

STAR REALMS

Quick rules for young captains • 2 players • base set

YOUR MISSION

You both start on **50 Authority**. Buy better ships and bases so your deck hits harder every turn. Get your opponent to **0** and you win.

SET UP

- Shuffle your own little deck: **8 Scouts + 2 Vipers**. Leave space beside it for your discard pile.
- Both players start on **50 Authority**.
- Shuffle the big **Trade Deck**. Turn **5 cards face up** — that row is the shop.
- Put the **Explorers** beside it. They cost 2 and never run out.
- Leave an empty space: the **Scrap Heap**, for cards that leave the game forever.
- Pick who starts. That player draws **3 cards**, the other draws **5**. After that everyone draws 5.

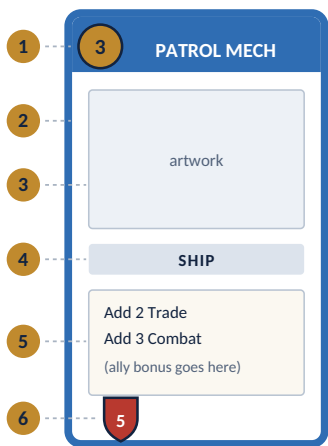
BUYING CARDS

- Add up all the **Trade** on the cards you played.
- Buy from the row of 5, or an Explorer for 2.
- A card you buy goes to your **discard pile**, not your hand. You will draw it soon.
- Fill the empty space straight away. You can buy that new card too, if you still have Trade.
- Trade never waits for next turn. **Use it or lose it**.

ATTACKING

- Share your **Combat** however you like: hit the player, hit their bases, or both.
- To smash a base, deal Combat **equal to or bigger than its Defense**, **all in one turn**. Damage never waits.
- A smashed base goes to its owner's discard pile — it can come back!
- Outposts are bodyguards**. While one is standing you cannot touch the player or their other bases. Smash the Outposts first.

READING A CARD



Cost — what you pay in Trade

Colour — which family it belongs to

Artwork — just a picture, no rules

Type — says Ship, Base or Outpost
Ships are discarded. Bases stay on the table.

Text box — what the card gives you
Trade, Combat, Authority, ally and scrap bonuses.

Shield — a base's Defense
Hit it that hard in one turn to smash it.

YOUR TURN IN 5 STEPS

- 1 Play your cards**
As many as you like.
- 2 Spend Trade — buy**
New cards go to your discard pile.
- 3 Spend Combat — attack**
Player, bases, or both.
- 4 Throw away your hand**
And every ship you played. Bases stay!
- 5 Draw 5 new cards**
Deck empty? Shuffle your discard pile.

THE 4 FAMILIES

- Trade Federation** — heals your Authority, lots of Trade, tough bases.
- Blob** — big Combat and great teamwork chains.
- Star Empire** — draw extra cards, make your opponent throw cards away.
- Machine Cult** — burns your weak cards and builds strong Outposts.

WORDS TO KNOW

- Authority** — Your life points. Start at 50.
- Trade** — Your money, for buying cards.
- Combat** — Your attack power.
- Ship** — Works this turn only, then discard.
- Base** — Stays on the table. Works every turn.
- Ally** — Bonus when you play *another card of the same colour* the same turn.
- Scrap** — Bin a card forever for a one-time bonus.

QUICK ANSWERS

- Can I play a card I just bought?** No — it goes to your discard pile.
- Can I keep a card for next turn?** No — your whole hand is discarded.
- Can a base I just played work now?** Yes, straight away.
- Do I have to attack?** No, but unused Combat disappears.

CAPTAIN TIPS

- Buy something almost every turn.
- Scrap your Scouts and Vipers early — your good cards then show up more often.
- Stick to **one or two colours**. More Ally bonuses, more power.

Unofficial club summary of the base game — not a replacement for the published rulebook. Star Realms is a trademark of Wise Wizard Games.