



Lumin Wars is a quick 5 - 20 minute strategy card game for 1-4 players. To win this intergalactic standoff, you must be the last player standing, with all other ships destroyed. This will be accomplished by playing *Action Cards* in rounds of battle.

Action Cards (x74)



Ship Cards (x16)



Resource Slider Clips
(x12)



Lumin Wars
Main Deck
Print version 1.5.3

A Defective Legends game
©2023 Hayden J. Perkes
DefectiveLegends.com

Setup:

Create and shuffle the Action Card deck. Always include all the three basic actions: **Fire**, **Charge**, and **Block**. They make up the basic gameplay.

Each time you play, consider including cards listed in one of the options below, or even make a *custom* deck! Include both copies of each card.

Beginning:

Fuse **Illume**
Doppler

Learning:

Blaze **Absorb**
Strobe

Luminescent:

Burst **Shine**
Fuse

Relativity:

Radiate **Glow**
Flux **Lucent**

Stratagem:

Absorb **Refract**
Lazers **Mirage**
Reflect

Oversee:

Strobe **Lazers**
Shine **Illume**
Lucent

Sudden Death:

Radiate **Glow**
Flux **Strobe**

Classic:

Fuse **Doppler**
Radiate **Lazers**

Fatigue:

Fuse **Strobe**
Shine **Illume**

Set that deck face down in the middle of the play area. A discard pile will be built next to it.

Gather all 16 Ship Cards, and shuffle them. Deal 4 to each player.

Visit DefectiveLegends.com to explore expansions with new Action Cards, Ship Cards, and more!

Each player looks at their Ship Cards, and picks one as their spaceship for the game.

Each ship has three resources: **Health**, **Lumins**, and **Space-Time**. The Ship Card will show how many resources you start with, and how many you can hold. Have all players *attach three plastic Resource Slider Clips* onto their cards at the starting values indicated by the small triangular pointers. These clips will keep track of your resources by sliding along the card.

Put the unused cards back in the box. Have each player set their ship in front of them in the game area, visible to all players. *Each player draws* as many **Action Cards** from the deck as their Ship Card directs.

The **x7**  shows that this ship starts with a hand size of 7 Action Cards.

The **pink Health Resource Counter** shows that this ship starts with 3 Health, and can hold up to 3 health. The **yellow Lumin Resource Counter** shows that this ship starts with 1 Lumin, and can hold up to 3 Lumins. Etc...



Gameplay:

Battle until there is one ship left! Here is how each round of battle occurs:

All *players pick what Action Card they wish to play*. Then, *they hold the card out* in front of them, such that the other players can only see the back of the card. This indicates that they are ready to play.

Whoever was the last player to hold out a card will then count down from 'Three'. On 'One' all *players will reveal their Action Card*.

If your Action Card contains instructions for an 'opponent:', be sure to play that Action Card in front of, and pointing to, the Ship Card of the opponent you wish to target. If it does not contain instructions for an opponent, simply place it in front of your Ship Card. Cards that effect all 'Opponents:' need to be announced.

Each player completes the instructions on any Action Card they played, and any cards played on them, and ensure all the actions are complete, and Recourse Sliders are adjusted accordingly.

Any player at 0 or less Health is out of the game! *If only one player remains, they win!* If the final players die at the same time, they each receive one more Health and keep playing.

Rules:

At the end of a round, any player with more than 8 cards must discard down to 8, and any with less than 3 draws up to 3.

Gather all played Action Cards from the table and place them face up in a discard pile next to the draw pile. Shuffle this when the draw pile runs low. Now repeat! *Start the next round!*

Players may also choose to sacrifice playing an Action Card on any round and instead gain 1 Space-Time. This is generally the only way to gain Space-Time. Or players may choose not to play a card and discard and redraw up to 3 cards.

Players who don't plan to play a card will hold out any card from their hand pretending like they will play it, simply placing the card back in their hand when the others reveal their card. They discard and redraw up to 3 cards, or gain 1 Space-Time *after the other players finish the round*, but before the next one.

Reading Action Cards:

Once you know the following 6 symbols, most Action Cards are intuitive to understand. Make sure all players understand any cards included in the deck.



– represents your ship's **Health** and is tracked on your Ship Card. Remember, you explode and lose if your Health is at 0 at the end of the round. Always update your Sliders.



– represents your ship's **Space-Time** and is tracked on your Ship Card. It is gained by sacrificing turns (see previous page) and is a cost for many Action Cards.



– represents your ship's **Lumins** and is tracked on your Ship Card. This is the fuel to fire at other players.



– represents the number of **Action Cards** you will draw to your hand at *the end of this round*. Your card count may fluctuate in game, as not all cards have you draw another.



– represents **Damage** to your ship and *Health you will lose this round* as a result of Action Cards being played on you.



– represents the number of **Damage you block\ignore from each** player *this round*.



– represents the specified player being forced to **Reveal Their Hand** (including new cards drawn) until all other players have examined the cards to satisfaction and the next round begins.

Important Action Card Details:

Action Cards list the changes in resources for the player, as well as any effects on an opponent it's played on, etc.

If two players played the Fire card on you (dealing 1 damage each) and another player played the Burst card on you (dealing 2 damage) you would normally lose 4 health. But with 1 shield, you can block 1 from each player, only taking a single damage from the Burst card.

When you play an Action Card, all costs on the card must be paid. Slide your Resource Sliders down to keep track of your current resources. If you play an Action Card that you can't afford, no effect is taken, the card is discarded. You don't get to draw another card to replace it. (Unless you have less than 3.)

Cards cannot give more resources than a player's Resource Counters will allow. Excess is not given, but no other punishment occurs.

Move your Resource Sliders after you have totaled up the change in each. Ex: If you lose 1 Health and gain 1 Health in the same round, your Resource Clip will not move that round.

Complex cards:

Refract: Player chooses to either Lose 3 Lumins, Gain 1 Health, Gain 1 Card, and have 1 Shield this round or Gain 3 Lumins, Lose 1 Health, Gain 1 Card, and have 1 Shield this round.

Mirage: *Player loses 1 Space-Time and announces immediately when played. All opponent's played Action Cards will be ignored and discarded and redrawn by their corresponding player.*
Opponents that sacrificed playing Action Cards do not gain Space-Time or redraw. If an even number of Mirage cards are played in the same round, they do not take effect.

Reflect: *Player will gain the card the Opponent played at the end of the round, such that the Opponent still plays the card, but rather than discarding it gives it to the Player who puts it in their hand.*

Contents:

Lumin Wars comes with 90 cards:

- 16 Ship Cards

- 14 Fire Cards

- 14 Charge Cards

- 14 Block Cards

- 32 Other Action Cards (16 types, 2 of each)