

# Celeste:Galactic Deck Building Game

## Overview

In this deck-building game, three factions (humans, aliens, and robots) have their eyes set to conquer a planet. Each player either takes the role of a faction or the life force of the planet.

## Components

- 80 Currency Cards
- 48 Celestium Cards
- 20 United Fleet cards
- 20 Resolute Cards
- 25 Trust Cards
- 20 Life Force Cards

## Objective

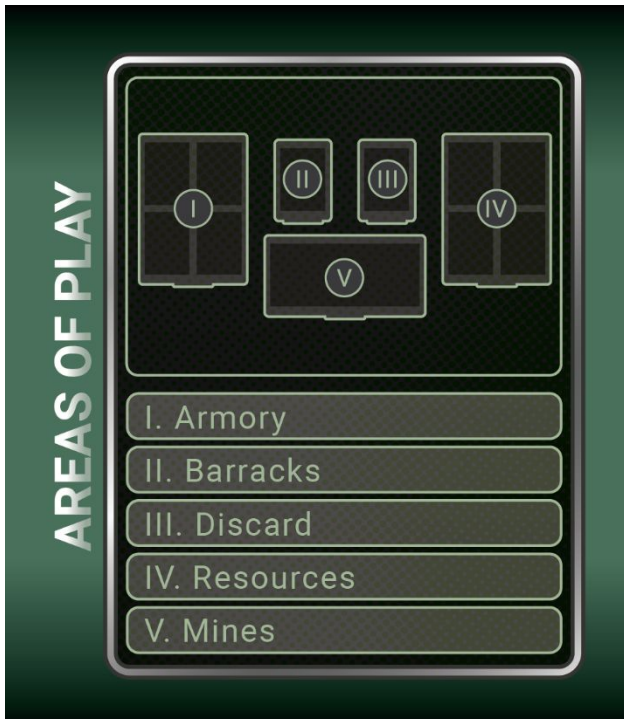
The goal of the game is to eliminate enemy groups through amassing technology, resources, and an army.

## Setup

1. Each player chooses their faction. Hand each player their faction card set.
2. Each player separates their cards into the following piles depending on the faction:
  - a. Humans
    - 1 Light Units Deck
    - 1 Medium Units Deck
    - 1 Heavy Units Deck
    - 1 Upgrade Deck
  - b. Aliens
    - 2 Medium Units Decks (Can mix and match medium units)
    - 2 Upgrade Decks (Can mix and match upgrades)
  - c. Robots
    - 1 Light Units Deck
    - 1 Medium Units Deck
    - 1 Heavy Units Deck
    - 1 Upgrade Deck
  - d. Lifeforce
    - 1 Light Units Deck
    - 1 Medium Units Deck
    - 1 Heavy Units Deck
    - 1 Upgrade Deck
3. Each player sets up their respective currency stores
  - a. 2 Credits
  - b. 3 Credits
  - c. Celestium Deposit
  - d. Celestium Lode

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4. Each player begins their starter barracks with the following:
  - a. 12 minerals
5. Each deck in the armory is shuffled and placed face down
6. Reveal the top card of each of the decks in the armory
7. Each player begins with their life total at 20 HP. Use a 20-sided die or scratch paper to keep track of life totals for all factions.
8. The player that rolls a 7 or closest to a 7 takes their turn first. Whoever either to the starting players left or right that is closer to 7 is the next, going in a circle though the turns.



## Gameplay

### Types of Cards

**Units** make up the individual components of your army and can be used to engage in battle with other players. There are three different types of units:

- Light - Low Cost, Low Strength
- Medium - Medium Cost, Medium Strength
- Heavy - High Cost, High Strength

**Upgrades** can alter units and/or the field of play. There are two different types of upgrades:

- Equipment - Attach to individual units during combat.
- Condition - Does not attach to any unit and is destroyed after use.

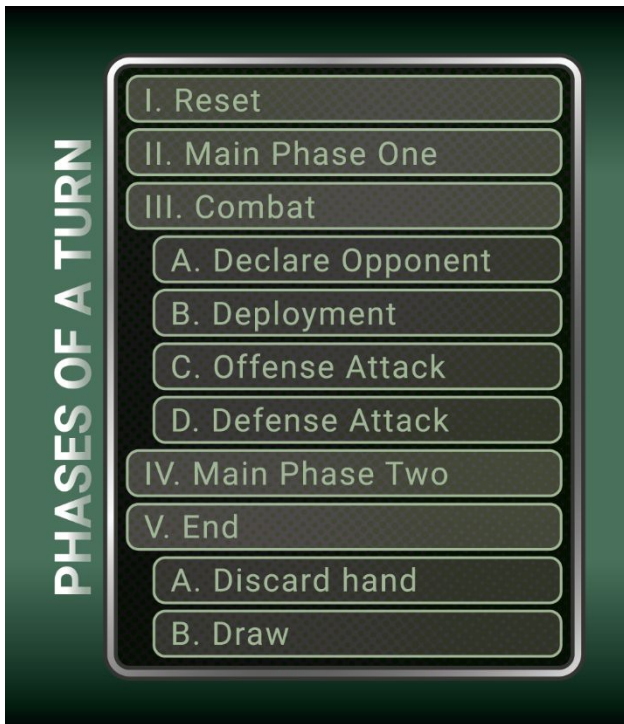
**Currency** can be used to purchase units and upgrades. There are three different types of currency:

- i. Credit - Reusable currency
- ii. Mineral - Consumable currency that is removed from gameplay after use
- iii. Mine - Exhaustible currency that provides minerals to mineral pool, located in mine section

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## Phases of Play

Your turn is divided into a **Reset Phase**, **Main Phase**, **Combat Phase**, **Main Phase 2**, and **End Phase**.



## Reset Phase

During your Reset Phase, you refresh every card that you control.

## Main Phase

The purpose of the Main Phase is to complete transactions and prepare for combat. At this time, you can sell and purchase at will.

- a. Selling
  - You may sell minerals for credits.
- b. Purchasing
  - Mines can be purchased using credits.
  - Items from the armory can be purchased using either minerals or credits.
    - After purchasing a card from the armory, you place it into your discard pile and flip over the next card from the deck that you purchased from.

## Combat Phase

The combat phase is broken down into multiple distinct sets:

- a. Declare Opponent
- b. Deploy Units
- c. Offensive Attack
  - Declare target(s)
  - Effects
  - Damage
- d. Defensive Attack
  - Declare target(s)
  - Effects

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- Damage

Once you enter the Combat Phase, you may declare a player to target. You and the targeted player then take turns deploying units by laying down cards. Because you declared the attack, you are considered the offensive player and take the first turn.

You and your opponent can each play as many cards as you would like. Once unit deployment has ended, you select a unit you control and designate a target for that unit to attack. Units can only declare one target unless otherwise stated. Once a unit selects a target, those two units become locked in combat with one another, meaning they can only attack each other while they remain locked.

Units deal damage to each other equal to their attack stat. A unit is defeated when their health reaches zero. All units defeated during the Combat Phase are placed at the bottom of the controlling player's corresponding deck in the armory. If all the defensive player's units are defeated, then your remaining offensive units may attack your opponent's HP directly.

After you officially end your offensive attack, your opponent has a chance to attack. The defensive player selects a unit they control and designates a target for it to attack. Once again, the units become locked and can only attack each other while they remain locked. Effects, damage, and unit defeat proceed as they did during the offensive attack. If the defending player doesn't have any remaining units, their attack phase is ended.

After both the offensive and defensive attack phases have concluded, you may select another player to target if you so choose.

## Main Phase 2

Main Phase 2 begins once you conclude your Combat Phase. You may use any remaining minerals or credits to purchase from either the currency store or their armory, following the same procedures outlined in the Main Phase.

## End Phase

During your End Phase, discard your remaining hand. All players then draw until they have six cards in their hand.

Any non-permanent cards that were played this turn also move to the discard pile at this time.

The next player begins their turn.

## **Victory**

You win when all other players have their HP reduced to 0.