



INTERSTELLAR™

# RULE BOOK

OFFICIAL





# WELCOME TO INTERSTELLAR!

Interstellar is a 1v1 experience where travelers, creatures, and intergalactic beings alike, battle for superiority amongst the stars. Use resources harvested and gathered from planets and artifacts to enable direct player v player attacks. Play action cards to disable opponent's travel, send cards into the void, or even advance your solar system. You may need to brace for impact by enabling force fields, jumping into a spacesuit, or leaving it all behind in your escape pods.

Space can be a treacherous place... even the best laid plans can be disrupted by meteor showers, planet destroying asteroids, or even black holes!!

## OBJECTIVE

A player wins when either (1) their opponent's character health is reduced to zero OR (2) their Main Draw Deck has been depleted AND they have a zero action turn (no cards played in turn(s) following main draw depletion).





# SET - UP

**1** Players start with 1 selected **Character**, corresponding **Ship** and **Teleportation** Device. Place **Character** cards in the designated **Character Slot** on the top right corner of the playmat. Place **Ship** cards anywhere in the **Orbit Section** designated as the middle third of the playmat. Place **Teleportation** in the **Battlefield Section** (**See Note 1**).

**2** Players start with both a **Resource Specific Deck** and a **Main Draw Deck** (See Deck Building section on **page 28** for more details on each). Shuffle both **Main Draw** and **Resource Deck** facedown for 1 1/2 minutes a piece. After the total of 3 minutes have concluded, cut each other's decks at the halfway point. Place decks into the designated **Resource** and **Main Draw Slots** of the playmat (**See Note 1**).

**3** Players start by drawing 3 cards from their **Resource Deck** and 7 cards from their **Main Draw Deck**. To determine which player will start, players will draw cards 1 for 1... the first player to draw either a **Water resource** or a **Star** will begin play by placing that specific card into play. If after drawing cards neither player has drawn a **Water** or **Star**, roll a die and the highest number starts the game.

**4** TimeWarp (**Optional**): If a player does not like their initial hand, they may reshuffle their cards and redraw a full hand (7 **Main Draw** and 3 **Resources**). Doing this gives your opponent 2 **Main Deck** and 2 **Resource Deck** draws rather than 1 per (see full turn set-up & actions step 1 below) to start the game to account for the Time Distortion. IF both players decide to enact TimeWarp, simply replay Set-Up Step #3 above with no consequences.



# FULL TURN SET-UP & ACTIONS

- ① Start your turn by drawing 1 **Main Draw** and 1 **Resource** card from respective decks.
- ② If a **Resource** has been Depleted in a prior turn, return **Resource(s)** to the **Recharged Position** (**See Note 2**).
- ③ Actions & Movements (can be played in any order)

## **A PRIMARY TRANSPORT:**

A single turn consists of traveling with your **Ship** for 2 movements (coordinates reached) per turn. Once the second coordinate has been reached, a player's turn ends. A movement/coordinate is defined as travel between **Sections** (**Planet, Orbit, Battlefield**), **Interplanetary** (**Planet to Planet**) or between any two objects within the same section (example: teleportation gate to space station).

- I Proximity is considered in movement: a single movement is from one **Section/Planet** to the next closest **Section/Planet** (**See Note 3**).
- II A player may end their turn without using both movements if they choose by declaring "End of Turn".
- III **\*\*Primary Resources** must be in-play to travel with **Primary Transport** (**See Step 3B Below**).





# FULL TURN SET-UP & ACTIONS

## **B** PRIMARY RESOURCE PLACEMENT:

There are designated slots on the left side of the playmat, one for **Water** and one for **Stars** (**See Note 1**). Once placed, they remain on the playmat at all times without being depleted/used up from turn to turn (unless directly attacked by the opponent).

- I **Water** can be used as a **Primary Resource** via the designated slot or a dispensable **Resource** via required **Resources** for **Characters**, additional **Action/Artifact** costs, etc. Once used in the **Primary Resource Slot**, **Water** cards cannot be used for **Character** attacks in future turns.
  - a Can stack **Resources** in the primary slot if required for specific **Character** costs.
- II **Primary Resource** cannot be targeted by an **Into The Void**.

## **C** ACTION CARDS:

Play an **Action Card** by placing it into the **Battlefield Section** of your playmat (**See Note 1**). There is no limit as to how many **Action Cards** can be played in a single turn, so long as the **Actions** are available in your hand.

- I There is NO cost for playing your first **Action Card**. Each additional **Action** (2-XX) will cost 1 resource card per.
- II **Action Cards** are played while in turn, unless specifically designated otherwise on the card itself.
- III Discard after single use, unless specified otherwise.





# FULL TURN SET-UP & ACTIONS

## **D** ARTIFACT & CREATURE CARDS:

Play an **Artifact Card** by placing onto the playmat in the section where it is required (**See Note 4**). There is no limit as to how many **Artifact Cards** can be played in a single turn, so long as the **Artifacts** are available in your hand.

- I There is NO cost for playing your first **Artifact**. Each additional **Artifact** (2-XX) will cost 1 **Resource Card** per.
- II **Artifact Cards** are played while in turn, unless specifically designated otherwise on the card itself.



# FULL TURN SET-UP & ACTIONS

## **E** SECONDARY TRANSPORT:

There are two types of **Secondary Transport Cards**, Teleportation and Miscellaneous Transport Vehicles, like **Escape Pods**.

### **I** Teleportation

- a** Teleportation devices are placed in the **Battlefield Section** of your playmat (**See Note 1**).
- b** Requires **Element 115** to power (see card detail)
- c** Movement with teleportation Does Not count against the primary movement limitation of 2 coordinates per turn.
- d** \*\*To fully enable movement, a Gate must be opened by placing a Gate card in the **Section** OR on the **Planet** you are looking to travel to. **Gate Cards** cannot be moved in the same turn it is placed/traveled to. Multiple **Gates** can be "opened"/in play on a single playmat enabling multiple movements in a single turn using teleportation.

### **II** Miscellaneous Transport Vehicles

- a** These vehicles can only be used if your **Main Ship** has been destroyed. Travel with these vehicles takes twice as long only 1 section/coordinate can be reached per turn. If using these Miscellaneous Transport Vehicles, since the second coordinate is not possible, play still ends when the player reaches that destination.



# FULL TURN SET-UP & ACTIONS

## F RESOURCE HARVESTING & GATHERING:

There are multiple ways to collect **Resources**...**Per-Turn Resource Draws, Resource-Enabled Artifacts & Actions, Harvesting Planets** and **Depleting Planets**.

### I Per-Turn Draws

- a See Full Turn Set-Up & **Actions**, Step 1 above

### II Resource-Enabled Artifacts & Actions

- a There are certain **Artifact & Action Cards** that have **Resources** that are available to collect upon use (**Space Junk, Space Station**, etc.). Follow the instructions on individual **Artifact/Action Cards** to collect **Resources** appropriately.

### III Harvesting

- a Place your **Harvest Action Card** into play anywhere in the **Planet Section** (**See Note 1**). Players can then **Harvest Resources** from their own **Planet(s)** without destroying them. Harvest 1/3 of all your **Planet's** combined **Resource** face values per use (**See Note 5**).
  - i For example: If you have two **Planets** in play, a **+3 Resource Planet** and a **+6 Resource Planet**, when **Harvest** is placed into the **Battlefield**, the player then draws 1/3 the face value from their **Resource Draw Deck**...1 **Resource Card** is drawn for the **+3 Resource Planet** and 2 **Resource Cards** are drawn for the **+6 Resource Planet**.

1





# FULL TURN SET-UP & ACTIONS

- b All **Resource Cards** that are harvested remain on the **Planet** they were harvested from until they are collected
  - i To collect harvested **Resources**, a player must physically travel to the **Planet** via **Transport Card**. Once arrived, the **Resources** from that **Planet** can be added to your hand and immediately used for gameplay in the same turn.
- c If harvesting while a **Planet** is colonized via the **Colonization Card**, harvesting will yield 1 additional **Resource** per turn. Simply draw an additional **Resource Card** and place it on the colonized **Planet** with the other harvested **Resources** from that turn.
- d **Harvest Cards** are not discarded into the void after use like most single use cards. After a single use, re-shuffle this card into your **Main Draw Deck**.
- e Can only draw up to the face value of a specific planet in a single turn.

## IV Depleting

- a Place your **Depletion Action Card** into play anywhere in the **Battlefield Section** (See Note 1). The player then chooses which of their opponent's (or own) planets they would like to deplete.
  - i If the chosen planet has uncollected **Resources** on it that have already been harvested, the opponent discards those **Resources** into the void, and you draw the same number of resource cards as they just discarded.
  - ii The player who enacted **Depletion** then draws either:
    - 1 1/3 the face value of targeted **Planet's Resources** - Odd face value planets
    - 2 1/2 the face value of target **Planet's Resources** - Even face value planets





# FULL TURN SET-UP & ACTIONS

- iii Once play returns to your opponent, they can harvest their **Planet** as they normally would (**See Step 3fiii above for harvesting rules**). Opponent then discards their depleted **Planet** at the end of their turn.

## **G** ATTACKING WITH SHIP & CHARACTER CARDS:

- i You may only attack on your turn (unless otherwise stated)
- ii Must use **Primary Attack** prior to using **Alt Attacks**
- iii First attacks with both your **Ship** and **Character Cards** are at the stated costs. If attacking with multiple **Main/Alt attacks** in the same turn, each additional attack will require stated cost + 1 **Additional Ammo** (for **Ships**) or **E Resource** (**Characters**) and will increase for each additional attack. (example: main attack number 3 in a single turn will cost stated value +2 **Additional Ammo** or **Resource** respectively).
- iv For specific Alt Actions, positional actions or passives, **Resource** costs will be stated on each **Character/Ship Card** (if applicable).
- v Must destroy opponent's **Ship** before directly attacking their **Character Cards** unless otherwise stated on **Actions, Artifacts etc.**
- vi If you destroy your opponent's ship with an attack that is greater than remaining health (i.e. **Ship** has 100 health, and is destroyed with an attack that deals 150 damage), the additional damage does not carry over to their **Character Card**.
  - a Once your opponent's **Ship** is destroyed, you have two options for attacking their **Character**:





# FULL TURN SET-UP & ACTIONS

- i If attacking with a **Ship**, you must roll a die. If EVEN, the attack lands. If ODD, the attack misses.
- ii If attacking with character, direct **Character** to **Character Attacks** are at stated values.

## **H** \*\*COMBAT DAMAGE IS REDUCED FOR CHARACTER AND SHIP ATTACKS DESIGNATED BY EACH SECTION (See Note 6).

- I **Ships** - Attack damage is equal to stated value less 30 damage for each section in between you and your opponent (examples: **Orbit** to **Battlefield** -30, **Planet Section** to **Battlefield** -60, **Planet Section** to **Orbit** -90, **Planet Section** to **Planet Section** -120. The **Battlefield** is a shared space, if both you and your opponent are in respective **Battlefields**, attacks are at full strength).
- II **Characters** - Attack damage is equal to stated value less 5 damage for each section in between you and your opponent (examples: **Orbit** to **Battlefield** -5, **Planet Section** to **Battlefield** -10, **Planet Section** to **Orbit** -15, **Planet Section** to **Planet Section** -20. The **Battlefield** is a shared space, if both you and your opponent are in respective **Battlefield**, attacks are at full strength).

## **4** Ending your turn

- A** A turn ends when either (1) the second **Movement/Coordinate** has been reached using your **Primary Transport Ship** OR (2) when you declare "End of Turn".

## **5** Playing cards out of turn costs 1 **Resource** per play.





# CARD TYPES

## MAIN CHARACTER CARDS

There are 3 types of **Characters** in Series I. These card types can be similar to other card types (i.e. **Creatures** as **Main Characters** and **Creatures** as **Non-Main Characters**), but the differentiating factor is that the **Main Character** Card Types will ALWAYS have a **Ship** identified in the Card Specific Indicator Slot.

### **A** Traveler:

#### **I** Humans

- 1** Shane
- 2** Marissa
- 3** Ken-Joy

#### **II** Titans

### **B** Creature

#### **I** Shifters

### **C** Unknown

#### **I** Anubis



## MAIN CHARACTER CARDS

CARD NAME

SHIFTER

HP 125

HEALTH POINTS

CREATURE

CARD TYPE

ATTACK DAMAGE

ATTACK

ATTACK:  
MIRROR

XX+5

\*Can only mirror opponent's main character attack. Add 5 damage when mirroring. (Copy any secondary effects from main attacks)

CHARACTER SPECIFIC  
INDICATOR



RESOURCE REQUIREMENT  
PER ATTACK



ALT ACTION/ALT ATTACK

ALT ACTION: INVASION

Draw 2/3 face value of Resources from opponent's targeted Planet once per game.

RESOURCE REQUIREMENT  
PER ALT ACTION/ALT ATTACK



ILLUS. CHAD RAMSAY



# CARD TYPES CONT'D

## TRANSPORT CARDS

See [Primary Transport](#) in Step 3b and [Secondary Transport](#) in Step 3e for full details.





## TRANSPORT CARDS

CARD NAME

UFO

HP 350

HEALTH POINTS

TRANSPORT

CARD TYPE

ATTACK DAMAGE

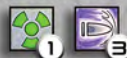
ATTACK

### ATTACK:

ATOMIZER BEAMS

\*When attacking ships, deal 10 damage to opponent's character as well.

125



### ALT ACTION: DEFENSIVE CLOAK

Opponent draws and reveals 1 Resource.

A +1 = 60 dmg, a +2 = 40 dmg, a +3 = 20 dmg,

an Element 115 = full dmg

Anything else results in a missed attack.



RESOURCE REQUIREMENT  
PER ATTACK

ALT ACTION/ALT ATTACK

RESOURCE REQUIREMENT  
PER ALT ACTION/ALT ATTACK

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# CARD TYPES CONT'D

## ACTION CARDS

These card types typically DO NOT have designated Health Points but would carry out some sort of necessary game mechanic in a single or sustaining **Action** (across multiple turns). These can either be General Use for all deck types OR **Character** Specific, which would be designated in the **Character Specific Indicator** Slot of your card.



## ACTION CARDS

CARD NAME

SECRET FORMULA

1 Per Deck

DECK LIMIT INDICATOR

ACTION

CARD TYPE

MECHANIC DESCRIPTION

CHARACTER SPECIFIC  
INDICATOR  
(IF APPLICABLE)



Turn any 5 face value  
Resources into a single  
Element 115. *Secret Formula* will  
remain in the battlefield as the  
Element 115 card once the  
conversion is complete.

(Discard Resource cards used  
in conversion)

NO. 99/115

ILLUS. DEREK GRUEN



# CARD TYPES CONT'D

## HUMAN & CREATURE CARDS

These are similar to an **Artifact** card as they have designated **Health Points** and carry out some sort of necessary game mechanic. These can either be **General Use** for all deck types OR **Character Specific**, which would be designated in the **Character Specific Indicator Slot** of your card.





## HUMAN & CREATURE CARDS

CARD NAME

REINFORCEMENTS

1 Per Deck

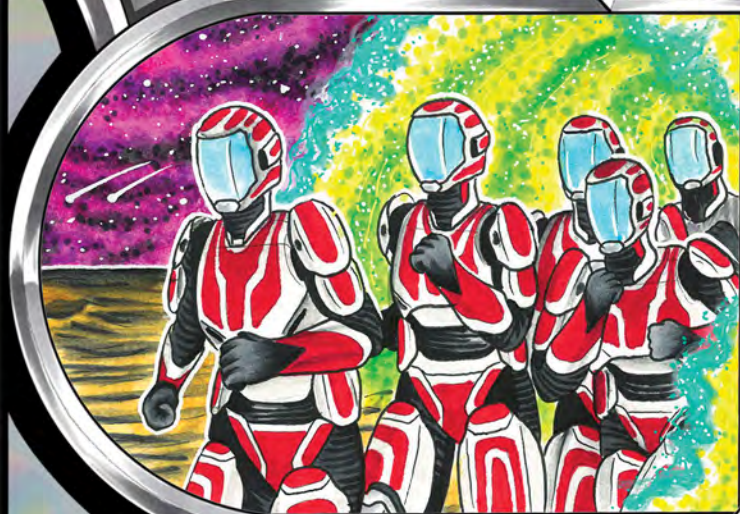
HP 35

HEALTH POINTS

HUMAN

CARD TYPE

DECK LIMIT INDICATOR



MECHANIC DESCRIPTION

When in the battlefield, on each of your turns, **Reinforcements** will disperse up to 15 damage to selected targets.

CHARACTER SPECIFIC  
INDICATOR  
(IF APPLICABLE)



On opponent's turns, they will have to pay 1 **Resource** to role both dice (twice per turn max). **Reinforcements** HP will be reduced by face value of both dice until destroyed.

**Reinforcements** can only be defeated by dice roles or **into the Void**.

ILLUS. HARLEY HEUMANN

No. 39/115



# CARD TYPES CONT'D

## PLANETARY/MOON CARDS:

There are 12 types of **Planetary Cards** in Series I. Each **Planet/Moon** card has a **Resource Availability Indicator** in the top right corner of the card. When building a deck, there is no limit to the number of **Planets** you can use, but there is a max of 15 **Resource** face value per playmat allowed (See Deck Building section on page XX for more details).

- 1 Proxima B - 12R (Gain 1 additional **Resource** per turn without harvesting or depleting)
- 2 Earth - 12R
- 3 Titan (Saturn's Moon) - 9R
- 4 Saturn - 6R
- 5 Mars - 6R
- 6 Venus - 6R
- 7 Jupiter - 6R
- 8 Mercury - 3R
- 9 Uranus - 3R
- 10 Neptune - 3R
- 11 Pluto - 3R
- 12 ????? - 9R





## PLANET CARDS

RESOURCE AVAILABILITY

CARD NAME

PROXIMA B

1 Per Deck

12<sub>R</sub>

"R" = RESOURCES

PLANET

CARD TYPE

DECK LIMIT INDICATOR

MECHANIC DESCRIPTION

Draw and place 1 additional  
**Resource** face down per turn  
without harvesting or depleting.

It has been found!

The exoplanet of Proxima Centuri,  
our red star from above. Soon to be a  
new home for the human race.

ILLUS. HARLEY HEUMANN

No. 119/115

FLAVOR TEXT



# CARD TYPES CONT'D

## STAR CARDS

There are 3 types of **Star** cards in Series I. Each **Star** card has a **Resource Availability Indicator** in the top right corner of the card. **Stars** are used to (1) unlock your board for travel and (2) enable your character attacks. The **Star** cards are ONLY played in the designated **Primary Resource Slot** (See **Primary Resource Placement in Step 3b**). This card type CANNOT be used to pay for multiple **Actions/Artifacts** or out-of-turn play.

- 1 Proxima Centauri +1
- 2 Binary Star +2
- 3 Orion's Belt +3



# STAR CARDS

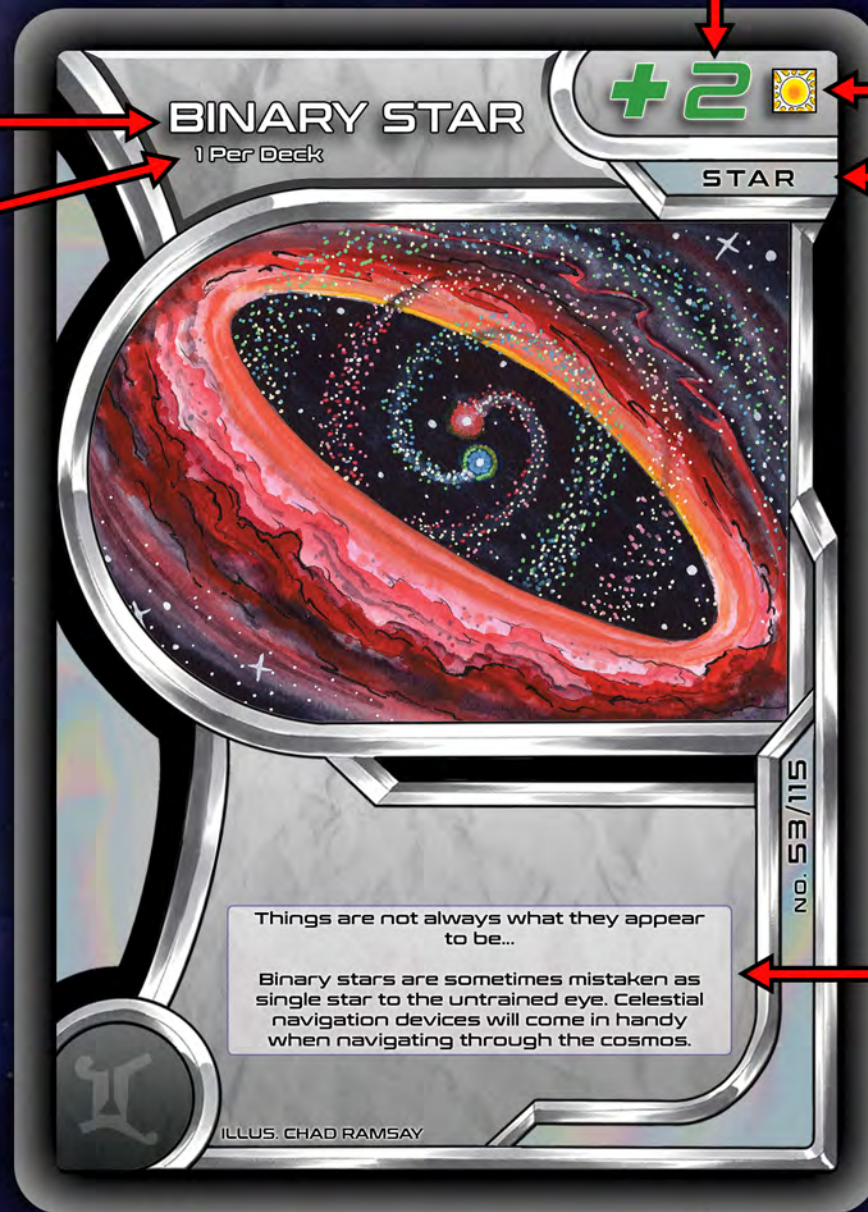
CARD NAME

DECK LIMIT INDICATOR

NUMBER OF RESOURCES

RESOURCE TYPE

CARD TYPE



FLAVOR TEXT



# CARD TYPES CONT'D

## RESOURCE CARDS

### **A** Water

- i** **Water** can be used as a **Primary Resource** via the designated slot OR a **Dispensable Resource** via required **Resources** for **Characters**, additional **Action/Artifact** costs, etc.
  - 1** Can stack **Resources** in the **Primary Slot** if required for specific character costs.
  - 2** Once used in the **Primary Resource Slot**, **Water** cards CANNOT be used to pay for multiple **Actions/Artifacts** or out-of-turn play.
- ii** See **Primary Resource Placement** in Step 3b for full details

### **B** Energy

- i** Used to pay for **Character/Ship** attacks where designated
- ii** This card type CAN be used to Pay for multiple **Actions/Artifacts** or out-of-turn play.

### **C** Ammo

- i** Used to pay for **Character/Ship** attacks where designated
- ii** This card type CAN be used to Pay for multiple **Actions/Artifacts** or out-of-turn play.



RESOURCE CARDS

CARD NAME

DECK LIMIT INDICATOR

NUMBER OF RESOURCES

RESOURCE TYPE

CARD TYPE



FLAVOR TEXT



# CARD TYPES CONT'D

## RESOURCE CARDS

### **D** Element 115

- i** **Element 115** comes into play in the **Depleted** position for 1 turn
- ii** Can be used to pay for **Element 115** requirements where designated
- iii** Can be used as a **Wild Card Resource**, and pay for **Water**, **Energy**, or even **Ammo**
- iv** This card type CAN be used to Pay for multiple **Actions/Artifacts** or out-of-turn play.

### **D** Non-Specific Resource (Wild Card)

- i** These cards do not have a **Resource Type** or **Number of Resource** indicators in the top right corner of the card.
  - ii** These are used as **Wild Card Resources** and typically require some sort of action to see what it can be used for (i.e. role of the die, etc.)
- 1** Players should follow the instructions indicated in the **Mechanic Description** section of the card.

### **D** Non-Specific Resource (Resource Enhancer/Counter)

- i** These cards do not have a **Resource Type** or **Number of Resource** indicators in the top right corner of the card.
- ii** Players should follow the instructions indicated in the **Mechanic Description** section of the card.



## NON-SPECIFIC RESOURCE CARDS

CARD NAME

HALLEY'S COMET

1 Per Deck

RESOURCE TYPE

RESOURCE

CARD TYPE

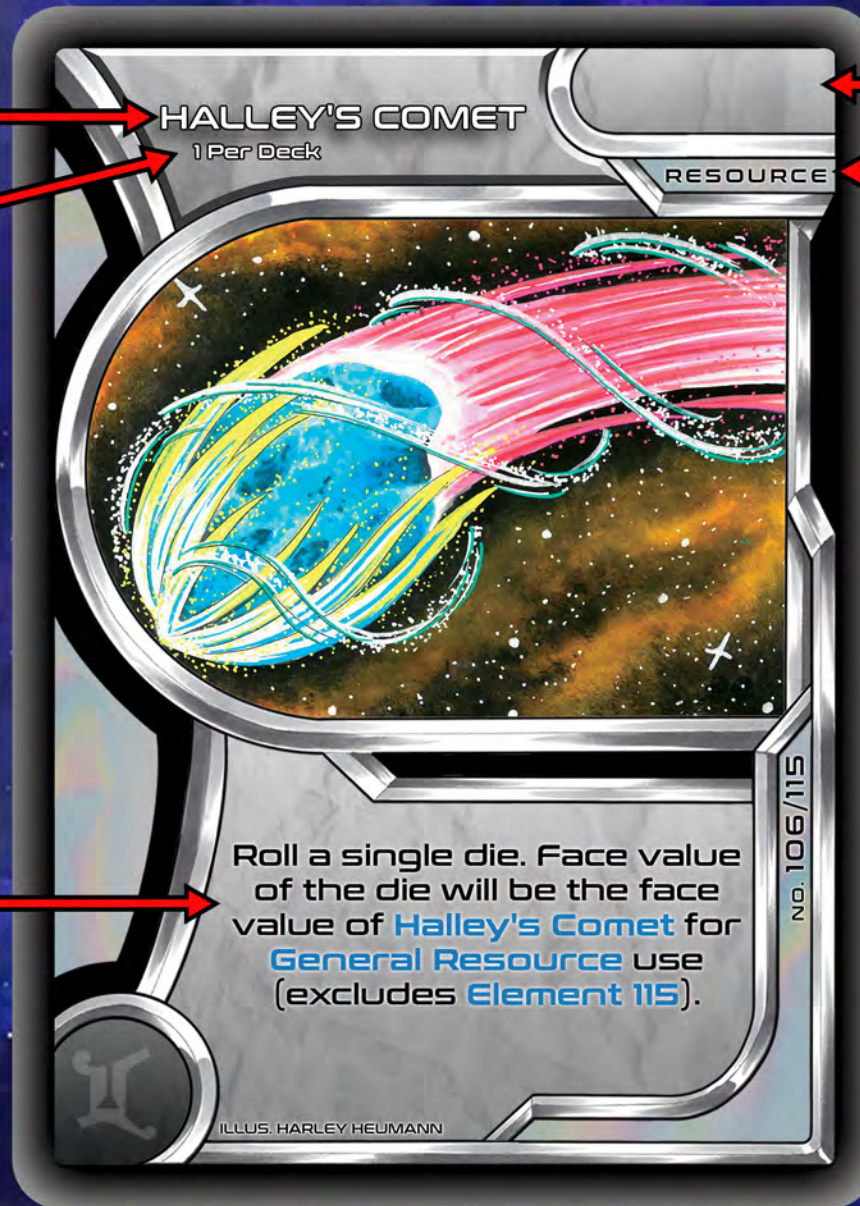
DECK LIMIT INDICATOR

MECHANIC DESCRIPTION

Roll a single die. Face value of the die will be the face value of **Halley's Comet** for **General Resource** use (excludes **Element 115**).

NO. 106/115

ILLUS. HARLEY HEUMANN



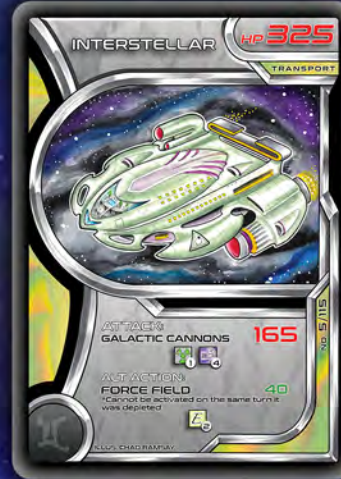


# DECK BUILDING

- 1 To get ready for battle you will need to build 2 decks, a **Resource Deck** and a **Main Draw Deck**. Each will be built with a minimum of 35 cards per (70 total cards needed to start). Each deck will have a 50 card max. When building your decks, it is important to note the **Deck Limit** indicator for each card as this points out if you may use duplicates of the same card in a single deck or not.
  - a Your **Resource Deck** may only include **Resource Card Types** as indicated in the **Card Type** section (See **Resource Card Type** example on page XX)
  - b Your **Main Draw Deck** may consist of all other card types other than **Resources**. Additionally, the **Teleportation** card, **Primary Characters**, and **Primary Transports** are excluded from the **Main Deck** as these cards are placed into play to start the game (see **Set-Up Step 1 above for full details**).
  - c When adding **Planets** to your **Main Deck**, there is no limit to the number of **Planets** you can add, but there is a max of 15 **Resource** face value that can be played at any given moment.



DIMENSIONAL  
RARE (DR)



UNCOMMON (UC)



COMMON (C)

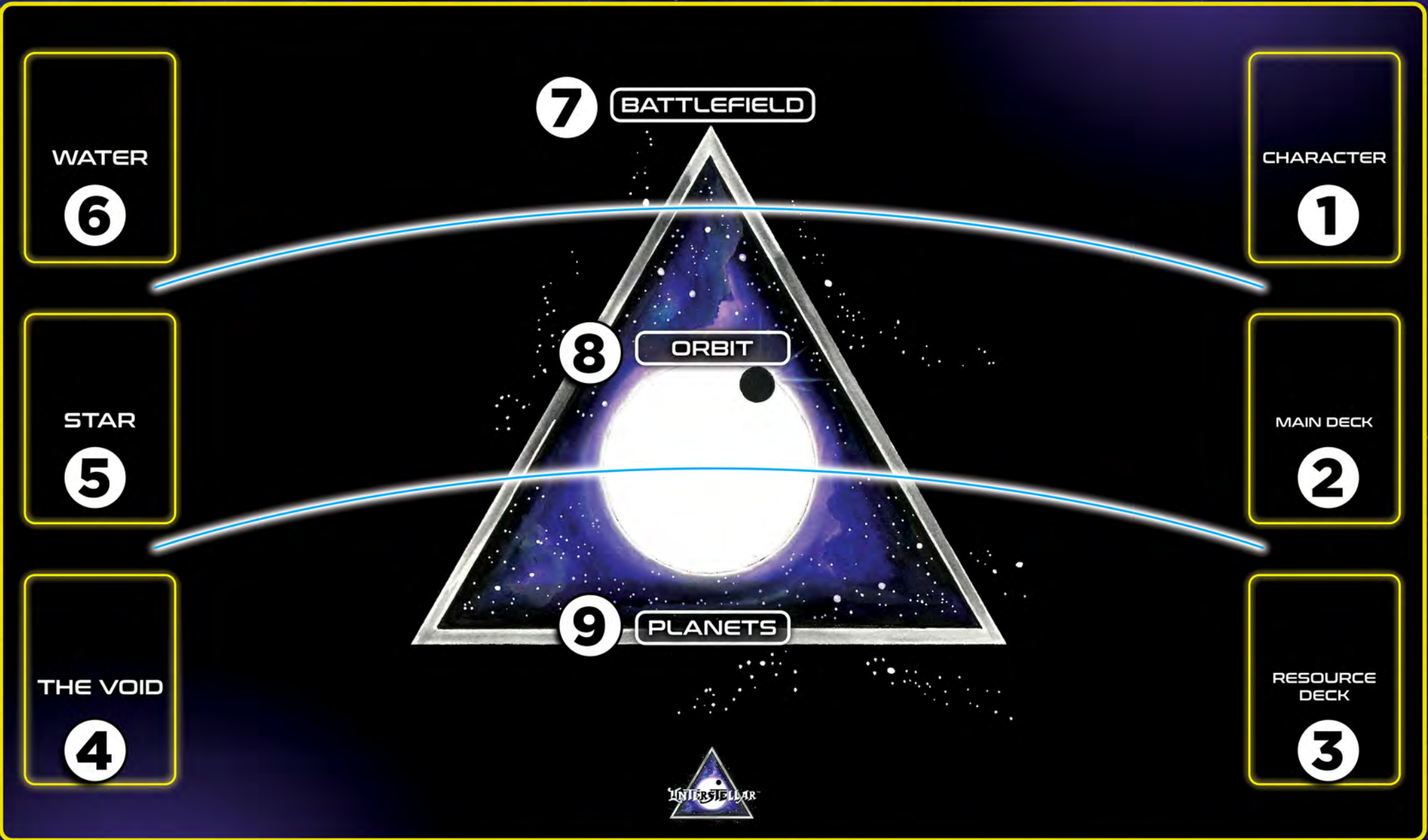


PRISM RARES (PR)

SPACE RARE (SPR)



NOTE 1





## NOTE 2



Depleted



Recharged

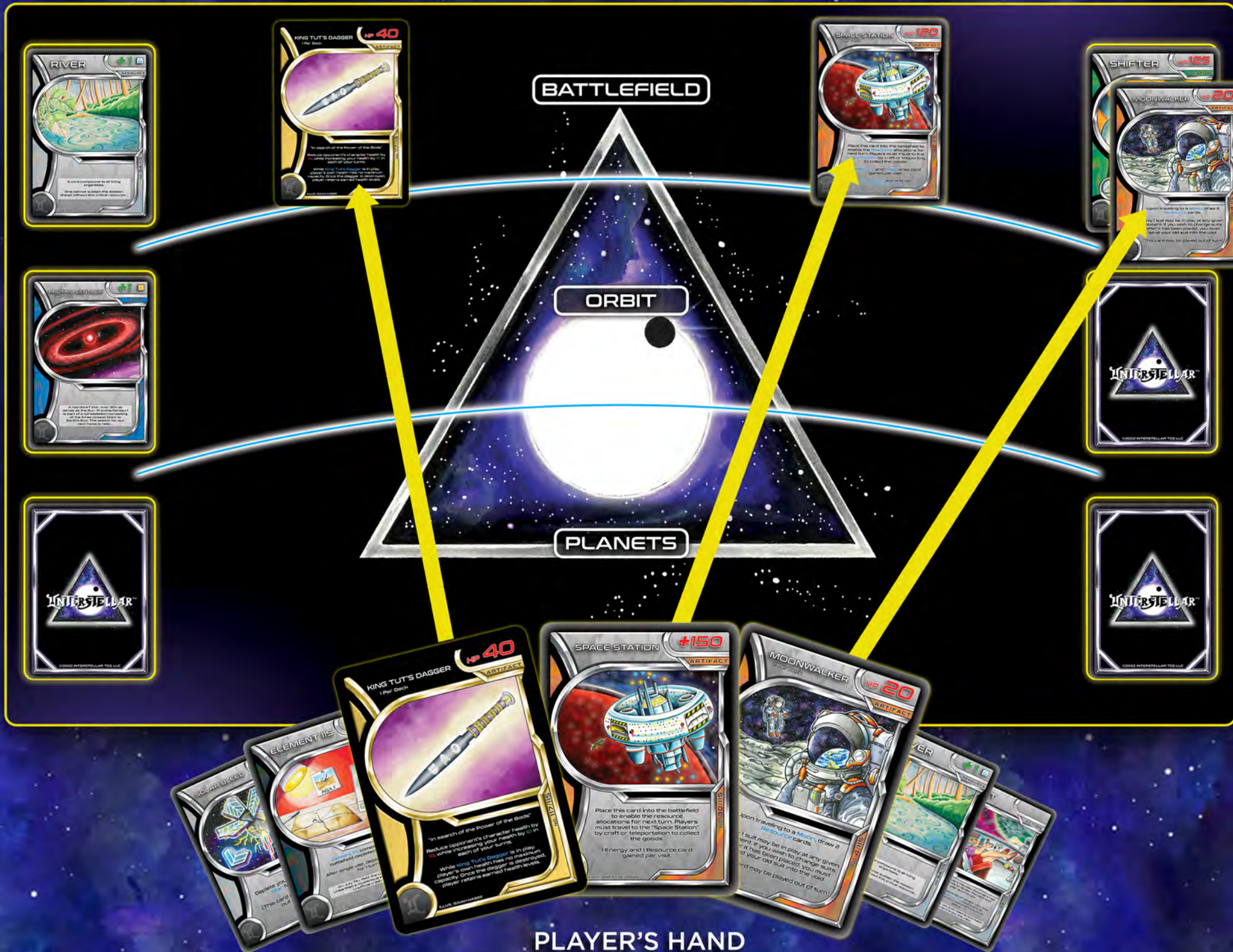


# NOTE 3





# NOTE 4





## NOTE 5





NOTE 6

