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SPACE LION

RULEBOOK

- 2-5 PLAYERS
- 30-60 MINS
- MEDIUM HIGH

Space Lion is a rad sci-fi battle game about bluffing and unit placement across several battlefields shared by players. While your fighting ablities are incredible, they are limited. You can't be everywhere at once so you'll need to choose your battles carefully. Be the last army standing to win the game!

Space Lion takes place between two colliding galaxies. The Human race has been lost in the stars for generations and planets are only habitable for a short time before armies must move on. Armies will protect their territories at all costs but sometimes compromise isn't always possible, not with such a limited amount of time.

COMPONENTS

5 Army Decks
- Leon Army: 15 Tarot cards
- Castell Army: 15 Tarot cards
- Enerhiya Army: 15 Tarot cards
- Kudzu Army: 16 Tarot cards
- Vacuus Army: 15 Tarot cards

5 Playerboards
- 1 Leon Army playerboard
- 1 Castell Army playerboard
- 1 Enerhiya Army playerboard
- 1 Kudzu Army playerboard
- 1 Vacuus Army playerboard

Various Game Pieces
- 6 Marine tokens
- 5 Decree Mini cards
- 10 Kudzu tokens
- 10 Blue Energy tokens
- 1 Tech twelve-sided die
- 1 Void token
- 15 Base HP tokens

- 3 Leon Tower tokens
- 3 Castell Tower tokens
- 3 Enerhiya Tower tokens
- 3 Kudzu Tower tokens
- 3 Vacuus Tower tokens
- 1 Priority token
- 3 Exhausted Reminder Tokens
- 3 Persistent Reminder Tokens
- 3 Lead Reminder Tokens

There are 5 unique armies to choose from each with their own playstyle.

LEON ARMY Adaptive Cowboys

A well balanced flexible army. **Promote** ⚡: your units anytime to unlock powerful abilities. Deploy **Marine tokens** 🔶 for a quick burst of power. Obliterate enemies with your super powerful **Nuke** ability!

Complex Machines ENERHIYA ARMY

Power up strategically. Gather and manage **energy** 🟦 and build your **tech** 🟢 to pay for tricky battle effects at critical times. Push resources into building a mighty Titan!

KUDZU ARMY Persistent Predators

Deploy **Kudzu tokens** 🟥 to take root on the battlefield for persistent power. Take control of enemy units and flood the entire battlefield!

Hidden Agenda VACUUS ARMY

Add uncertainty to the game by keeping your cards hidden [face-down] longer in battle. Use your **Void token** ✦ to empower a unit or open the **Red Door** to empower your entire army!

CASTELL ARMY Honorable Warriors

Place Decrees when you **Clash** in your battlefields. Choose from various Decrees each with powerful and specific abilties. Protect and rebuild your base and keep your Kingdom strong.

UNIT CARDS

Every army has exactly 7 total units, numbered 0-6. Each unit has a Name, **Strength** 🟡, and Effect.

Strength 🟡

Name

Effect

LION CARDS

A Lion is a powerful unit. When chosen, it replaces the unit of the same **Strength** 🟡 in your army. Try your first game with the one labeled **Recommended**.

PLAYERBOARD (YOUR BASE)

Your playerboard acts as your base, and is used to track HP 🟩. It also lists your planning effects and tracks exhausted units.

HP 🟩 **goes here**

Planning Effects

Exhaust Area

HP TOKENS

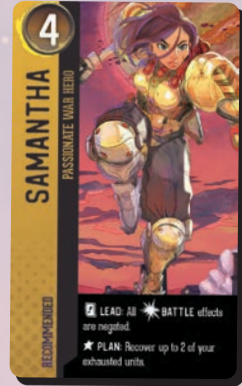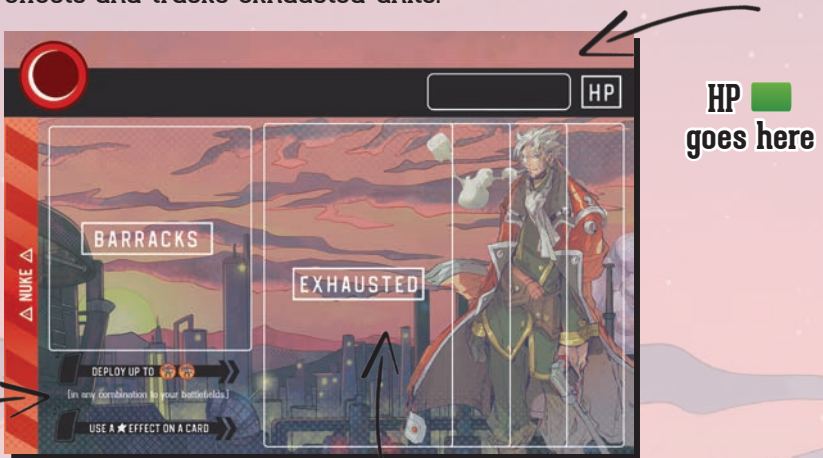These tokens are placed onto your playerboard. You have 3 HP. When you take damage, flip this token to its red side. If you have no more green tokens, you lose the game at the end of the round.

TOWER TOKENS

These tokens protect your base. When it takes its first damage, flip the token to its **destroyed** side. While it's **destroyed** the next time you lose a battle in that battlefield, you will take damage to your base.

ARMY SPECIFIC PIECES

Your army may have special tokens and components. Consult your army's setup card for which special pieces belong to your army and how to use them.

PRIORITY TOKEN

The player who has this token is the Priority player and will:

- take the first action of the round
- choose the order in which the battlefields are resolved
- have their battle effects resolve first in battles they are part of.

Other players take their turns and resolve their battle effects in clockwise order from the Priority player.

Note: Going first is strong but there are advantages to going later as well. Players can respond to choices that the Priority player has committed to and respond with powerful effects that are stronger when resolving last.

In **Space Lion**, you are managing an army of 7 cards. Each round you will have to decide how to best use each card. Either deploy cards face-down into battlefields, place a card face-up on your playerboard to use a planning effect, or even purposely hold some of your cards back for next round. Battlefields are resolved in the order chosen by the player with the Priority token 🦁. Battlefield resolution order is very important, so be ready for surprises. The player with the highest **Strength** 🟡 in a battlefield wins that battle and causes damage to the players involved in that battle. Destroy all enemy bases to win!

BATTLEFIELDS

Each base has 3 battlefields surrounding it: Left battlefield, Center battlefield, and Right battlefield. To attack another player, you must play units into battlefields. The player that has the most **Strength** 🟡 in a battlefield wins that battle. Each losing player receives damage. If they lose all HP tokens 🟩, they are eliminated from game at the end of the round.

2 PLAYER SETUP

| LEFT | CENTER | RIGHT |
| BATTLEFIELD | BATTLEFIELD | BATTLEFIELD |

6

3+ PLAYER SETUP

BATTLEFIELD BETWEEN ADJACENT PLAYERS ONLY

PLAYER 2

BATTLEFIELD BETWEEN ADJACENT PLAYERS ONLY

PLAYER 3

CENTER BATTLEFIELD INVOLVING ALL PLAYERS

PLAYER 4

BATTLEFIELD BETWEEN ADJACENT PLAYERS ONLY

PLAYER 1

BATTLEFIELD BETWEEN ADJACENT PLAYERS ONLY

SOUNDTRACK

Get the vibe right for game night! We created a Space Lion playlist to compliment your game experience!

SETUP

For your first game, we recommend playing the Leon army vs. the Kudzu Army.

1. Each player chooses an army. Place your army's playerboard in front of you and take the 7 unit cards into your hand.

2. Each player chooses 1 Lion card from their army in secret. Once all players have chosen their Lion, reveal your choice to all players and add it to your hand. Remove the unit in your hand with the same **Strength** 🟡 as your Lion and return it to the game box with all other removed unit cards and unused Lion cards.

3. Follow any additional setup instructions on your army setup card and/or Lion. You may be given additional tokens and components with these effects.

4. Each player places 3 HP tokens 🟩 on their playerboard.

5. Each player places their 3 Tower tokens ⬡ face-up to create a left, center, and right battlefield from their base [see Player setup].

6. Choose a random player to start with the Priority token 🦁.

A ROUND OF PLAY

The game is played in rounds. A round consists of 4 phases.

1. Planning
2. Reveal
3. Battle
4. Defeat Check

1. PLANNING

During the Planning Phase, starting with the Priority player 🦁, players take a turn in clockwise order by doing the following in any order:

- You **must** Deploy 1 unit [face-down] or **pass**
- You **may** Activate 1 ⭐ **Plan Effect**

Continue taking turns in clockwise order until all players have deployed **4 units** or have chosen to **pass**.

DEPLOY UNIT(S):
Place a unit card from your hand face-down into one of the three battlefields connected to your base. If your unit has the **Lead Icon** 🃏, you may deploy it face-up to get its 🃏 effect immediately.

PLAN EFFECT ⭐:
You can place a unit into your exhaust area face-up to activate a ⭐ **plan effect** on that unit you discarded or to activate an effect printed on your board. The effect resolves immediately.

PASS:
If you pass, you cannot take anymore actions during the Planning Phase.

⭐ PLAN: Recover 1 of your exhausted units.

DEPLOY UP TO 🔴🔴

[in any combination to your battlefields]

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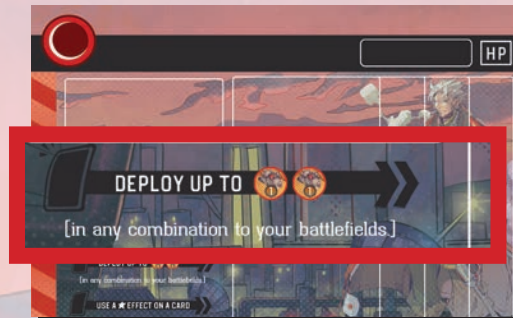
All players complete the following steps in order, **simultaneously.**

1. Return any exhausted units on your playerboard to your hand.
2. Flip your units on all battlefields face-up

SENT TO PLAYER'S HAND

EXHAUSTING CARDS
When an effect exhausts a card, place that card face-up in its owner's exhaust area of their playerboard. Exhausted cards won't be available to play until they return to player hands during the reveal phase of a future turn.

The player with the Priority token 🐻 resolves each battlefield one at a time, in any order they choose. This includes battlefields the player with the Priority token 🐻 is not participating in or that may be empty. Cards and effects only apply to their current battlefield [unless stated otherwise]. To resolve a battlefield, do the following:

1. Starting with the player with Priority token 🦁 and going clockwise, each player resolves any BATTLE effects on their units in that battlefield, in any order they wish. When you resolve your BATTLE effects, you may do so in any order you wish.

2. After all BATTLE effects are resolved, total up the **Strength** 🟠 of all units each army has remaining in that battlefield. Your **Strength** 🟠 can never be below 0 . If your army isn't present, your **Strength** 🟠 is 0 . The player that has the most **Strength** 🟠 wins that lane.

3. "If you win / lose" effects trigger.

4. Each losing player receives damage. When you receive damage, you must flip your Tower token 🔶 in that lane to **destroyed side**, or lose an HP token 🟩 from your base.

5. Simultaneously, solo cards return to their owner's hand and grouped cards are exhausted.

> ## SOLO AND GROUPED CARDS
> **Solo** and **grouped** are important game terms that refer to the current number of cards a player has in the battlefield. It is possible that cards change between solo and grouped during the round. Ignore any tokens when determining solo and grouped, only use cards.
>
> **Solo:** The player has exactly one card present. That card is solo.
> **Grouped:** The player has two or more cards present. Those cards are grouped.

CLASH (Tie for highest **Strength** 🟠)
When two armies tie for highest **Strength** 🟠 , a **Clash** occurs and no damage is dealt to all players. In A 3+ player game, this means no damage is dealt to even the player with lower **Strength** 🟠 . Solo and grouped cards still resolve like normal.

4. DEFEAT CHECK

Check for defeated players. If a player's base has 0 HP 🟩 , that player is eliminated from the game. Remove their army's playerboard, cards, and army specific game pieces.

PASSING THE PRIORITY TOKEN 🦁
If there are two or more players left, the player with the Priority token 🦁 passes it clockwise and a new round of play begins. If there is only one player remaining, that player wins the game!

ELIMINATED PLAYERS AND NEW LANES
When a player is eliminated, their previous Left and Right battlefields combine into a new single battlefield. The players on either side of the eliminated player are now adjacent and have this new battlefield between them. Place Towers, units, and any tokens on the previous Left and Right battlefield into this new battlefield.

GAME TIE BREAKER RULES (ALL PLAYERS DEFEATED)
If a round ends with all remaining players defeated, determine the winner using the following rules:
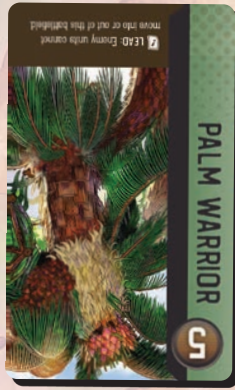
- If a player's base took additional damage when they no longer have HP tokens 🟩 , the player that took the least additional damage wins the game.

- If still tied, the player with the least number of damaged Tower tokens wins the game.

- If still tied, the game is a true tie.

PRIORITY TOKEN

PALM WARRIOR 5

LEAD: Enemy units cannot move into or out of this battlefield.

MARINE 2

BATTLE: Once per round, you may move this unit to an unresolved battlefield.

OFFICER 3

BATTLE: Enemy units become Limited.

The player with the Priority token 🦁 has a total of **5 Strength** 🟡 matching your **5 Strength** 🟡. You have two choices here:

Example 1: You might decide it's worth it to take damage in this battlefield in order to focus your efforts elsewhere by using your Marine's battle effect to move it into another battlefield. Officer's effect limits Palm Warrior so he will be exhausted next round. Officer is now solo and he would return to your hand at the end of the battle allow you to use his effect again next turn.

Example 2: You might be unwilling to take damage in this battlefield. In that case, you do not use your Marine's effects and a Clash happens (tie). No damage is dealt to either player. Plam Warrior is limited by Officer's effect so he will be exhausted next round. Our units are in a group so they will both be exhausted as well. We will have 2 less cards next turn.

✳ BATTLE: (BATTLE EFFECT)
An effect that is resolved during the first step of the battle phase. Starting with the player with Priority token 🦁 and going clockwise. Each player resolves any BATTLE effects on their units in that battlefield, in any order they wish.

DAMAGE
Each losing player in a battlefield will receives damage. When you receive damage, you must flip your Tower token 🔶 in that battlefield to the **destroyed** side. If your Tower token 🔶 is already destroyed, your base loses an HP token 🟩 instead.

DEPLOY
When a card enters the battlefield, it is deployed. Usually this happens from your hand into the battlefield face-down during your planning phase but it can happen through card effects as well. You can deploy your units with a 🗲 face-up to gain their 🗲 effect.

EXHAUSTED 🟪
Exhausted cards are placed in the owner's exhaust area of their playerboard. Cards can be exhausted if they are **grouped** after a battlefield resolves, or from other effects. Exhausted cards won't be available to play until they return to player hands during the reveal phase.

EXHAUST AREA
The space on your playerboard where your exhausted cards are kept. The playerboard has room to show four cards clearly, however any number of cards can be exhausted.

GROUPED
When a player has two or more cards present in a battlefield, those cards are **Grouped**. Determine if a card is solo or grouped before applying additional related card effects [ie: Relentless].

LION
A Lion is a powerful unit. During Setup, you'll choose one of your army's Lion's to use this game. Your Lion replaces the unit of the same **Strength** 🟡 in your army.

HP / HP TOKENS 🟩
A base has 3 HP Tokens 🟩. If you lose all of them, you lose the game at the end of the round.

🗲 LEAD: 🗲
An effect activated immediately by deploying that unit face-up.

LIMITED
After the battle is resolved, exhaust this card. This effect takes priority over other effects.

PERSISTENT 🟢

This unit stays in the battlfield, face-up, for all future rounds, regardless if this card is solo or grouped. **Persistent** cards played in previous rounds do not affect your number of cards you can deploy this round.

⭐ PLAN:

An effect activated immediately by playing a card into your exhaust area during the planning phase.

RECOVER

Recovered cards are immediately returned to their owner's hand.

RELENTLESS

This card returns to your hand as if it were solo.

SEALED

When a card is sealed, it is exhausted face-down. When exhausted cards are to return to their owner's hand, sealed cards are flipped face-up instead.

SOLO

When a player has exactly one card present in a battlefield, that card is **Solo**. Determine if a card is solo or grouped before applying additional related card effects [ie: Relentless].

STRENGTH 🟡

Each unit has a **Strength** 🟡 value. During battle, total the 🟡 of all your units in the battlefield and compare it to other players. The highest total 🟡 wins the battle.

TOKEN

A punch board token. Some tokens are units. Tokens do not affect if cards are solo or grouped.

TOWER

A Tower ⬡ has 2 sides. Regular and **destroyed** . When you lose a battle, the token is flipped to the **destroyed** side. After a tower is destroyed, it will no longer protect your base from damage.

UNIT

A Unit is placed into a battlefield to contribute **Strength** 🟡 and effects. Cards are units, and some tokens are units as well.

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