

# PLANETARY CONQUERORS



PLANETARY CONQUERORS IS A GAME IN WHICH YOU TRY TO CONQUER A PLANET BEFORE YOUR OPPONENTS DO. AT THE START OF THE GAME, YOU HAVE NOTHING BUT A FEW CARDS IN YOUR HAND AND TWO MINERS. STRATEGICALLY USE ALL AVAILABLE RESOURCES, DEFEND YOURSELF AGAINST YOUR OPPONENTS, OUTSMART THEM, AND CONQUER THE PLANET FOR YOURSELF!



## Game Objective:

Victory in Planetary Conquerors can be achieved in two ways:

One way is to own buildings on the planet with a total of 30 or more life points. Once you reach 30 life points on your buildings, the game ends, and you are declared the winner.

The second way is to destroy your opponents' bases. Each player's base has 15 life points, and you can attack it with your warriors. The player whose base is destroyed immediately loses the game.

**Base** – A symbolic base. Traps can be placed in front of it, and your opponents can attack it as if it were a building.

- You start the game with the **maximum** 15 life points on your base.
- Life points must be displayed so that every player can see how many your base has.
- If your base is destroyed, you lose the game.

## MATERIALS:

There are three types of materials in the game that you can use to play cards: **Gold**, **Cosmium**, and **Electricity**.

**Gold** 🟡 and **Cosmium** 🟦 – basic materials that you primarily obtain through your miners.

**Electricity** ⚡ – A rare material that you can generate once per turn during your main phase by spending **four Cosmium**, or you can obtain it through certain buildings or warriors.

**Cards that require Electricity to be played, can be played at any time when a spell can be played.** You don't have to play them only during the specific card type's play phase.

## CARD TYPES:

There are five types of cards in the game. Each has a different purpose and is used in different situations. The type of card is indicated at the bottom of the card in a rectangle between the stars, which denote the card's rarity.



### Miners

Miners are cards that allow you to obtain basic materials.

- Unless stated otherwise, they generate materials during your mining phase. The mined materials are immediately stored in your material storage.
- Miners can only be played during your main phase, provided no other game action is currently taking place.
- Place all your played miners in the first row in front of you on the playing area; this row represents your mine.



**Storage** – Symbolic material storage.

- The maximum number of materials in **Gold** and **Cosmium** storage is **6**, and in **Electricity** storage, it is **3**.
- If your storage for a material is full, you cannot obtain more of that material.
- Keep track of your materials using dice or some other method so that it is clear how many you have in a given storage.

## Buildings

Buildings are cards that move you closer to victory. When you own buildings with a total of 30 or more life points, the game ends, and you are declared the winner.

- Buildings can only be played during your main phase, provided no other game action is currently taking place.
- Place played buildings in a row in front of your miners.
- Each building has a certain number of life points, indicated by a semicircle at the bottom of the card.
- Buildings can be targeted by warrior attacks, which can reduce their life points (see Game Flow).
- You can place traps in front of them to protect them from warriors.
- The current life points of each damaged card should be tracked and visible.
- A building cannot have more life points than the number indicated in the semicircle.
- When a building loses all its life points, it is demolished and moved to the junkyard.



**Junkyard-** The junkyard is where you discard all your used, dead, or demolished cards – activated traps, dead warriors, demolished buildings, spells, etc.

- Each player has their own junkyard, so if you somehow obtain a card from your opponent, it goes to its owner's junkyard after use

## Warriors

Warriors are cards that you can use to attack enemy buildings or bases during your attack phase or to defend your own buildings and base during enemy attacks.

- Warriors can only be played during your main phase, provided no other game action is currently taking place.
- Place played warriors in a row in front of your miners, along with your buildings.
- Each warrior has a certain number of life points and attack power, which determines how much damage they deal to buildings, bases, or other warriors.
- **Life points** are shown in the bottom **right corner** of the card, and **attack power** is shown in the bottom **left**.
- Warriors play the most significant role during the attack phase (see game flow).
- Loss of life points for warriors is permanent, just like with other cards and the current life points should be clearly visible.
- When a warrior loses all its life points, they die and are moved to the junkyard.



## Traps

Traps are defensive cards that you can place in front of your buildings and base.

- Traps are the only type of card that has no cost – **traps are not played but placed.**
- You can place a trap only once per turn, and only during the **trap phase**. When placing a trap, choose one of your buildings and place the trap **face down** in front of it so that your opponents don't know what kind of trap it is.
- You can look at your placed traps at any time.

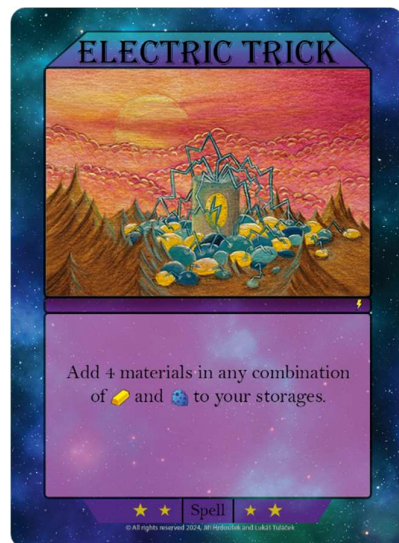


- If there is already one or more traps in front of the building where you want to place a trap, you must choose where to place it (either in front of or behind the existing trap). Place them in a column so that they are activated in the order they are placed (see game flow).
- A trap is activated when an attacking warrior triggers it – it is flipped, moved to the junkyard, and its effect takes place.
- If the building with a trap in front of it is destroyed or moved to another zone, the trap is moved to the junkyard.

## Spells

Spells are a type of card that you can play during your main phase or at any time as a reaction.

- If a spell requires you to choose a target, at least one valid target must exist when the spell is played. The target does not need to be announced; it just needs to exist.
- If a spell that requires a target loses all its valid targets, the spell does not take effect and is moved to the junkyard instead.
- After a spell takes effect, it is moved to the junkyard.



## Reactions

- You can react to the **playing of any type of card, transitioning to the next phase of the turn** (or parts of an attack), **activating a trap**, or **before any damage is dealt** (before each individual line of attacking warriors or before damage from an effect is dealt).
- You can react by playing a spell, a card that requires Electricity, or by paying for an effect on a building or warrior.
- When one of the above situations occurs, the active player (the player whose turn it is) always has the first opportunity to react, followed by the other players in clockwise order.
- When you react to any of these situations, the reaction always happens before the thing you are reacting to.
- If a reaction requires a target, at least one valid target must exist when the reaction is triggered. **You don't have to announce the target in advance**; it just needs to exist.
- If a reaction that requires a target loses all its valid targets, it does not take effect.

## Effects

Many of the cards in the game have their own effects. An effect is something that happens when a certain condition is met (in the case of triggered effects) or when you pay a specified cost (for paid effects).

**Paid effect** – A type of effect that occurs after paying a certain cost, written before the hyphen.

- Unless stated otherwise, you can activate a paid effect at any time when a spell can be played, but only once per turn (the card with the paid effect is used).





**Triggered effect** – A type of effect that occurs when a certain condition is met or at a specified time.

- If a triggered effect requires a target and no valid target exists, the effect does not occur.
- If two or more effects are triggered at the same time, the active player (the player whose turn it is) chooses the order in which they occur.
- If an effect is triggered during the resolution of a spell or another effect, the triggered effect is paused and occurs after the spell or effect resolves.



## **GAME FLOW**

### **Game Setup:**

1. Randomly determine who will be the starting player.
2. Each player finds the Gold Miner and Collector of Cosmium cards in their deck, places them in front of them (in their mine), and shuffles their deck.
3. All players draw five cards from their deck. If playing with only two players, the player who does not start draws an extra card.
4. Each player can choose **exactly three** cards from their hand, shuffle them back into their deck, and draw three new cards (this option can only be used once).
5. The starting player can now begin their first turn.

### **Turn Flow:**

#### **1<sup>st</sup> Phase – Start of turn :**

This phase mainly involves triggered effects from your or your opponents' cards.

- You can reuse your cards with paid effects – they recharge.
- Flip your warriors that attacked last turn. This turn, they can attack again – they are "battle ready."

#### **2<sup>nd</sup> Phase – Mining Phase:**

This phase is primarily for collecting materials.

- Each of your cards that uses the words "adds" or "generates" will add its mined materials to your storage. (Some cards specify that they mine at other times – for example, the „Gold Mine“ card mines at the start of the turn.)
- The collected materials are automatically added to your storage. If the maximum storage limit is exceeded (initially 6 for both basic materials and 3 for Electricity), only the materials that fit are added.

#### **3<sup>rd</sup> Phase – Kuk Phase:**

In this phase, you „Kuk 1“ at the top card of your deck. If you want, you can place it at the bottom of the deck, and then draw a card.

#### **4<sup>th</sup> Phase – Main Phase:**

During this phase, you can play all types of cards (traps are not played but placed).

#### **5<sup>th</sup> Phase – Attack:**

This phase has sub-phases:

##### **Assigning Warriors:**

- If you have any warriors on the field, you can choose which ones will attack.
  - Each attacker must attack an enemy building or mine this turn.
  - Those that do not attack will be able to defend your buildings and base until the next assigning of warriors.
- **If you have no attackers at the end of this sub-phase, the entire attack phase ends.**

### Assigning Attackers:

In this part of the attack phase, you decide where each of your attackers will attack.

- For each attacker, choose one enemy building or base to attack.
- If you want multiple attackers to attack the same building or base, you **must** also **choose the order** in which they will attack.
  - Once the attack target for each warrior is chosen, all attackers become attacking. At this point, any effects from the warriors that trigger when they attack take place.
  - **Mark** the attacking warriors by **flipping them sideways** – they become "exhausted."

### Damage resolution:

For this part of the attack, it is essential to understand the system of **attacking warrior lines**:

- In the previous part of the attack, you chose where each of your attackers would attack, and if multiple attackers attacked the same building or base, you also chose the order in which they would attack.
- Warriors who attack each building or base first are in the first line. The second warriors in the order are in the second line, the third in the third line, etc.

The lines of attacking warriors are resolved one by one, from the first to the last:

- **First, each player** whose building or base is being attacked by a warrior in the current line can **block**.
  - For each warrior attacking their building or base in the current line, they can choose one of their warriors to block the attacker.  
Remember that only warriors that did not attack during their last attack can block.
- Each attacking warrior can only be blocked using one warrior. And each warrior can only block one attacking warrior.

The process continues as follows:

- 1) If the attacker is blocked, the attacking and blocking warriors deal damage to each other.
  - If the warrior survives the fight with the blocking warrior, they are removed from the attack and do not proceed further.
  - If the warrior is not blocked, they proceed further in the attack.
- 2) If the warrior proceeds in the attack and there is a trap in front of their target, the trap is activated (flipped), and if there are no reactions, its effect takes place.
  - If the attacking warrior is still alive after the trap's effect and has not been blocked or removed from the attack, they continue in the attack.
  - If there are multiple traps in front of the building or mine, the attacking warrior activates the next trap in order until they are killed, blocked, removed from the attack, or until all traps are activated.
  - If there are no traps in front of their target, they proceed in the attack.
- 3) If the warrior still proceeds in the attack, they deal their damage to the building or base they are attacking.
- 4) If there is another line of attacking warriors, this process repeats.

### 6<sup>th</sup> Phase– Trap Phase:

During the trap phase, traps are placed.

- At the start of this phase, draw a card.
- Then, you can place one trap card from your hand (choose one of your buildings or your base and place the trap face down in front of it so that your opponents don't know what kind of trap it is).
- You can also move one trap (choose one of your traps in front of one of your buildings or base and move it in front of another building or your base).

### 7<sup>th</sup> Phase – End of turn:

This phase mainly involves triggered effects from your or your opponents' cards.

**After this phase ends, the next player in clockwise order begins their turn.**

## **END OF THE GAME**

The game can end in several ways:

### **Conquering the Planet:**

– You can win by having a total of 30 or more life points on your buildings, meaning you have successfully conquered the planet for yourself and are declared the winner.

### **A Player's Base is Destroyed:**

– If a player's base is destroyed, that player loses. If there are more than two players, the remaining players continue the game.

### **A Player Runs Out of Cards in Their Deck:**

– If this rare situation occurs, the game ends, and the player with the most life points on their buildings wins.

## **FREQUENTLY USED WORDS AND PHRASES**

**Dies** – Refers to the moment when a warrior dies – they are removed from the planet to the junkyard.

**Draw x cards** – Draw x (x representing a number) cards. (Unless specified otherwise, draw from the top of your deck).

**Entity** – All cards in the game that have a certain number of life points – buildings, warriors, and bases.

**Final hit** – When a warrior with a final hit is killed by a warrior on the planet, they deal their damage to the attacker.

**Game Zone** – There are four game zones: deck, planet, junkyard, and hand.

**Illusion** – If an illusion would move from the planet to another game zone, it disappears instead. This is important mainly when an illusion would die. It does not trigger any "dies" effects. (Instead of going to the junkyard, it disappears – meaning it doesn't actually die).

**Kuk x** – Look at the top x cards of your deck. You can place any number of them at the bottom of the deck. Then draw x cards from the top of the deck. (Unless specified otherwise, draw from your deck).

**Look x** – Look at x cards from the deck and put them back in the same order. (Unless specified otherwise, look at the top x cards of your deck).

**On the Planet** – Refers to cards that are on the playing field.

**Sacrifice** – Choose a card of the specified type that **you** have on the planet. Move it to the junkyard.

**Selfdestroy x** – At the end of your turn, this entity deals x damage to itself.

**Selfheal x** – At the end of your turn, this entity heals x life points. (It cannot exceed the maximum life points).

**Shielding x** – An ability that negates the first x points of damage dealt to the card with this ability from each source of damage each turn.

**Trapback x** – You can choose up to x traps from your junkyard and place them in front of your buildings or base. (You must show which traps you are returning).

## **RULES FOR BUILDING YOUR OWN DECKS**

In Planetary Conquerors, you can customize your pre-built decks or even build entirely new decks from scratch.

When building your own deck or modifying an existing one, you must follow two simple rules:

- Your deck must contain at least 50 cards but no more than 80 cards.
- You can only have a certain number of unique cards (Cards that have the same name):
  - 1\* cards (basic) can be included in your deck as many times as you want.
  - 2\* cards (normal) can be included in your deck up to 3 times.
  - 3\* cards (legendary) can be included in your deck only once.

