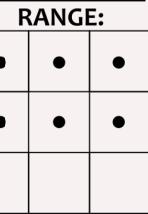


Heavy Missile

\$2

*Missile: Hit ONE enemy in RANGE.*

Attack: 3

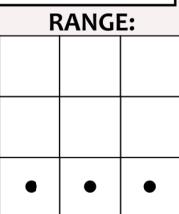
This attack bypasses Armor.

Permanent**Thrusters**

\$0

Draw 1 card
3 Move**Treasure****Junk Cannon**

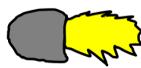
\$2

*Missile: Hit ONE enemy in RANGE.*

Attack: Equal to the number of cards in your discard pile.

Permanent**Powerful Engines**

\$1

**4 Move****Permanent****Universe Scrambler**

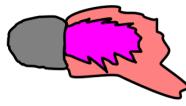
\$1

SYSTEM*During your action phase:
Move the top card of 1 zone
to the bottom. Reserve this
card after 2 uses.*

Uses:

Permanent**Turbo**

\$0



Draw 1 card

-OR-

Draw 3 cards and reserve
this card**Treasure****Event***You defeated the boss! Be on the lookout for a treasure vault found in Ground 2.*

- Shuffle Ground 2 cards into the Ground zone deck

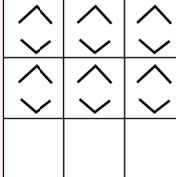
BLUEPRINT

-Can be treated as 1 Gold

- Can be spent on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

Long Range Missile

\$2

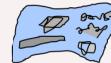
RANGE:*Missile: Hit ONE enemy in RANGE.*

Attack: 3

Enemies hit by this card lose long range this turn.

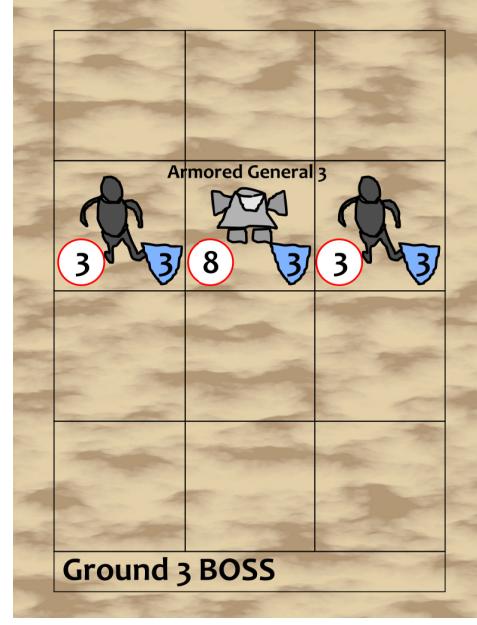
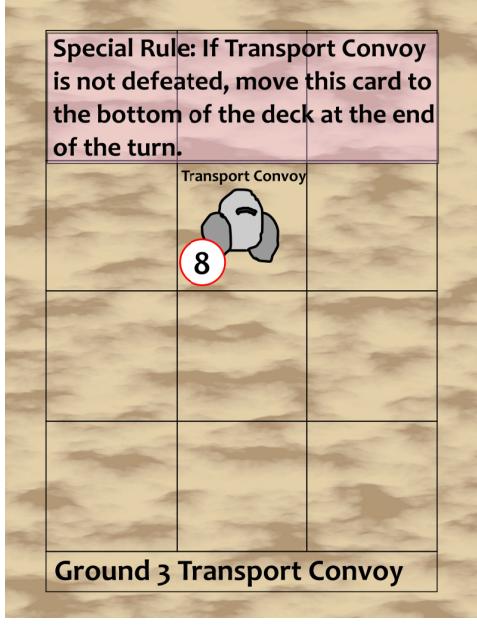
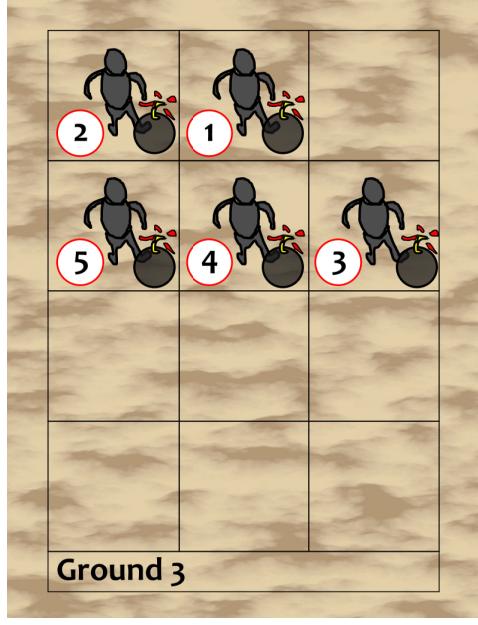
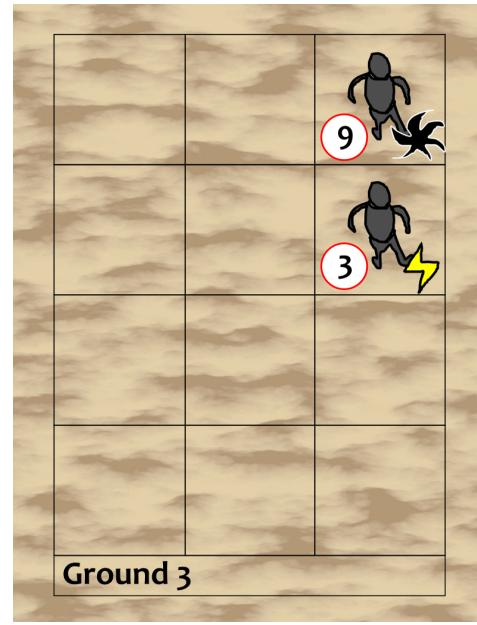
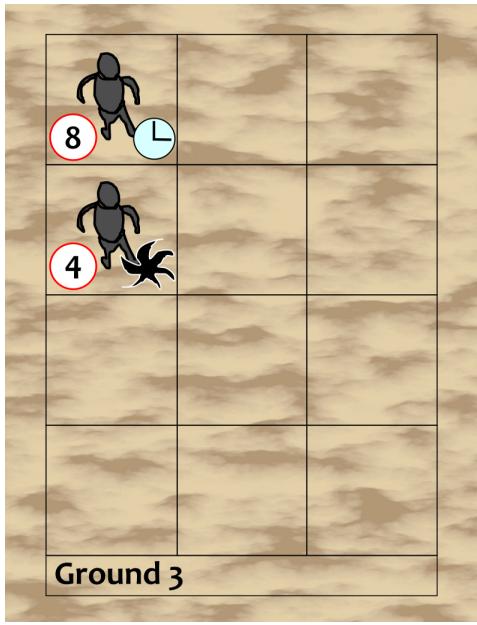
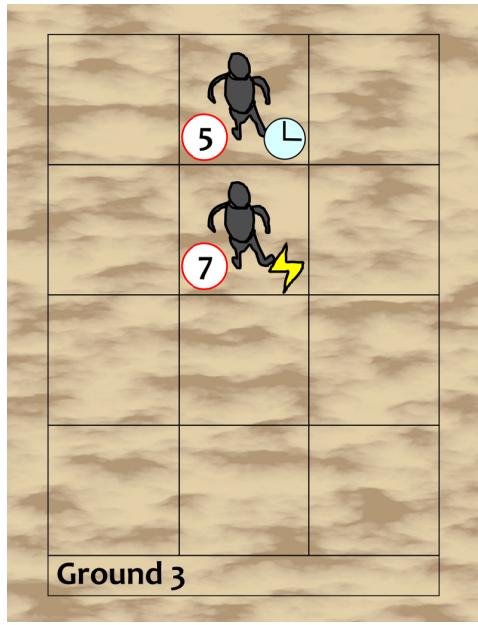
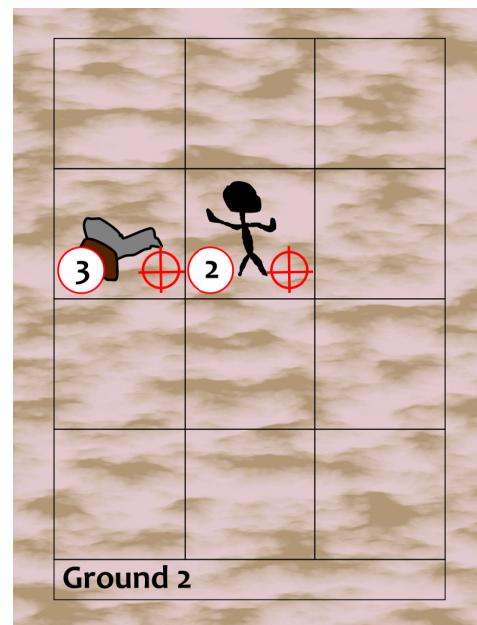
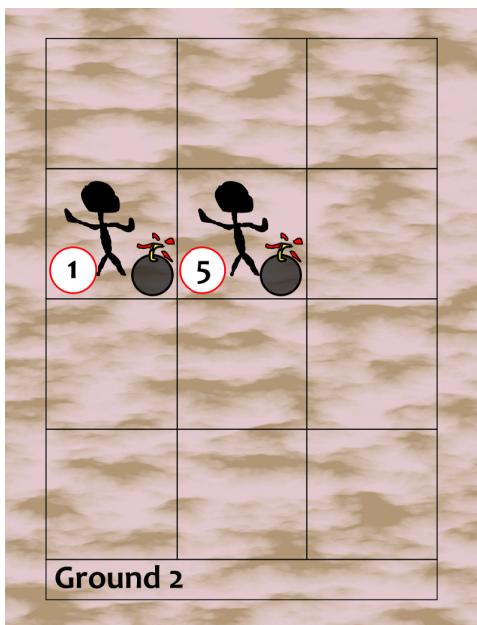
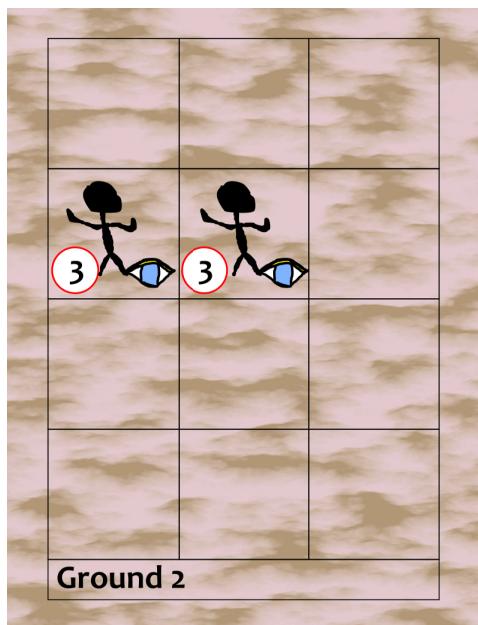
Permanent**Event***You defeated the boss! Be on the lookout for a transport convoy found in Ground 3.*

- Shuffle Ground 3 cards into the Ground zone deck

BLUEPRINT

-Can be treated as 1 Gold

- Can be spent on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered



Warp Attack

\$1

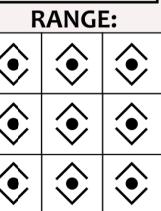


Deal 3 damage to any enemy.

Permanent

Sky-Piercer

\$2



Laser: Hit ALL enemies in RANGE.

Attack: 1

If played from Ground or Space, this card has +1 attack

Permanent

Wave Laser

\$1

RANGE:

•	•	•
•	•	•
•	•	•

Laser: Hit ALL enemies in RANGE.

Attack: 2

Permanent

Speed Demon

\$2

SYSTEM

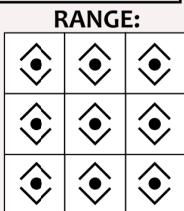


When you defeat an enemy gain 1 move.

Permanent

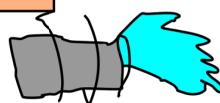
Sky-Piercer

\$2

**Humming Drive**

\$2

SYSTEM



Start every turn with 1 move

Permanent

Dimensional Recovery Device

\$2

SYSTEM



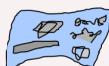
You can use this ability on your turn: Look through your reserved cards and add 1 card that you can legally play to your hand (or put it into play if it is a system). Reserve this card.

Permanent

Event

You defeated the boss! The Dreadnought ship can be found in Ground 4.

-Shuffle Ground 4 cards into the Ground zone deck

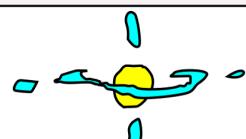
BLUEPRINT

-Can be treated as 1 Gold

-Can be spent on your turn to draw 1 card
-Can be used to buy new ships from the shop once they are discovered

Seeker

\$0



Add 1 card from your discard pile or deck to your hand

Treasure

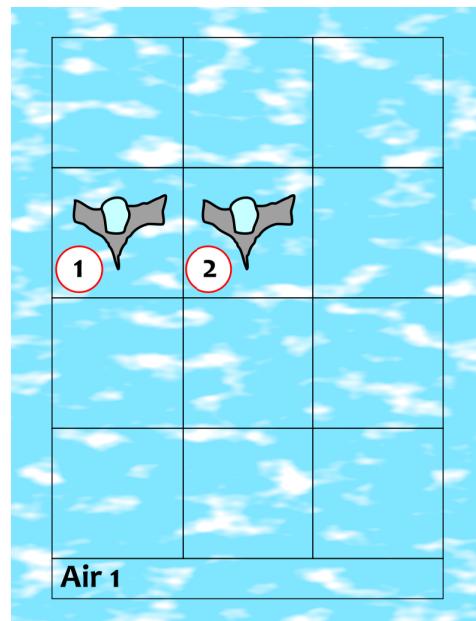
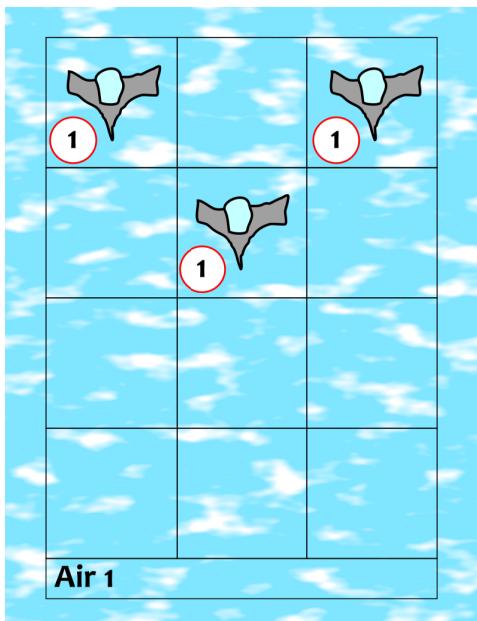
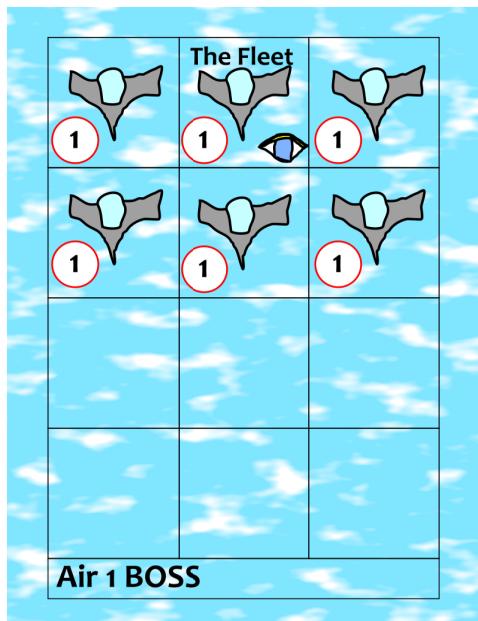
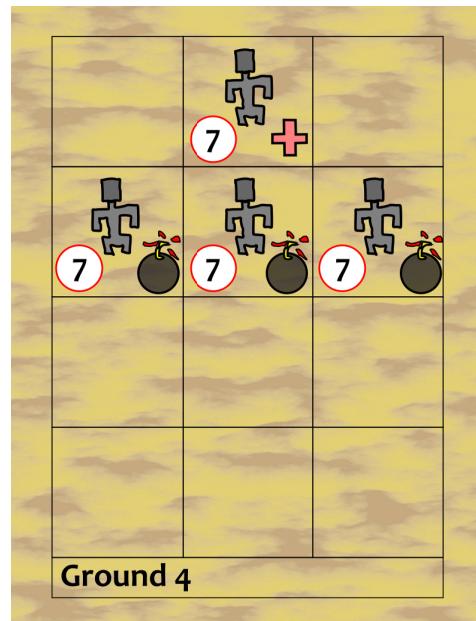
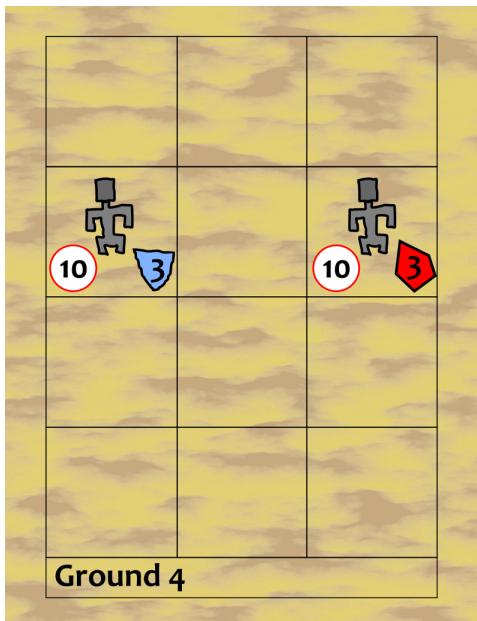
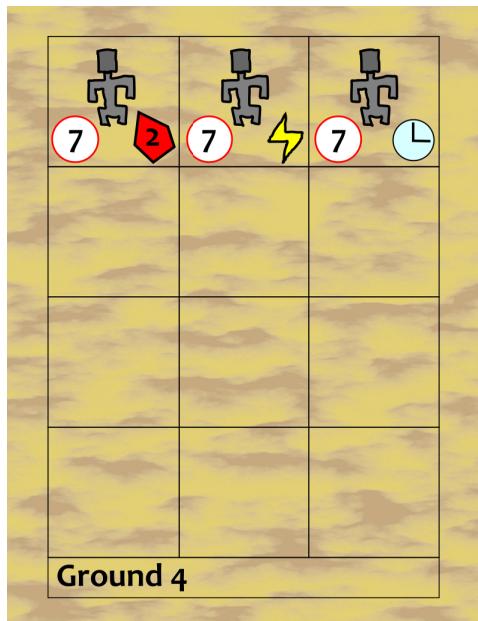
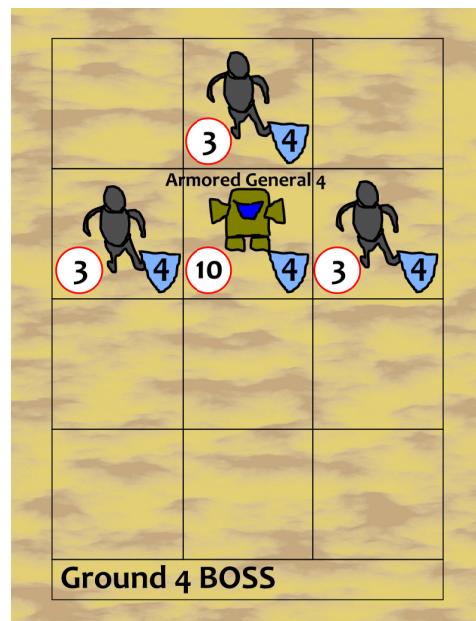
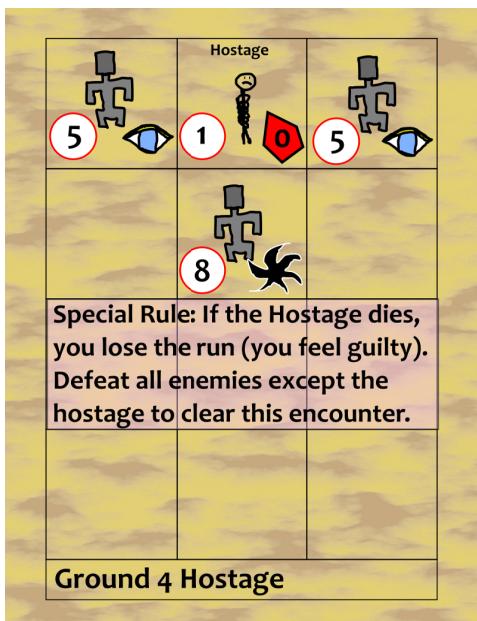
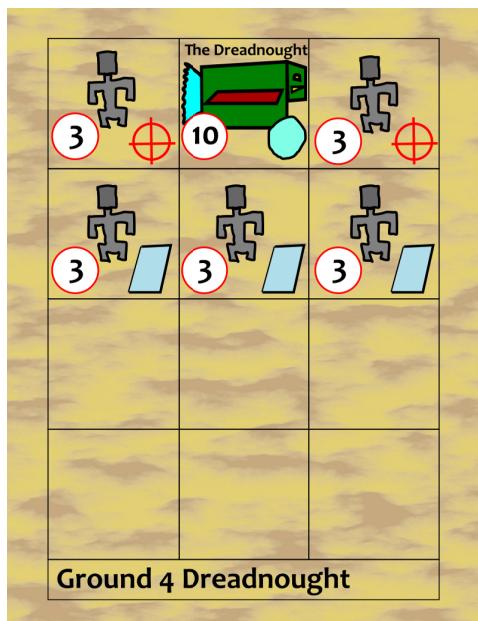
Nano Cloning Tech

\$1



Add 1 card from your discard pile to your hand

Permanent



Event

Are you ready to fight the final boss?
YES: Replace the Ground, Air, and Space zones with FINAL BOSS cards at the end of the turn

NO: Shuffle Ground 5 VOID into the Ground deck. (You can only refuse to fight the final boss twice per run)

Either way, keep this card.

Treasure Map



- Can be treated as 1 Gold
- Can be spent on your turn to draw 1 card from the treasure deck

Reckless Maneuver

\$0



Take 1 damage. Draw 2 cards.

Treasure

Blueprints



Cost: 2 Blueprints

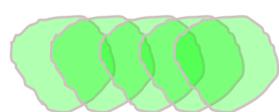
Min. Deck Size: 12

Crew: 6 Max. Systems: 5
Health: 1 2 3 4 5 6 7 8 9 10

Starts in Zone 4. After the end of the run you buy this ship, add all Zone 3 Permanents to your collection. Add all Zone 3 Treasures to the treasure deck.

After Glow

\$1



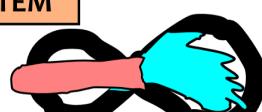
Add all Laser cards from your discard to your hand. For the rest of the turn, lasers hit ONE enemy in their RANGE (instead of hitting ALL enemies)

Permanent

Endless Missiles

\$2

SYSTEM

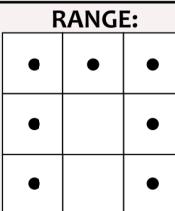


Once per turn, you may add 1 Missile from your discard to your hand and place 1 overheat token on this card. All missiles have -1 Attack per overheat token on this card. During your action phase, you may reserve this card (this removes all tokens from it as well).

Permanent

Boomerang Laser

\$2



Laser: Hit ALL enemies in RANGE.

Attack: 3

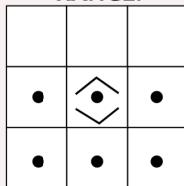
You may discard 1 card to return this card from the discard pile to your hand.

Permanent

Hit and Run

\$1

RANGE:



Missile: Hit ONE enemy in RANGE.

Attack: 2

Move 2

Permanent

Efficiency Protocol

\$0



Draw 2 cards. Discard 1 card.

Treasure

Event

You defeated the boss! Patrolling Air 2 is the legendary ship, The Phoenix. Defeat it, and it is yours to use!

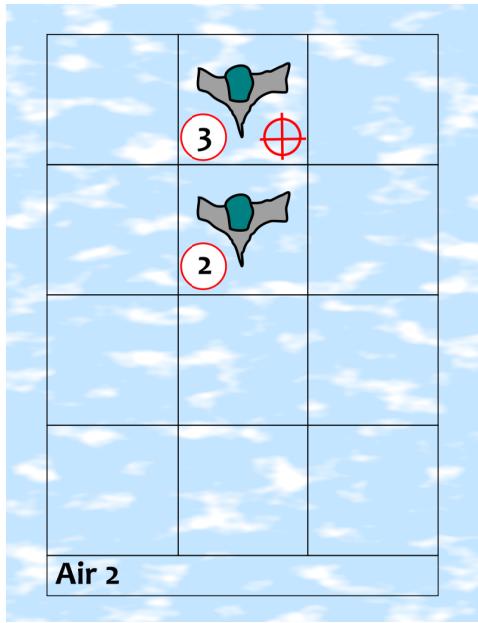
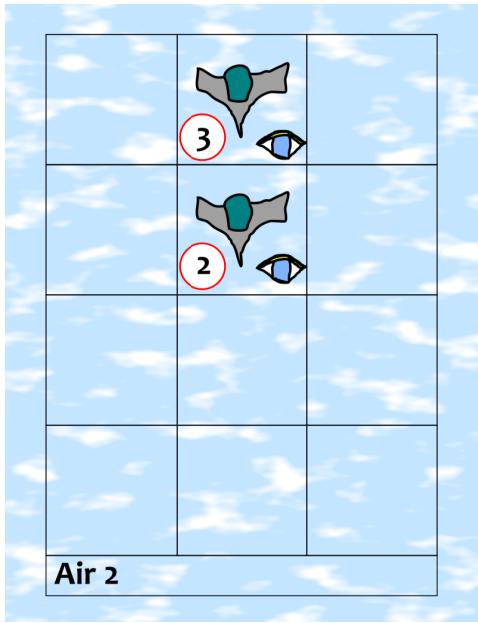
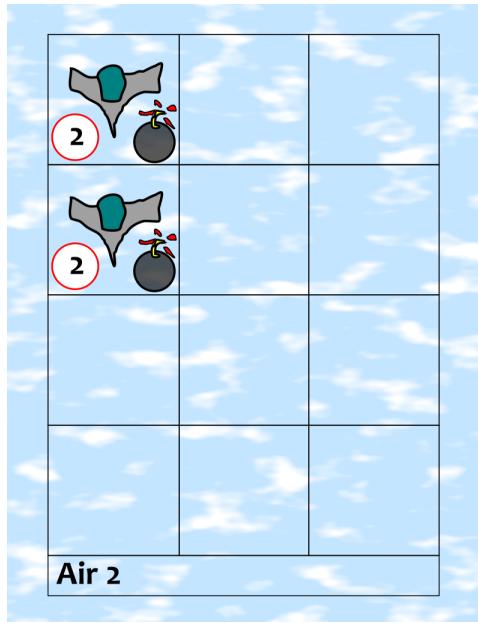
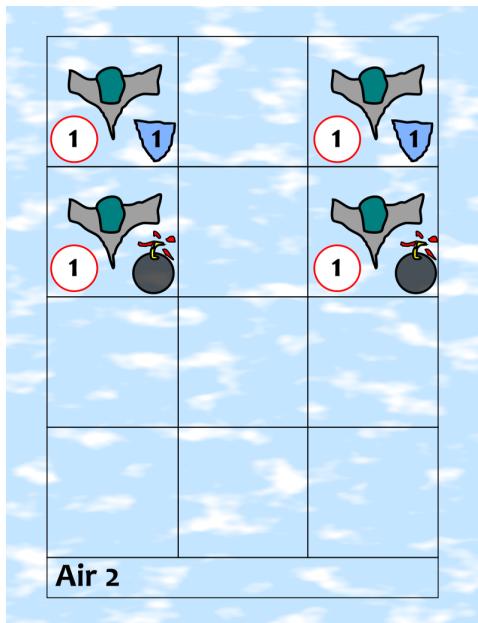
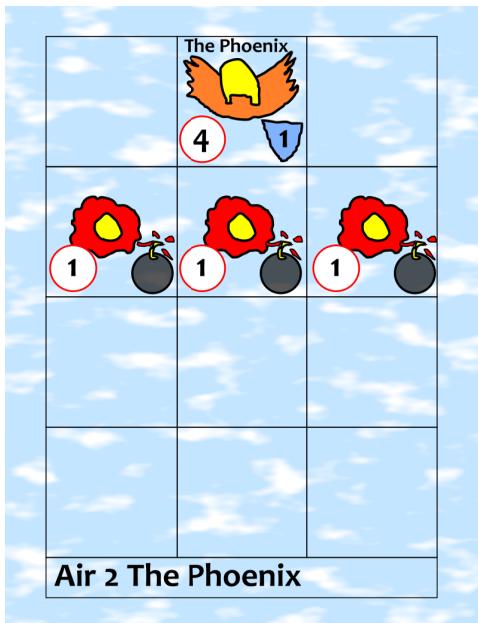
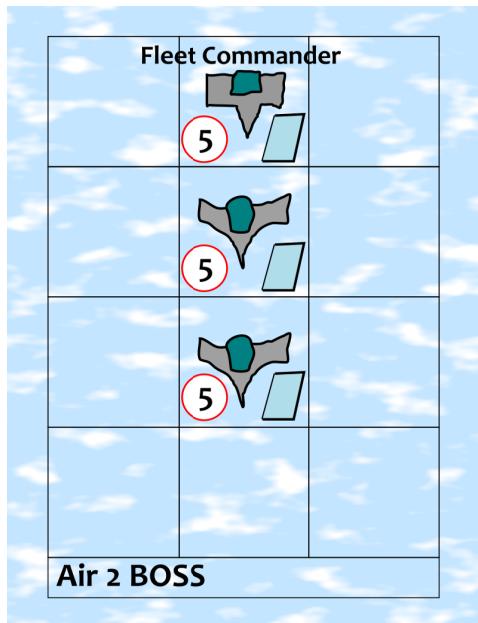
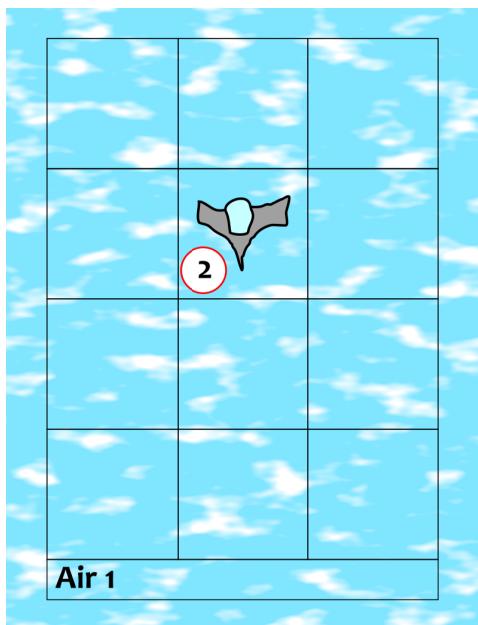
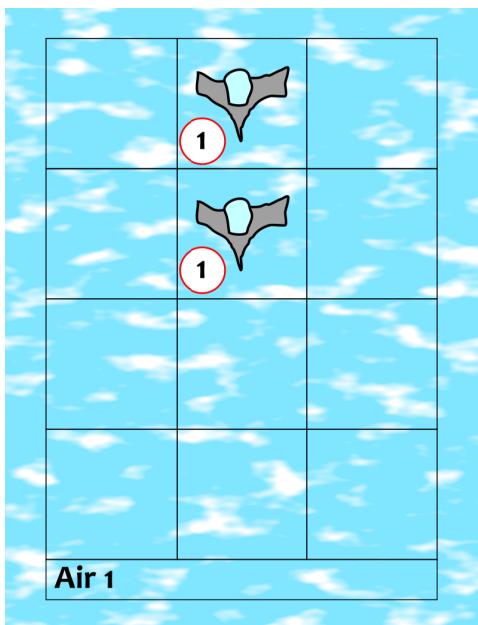
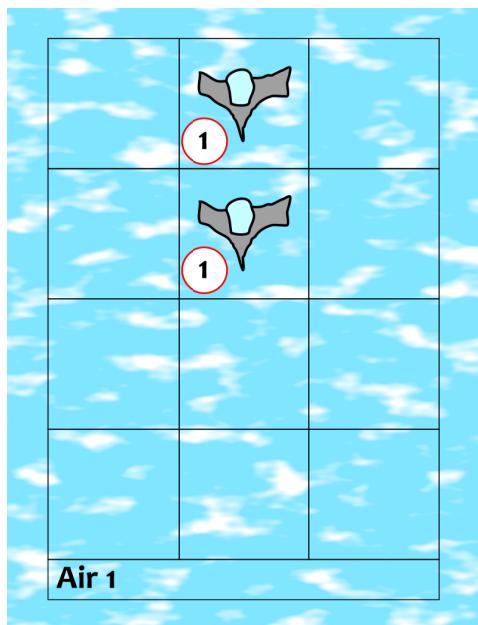
-Shuffle Air 2 cards into the Air zone deck

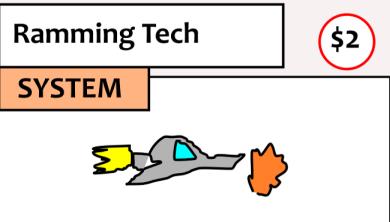
BLUEPRINT



-Can be treated as 1 Gold

- Can be spent on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

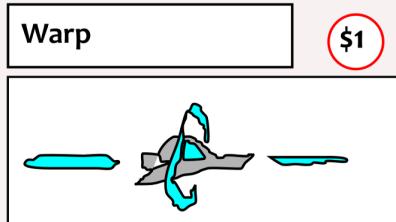




Ramming Tech \$2
SYSTEM

When you move on top of an enemy during your action phase, deal 1 damage to it.

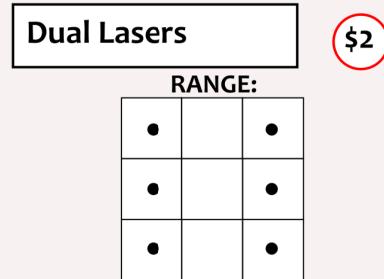
Permanent



Warp \$1

Move your ship to any space. Ignore the effect of anchor.

Permanent



Dual Lasers \$2

RANGE:

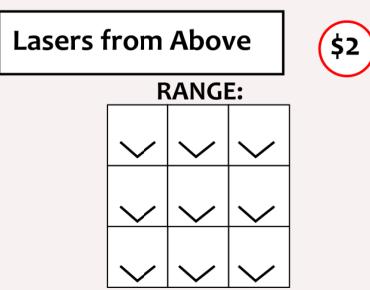
•		•
•		•
•		•

Laser: Hit ALL enemies in RANGE.

Attack: 1

Repeat this attack.

Permanent



Lasers from Above \$2

RANGE:

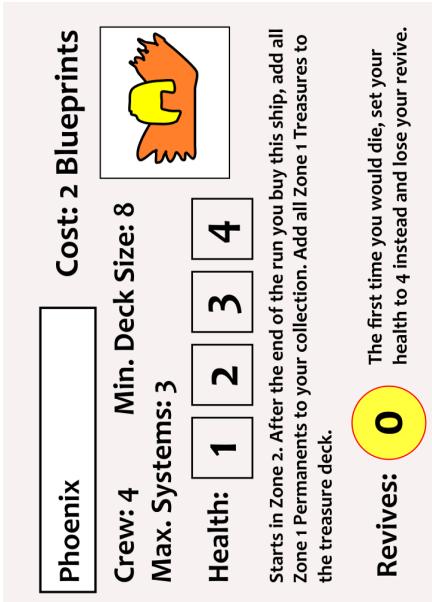
✓	✓	✓
✓	✓	✓
✓	✓	✓

Laser: Hit ALL enemies in RANGE.

Attack: 2

If played in zone AIR, +1 attack.

Permanent



Phoenix

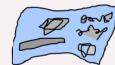
Cost: 2 Blueprints
Crew: 4
Min. Deck Size: 8
Max. Systems: 3
Health: 1 2 3 4

Starts in Zone 2. After the end of the run you buy this ship, add all Zone 1 Permanents to your collection. Add all Zone 1 Treasures to the treasure deck.

Revives: 0

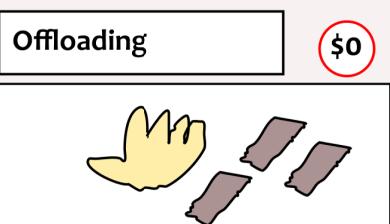
The first time you would die, set your health to 4 instead and lose your revive.

BLUEPRINT



-Can be treated as 1 Gold

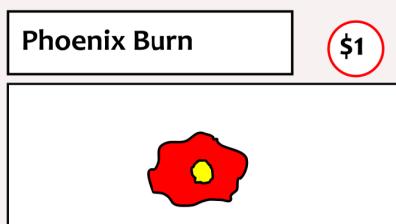
-Can be spent on your turn to draw 1 card
-Can be used to buy new ships from the shop once they are discovered



Offloading \$0

Discard all other cards in your hand, then draw cards and gain move equal to the number of cards you discarded.

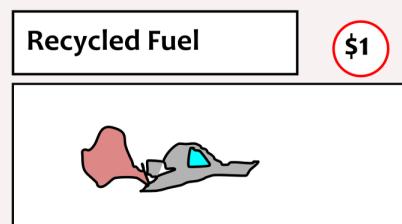
Treasure



Phoenix Burn \$1

Double the amount of damage on any enemy.

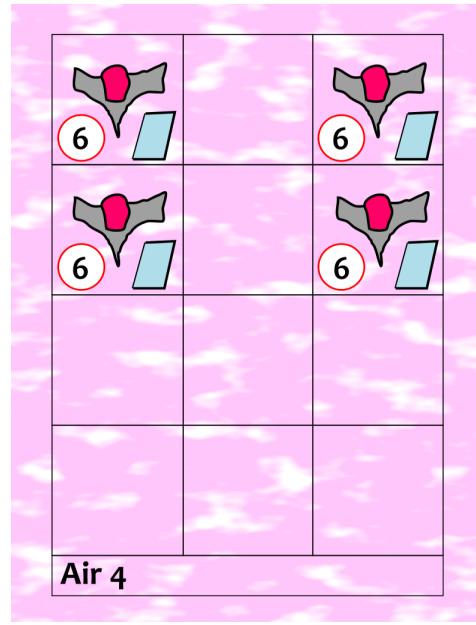
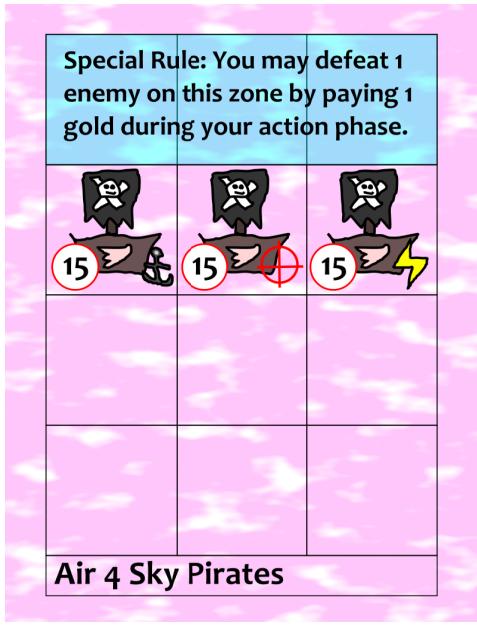
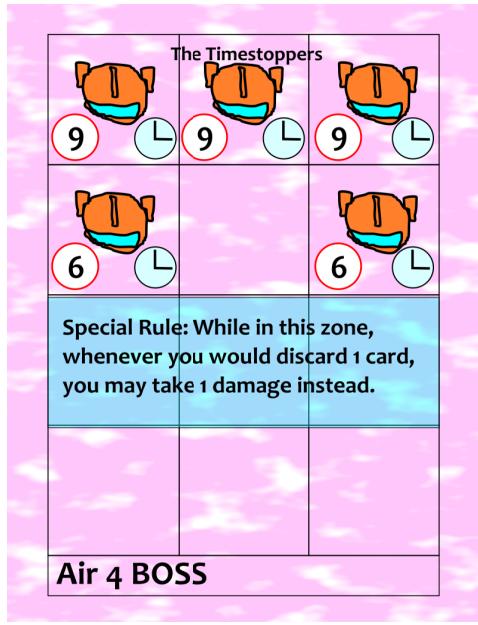
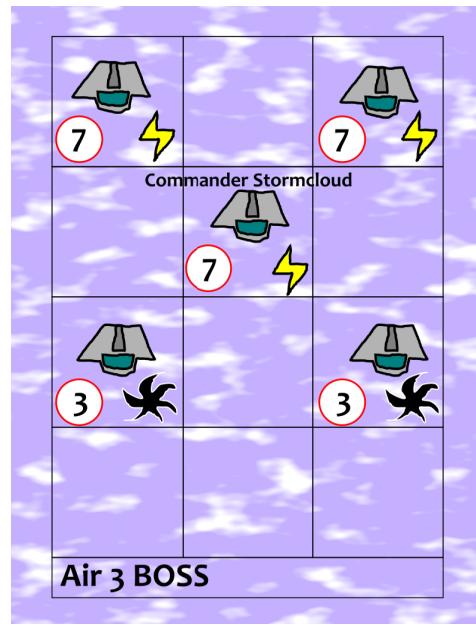
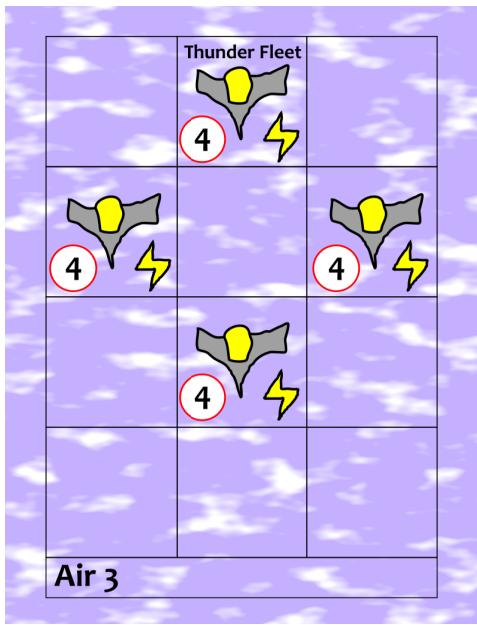
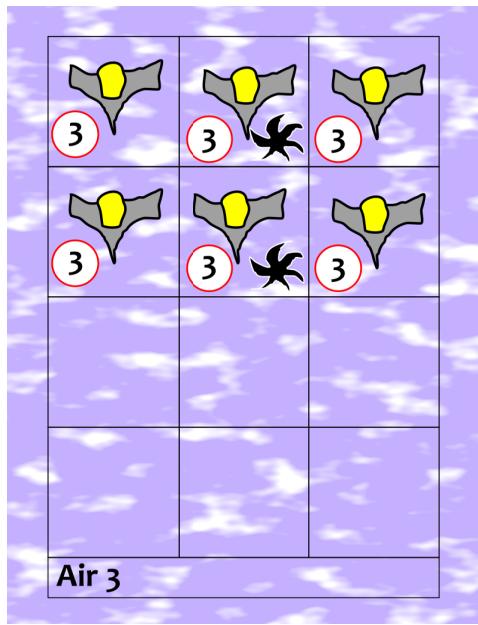
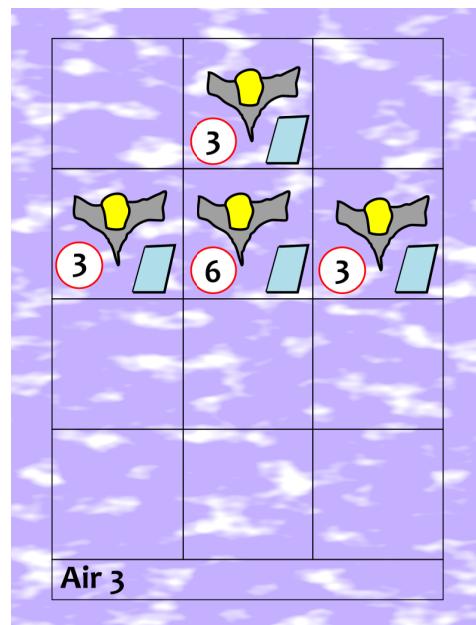
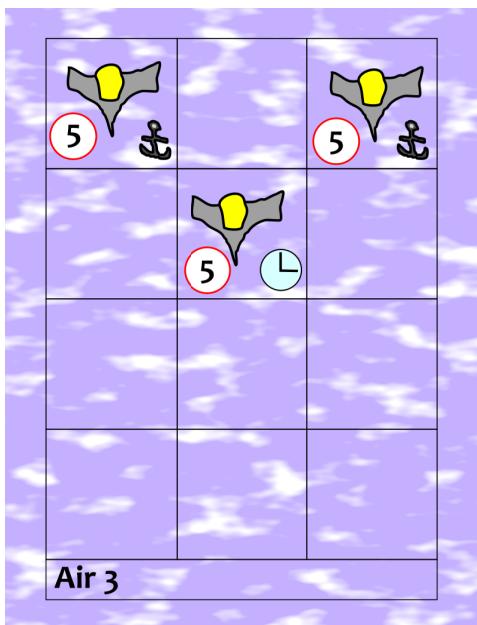
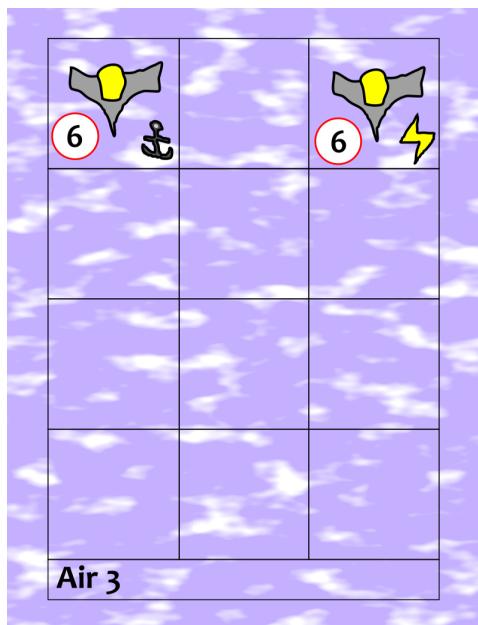
Permanent



Recycled Fuel \$1

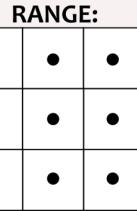
Gain move equal to the number of cards in your discard pile.

Permanent



Laser-Missile

\$2



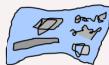
Laser-Missile: This card is treated as both a laser and a missile. First, hit ALL enemies in RANGE. Then, hit ONE enemy in RANGE.

Attack: 2

Permanent

Event

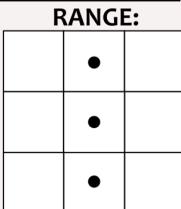
You defeated the boss!
Watch out for Sky Pirates.
-Shuffle Air 4 cards into the Air zone deck

BLUEPRINT

- Can be treated as 1 Gold
- Can be spent on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

Disrupter Ray

\$2



Laser: Hit ALL enemies in RANGE.

Attack: 0

Enemies hit by this attack lose all abilities for this action phase only.

Permanent

Exploding Missiles

\$2

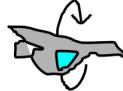
SYSTEM

You may activate this effect on your turn: missiles hit ALL enemies in RANGE this turn. Reserve this card.

Permanent

Do a Barrel Roll

\$1

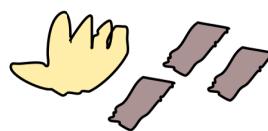


Move 8, but you must end the turn in the same space you were in when you played this card. If you don't, your ship crashes and you lose.

Permanent

Static Clearer

\$0

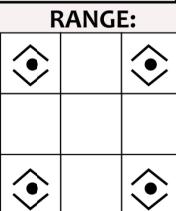


Remove one static from your discard pile
-OR-
Draw 1

Treasure

Corner Cannon

\$2



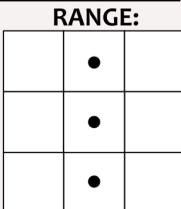
Missile: Hit ONE enemy in RANGE.

Attack: 7

Permanent

Disrupter Ray

\$2



Laser: Hit ALL enemies in RANGE.

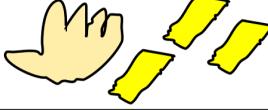
Attack: 0

Enemies hit by this attack lose all abilities for this action phase only.

Permanent

Treasure Generator

\$2

SYSTEM

You may use this effect during your action phase. Look through the Treasure deck and add 1 of them to your discard pile. Then, reserve this card.

Permanent

Event

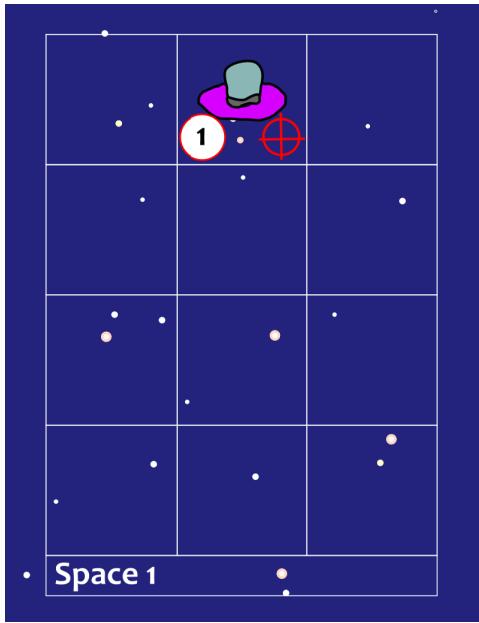
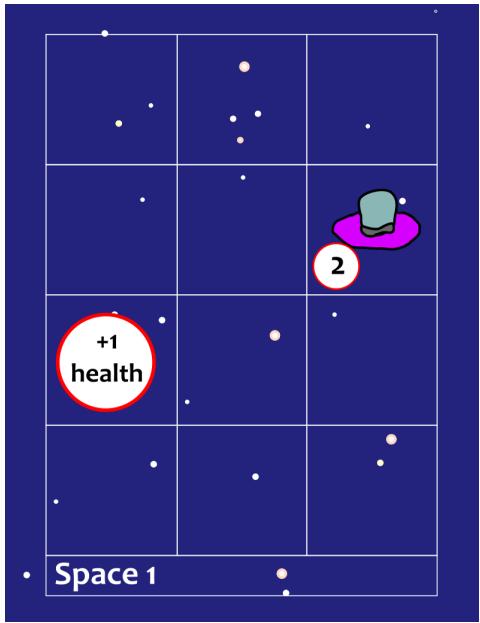
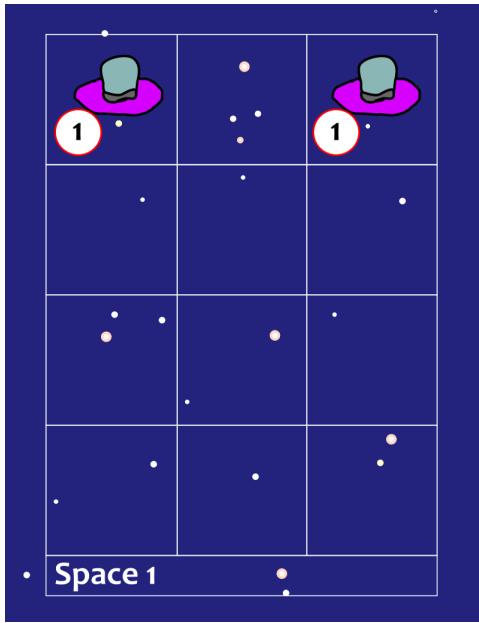
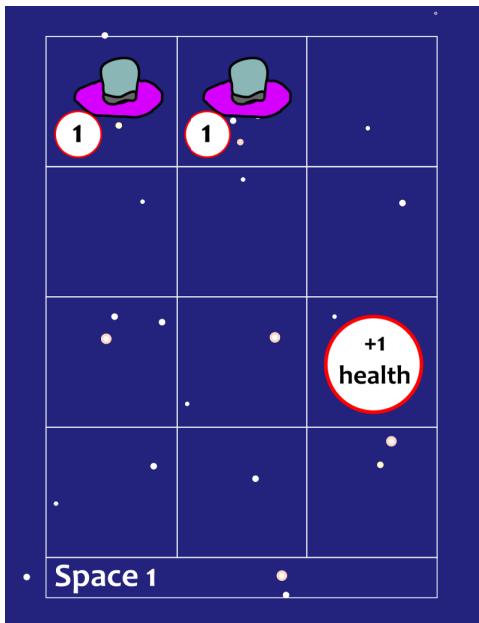
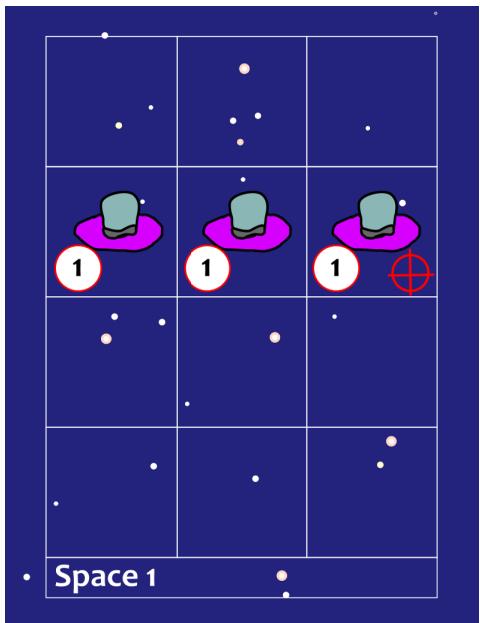
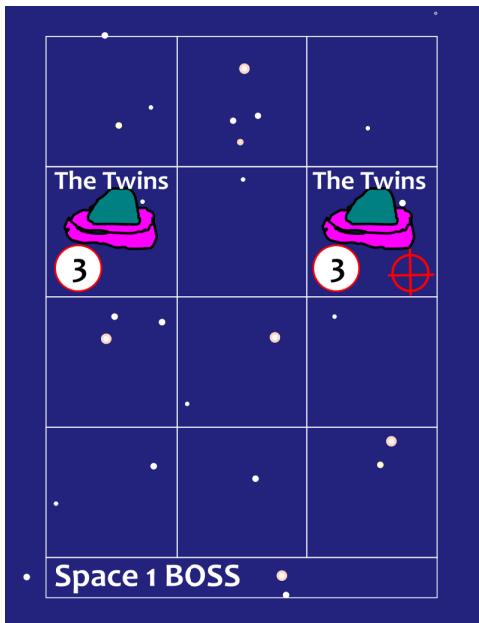
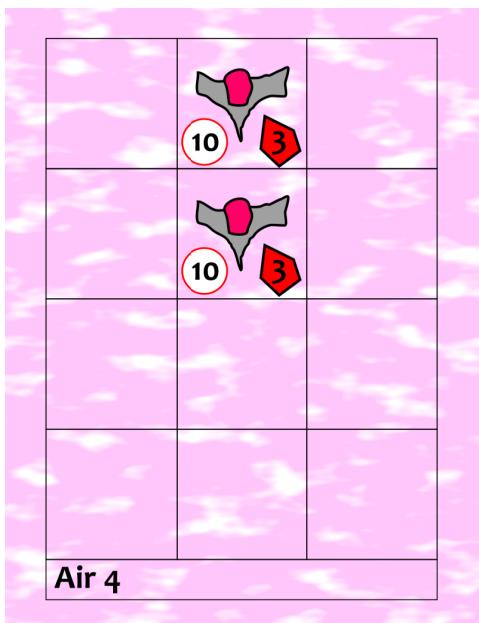
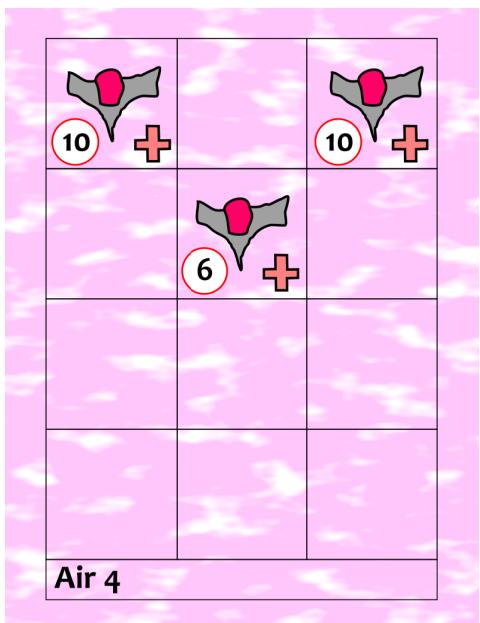
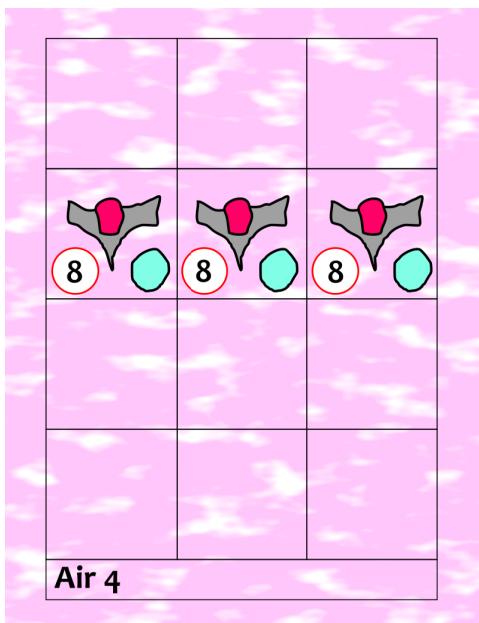
Are you ready to fight the final boss?

YES: Replace the Ground, Air, and Space zones with FINAL BOSS cards at the end of the turn

NO: Shuffle Air 5 VOID into the Air deck. (You can only refuse to fight the final boss twice per run)
Either way, keep this card.

Treasure Map

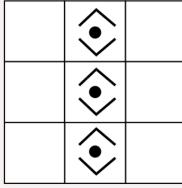
- Can be treated as 1 Gold
- Can be spent on your turn to draw 1 card from the treasure deck



Column Laser

\$2

RANGE:

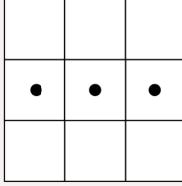
**Laser:** Hit ALL enemies in RANGE.

Send the top 4 cards of your deck to the discard (OR your entire deck if it contains fewer than 4 cards).

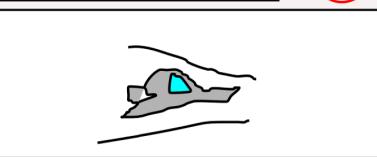
Attack: The number of cards you sent**Permanent****Refracting Laser Cannon**

\$1

RANGE:

**Laser:** Hit ALL enemies in RANGE.**Attack:** equal to the number of enemies in RANGE.**Permanent****High Velocity**

\$1

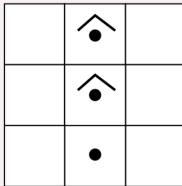
**Move 5**
The next laser or missile you play has +1 attack**Permanent****Ramming Warp**

\$1

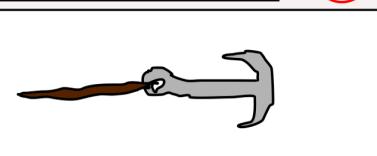
**Move your ship to any space. If there is an enemy there, deal 5 damage to it.****Permanent****Uppercut Laser**

\$2

RANGE:

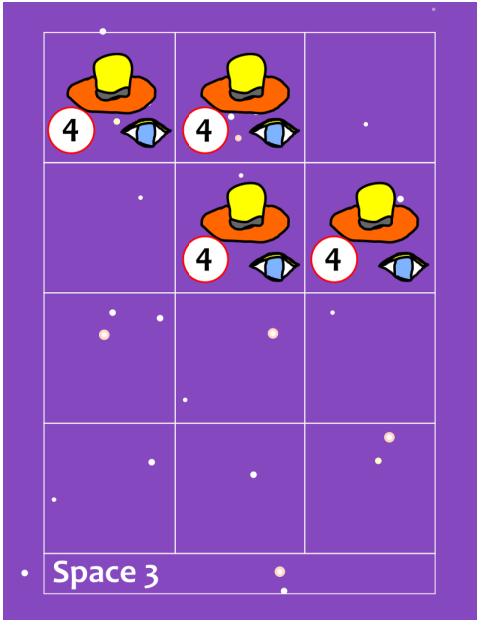
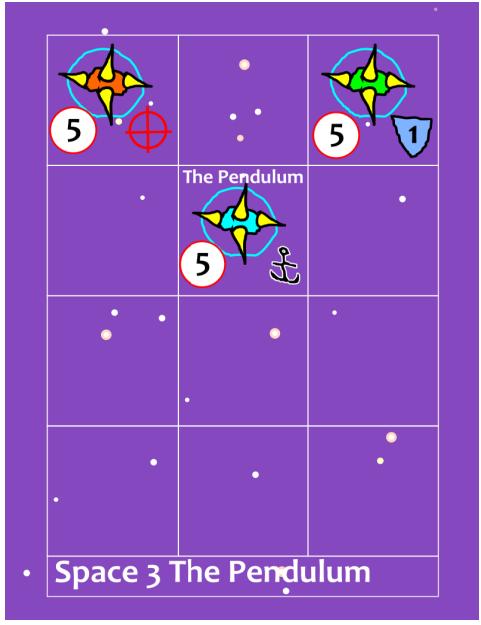
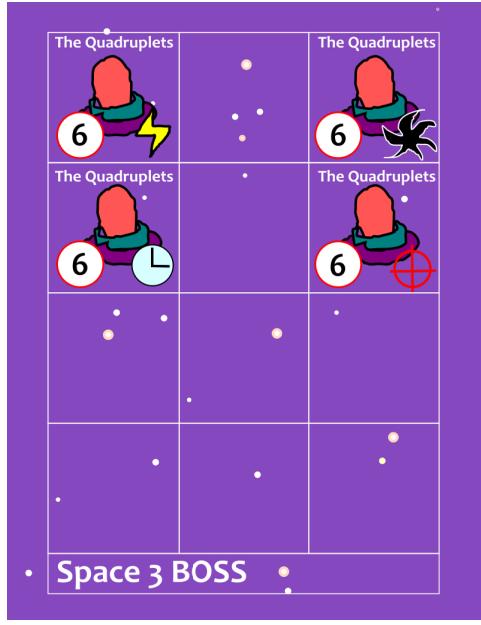
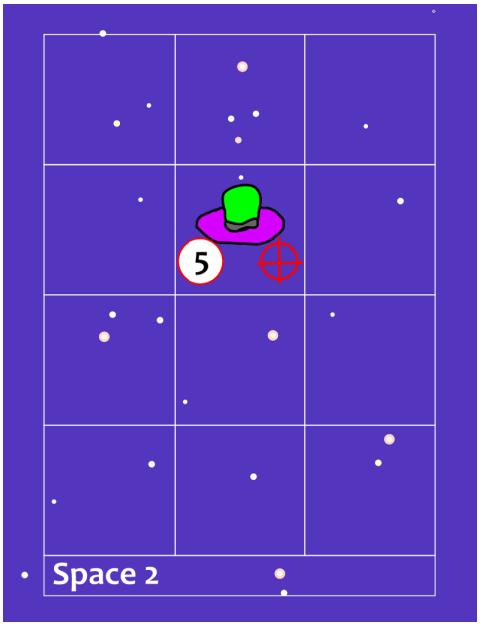
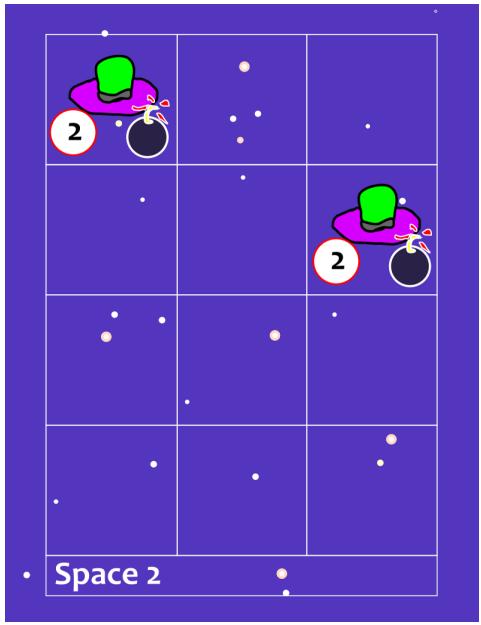
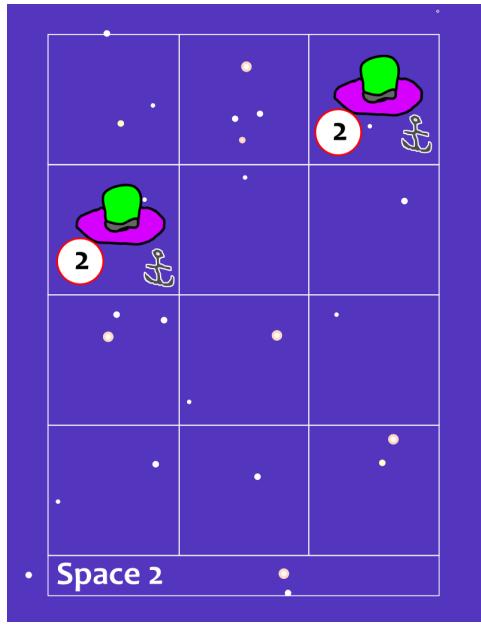
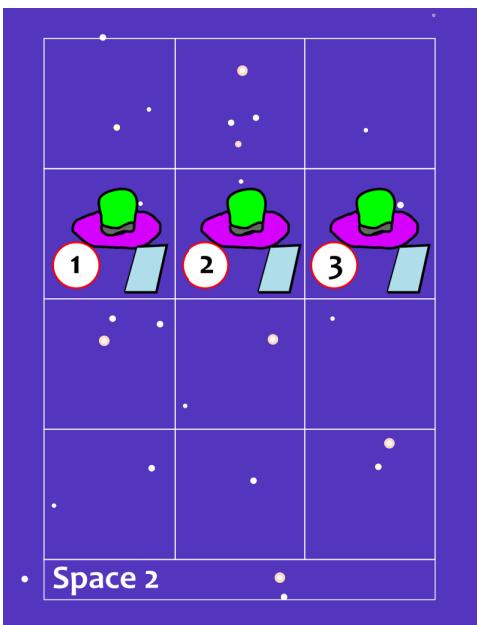
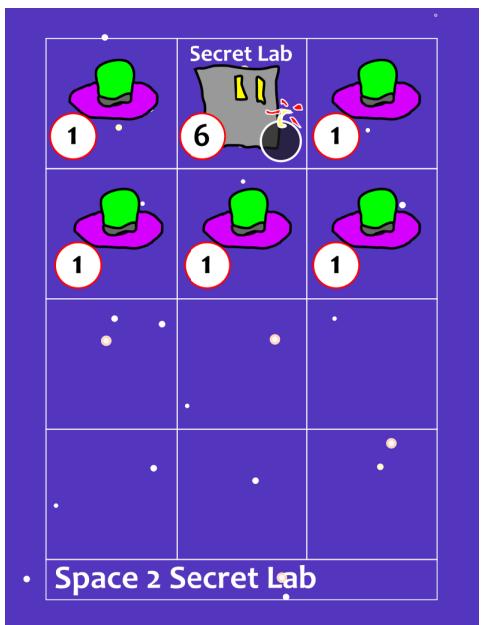
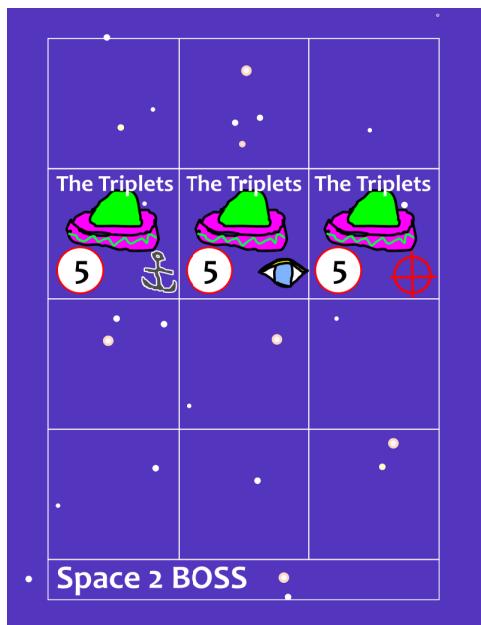
**Laser:** Hit ALL enemies in RANGE.**Attack:** 2**Permanent****Grappling Hook**

\$1

**Look through any Zone (ground, air, space) and pull 1 card to the top of that deck. Then, shuffle the cards under it.****Permanent****Shields as Energy**

\$1

WOLF ONLY**Draw cards equal to your charge. Reduce your charge to 0.
-OR-
Charge 1****Permanent**

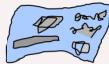


Event

You defeated the boss! Rumors state that there is a powerful ship known as The Pendulum found in Space 3.

- Shuffle Space 3 cards into the Space zone deck

BLUEPRINT



-Can be treated as 1 Gold

- Can be spent on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

Close Range Attack

\$2



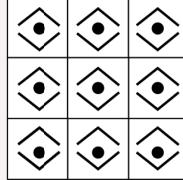
If you are on top of an enemy in a non-BOSS Zone, defeat it.

Permanent

Armageddon Bomb

\$0

RANGE:



Bomb: Hit ALL enemies in RANGE, then reserve this card.

Attack: 2

Treasure

Stronger Lasers

\$2

SYSTEM



You may activate this effect on your turn: Lasers have +2 attack this turn. Reserve this card.

Permanent

Warp Speed

\$2

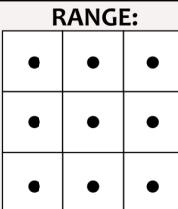


Move 4.
If played while in Space, double your current move.

Permanent

Double Missile

\$2



Missile: Hit ONE enemy in RANGE.

Attack: 2

Repeat this attack. You may choose a different target.

Permanent

Hyper Efficient

\$0



Draw 3 cards, then discard 2 cards.

Treasure

Cost: 2 Blueprints



Min. Deck Size: 10

Health:

Max. Systems: 4

Crew: 5

ASSAULT MODE:

Deal 2 damage to any enemy.

RECOVERY MODE:

Heal 1 damage.

WARP MODE:

Move to any space.

Starts in Zone 3. After the end of the run you buy this ship, add all Zone 2 Permanents to your collection. Add all Zone 2 Treasures to the treasure deck.

1 2 3 4 5

1 2

Event

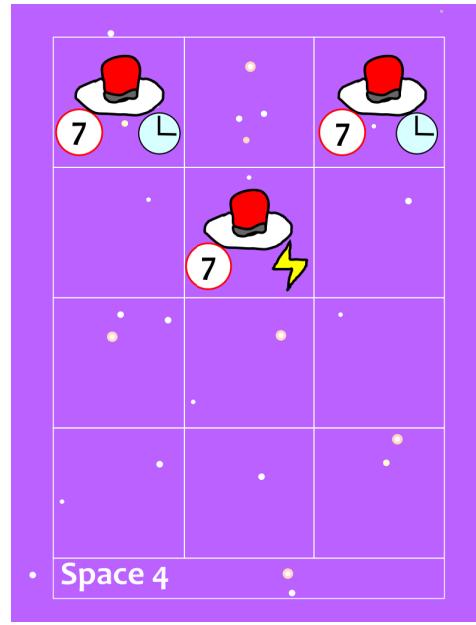
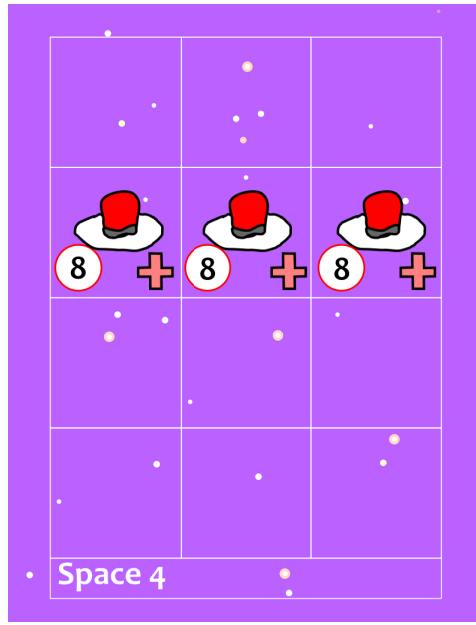
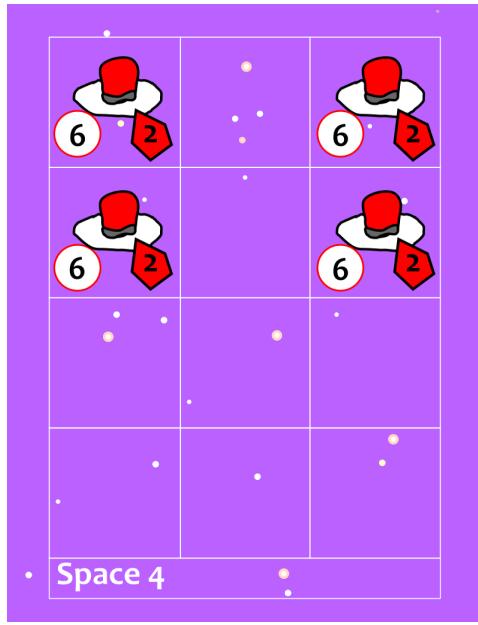
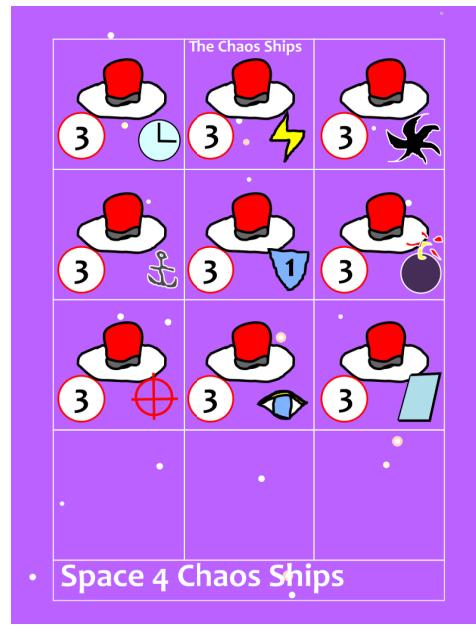
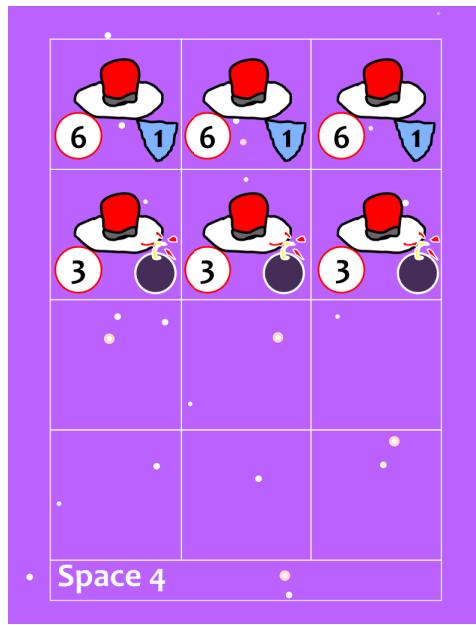
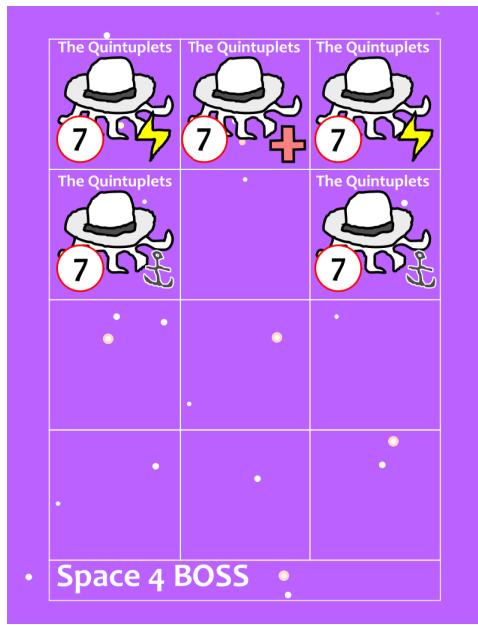
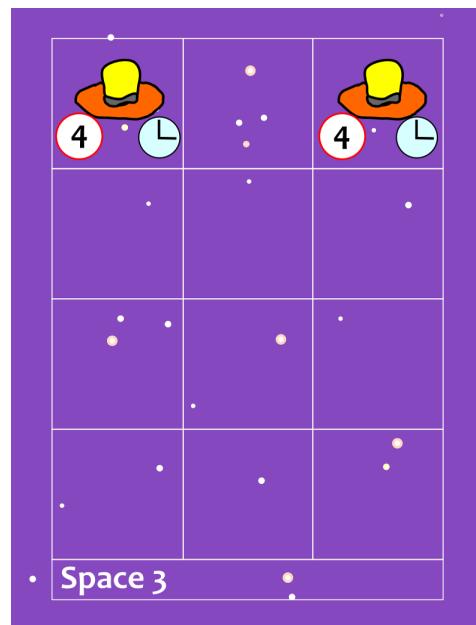
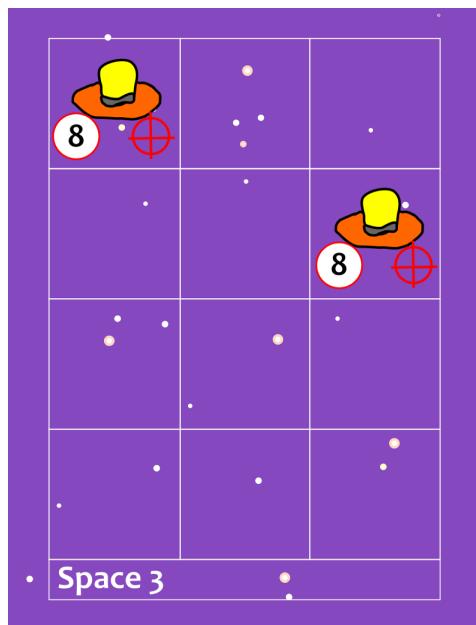
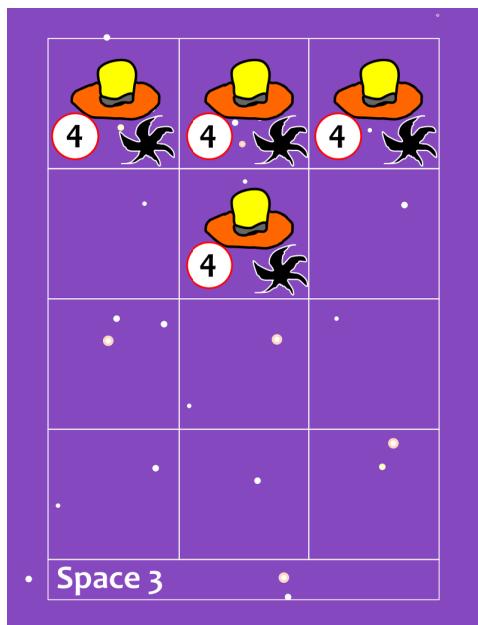
You defeated the boss!
-Shuffle Space 4 cards into the Space zone deck

BLUEPRINT



-Can be treated as 1 Gold

- Can be spent on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered



Pendulum Overdrive

\$1

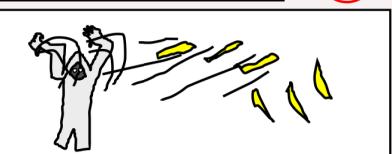


When this card is discarded from your hand, draw 1 card.

Permanent

Random Bullshit Go!

\$0



Look through your reserved cards for a non-system card that your ship can play. Add it to your hand.

Treasure

Overclock

\$1



The next missile you play this turn has +4 attack
-OR-

The next laser you play this turn has +2 attack

Permanent

Powerful Missile

\$2

RANGE:
● ● ●
◇ ◇ ◇
● ● ●

Missile: Hit ONE enemy in RANGE.

Attack: 5

Permanent

Wave of Destruction

\$1

RANGE:
● ● ●
● ● ●
● ● ●

Laser: Hit ALL enemies in RANGE.

Attack: Equal to the number of enemies in RANGE

Permanent

Event

Are you ready to fight the final boss?

YES: Replace the Ground, Air, and Space zones with FINAL BOSS cards at the end of the turn

NO: Shuffle Space 5 VOID into the Space deck. (You can only refuse to fight the final boss twice per run)

Either way, keep this card.

Treasure Map

-Can be treated as 1 Gold

-Can be spent on your turn to draw 1 card from the treasure deck

Power Missile

\$1

RANGE:
◇ ◇ ◇
● ◇ ◇
◇ ◇ ◇

Missile: Hit ONE enemy in RANGE.

Attack: 10

You must discard 1 card to play this card

Permanent

Armor Upgrade

\$2

SYSTEM

Your ship has +3 health. Track this by placing 3 tokens on this card and removing them when you take damage. Once this card has no tokens on it, reserve it.

Permanent

Kinetic Missile

\$2

RANGE:
◇ ◇ ◇
● ◇ ◇
◇ ◇ ◇

Missile: Hit ONE enemy in RANGE.

Attack: equal to your current MOVE

Your MOVE becomes 0

Permanent

**2200: Escaping
Earth**

Escape

Move the top card of any zone (ground, air, or space) to the bottom of that deck.

Starter
Permanent

Speed

2 Move

Starter
Permanent

Charge Shields

WOLF ONLY



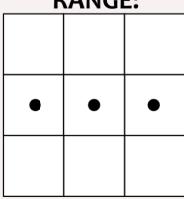
+1 Charge

Starter
Permanent

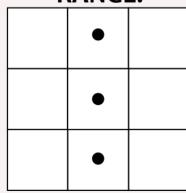
Speed

2 Move

Starter
Permanent

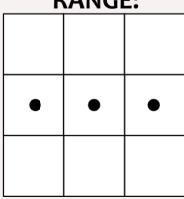
Speed**Laser**

RANGE:



Laser: Hit ALL enemies in RANGE.

Attack: 1

Missile

Missile: Hit ONE enemy in RANGE.

Attack: 2

Starter
Permanent

Phoenix Tear

PHOENIX ONLY



If you have exactly 1 health, heal 1.

Move 3.

Starter
Permanent

Dreadnaught Cannon

DREADNAUGHT ONLY



**Defeat any enemy that is not in a BOSS zone
-OR-
Deal 4 damage to any enemy**

Starter
Permanent

Power of the Pendulum

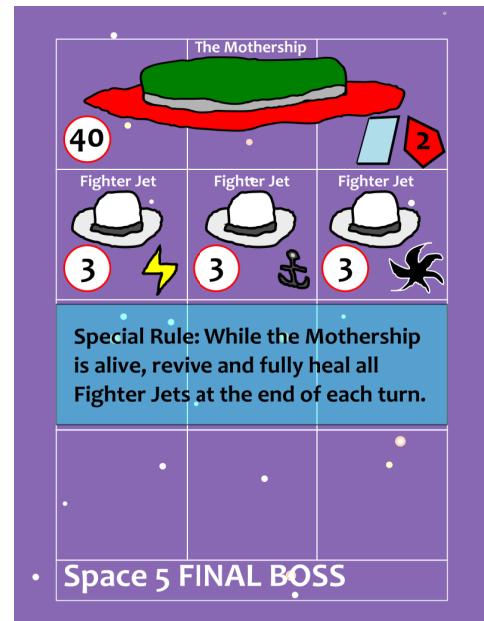
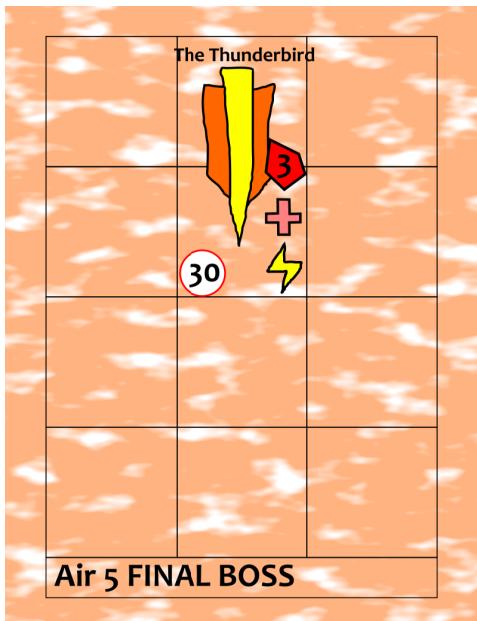
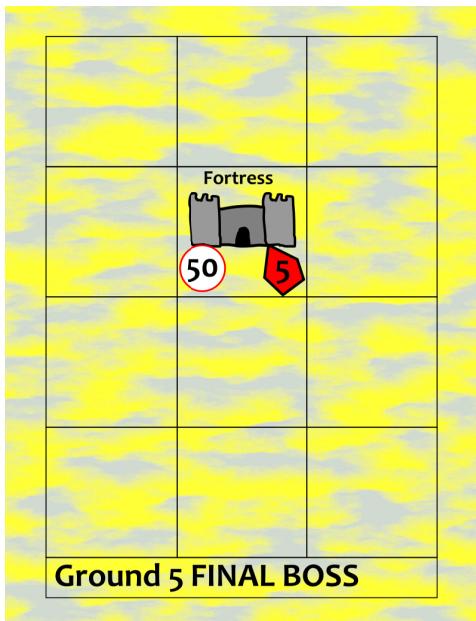
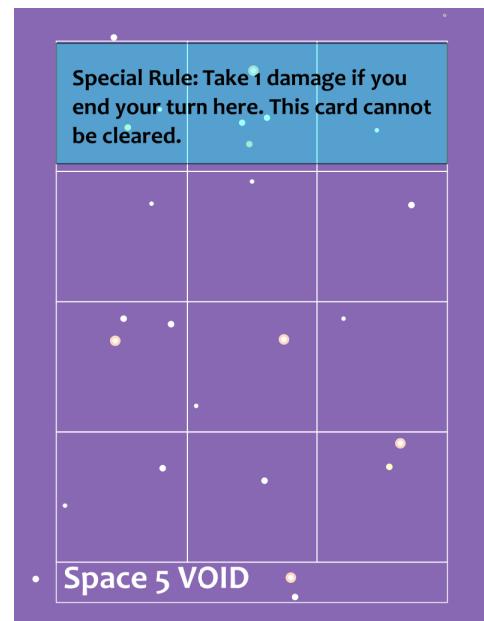
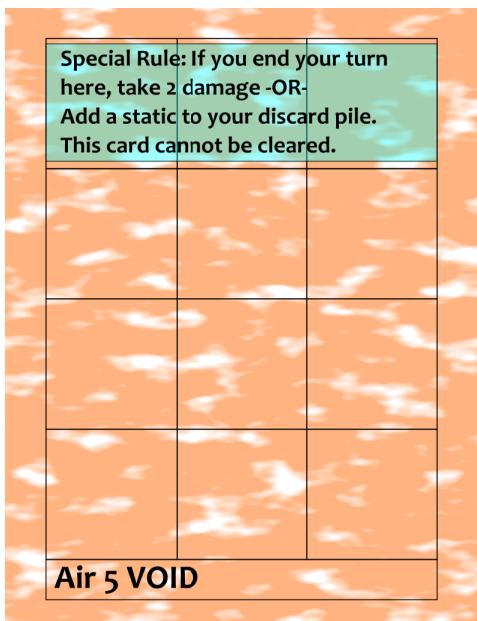
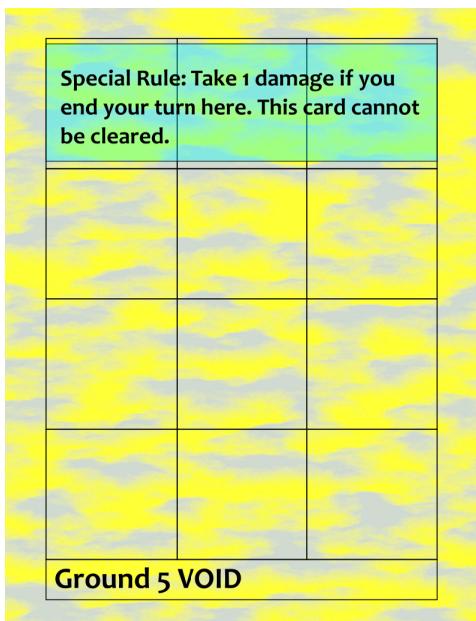
PENDULUM ONLY

SYSTEM



Once per action phase, you may discard 1 card to swing the pendulum to the left or right. Activate the effect of the space it lands on.

Starter
Permanent



2200: Escaping
Earth

2200: Escaping
Earth

2200: Escaping
Earth

Special Rule: Take 1 damage if you end your turn here. This card cannot be cleared.

Space 5 VOID

Special Rule: If you end your turn here, take 2 damage -OR- Add a static to your discard pile. This card cannot be cleared.

Air 5 VOID

Special Rule: Take 1 damage if you end your turn here. This card cannot be cleared.

Ground 5 VOID

Event

You take down the Mothership. It spectacularly explodes. Replace this Zone with Space 5 VOID

If you have cleared all 3 FINAL BOSS zones, you win the game!

1 Unlock



Add this card to your Gold pile. At the end of this run, add any 1 Permanent card from Ground 4 to your collection.

Event

You shoot down The Thunderbird, sending it to the abyss below. Replace this Zone with Air 5 VOID.

If you have cleared all 3 FINAL BOSS zones, you win the game!

1 Unlock



Add this card to your Gold pile. At the end of this run, add any 1 Permanent card from Ground 4 to your collection.

Event

You successfully destroy the fortress. Replace this Zone with Ground 5 VOID.

If you have cleared all 3 FINAL BOSS zones, you win the game!

1 Unlock



Add this card to your Gold pile. At the end of this run, add any 1 Permanent card from Ground 4 to your collection.

Static

Negative Effect



This card does nothing when played. If you would add a static to your deck/discard when you already have 3 in your hand/deck/discard, you lose the run.

Static

Negative Effect



This card does nothing when played. If you would add a static to your deck/discard when you already have 3 in your hand/deck/discard, you lose the run.

Static

Negative Effect



This card does nothing when played. If you would add a static to your deck/discard when you already have 3 in your hand/deck/discard, you lose the run.

Starter**The Wolf**

Crew: 3

Min. Deck Size: 6

Max. Systems: 2

Health: **1** **2** **3**

Starts in Zone 1

Shield Charge: **0**

3
Block 3
Damage

2
Block 1
Damage

1

3

Symbol Guide 1

Ranged: This enemy attacks you from a neighboring zone.

Cloaking: This enemy cannot be damaged by missiles.

Reflective: This enemy cannot be damaged by lasers.

Armor: Reduce all damage to this enemy by the number written in the shield.

Anchor: While this enemy is alive, you cannot use MOVE to move to a different Zone.

Explosive: When this enemy dies, deal 1 damage to everything in its zone (this includes other enemies and you)

Turn Order

- ① Draw Phase: Draw cards equal to your ship's Crew.
- ② Action Phase: Play cards from your hand and spend MOVE to move your ship.
- ③ Counter attack: Every alive enemy in your Zone attacks you, dealing 1 damage unless specified otherwise.
- ④ Collect Rewards: Choose to keep any cleared cards as gold or to add them to the shop.
- ⑤ Buy Stuff: Purchase cards from the shop. If it is a SYSTEM or Ship, reserve it. Otherwise, add it to your discard.
- ⑥ Cleanup: Discard all remaining cards in your hand.

Symbol Guide 2

-  Thunder: When this enemy attacks, add 1 Static to your discard pile.
-  Time Dialation: At the start of the turn, if this enemy is alive, choose 1 card in your hand and discard it.
-  Void: During your action phase, if this enemy is alive, you cannot draw cards or add cards to your hand
-  Sword: When this enemy attacks, it deals damage equal to the number in the sword icon.
-  Self-Repair: When this enemy attacks, remove all damage counters from it.
-  Forcefield: This enemy cannot be damaged if you are in the same zone as it.

Key Words:

- Permenance: This card stays in your collection between runs.
- SYSTEM: This card never goes in your deck. Instead, these cards begin the run face-up.
- Reserve: Reserved cards are added to your pile of reserved cards. They do not get shuffled back into the deck.
- Cleared: A card is cleared when all enemies on it are defeated.
- Zone: This refers to the stack of cards of ground, air, or space.
- Treasure: Cards with this written in the bottom left corner are Treasure cards.

2200: Escaping Earth