

# TABLE OF CONTENTS



<b>General.....</b>	<b>1</b>
<b>Characters.....</b>	<b>6</b>
<b>Battle.....</b>	<b>12</b>
<b>Skills.....</b>	<b>14</b>
<b>Extras.....</b>	<b>17</b>
<b>Credits.....</b>	<b>18</b>



# GENERAL



**Astra Galaxia TCG is a game of cards. To play it you will need a deck of 37 cards.**

- **30 Cards for the main deck(Units and Skills).**
- **6 Cards for the extra deck(Bosses).**
- **1 Leader card.**

**Both players start with 4 cards in their hand. They, the have the option to put as many cards from their hand to the bottom of the deck to draw that same amount of cards.(Mulligan) Then shuffle.**

**The player that goes first draws a fifth card, and each round the turn player draws 1 card.**

**To win, you must defeat the opponent's leader.**



# Level System

Let's talk about levels. This is symbolized by the diamond like shape as shown on the top left of a character card.



You can only play characters that are equal or less to your current level. Both players start at level 1, and each turn it is increased by 1 for both of them.

- Turn 1: First player plays at level 1.
- Turn 2: Second player plays at level 2.
- Turn 3: First player plays at level 3.
- .....



# Phases

**Now let's talk about phases.**

**Phases are the steps of how a turn progresses.**

**First we have the Draw Phase. This is the first phase of a turn and it's when the player draws a card.**

**Then we have the Preparation Phase. Now the player can play characters or skills.**

**Next is the Battle Phase where all the action happens. The turn player can make attacks with each character they control.**

**After that is the Rest Phase which is very similar to the preparation phase.**

**Finally we have the End Phase when some effects can be triggered before moving to the next turn.**

**Draw 1 Card,  
Effects  
Triggering**

**Draw  
Phase**

**Play  
Characters  
or Skills**

**Prep.  
Phase**

**Perform  
Attacks**

**Battle  
Phase**

**Play  
Characters  
or Skills**

**Rest  
Phase**

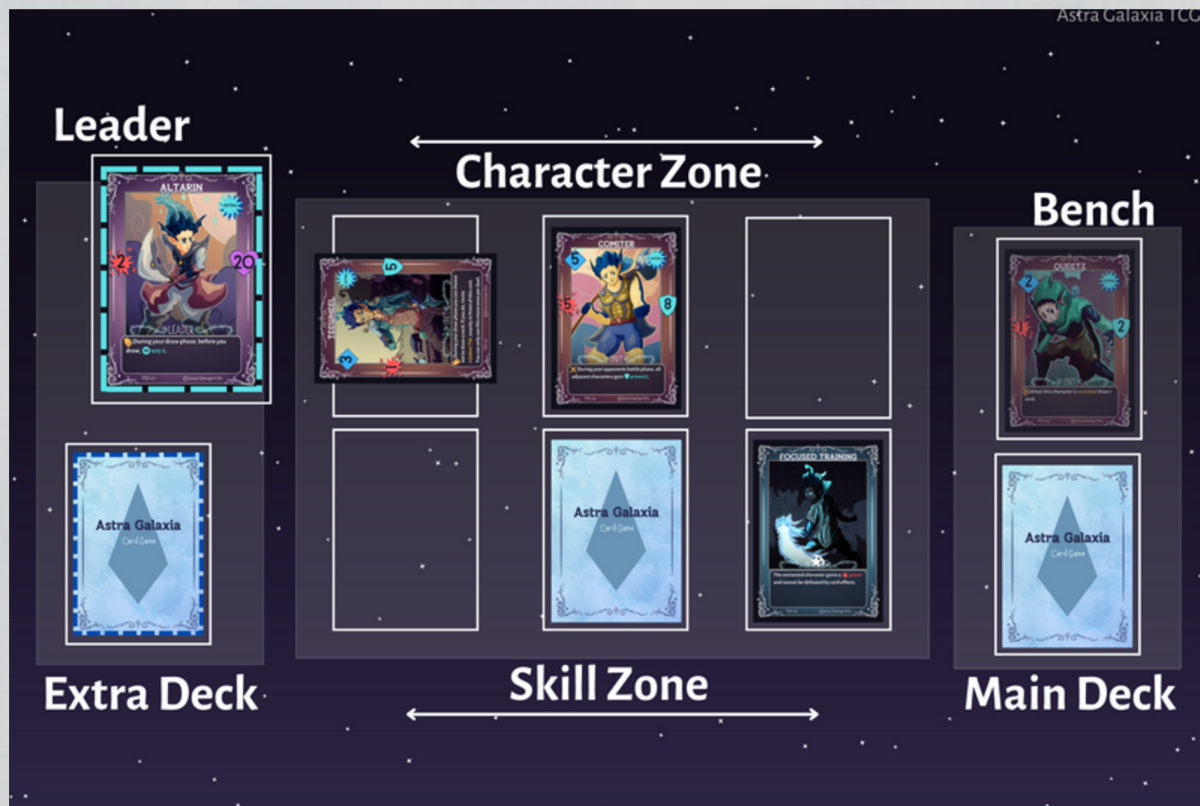
**Effects  
Triggering**

**End  
Phase**



# Formation

The Field is where all the cards are placed. Each player has their own field and they are mirrored to each other.



The main field consist of two rows. The first row is the character zone where you can play up to three characters. The second is the skills zone where you can play up to three skills. Leader is placed on the left. Below is the extra deck where the Bosses are stacked. On the right you have the main deck from where you draw cards and the bench where all disposed cards end up to.

# The Complete Line-Up

Now the complete board of this game would look like below.



Here we add the current life of our leaders. If the leader is defeated, the owner loses.

We also add the current level, which in most cases is equal for both players, unless it changed because of card effects.



# CHARACTERS



**Characters are the heart of the game.**

**They are divided in 5 categories:**

**Leaders:** Each player only has 1 Leader and they are placed on the field from the start of the duel.

**Units:** These are the most common type of characters. They exist in the main deck and are played mostly from the hand.

**Tokens:** They are essentially units but they don't have a level. This is important for boss recruiting.

**Bosses:** They exist in the extra deck. They can be brought to the field by using the materials (other characters) that are inscribed on their cards.

**Legendaries:** They function similar to bosses but stronger. They can arrive only by card effects.



# Character Recruiting

Let's start with most basic types of characters; the units. Units are those type of characters that exist in your main deck and can be played from your hand.

When you play a character from your hand we call that a 'recruit'. You can only recruit units that are equal or less to your current level.

The turn player can make up to 2 recruits and the opponents 1 during each turn. You can bring a character to the field in attack or defense position.



**Aattack**



**Defense**



# Character Inviting

When you bring a character to the field with a non conventional way we call that an 'invite'.

Invites can happen from your hand, deck or extra deck. To invite a character you need to follow the rule of each individual card that has the world invite in their description.


Now, when you deliberately send your character to the bench we call that a dismiss. You can only dismiss character when the description of a card writes so or for recruiting a boss.



The description of 'Awakened Plasma' says that you can dismiss this card to invite a 'Premature Plasma' from your deck.




# Character Return



**When a character comes to the field directly from the bench then we say that it is returned. Some card effects can bring back defeated characters**

**Finally, we use a specific word when we want to include all of the recruiting occasions(recruit, invite, return) and that is ‘arrive’.**

**Also, keep in mind that lvl. 0 characters are considered a free recruit, so they do not reduce your recruit count for this turn. For example, you can play a lvl. 0 character and then recruit two more characters during your turn.**





# Bosses

Bosses are characters that are stacked in your extra deck. In order to bring them to the field you must use the described materials.



For Example the boss 'Asyria' needs two Astral characters of at least level 1 and 2.

That means you could dismiss for example the characters 'Glomb' and 'Straub'.



Level 2 Astral

+



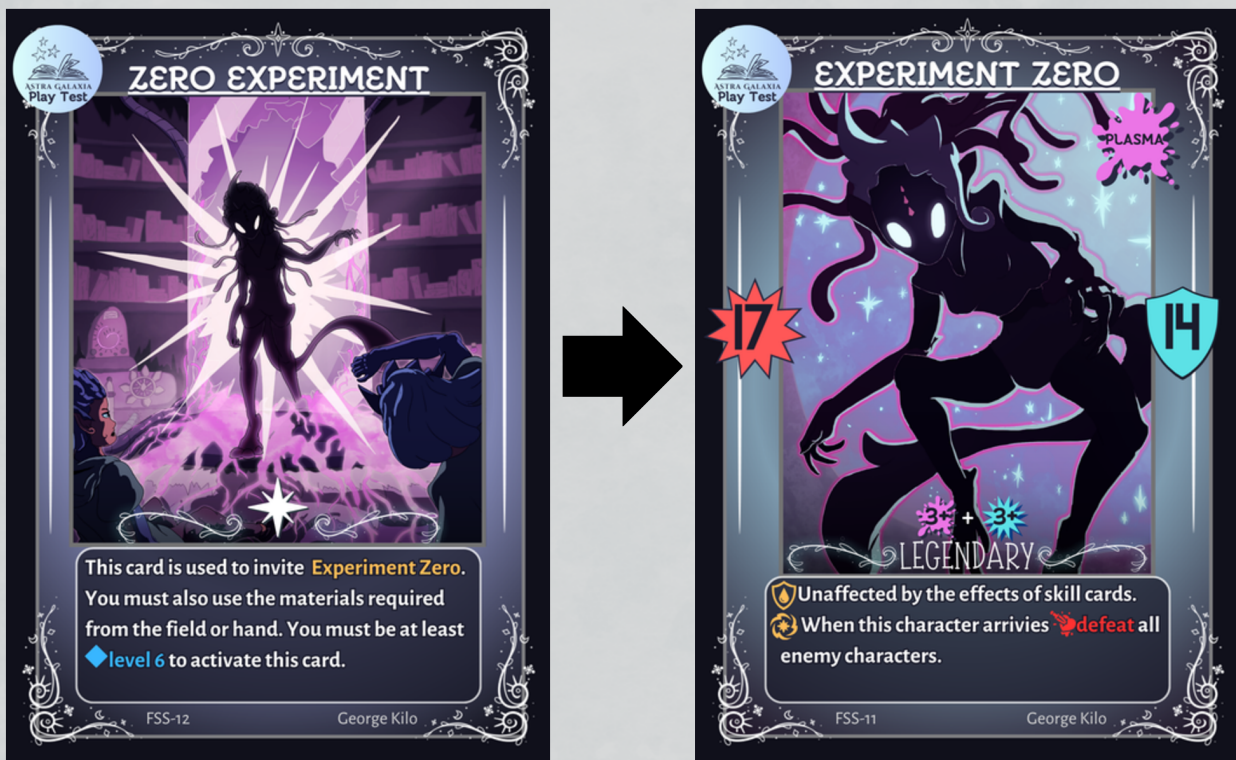
Level 2 Astral

Keep in mind that leaders and tokens can't be used as materials. Also, Bosses can be brought to the field with invites of some card effects.



# Legendaries

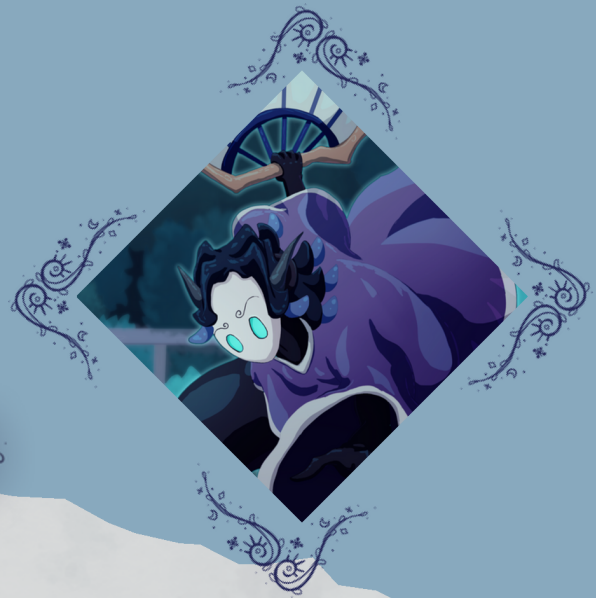
**Legendaries are similar to Bosses except that they can only be brought to the field by playing an specific card.**



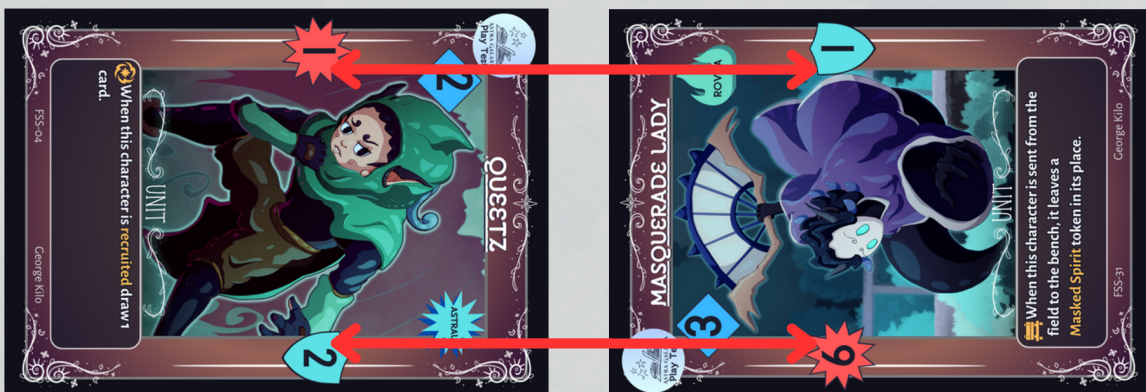
**Legendaries do not have level and cannot be used as materials.**



# BATTLE



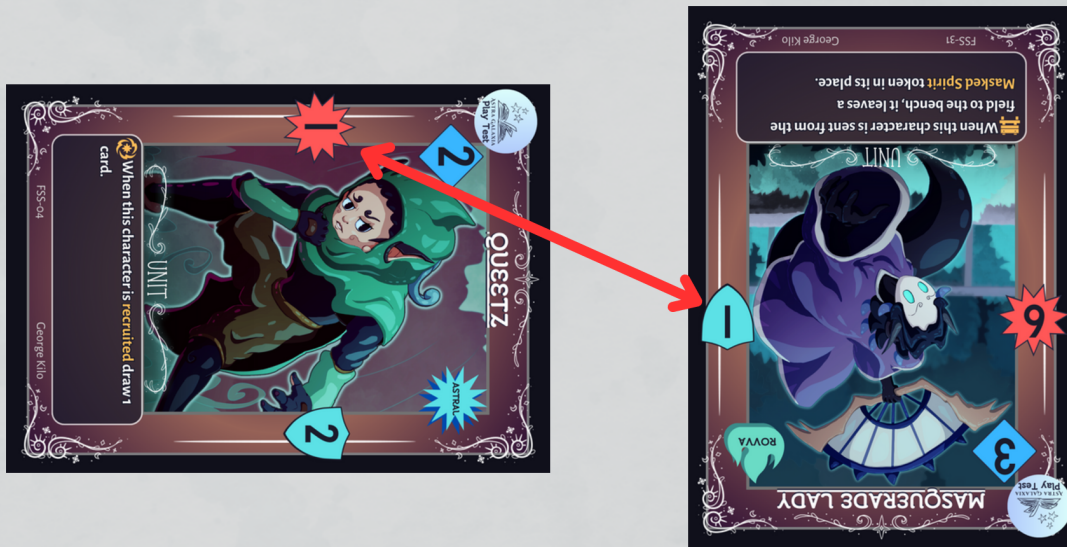
The turn player can make attacks during the battle phase. Each character that is in attack position can attack, including the leader. The result of the battle may vary according to the battle position of each character.



## Attack to attack position

Both player strike each other. If the power is bigger or equal to the opposite armor then the character is defeated. In this case both character defeats each other because  $(1 \geq 1)$  and  $(6 \geq 2)$





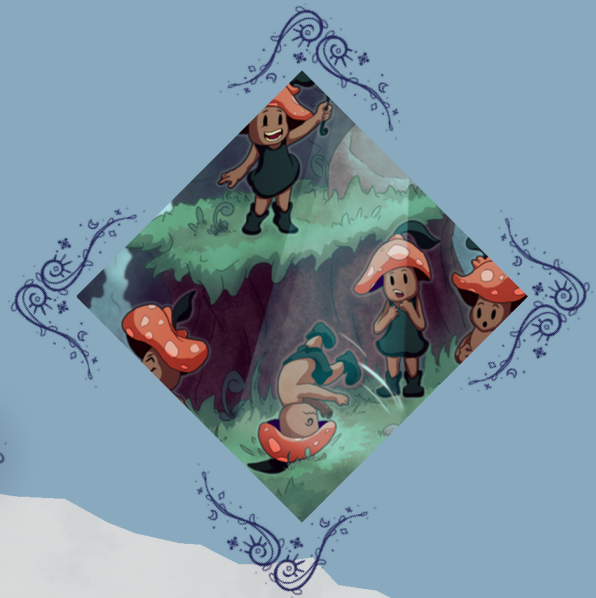
## Attack to defense position

If the attacker's power is bigger than the defenders armor then the defender is defeated. Otherwise nothing happens. Here Queetz's power '1' is equal to Masq. Lady's armor '1', so nothing happens.

Keep in mind that while having defense position characters your opponent can't attack the leader. When the leader is attacked, the first time each turn, they strike back and receive damage equal to the attacker's power. The leader themselves can also attack and receive damage equal to the enemy's power if they are in attack position.



# SKILLS



**Skills is another variation of card in comparison to character cards and are very useful in impacting the balance of the game.**

**Skill cards are played in the backrow of your lineup and are divided in multiple different types. Skill cards are played according to their type and have different functionality.**



**The type of each skill is displayed in the low center. For example, the image on the left is a counter skill.**



# Skill Types

Let's examine all skill types, with their responsive symbolisms.

## Normal

Normal skills can be played only during the owner's turn. They have slow priority and can only start a chain, but cannot be played in-between. When they resolve, they are sent to the bench.

## Counter

Counter skills can be activated the next turn after setting it to your back row. They are reactions and can happen in the middle of a chain.

## Handplay

Handplays can be only activated from your hand during either player's turn and they can be played in the middle of a chain.



# Skill Types

## Quick-Play

These cards are the most versatile skill type. They can be played either as a normal skill by starting a new chain or can be played from the hand during the owner's chain in the middle of a chain. They can also be set and activated afterwards like counter skills.

## Connection

Connection skills can be activated only by connecting it to a character. As long as these cards are connected, apply the described effects. When that specific character leaves the field, send the connection skill to the bench. You can also connect them to an enemy.

## Lasting

Lasting skills are always accompanied with a number in the center which shows how many turns they last. Counters are removed during the owner's end phase.



# EXTRAS

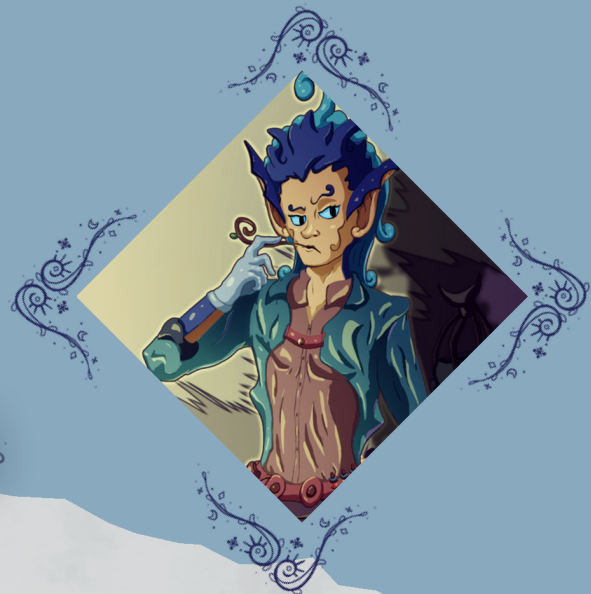


## Stun ★ ↺

When a character is stun, their abilities are negated and they cannot attack or retaliate until the end phase.



# CREDITS



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