another card is ACTIVE (see "Covering Cards Diagram" on page 11).

The current player may also return any number of his active cards with the retrieve icon to his hand during this phase (see "Retrieve" on page 9).

LEADERSHIP PHASE

During the Leadership phase, the current player may PLAY one leadership card on his leader card, making sure all printed text above the leader card's art is still visible (see "Covering Cards Diagram" on page 11). To play a leadership card, the current player places the card faceup in the appropriate location, reads the leadership card's special power text aloud, and resolve its special power text at the appropriate time. A player cannot play more than one leadership card per turn.

Leadership cards are active only during the turn they are played. Leadership cards remain in the leader area, even if they are no longer active.

ENGAGEMENT PHASE

During this phase, the current player has a number of choices depending on the game state. If there is no existing fight, he chooses one of the following:

- **Start a Fight:** If a player starts a fight, he immediately proceeds to the Character phase.

- **Decline a Fight:** If a player declines to start a fight, he discards one, two, or three cards from his hand and then draws cards from his draw deck until he has six cards in his hand. Then, his turn immediately ends, and a new turn begins with the opposing player as the current player.

If there is an existing fight, the current player chooses one of the following:

- **Continue the Fight:** If a player continues the fight, he immediately proceeds to the Character phase.

- **Retreat from the Fight:** If a player cannot meet his opponent's total power value or chooses not to continue the fight, he announces his retreat and immediately proceeds to the dragon step (see "Retreating" on page 7).

CHARACTER PHASE

During the Character phase, the current player must play one character card in his combat area. A player cannot play more than one character card per turn. Character cards remain active until they are covered by a new character card on the following turn or discarded from play.

BOOSTER/SUPPORT PHASE

During this phase, the current player may play one booster card or one support card. A player cannot play more than one card in the Booster/Support phase per turn.

If the current player plays a booster card, he places it faceup in his combat area partially covering any active cards already there (see "Covering Cards Diagram" on page 11). Booster cards remain active until they are covered by a new character card on the following turn or discarded from play.

If the current player plays a support card, he places it faceup in his support area next to any support cards already there (if any). Support cards remain active until they are discarded from play.

If a player starts a fight, he cannot play booster or support cards the turn in which he starts the fight.

POWER PHASE
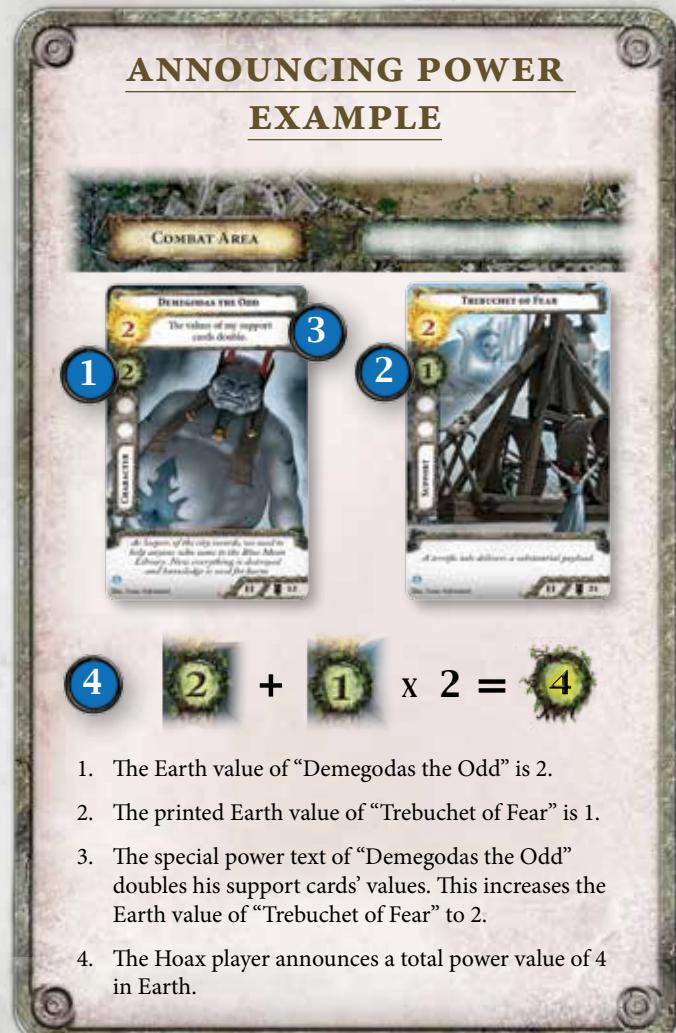
During this phase, the current player announces his total power in the contested element. The CONTESTED ELEMENT is the element, either Fire or Earth, the fight is being disputed in. All active cards can affect a player's total power value. When determining his total power, the current player first applies all effects that modify printed values. Then, he applies all effects that modify a card's individual power value. Finally, he applies all effects that modify his total power value.

If it is the first turn of a fight, the current player declares the contested element of that fight, either Fire or Earth, and announces his total power value in that element.

If it is not the first turn of a fight, the current player must announce his total power in the contested element. His total power value must equal or exceed his opponent's current total power value.

REFRESH PHASE

During the Refresh phase, the current player draws cards from his draw deck, one at a time, until he has six cards in his hand. If he already has six or more cards in his hand, he does not draw any cards.

ANNOUNCING POWER EXAMPLE

1. The Earth value of "Demegodas the Odd" is 2.

2. The printed Earth value of "Trebuchet of Fear" is 1.

3. The special power text of "Demegodas the Odd" doubles his support cards' values. This increases the Earth value of "Trebuchet of Fear" to 2.

4. The Hoax player announces a total power value of 4 in Earth.

END PHASE

During this phase, players resolve any active cards' special power text with the phrase "during my End phase" or "during your End phase."

RETREATING

If a player retreats during his Engagement phase or is forced to retreat at some other time during a fight, players perform the following steps:

1. **Dragon Step:** The player who is not retreating **ATTRACTS** one dragon (see "Attracting Dragons"). If he has a total of six or more cards in his combat and support areas, he attracts two dragons instead.

2. **Discard Step:** Each player discards all cards in his combat and support areas and places them faceup on his discard pile. If a leadership card was played this turn, it is no longer active.

3. **Refresh Step:** Each player draws cards from his draw deck until he has six cards in his hand. If he already has six or more cards in his hand, he does not draw any cards.

4. **End Step:** The current turn and the fight end immediately. Then, the retreating player begins a new turn as the current player.

ATTRACTING DRAGONS

If all three dragons are on the game board when a player attracts a dragon, he may choose any dragon on the game board and place it next to his leader card. If the opposing player has one or more dragons, the player attracting a dragon must move one of the opposing player's dragons onto the game board instead of moving a dragon to his own side. If a player attracts multiple dragons, he must move all of the opposing player's dragons onto the game board before he can move any to his own side.

RETREATING EXAMPLE
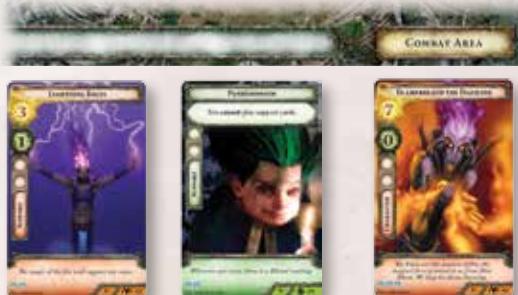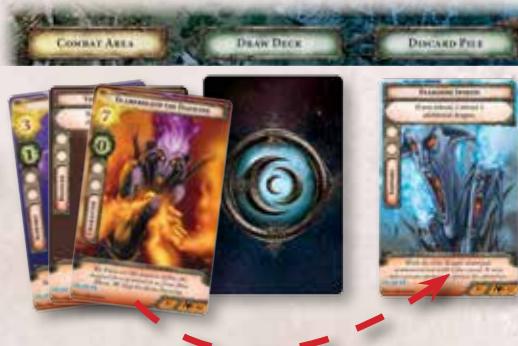
(1 CARD)   **(1 CARD)**   **(5 CARDS)**

1. The Hoax player plays the leadership card "Muster Reinforcements," allowing him to draw five cards. The Hoax player then realizes he will be unable to create a high enough power value this turn to match the Vulca player's power value, even with the extra cards. He is forced to retreat.

2. The Vulca player has five cards in his combat area and two cards in his support area, for a total of seven cards. He attracts two dragons.

3. The Hoax player has one dragon; two dragons are on the game board. The Vulca player attracts his first dragon by moving the Hoax player's dragon to the game board.

Then, the Vulca player attracts his second dragon, choosing any one dragon on the game board and moving it to his side.

4. Both players discard all cards in their combat and support areas, moving them to their respective discard pile.

Now, the Hoax player has ten cards in his hand because he drew cards with his leadership card. The Vulca player has six cards in his hand because he refreshed his hand at the end of his previous turn. Neither player draws any cards.

The turn and fight end. The Hoax player retreated, so he begins a new turn and gets the choice of starting or declining to start the next fight.

WINNING THE GAME

A game ends in one of the following ways:

- When a player has three dragons on his side and would attract a fourth dragon.

- After a fight in which a player played or discarded the last card in his hand and draw deck.

- After a player declines to start a fight and has no cards in his hand and draw deck.

When a game ends, the player with the most dragons wins! If all three dragon figures are on the game board, the player who had cards in his hand last wins!

WINNING THE GAME EXAMPLE

1. The Vulca player plays the character card "Glimmer" during his Character phase.

2. Then, he plays his last card, "Fireblast," during his Booster/Support phase. Even though he has no more cards in his hand or draw deck, both players continue the fight.

3. The Vulca player announces a total power value of 5 in Earth, exceeding the Hoax player's current total power of 4. He has no more cards in his deck, so he cannot draw cards during his Refresh phase. He finishes his turn.

4. The Hoax player plays the character card "Helkomedes the Rhetorician" during his Character phase. He doesn't play any other cards, but has "Ballista of Confusion" in his support area from a previous turn.

5. During his Power phase, he announces a total power value of 5 in Earth, matching the Vulca player's current total power, and finishes his turn.

6. The Vulca player starts his turn, but because he has no cards to play, he is unable to play a character and match the Hoax player's power value. He is forced to retreat during his Engagement phase.

The Hoax player attracts one dragon, moving the Vulca player's only dragon onto the game board. After players resolve the remaining steps of the phase, the game ends. Because all three dragons are on the game board and the Vulca player ran out of cards during the last fight, the Hoax player wins the game!

ICONS

Some cards have symbols called **ICONS**. Icons represent different effects cards can have in addition to special power text. The rules for using icons in the Vulca and Hoax decks are described in this section.

SHIELD ▼

A shield icon next to the power value of a card allows the current player to ignore his opponent's power value for that element during the current player's power phase.

STOP ✊

If a player plays a card with the stop icon, he cannot play further cards that turn. He decides whether to retreat or not, announces his power, refreshes his hand, and resolves any special power text normally.

RETRIEVE ➤

If the current player has an active card with the retrieve icon during his Beginning phase, he may return his active card with the retrieve icon to his hand. If his opponent has an active character card with the retrieve icon, the current player cannot return active character cards with the retrieve icon to his hand. The current player can still return other cards with the retrieve icon to his hand. A player may return any number of active cards with the retrieve icon to his hand each turn.

GOLDEN RULE

If the special power text of a card conflicts with the rules in this book, the card text takes precedence.

ADDITIONAL RULES

DISCARDING CARDS

If an effect requires a player to discard cards with a specific value to satisfy a condition, he cannot discard additional cards that do not contribute toward that condition. For example, if a player is required to discard cards with a total printed value of at least 3 Fire and he discards a card with a printed value of 4 Fire, he cannot discard a second card with a printed value of 1 Fire.

IGNORING CARDS

If a card is IGNORED, it retains all characteristics printed on that card, but its icons, power values, and special power text have no effect on the game. An ignored card still has a power value, but players do not apply that power value when determining total power values.

MUTANTS

Mutant cards are character cards with special power text that require specific conditions to be met before they can be played. If a mutant's condition is met, a player may play that card during his Character phase.

IGNORING CARDS EXAMPLE

1. The Hoax player begins his turn and plays "Enthrall Opposition" during his Leadership phase.

2. "Enthrall Opposition" causes the special power text on the Vulca player's "Volcanic Gauntlets" to be ignored, reducing the Vulca player's current total power to 6.

3. The Hoax player plays "Zedemikras the Brain" during his Character phase.

4. The Hoax player announces a total power value of 7 in Fire, adding the power values of "Zedemikras the Brain" and his active "Tome of Wisdom" together. He surpasses the Vulca player's current total power of 6.

COVERING CARDS

Over the course of the game, a player often places a card on top of another card, covering the cards below (see "Covering Cards Diagram" below).

COVERING CARDS DIAGRAM

Often, players must fully or partially cover their previously played cards with new cards each turn.

1. A Hoax player fully covers the character card he played on his previous turn. Only the top card is active.

2. A Vulca player partially covers the character card he played during his Character phase this turn with a booster card. When a player plays more than one card into his combat area on the same turn, he follows this placement. All cards he played that turn are active.

3. A Vulca player partially covers his Vulca leader card with a leadership card.

Rules for People Decks

Once players are familiar with the Vulca and Hoax, they can play with the additional people decks included in the game box. These decks add new rules and icons and give players more variety when playing *Blue Moon Legends*. To use a new people deck, follow all instructions under that people's section in addition to the rules in the core rules section. Add new people decks in the order they are presented, as the rules for each people deck build on the rules in the sections before it.

Mimix

These wild and free people live attuned to nature. Seeing the resultant chaos caused by the warring heirs, the Mimix believe it is time to start anew. Now they attempt to reinvigorate their bond with Blue Moon in hopes of finding a new beginning.

Now that players are comfortable with the Vulca and Hoax, they can bond with the Mimix. To bring this sisterly clan together, players prepare the game board and dragon figures as normal during setup. During the "Choose Decks" step of setup, one player takes all 31 cards with the Mimix deck indicator as his deck. The other player chooses the Vulca or Hoax deck. Then, players return all unused decks to the game box and follow the remaining steps of setup as normal.

Mimix Deck Indicator

The Mimix follow all rules described in the core rules, as well as the rules below.

THE FREE ICON ✳

A **CARD LIMIT** is the number of cards a player is allowed to play each turn. Cards with the free icon do not count toward character, booster, or support card limits. There is no limit to the number of cards with a free icon that can be played on one turn.

THE PAIR ICON

If a player has two cards with the pair icon and an identical first word in their names, he may play both cards. Playing two cards with the pair icon in this way counts as playing one card for character, booster, and support card limits.

Flit

These sky-faring people prefer the air to the ground dwellings of Blue Moon City's other peoples. While they avoid others when they can, they are content in the company of dragons or other Flit. Now they use the sky as a safe haven, entering the battles below only when it suits them.

When players have had enough of walking on the dirt, they can join the Flit in the sky. To fly free with the Flit, players prepare the game board and dragon figures as normal during setup. During the "Choose Decks" step of setup, one player takes all 31 cards with the Flit deck indicator as his deck. The other player chooses from the Vulca, Hoax, or Mimix decks. Then, players return all unused decks to the game box and follow the remaining steps of setup as normal.

Flit Deck Indicator

The Flit follow all rules described in the core rules and Mimix section.

KHIND

These fun-loving people are Blue Moon City's mischievous troublemakers. The Dark Age has transformed them from a carefree bunch to hardened gangs who will fight for what they believe in. Luckily for the other peoples of the city, the Khind still believe in fun.
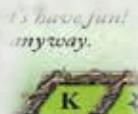
When players are ready for a challenge, they can attempt to rein in the Khind. To get the Khind's attention, players prepare the game board and dragon figures as normal during setup. During the "Choose Decks" step of setup, one player takes all 31 cards with the Khind deck indicator as his deck. The other player chooses from the Vulca, Hoax, Mimix, or Flit decks. Then, players return all unused decks to the game box and follow the remaining steps of setup as normal.

KHIND DECK INDICATOR

The Khind follow all rules described in the core rules, as well as the rules below.

THE GANG ICON 🌀 🌀 🌀 🌀

The gang icon appears in four different colors. 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. Playing multiple cards with a matching gang icon in this way counts as playing one card.

If a player has one or more active character cards with a matching gang icon and there are no other active character or booster cards in his combat area, he may play one or more character cards with the same gang icon as his active character cards without fully covering his active character cards (see "Covering Cards Diagram" on page 11 of the rulebook).
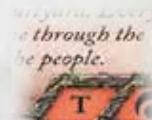
TERRAH

These strong, hard-working people are closest to Doran, the Earth Dragon. They once built Blue Moon City's structures and cultivated its fields, as well as tended the Holy Tree of Life in the Earth Temple. Now the Terrah look to use their strength and discipline to protect the natural world and prevent further destruction.

When players have had enough strife and chaos, they can learn how to be more in tune with nature and the Terrah. To study with the Terrah, players prepare the game board and dragon figures as normal during setup. During the "Choose Decks" step of setup, one player takes all 31 cards with the Terrah deck indicator as his deck. The other player chooses from the Vulca, Hoax, Mimix, Flit, or Khind decks. Then, players return all unused decks to the game box and follow the remaining steps of setup as normal.

TERRAH DECK INDICATOR

The Terrah follow all rules described in the core rules and Mimix section.

PILLAR

These wandering nomads serve as Blue Moon City's traders, bringing goods to and from foreign cultures. Less affected by the Night of Doom than other peoples of the city, the Pillar wish only to see the conflict end swiftly so that trade may resume.

When players are ready to explore a bit further than before, they can follow the Pillar into uncharted regions. To join a Pillar's caravan, players prepare the game board and dragon figures as normal during setup. During the "Choose Decks" step of setup, one player takes all 31 cards with the Pillar deck indicator as his deck. The other player chooses from the Vulca, Hoax, Mimix, Flit, Khind, or Terrah decks. Then, players return all unused decks to the game box and follow the remaining steps of setup as normal.

PILLAR DECK INDICATOR

The Pillar follow all rules described in the core rules and Mimix section, as well as the rules below.

DISCLOSING HANDS

If an effect requires a player to **DISCLOSE** his hand, that player places all cards in his hand faceup in front of himself. These cards remain disclosed until they are played or discarded from that player's hand. All cards drawn after a player's hand is disclosed are not shown to his opponent.

AQUA

These people of the water are closest to Sesha, the Water Dragon, believing water is the lifeblood of all living things. Before the Night of Doom, they tended Blue Moon City's waterways and ponds. Now they have retreated to the sea, wishing to abstain as much as possible from the conflict on land.

When players are ready to make a big splash, they can swim with the Aqua. To dive into the depths, players prepare the game board and dragon figures as normal during setup. During the "Choose Decks" step of setup, one player takes all 31 cards with the Aqua deck indicator as his deck. The other player chooses from the Vulca, Hoax, Mimix, Flit, Khind, Terrah, or Pillar decks. Then, players return all unused decks to the game box and follow the remaining steps of setup as normal.

AQUA DECK INDICATOR

The Aqua follow all rules described in the core rules and Mimix section, as well as the rules below.

THE PROTECT ICON

Active cards with the protect icon cannot be affected by opposing effects. The cards cannot be ignored or discarded by the opponent, and their values cannot be reduced by the opponent.

BUKA

These seafaring pirates are a loosely organized group of families. Though at odds in the past, they have united over a great wedding between the Tan and Marn clans. Now they seek retribution from the peoples of Blue Moon City for an unspeakable atrocity committed against them.

When players are ready to set sail, they can hire the Buka. To join the Buka on the high seas, players prepare the game board and dragon figures as normal during setup. During the "Choose Decks" step of setup, one player takes all 31 cards with the Buka deck indicator as his deck. The other player chooses from the Vulca, Hoax, Mimix, Flit, Khind, Terrah, Pillar, or Aqua decks. Then, players return all unused decks to the game box and follow the remaining steps of setup as normal.

Buka Deck Indicator

The Buka follow all rules described in the core rules and Mimix and Aqua sections, as well as the rules below.

SHIPS

A player may play one ship card during his Leadership phase instead of a Leadership card. When he plays a ship card, he places the card faceup in his ship influence area. A player's ship influence area is next to the board on the opposite side from his leader card. Ship cards in the ship influence area are active until landed or discarded from play. Ship cards in the influence area are not discarded from play at the end of a fight.

After a player has played a ship card, he may load and land his ship following the rules below.

LOADING SHIPS

During his Booster/Support phase, instead of playing a support card, a player may **LOAD** one of his active ships by placing a character, booster, or support card faceup on his ship card. A card loaded onto a ship is not played and is not active as long as it remains on that ship.

A ship's **CAPACITY** is determined by the capacity symbol on that ship card, located below the card's name and any special power text on that card. If the number of cards loaded on a ship is equal to that ship's capacity, a player cannot load additional cards onto that ship.

Capacity Symbol

LANDING SHIPS

A player may land any number of his active ship cards during his Beginning phase. If a player **LANDS** a ship, he moves the ship card and all cards on it to an open space directly in front of himself. He may play any cards on ships he landed that turn as if they were in his hand. He may play Buka character cards from a ship as if they had the free icon. If a player lands a ship, he may not play any character, booster, or support cards from his hand that turn.

Immediately before a player announces his power, he discards any ship cards he landed that turn, along with any remaining cards on those ships.

THE BLUFF ICON

The bluff icon appears in three different colors. A gray icon is neutral, while the yellow and green icons represent the Fire and Earth elements, respectively. Cards with a bluff icon follow the rules below.

BLUFFING

A player may play a card with the bluff icon as a support card instead of playing that card normally. To play a card with the bluff icon, he places the card facedown in his support area without revealing the card to his opponent.

A facedown card in the support area is a **BLUFF CARD**. A bluff card is considered a support card with a bluff icon, a printed value of "2" in the contested element, and a printed value of "0" in the other element. If the contested element changes during a fight, the printed values of all active bluff cards change to match the contested element. Bluff cards are active until they are discarded from play.

A bluff card does not count toward the six cards a player needs to attract an additional dragon when his opponent retreats. A player may discard any number of his active bluff cards during his Beginning phase.

CALLING A BLUFF

During the Power phase, if the current player has any active bluff cards, his opponent may call his **BLUFF** after the current player announces his power. If a bluff is called, the current player must flip all of his active bluff cards faceup.

If all revealed bluff cards have a bluff icon that matches the contested element, players perform the following steps:

- **Attract a Dragon:** The current player attracts one dragon.

- **Discard:** The current player discards all of his revealed bluff cards.

If one or more revealed bluff cards do not have a bluff icon that matches the contested element or a player's bluff icons are ignored, players perform the following steps:

- **Attract a Dragon:** The opposing player attracts one dragon.

- **Retreat:** The current player must immediately retreat.

CORE RULES 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

- Play 1 leadership or ship 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.

KOSMOS®

FANTASY FLIGHT SUPPLY™
7
PROTECTIVE
CARD SLEEVES