

# KARDASHEV

## harvest the stars

Kardashev is a drafting and deckbuilding game for two players. Your goal is to advance your civilization to the stars before your opponent does.

Box contents -

70 base cards (two decks)

25 stage I cards

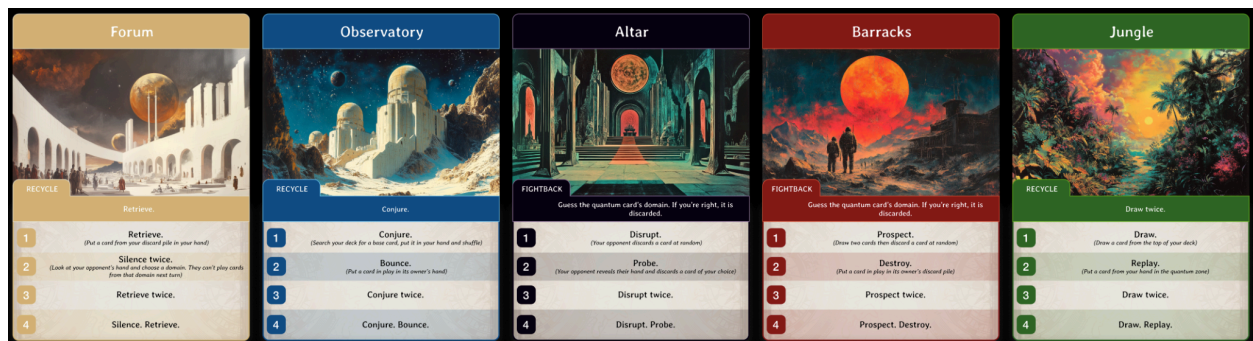
25 stage II cards

25 stage III cards

12 heroes

## HOW TO PLAY A GAME

Both players start the game with a 35-cards deck. These are the cards with no mark on the top right.



Cards can be from five different domains: Diplomacy (white), Science (blue), Occultism (black), Warfare (red) and Environment (green). The color of the card let you quickly identify a card's domain. Base decks contain 7 identical copies of the base card from each domain.

Players shuffle their deck and draw seven cards. The starting player is randomly determined (or, if it is not the first game, the player who lost the previous game decides who starts).

During a turn, a player:

- Must draw a card (except the starting player during their first turn, who doesn't draw), then
- May play a card, face down, in the quantum zone.

Their opponent can then either accept the card, or answer by discarding a card from their hand and applying its FIGHTBACK or RECYCLE effect. Fightback effects require the player to guess the domain of

the card in the quantum zone - if they guess right, the card in the quantum zone is discarded. Recycle effects don't affect the card in the quantum zone.

The first player then puts the card in the quantum zone in play on their side, and applies the effect corresponding to the number of cards from this domain they have in play. For example, if you are playing your third Warfare card, you will apply the effect next to **3**.

The turn then ends, and the other player start theirs.

The game continue until a player has in play at the end of their turn either one card of each of the five domains, or five cards of any one domain. If they do, they win the game.

Only one card can be played per turn, and there is only one opportunity to fightback or recycle - you can't do both.

If at any point a player's deck is empty, they shuffle their discard pile, and it becomes their deck.

While playing the game, you will encounter cards that modify or contradict these rules. Whenever it is the case, what the card says always has priority over the rules.

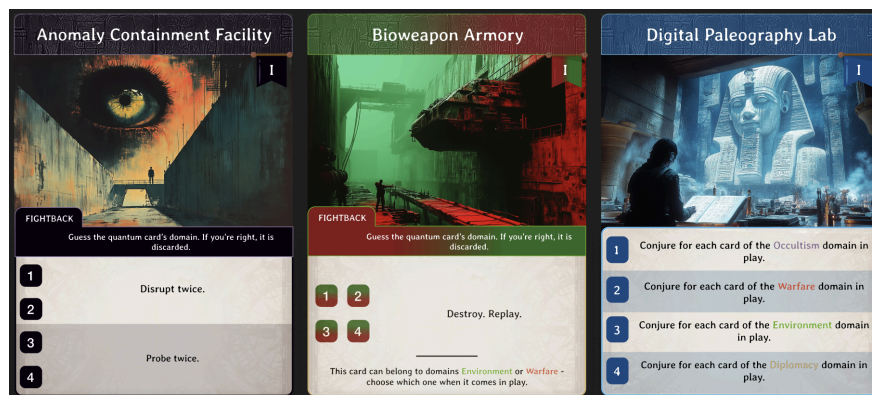
## HOW TO PLAY A MATCH

Now that you know how to play a game, you can start playing a full match.

### DRAFT

A match starts by drafting cards to be added to your base deck.

Randomly take ten cards from the Level I cards. They can be identified by the mark on the top right.



Deal five to each player.

Each player then takes one card out of their hand of five and drafts it, then passes the other four to the other player (at the same time).

Each player then takes two cards out of their new hand of four cards and drafts them, then set aside the remaining two cards - they will not be used.

Both players now have drafted three cards. Repeat the process with ten new Level I cards, so players will have drafted a total of six cards each.

## BUILD

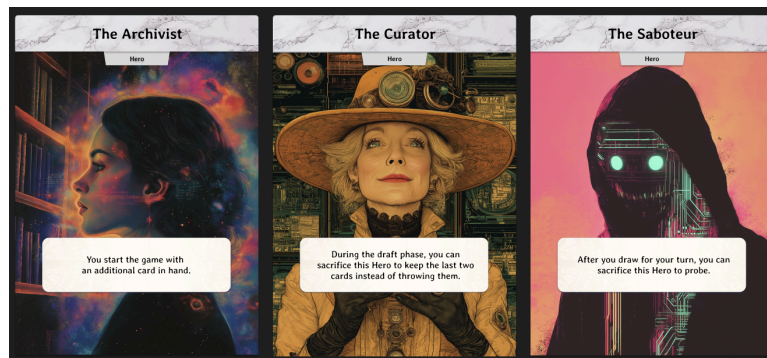
Both players now have a 41 cards pool: 35 from the base deck and 6 they just drafted. They must build a 35 cards deck from that pool.

## PLAY

Play a game with the newly built decks, as described in the previous chapter.

## WINNER CHOOSES A HERO

Randomly deal 3 Heroes among the twelve Hero cards to the winner of Stage I and Stage II games. They choose one, which will give them an additional power for the rest of the match. Put the other two back with the others.



If you are asked to sacrifice a Hero, you can't use it anymore for the rest of the match.

## REPEAT

Repeat the process with cards from Stage II, then Stage III. The number of cards in your pool will increase, but you should always build a deck with exactly 35 cards before playing the next game.

The player who wins the Stage III game wins the match.