

SPACEKNIGHTS AN INTERPLANETARY GAME OF CHIVALRY. FOR 6 PLAYERS.



ADVENTURE MONTAGE

IN THIS ORBIT, YOU NARRATE THE PERILOUS ADVENTURES YOUR SPACEKNIGHTS ENGAGE IN AS THEY COPE WITH AN ENEMY THREAT, WHILE YOU PLAY A GAME OF CARDS TO SEE WHICH OF YOU ULTIMATELY GETS THE UPPER HAND.

THE FIRST PLAYER BEGINS AS THE FOE. THEIR OWN SPACEKNIGHT MAY BE INVOLVED IN THE ADVENTURE, BUT NOT IN ANY SIGNIFICANT WAY.

THE ROLE OF THE FOE IS TO NARRATE THE VILE AND INSIDIOUS ACTIONS OF THE ENEMY WHILE DEALING IN THE CARD GAME AND PLAYING THE FOE'S HAND.

ALL OTHER PLAYERS PLAY THEIR SPACEKNIGHTS AND TRY TO WIN THE HAND FOR THEMSELVES. TO WIN, YOU MUST MAKE THE BEST 5-CARD HAND FROM YOUR OWN 2 CARDS & THE 5 COMMON CARDS THAT ARE DRAWN FROM THE LOCI, ENEMIES, AND THREATS DECKS.

THE ADVENTURE MONTAGE LAST FOR ONE HAND.

THE DEAL

THE FOE SHUFFLES THE LOCUS, ENEMY, AND THREAT DECKS SEPARATELY. THE SPACEKNIGHTS SHUFFLE THEIR OWN DECK.

IN THE CENTER OF THE TABLE, THE FOE FLIPS OVER THE TOP CARDS FROM THE LOCUS, ENEMY, AND THREAT DECKS. THE FOE THEN DESCRIBES THE WHO, WHAT, WHEN AND WHERE OF THE ENEMY'S PLOT USING THE ELEMENTS ON THESE CARDS.

THE PLAYER TO THE LEFT OF THE FOE PUTS 1 METTLE ON THE LINE AND DESCRIBES HOW THEIR KNIGHT FIRST DISCOVERS THE PLOT.

THE NEXT PLAYER, CLOCKWISE, PUTS 2 METTLE ON THE LINE AND DESCRIBES HOW THIS PLOT IS PERSONAL TO THEIR KNIGHT.

NOW ALL THE SPACEKNIGHT PLAYERS DRAW TWO CARDS FROM THEIR DECK AND ROLL THEIR E-DICE. THE FOE DRAWS TWO CARDS FROM THE THREAT DECK.

THE BIDDING

STARTING WITH THE NEXT PLAYER, YOU MAY DECIDE TO MATCH, SURGE, OR FADE AWAY. EACH ROUND, YOU MAY NOT BID MORE METTLE THAN THE RESULT OF YOUR E-DIE. THE FOE'S BIDDING LIMIT IS 6.

IF YOU REACH YOUR BIDDING LIMIT, YOU NEED NOT FADE AWAY. SIMPLY ANNOUNCE THAT YOU'RE AT YOUR LIMIT AND LET THE BIDDING PASS TO THE NEXT PLAYER.

WHEN YOU MATCH A BID, YOU MUST DESCRIBE A MOMENT IN THE ADVENTURE WHEN YOUR KNIGHT STRUGGLES WITH THE ENEMY AND THEIR MACHINATIONS. WHEN THE FOE MATCHES THE BID, THEY DESCRIBE A MOMENT WHEN THE ENEMY STRUGGLES WITH THE KNIGHTS.

WHEN YOU SURGE, YOU MUST DESCRIBE A MOMENT IN THE ADVENTURE WHEN YOUR KNIGHT TEMPORARILY OVERCOMES THE ENEMY. WHEN THE FOE SURGES, THEY DESCRIBE A MOMENT WHEN THE ENEMY ADVANCES THEIR PLOT OR SERIOUSLY HURTS A KNIGHT.

THE ROUND IS OVER ONCE EVERYONE HAS EITHER MATCHED THE CURRENT BID, BID THEIR LIMIT, OR FADED AWAY.

THE ORRERY OF PLAY

ON YOUR PATH TO THE SEARING SUN OF VICTORY, YOU MUST FIRST PASS THROUGH EACH ORBIT IN THE ORRERY OF PLAY.

THE APPROACH

TO PASS THIS ORBIT, YOU MUST: CREATE YOUR SPACEKNIGHTS, AND CREATE YOUR DECKS.

ADVENTURE MONTAGE

TO PASS THIS ORBIT, YOU MUST: PLAY THROUGH A COMPLETE HAND, OR PLAY A THWARTED CARD.

THE LONG, LONELY MOMENTS

TO PASS THIS ORBIT, YOU MUST BE THE LAST REMAINING PLAYER. OTHERWISE, ALL SURVIVING SPACEKNIGHTS GET INTROSPECTIVE SCENES AND THEN RETREAT TO THE ADVENTURE MONTAGE.

THE SEARING SUN

YOU DESCRIBE THE DAWN OF A NEW GOLDEN ERA IF YOUR SPACEKNIGHT WON, OR THE DARK EONS THAT LAY BEFORE THE UNIVERSE IF YOU WON AS THE FOE.



THE COMPLICATION ROUNDS

THERE ARE 3 ROUNDS OF BIDDING IN TOTAL. AFTER BOTH THE 1ST AND 2ND, THE FOE FLIPS OVER 1 CARD FROM EITHER THE LOCUS, ENEMY OR THREAT DECKS. THEN THE FOE DESCRIBES HOW THIS CHANGE IN LOCATION, REINFORCEMENT, OR TWIST IN THE PLOT CHANGES THINGS FOR THE SPACEKNIGHTS. THESE CARDS ARE CALLED COMPLICATIONS.



IN THE NEW ROUNDS, THE PLAYER TO THE LEFT OF THE FOE STARTS THE BIDDING, AND MAY DECIDE SIMPLY TO MATCH WHAT'S ALREADY OUT THERE. THE ROUNDS FOLLOW AS BEFORE, WITH EACH PLAYER AGAIN ABLE TO BID UP TO THEIR LIMIT. (SO A PLAYER WITH A LIMIT OF 4 CAN BID A TOTAL OF 12 OVER THE COURSE OF ALL 3 ROUNDS.)

THE FINALE

IF AT ANY POINT YOU'RE THE ONLY PLAYER WHO HASN'T FADED AWAY, YOU WIN THE HAND. PUT YOUR CARDS FACE DOWN AND TELL US HOW YOUR KNIGHT TRIUMPHED OVER THE ENEMY. OR, IF YOU'RE THE FOE, TELL US HOW THE ENEMY BESTED OUR KNIGHTS. THEN YOU COLLECT YOUR METTLE. THE HAND IS OVER. MOVE TO THE NEXT ORBIT.

IF ALL THE BIDDING HAS ENDED AND THERE ARE STILL 2 OR MORE PLAYERS WHO HAVEN'T FADED AWAY, SHOW YOUR HANDS. STARTING WITH THE LAST PLAYER TO SURGE AND GOING CLOCKWISE, EITHER REVEAL OR FADE AWAY. THE HIGHEST HAND OF 5 CARDS SELECTED FROM YOUR HAND & THE LOCUS, ENEMY, THREAT & COMPLICATION CARDS WINS.

IF A SPACEKNIGHT WON, REGALE US WITH YOUR BRAVERY AND GUILT IN THE FACE OF THE ENEMY. COLLECT YOUR METTLE. THEN PICK 1 OF THE 2 CARDS FROM YOUR HAND TO PUT IN FRONT OF YOU. THE MANEUVER ON THAT CARD IS NOW AVAILABLE TO YOU.

IF THE FOE WON, TELL US HOW THE KNIGHTS WERE CRUSHED. COLLECT YOUR METTLE. THEN PICK 1 OF THE 2 CARDS FROM YOUR HAND TO PUT IN FRONT OF YOU. UNTIL THE FOE LOSES, THIS CARD IS CONSIDERED A PART OF THE FOE'S HAND. (THESE CARDS ARE NOT LOST BY FADING.)

COLLECTING METTLE

WHEN YOU COLLECT METTLE, YOU CANNOT TAKE MORE FROM ANY INDIVIDUAL PLAYER THAN THEY PUT ON THE LINE, OR MORE THAN YOU PUT ONE THE LINE. IF THERE'S REMAINING METTLE, IT RETURNS TO THOSE WHO BID IT.

THE LONG, LONELY MOMENTS

AFTER AN ADVENTURE MONTAGE, ITS TIME FOR SOME TENDER MOMENTS OF INTROSPECTION. THE FOE SETS THE STAGE FOR SCENES THAT CAN BE BUCOLIC, WISTFUL, DESOLATE, OR WHAT HAVE YOU. THE POINT IS FOR THE PLAYERS TO PLAY THE ROLES OF THEIR SPACEKNIGHTS IN A CONTEXT OTHER THAN FACING THEIR FOE.

THESE SCENES CAN BE PLAYED OUT IN ANY ORDER, BUT IF ANY QUESTION ARISES, PRIORITY IS GIVEN TO THE FOE AND THEN PROCEEDS CLOCKWISE. EVERYONE SHOULD BE GIVEN A CHANCE TO PLAY TO THEIR THEME. AFTERWARDS, THE RESPONSIBILITY OF THE FOE PASSES TO THE LEFT.

REQUIRES:

144 BLANK CARDS
36 CHIPS PER PLAYER
ONE 6-SIDER PER PLAYER
(EACH PLAYER HAS THEIR OWN COLOR. CHIPS & DIE SHOULD BE OF THAT COLOR.)

TEAM DECK CREATION

PLAYERS COUNT OFF 1-6. EACH PLAYER: TAKE 9 CARDS, WRITE YOUR NUMBER IN EACH CORNER OF THE CARDS

THE LOCI

EACH PLAYER: TAKE 3 OF YOUR CARDS, WRITE A LOCATION AND A SUIT ON EACH.

-  ONE MUST BE ON EARTH, YOUR HOMEWORLD, OR THE NEMESIS'S.
-  ONE MUST BE AMONG THE STARS.
-  ONE MUST BE AN ALIEN WORLD.

THE ENEMIES

EACH PLAYER: TAKE 3 OF YOUR CARDS, WRITE AN ENEMY AND A SUIT ON EACH.

TWO MUST BE FROM YOUR NEMESIS.

ONE MUST BE ANOTHER ENEMY WORTHY OF THE SPACEKNIGHTS.

THE THREATS

EACH PLAYER: TAKE 3 OF YOUR CARDS, WRITE A THREAT AND A SUIT ON EACH.

A THREAT IS A PLOT OF THE ENEMY TO HARM YOU, YOUR PEOPLE, OR OTHER INNOCENTS IN THE GALAXY.

FOR EXAMPLE: HOSTAGES, SIEGE, POISONING PLOT, COUP, ETC.

DO NOT INCLUDE THE NAMES OF ANY PEOPLE OR PLACES IN YOUR THREAT.

YOU SHOULD HAVE:

THREE DECKS, EACH WITH THREE SUITS AND SIX NUMBERS IN EACH SUIT.

THE SUITS

HOMEWORLDS 

INTERPLANETARY 

COSMOS 

GLOSSARY

BURN METTLE • WHEN YOU BURN METTLE, IT IS REMOVED FROM THE GAME AND CANNOT BE RECOVERED.

E-DIE • THE ENERGY DIE, THE PLAYER'S 6-SIDER.

FADE AWAY • WITHDRAWING FROM THE HAND. YOU CANNOT WIN. LEAVE YOUR CURRENT BID ON THE LINE, AND PUT YOUR HAND FACE DOWN ON YOUR DECK.

MATCH • WHEN YOU MATCH THE CURRENT METTLE BID.

METTLE • THE 36 CHIPS YOU START WITH. ONCE YOU'RE OUT OF METTLE, YOUR KNIGHT PERISHES IN A WAY OF YOUR CHOOSING AND YOU ARE OUT OF THE GAME.

ON THE LINE • A POINT IN FRONT OF THE PLAYER WHERE THEY PUT THE METTLE THEY ARE WAGERING. METTLE ON THE LINE CANNOT BE BURNED.

ROUND • A ROUND OF BIDDING.

SUITED • WHEN ALL THE IMPORTANT CARDS IN A HAND ARE THE SAME SUIT.

SURGE • WHEN YOU INCREASE THE CURRENT METTLE BID.

★ THE SEARING SUN

AS PLAYERS RUN OUT OF METTLE, THEY LEAVE THE GAME. ONCE THERE IS ONLY ONE PLAYER STANDING VICTORY IS ACHIEVED. YOU NOW HAVE A CHANCE TO TELL US ABOUT THE FATE OF THE UNIVERSE. IF YOU WERE PLAYING A SPACEKNIGHT WHEN YOU WON, YOU MAY DESCRIBE WHATEVER YOU LIKE, BUT IF YOU WERE THE FOE, THEN WHATEVER FATE BEFALLS THE COSMOS, IT MUST BE A DARK AND VILE ONE.



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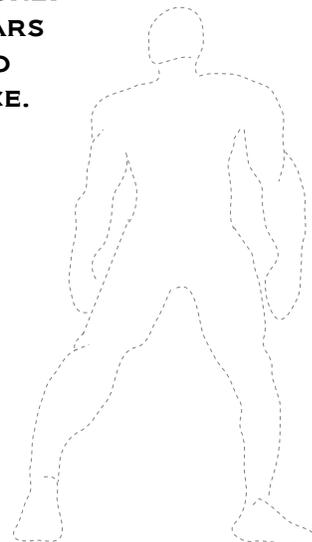
EMILIAN RAVACHOL



WHEN OUR HOMEWORLD WAS OLD, A NEW & VILE NEMESIS KNOWN ONLY AS _____ FLOODED FROM UNKNOWN STARS TO LAY WASTE TO ALL WE HELD SACRED. MANY WERE CALLED ON TO DEFEND OUR PLANET, BUT FEW WERE CHOSEN TO MAKE THE SACRIFICE.

I, _____, WAS TRANSFORMED THROUGH SORcery & SCIENCE INTO _____, A SPACEKNIGHT WITH THE POWER OF _____! MY CYBORG BODY GRANTS ME INHUMAN STRENGTH & FLESH MADE OF LIVING METAL. I CAN FLY FASTER THAN STARLIGHT & SWIM THE DARKEST DEPTHS. MY STRANGE & WONDROUS NEW ABILITIES INCLUDE: _____!

BUT THEY CAME AT SUCH A COST . . .



THE LONG, LONELY MOMENTS

DURING THE LONG, LONELY MOMENTS, YOUR KNIGHT MAY CALL UPON ONE OF THE RESPITES BELOW AS LONG AS YOUR NARRATION TOUCHES UPON HIS THEME. CHOOSE 1 RESPITE & 1 THEME DURING THE APPROACH. NO 2 KNIGHTS MAY HAVE THE SAME RESPITE OR THEME. YOU MAY ONLY USE YOUR RESPITE ONCE PER LONG, LONELY MOMENT.

RESPITES

- ROLL THE E-DIE. YOU MAY RETURN UP TO THAT MUCH METTLE TO ITS ORIGINAL OWNERS.
- ROLL THE E-DIE. YOU TAKE UP TO THAT MUCH OF YOUR OWN METTLE BACK FROM THE OTHER KNIGHTS.
- BURN UP TO 3 METTLE TO GET TWICE AS MUCH METTLE FROM ALL KNIGHTS WHO HAVE YOUR METTLE.
- GRANT EVERYONE WHO HAS YOUR METTLE +2 TO THEIR OVERPOWER UNLESS YOU ARE PAID A RANSOM OF 6 METTLE.
- GRANT EVERYONE WHO HAS YOUR METTLE -2 TO THEIR LIFE FORCE UNLESS YOU ARE PAID A RANSOM OF 6 METTLE.
- BURN 2 METTLE OF DIFFERENT COLORS, NOT YOUR COLOR, TO SWAP RESPITES BETWEEN YOU & THE METTLES' OWNERS.

THEMES

- LOVE LOST TO TIME & SPACE.
- SAVIOR MISTAKEN FOR A MONSTER.
- A HUMANITY THAT CAN NEVER BE RETURNED TO.
- I'VE SEEN WONDERS YOU WOULDN'T BELIEVE.
- THE WEIGHT OF 1,000 WORLDS ON MY SHOULDERS.
- I'VE STARED INTO THE ABYSS.

LIFE FORCE

OVERPOWER STARTS AT 1. IF YOU ROLL LESS THAN YOUR OVERPOWER ON THE E-DIE, YOU MUST RAISE THE DIE TO YOUR CURRENT OVERPOWER. BURN 1 METTLE PER POINT YOU HAD TO RAISE THE DIE, THEN REDUCE YOUR OVERPOWER BACK TO 1.

LIFE FORCE STARTS AT 6. IF YOU ROLL MORE THAN YOUR LIFE FORCE ON THE E-DIE, REDUCE THE ROLL TO YOUR CURRENT LIFE FORCE. DURING THE LONG, LONELY MOMENTS, YOU MAY GAIN BACK 1 LIFE FORCE PER METTLE YOU BURN, UP TO 6.

6
5
4
3
2
1

STARTING METTLE: 36

AT ZERO METTLE, YOU IMMEDIATELY TELL THE TALE OF YOUR KNIGHT'S HEROIC SACRIFICE (EVEN AS THE FOE).

ENERGY DIE: d6

YOU MAY ALWAYS BURN 1 METTLE TO RE-ROLL YOUR E-DIE.

PERSONAL DECK CREATION

USE THE CHECKLISTS BELOW TO CREATE THE DECK FOR YOUR SPACEKNIGHT. EVERY KNIGHT DECK STARTS OFF WITH 3 "THWARTED . . . FOR NOW" CARDS. WHEN YOU DRAW ONE OF THESE CARDS, YOU CANNOT MAKE A WINNING HAND THIS ROUND. INSTEAD OF BIDDING, YOU MAY PLAY THIS CARD, EXPLAIN HOW ENEMY THWARTED YOU ALL, AND END THE HAND. EVERYONE TAKES BACK THEIR METTLE. REMOVE THIS CARD FROM YOUR DECK, AND MOVE ON TO THE NEXT ORBIT.

THWARTED . . . FOR NOW

FOR THE REST OF YOUR CARDS, EACH CARD GETS 1 OPTION FROM EACH COLUMN. CHECK THEM OFF AS YOU GO ALONG, SO YOU DON'T DUPLICATE. IMPORTANT: YOU CANNOT CREATE A CARD WITH BOTH THE SAME VALUE & SUIT. MANEUVERS ARE PLAYED DURING YOUR BID WHEN YOU MEET THE CONDITION, EVEN IF YOU'VE ALREADY BID YOUR LIMIT. AFTER USE, SHUFFLE THEM INTO YOUR DECK. AT THE END OF ANY HAND YOU MAY OPT TO SHUFFLE ANY AND ALL THE CARDS BEFORE YOU BACK INTO YOUR DECK.

MANEUVER

VALUE	SUIT	EFFECT	CONDITION	DESCRIPTION
<input type="checkbox"/> 1	<input type="checkbox"/>	<input type="checkbox"/> PLAY EVERY CARD IN FRONT OF YOU AS IF THEY WERE IN YOUR HAND.	<input type="checkbox"/> WHEN YOUR E-DIE IS GREATER THAN THE LOCUS VALUE.	<input type="checkbox"/> STRATEGIC FEINT
<input type="checkbox"/> 2	<input type="checkbox"/>	<input type="checkbox"/> MAKE 1 PLAYER WHO HAS YOUR METTLE DRAW A NEW HAND.	<input type="checkbox"/> WHEN YOUR E-DIE IS GREATER THAN THE ENEMY VALUE.	<input type="checkbox"/> ENERGY PARRY
<input type="checkbox"/> 3	<input type="checkbox"/>	<input type="checkbox"/> GIVE 1 SPACEKNIGHT +4 TO THEIR OVERPOWER.	<input type="checkbox"/> WHEN YOUR E-DIE IS GREATER THAN THE THREAT VALUE.	<input type="checkbox"/> ELDRITCH POWER
<input type="checkbox"/> 4	<input type="checkbox"/>	<input type="checkbox"/> PEEK AT 1 CARD FROM THE HAND OF EVERY PLAYER WITH YOUR METTLE.	<input type="checkbox"/> WHEN YOUR E-DIE IS BETWEEN THE COMPLICATIONS VALUES.	<input type="checkbox"/> PSYCHIC BARRIER
<input type="checkbox"/> 5	<input type="checkbox"/>	<input type="checkbox"/> LIMIT THE FOE'S BIDDING TO 1 FOR THE REST OF THIS HAND.	<input type="checkbox"/> TRADE SEATS WITH SOMEONE WITH YOUR METTLE TO ACTIVATE EFFECT.	<input type="checkbox"/> HONORGUARD
<input type="checkbox"/> 6	<input type="checkbox"/>	<input type="checkbox"/> SWAP METTLE ON THE LINE WITH SOMEONE WHO HAS YOUR METTLE.	<input type="checkbox"/> TRADE THEMES WITH SOMEONE WITH YOUR METTLE TO ACTIVATE EFFECT.	<input type="checkbox"/> ASTRAL STANCE
<input type="checkbox"/> 1	<input type="checkbox"/>	<input type="checkbox"/> REDRAW 1 LOCUS, ENEMY, THREAT, OR COMPLICATION FOR THIS HAND.	<input type="checkbox"/> WHEN PLAYER ON YOUR LEFT HAS MORE THAN 6 METTLE ON THE LINE.	<input type="checkbox"/> SUBSPACE ASSAULT
<input type="checkbox"/> 2	<input type="checkbox"/>	<input type="checkbox"/> PEEK AT THE NEXT CARD IN THE LOCI, ENEMIES, & THREATS DECKS.	<input type="checkbox"/> IF PLAYER ON YOUR RIGHT OPTS TO TAKE A -2 LIFE FORCE.	<input type="checkbox"/> COSMIC CHARGE
<input type="checkbox"/> 3	<input type="checkbox"/>	<input type="checkbox"/> SEARCH ANOTHER PLAYER'S DECK FOR 1 CARD TO PUT IN THEIR HAND.	<input type="checkbox"/> IF PLAYER ON YOUR LEFT OPTS TO BURN 1 METTLE.	<input type="checkbox"/> HOLD THE LINE
<input type="checkbox"/> 4	<input type="checkbox"/>	<input type="checkbox"/> TAKE BACK ALL YOUR METTLE ON THE LINE.	<input type="checkbox"/> WHEN PLAYER ON YOUR RIGHT FADES AWAY.	<input type="checkbox"/> CYBERNETIC REFLEXES
<input type="checkbox"/> 5	<input type="checkbox"/>	<input type="checkbox"/> STOP A "THWARTED" CARD. NO MORE MAY BE PLAYED THIS HAND.	<input type="checkbox"/> WHEN NO ONE HAS BID YOUR METTLE.	<input type="checkbox"/> DARK STRIKE
<input type="checkbox"/> 6	<input type="checkbox"/>	<input type="checkbox"/> TRADE HANDS WITH A PLAYER WHO HAS YOUR METTLE, PERMANENTLY CHANGING YOUR DECKS.	<input type="checkbox"/> WHEN THE FOE SITS DIRECTLY TO YOUR RIGHT.	<input type="checkbox"/> THE NEBULA GAMBIT

STRONGEST TO WEAKEST HANDS

- SUITED 5 OF A KIND
- STRAIGHT FLUSH
- 5 OF A KIND
- STRAIGHT
- SUITED FULL HOUSE
- SUITED 4 OF A KIND
- SUITED 3 OF A KIND
- 4 OF A KIND
- FLUSH
- SUITED 2 PAIR
- FULL HOUSE
- 2 PAIR
- SUITED PAIR
- 3 OF A KIND
- PAIR
- HIGH CARD

TIES ARE RESOLVED BY HIGH CARD, THEN HIGH E-DIE, THEN STARTING AT THE FOE GOING CLOCKWISE.