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## Introduction

A battle between the Knights of Athena and the Knights of Ares has begun. At stake is the sacred golden cloth of Sagittarius...and the world.

The Knights of the Zodiac Collectable Card Game pits two players against each other in a battle where one must use their forces to attack and one to defend. An arsenal of Knight, Power of Zodiac, Technique, and Field Cards are at the disposal of each player. Only those armed with the right strategy, a strong deck, and the will to succeed will be victorious!

## Beginning Play

To begin play, make sure each player has:

- A deck of 45 cards
- A Playmat
- A Game Manual

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## Card Types

There are four card types used in the Knights of the Zodiac Collectable Card Game.

### KNIGHT CARDS

Knight Cards are the warriors that you and your opponent will use to battle one another. The Knights battle to defeat their opponent and gain control of Field Cards.



- A Level:** Used to identify whether a Knight can battle for a particular Field Card. Also represents the Points that the Knight is worth once defeated.
- B Knight Class:** Used to identify the Knight class of the character.

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The color of the inner triangle also identifies the Knight Class of the character.

### Knight Colors:

- Bronze Knights = blue triangle
- Silver Knights = silver triangle
- Gold Knights = gold triangle
- Black Knights = black triangle
- Ghost Knights = green triangle
- Non-affiliated = brown triangle



- C Card Name**
- D Knight Power:** The amount of power that this Knight can Attack or Defend with.
- E Card Number**
- F Offense Effect:** The effect this card has when it is used for Offense.
- G Defense Effect:** The effect this card has when it is used for Defense.

**Quick Fact:** When a card effect increases your Knight Power, it increases the power of each Knight, not just your total!

**Quick Fact:** In gameplay terms, "battling with" means the card YOU control, and "battling against" means the card you are opposing.

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## TECHNIQUE CARDS

Technique Cards are played in battle to gain a tactical advantage over an opponent, and the Power they add during battle can be increased by paying a Cosmo Cost.



- A Card Name**
- B Power Meter:** A chart indicating how much additional Power can be added to your Knight Card, and the Cosmo Cost that must be paid for each Power increase.
- C Card User:** Indicates which Knight or Knights can use this Technique Card.
- D Offense Effect:** The effect this card has when it is used for Offense.
- E Defense Effect:** The effect this card has when it is used for Defense.
- F Card Number**

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## POWER OF ZODIAC CARDS

Power of Zodiac Cards are played in battle to gain a tactical advantage over an opponent.

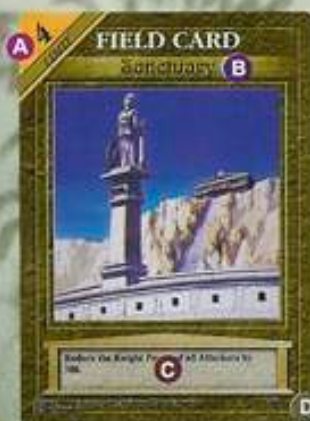


- A Card Name**
- B Cosmo Cost:** The amount of cards that must be moved from a player's Cosmo area to their Discard Pile to bring this card into play and activate its effects.
- C Card Effect:** The effect this card has when it is played.
- D Phase:** The Phase of a turn in which the Power of Zodiac Card may be played.
- E Card Number**

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## FIELD CARDS

Field Cards represent the places where the Knights of the Zodiac battle.



- A Limit:** The Level of either player's Knight (or the sum of the Levels of multiple Knights controlled by one player in a battle) must be equal to or lower than this Limit. Also, the number of Field Damage it takes to gain control of this Field Card.
- B Card Name**
- C Effect:** The effect that this card has on the Knights involved in a battle over this Field Card, or its effect on the results of that battle.
- D Card Number**

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## PLAYMAT

Each player involved in a Game places their own playmat so that it connects to their opponent's playmat, forming a shared Field area.



- A Field area:** Formed by placing two playmats together. The Defensive player plays his 5 Field Cards to this area before the game begins.
- B Deck area:** A player's shuffled Deck is placed face down here. Cards drawn into a player's hand are taken from the Deck.
- C Discard Pile:** Discards are placed face up in this area.
- D Realm of Knights area:** Knight Cards may be played to this area during the Deploy Knights phase. Knight Cards may be moved to or from this area during the Move Phase. Power of Zodiac and Technique Cards may be played here during the Battle Phase.
- E Cosmo area:** Any type of card may be played face down to this area during the Cosmo Phase to be used to pay future Cosmo Costs.
- F Point area:** An area to the left of the actual playmat. Defeated Knights and Field Cards that have been won are placed in this area.

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**IMPORTANT:** For gameplay purposes, a card is considered to be "in play" if it is either in the Realm of Knights area or on a Field Card.

## Winning the Game

The first player to win 2 Contests wins the Game.

## Winning a Contest

The first player to gain 20 Points wins the Contest. There are two ways to gain Points:

- 1) Defeating an opponent's Knight in battle.
- 2) Gaining control of a Field Card by inflicting Field Damage equal to the Limit of that Field Card.



## Beginning Play

Before beginning play, flip a coin or play rock-paper-scissors to determine who will be on Offense for the first Contest. The player who is on Offense for the first Contest will then be on Defense in the following Contest. Players continue to alternate between Offense and Defense each Contest until a Game winner has been determined.

This starter deck has all the cards you'll need to challenge an opponent to a game. To begin, the player on Offense should remove all Field Cards from his Deck. The total number of remaining cards will equal 40. Only the Defender uses Field Cards in Knights of the Zodiac.

Decks should then be shuffled. Each player must allow their opponent to cut their own Deck after it has been shuffled. The Decks are then placed face down in the Deck area of each player's playmat.

Finally, the Defender places his 5 Field Cards face down on the Field area of the playmat. While face down, ONLY the Defender can peek at these cards.

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## Rules of the Game

Knights of the Zodiac has 5 Phases of gameplay:

### 1. Draw Phase

On the first turn, both players draw 5 cards. In every subsequent turn, the player whose turn it currently is draws cards into his hand until it consists of 5 cards.

### 2. Cosmo Phase

Each player (Offense first) can play as many cards as they'd like, of any type, from their hand to the Cosmo area of the playmat. The cards must be played to this area face down, and will be used by players to pay the Power of Zodiac Card Cosmo Cost and/or increase the power of Technique Cards during the Battle Phase (see "Battle Phase").



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### 3. Deploy Knights Phase

Each player (Offense first) can choose to prepare a Knight for battle by placing their Knight Card face down in the Realm of Knights area of the playmat. Each player is limited to playing 1 Knight Card to this area per turn. Each player may also choose not to play any Knight Cards at all.

A maximum of 5 Knight Cards are allowed to be in each player's Realm of Knights area at the end of the Move Phase.



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#### 4. Move Phase

Each player (Offense first) may choose to move any number of their Knights during this phase, but each Knight may only move once per turn. Knight Cards remain in their current orientation (face up or face down) during this phase.

Players may move their Knights from the Realm of Knights area to a Field Card or vice-versa. However, players CANNOT move a Knight from one Field Card to another during the Move Phase.

Knights that are moved to a Field Card are preparing to do battle over that card. Knights that are moved to the Realm of Knights area are pulling back from an upcoming battle, or are being prepared to move to a new Field Card on a subsequent turn.

Knight Cards CAN be moved onto a Field Card that is already occupied by another of the same player's Knights, provided that the sum of the Knights' Levels does not exceed the Field Card's Limit (see Battle Phase, Level Check).

Knight Cards don't have to be moved at all during this phase. For instance, a player may choose to leave a Knight that has won a previous battle on a particular Field Card there in order to achieve yet another battle victory.

Keep in mind that each player may have no more than 5 Knight Cards in their Realm of Knights area at the end of this phase.

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#### 5. Battle Phase

Each player simultaneously turns over all face down cards, both Knight Cards and Field Cards, that will be involved in the Battle Phase. Face down Field Cards not involved in a battle, Knight Cards in the Realm of Knights area, and cards in the Cosmo area remain face down.

If more than one Field Card will be involved in a battle this turn, the Offensive player chooses the order of the battles. Each battle is contested in a series of Steps:

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##### a) Level Check

Each player compares the Level of the Knight involved in the battle (or the sum of their Knights' Levels, if they have multiple Knights contesting a battle) to the Limit printed on the Field Card.

If the Level of the Offensive player's Knight(s) exceeds the Limit printed on the Field Card, the battle does not take place. Instead, the Knight(s) are pulled back to the Realm of Knights area. If the Defensive player's Knight(s) exceed the Field Card Limit, the Knight(s) are immediately pulled back to the Realm of Knights area, and the Field Card is sent to the Discard Pile. In either case, no points are earned by either player.

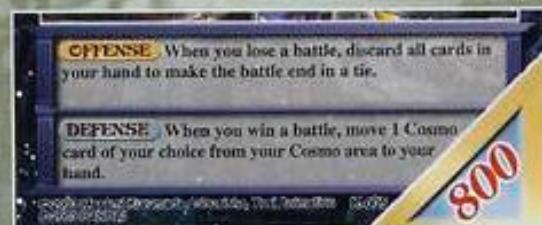


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##### b) Check for Card Effects

Both Knight Cards and Field Cards have card effects which may alter the outcome of a battle. Both players should check the card effects of their own cards, and communicate any relevant card effects to their opponent. Note that card effects vary widely, and some may only be able to be applied after a specified battle outcome.

Regarding Knight Cards, only the relevant card effect may be applied: the "Offense" effect for the Offensive player, and the "Defense" effect for the Defensive player.



##### c) Compare Knight Power

Both players compare the Power of their Knight against the Power of their Opponent's Knight. Remember to apply any card effects from the previous Step that alter the Power of the Knights. The Knight with the highest power at the end of the battle will be the winner of that battle.

If a player is using more than one Knight in a battle, the sum of the Knights' Power equals the total Power.

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#### d) Play Technique or Power of Zodiac Cards

Both players may choose to play Technique or Power of Zodiac Cards at this point to try to alter the outcome of the battle in their own favor. Each player (Offense first) places as many Power of Zodiac and/or Technique Cards as they wish face down in the Realm of Knights area, directly below the battle that is taking place. Once both players have finished placing these cards on the Realm of Knights area, they are simultaneously turned face up. Both players must then pay the Cosmo Costs for the card(s) placed.

**IMPORTANT** - If a player cannot pay the Cosmo Cost, they cannot bring those cards into play. A player that brings cards into play that they cannot pay for must immediately discard them.

In addition, many Technique and Power of Zodiac Cards specifically designate the Knight and/or Knights that can use them. If a player plays a card that does not apply to the Knight or Knights in battle, the card must be immediately discarded. Power of Zodiac cards also designate the Phase of the turn in which they may be played.

Power of Zodiac Cards have a set Cosmo Cost and effect. Technique Cards, however, do not have a Cosmo Cost. However, their strength can be greatly increased by paying Cosmo Costs. Each player (Offense first) can choose to pay Cosmo Costs for Technique Cards to further increase their power.

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Refer to the chart on the side of the Technique Card for the Cosmo Costs that must be paid for each level of increased power.

If a player is attacking or defending with multiple Knights, general card effects (those that do not specifically designate the Knights they affect) are applied to each Knight. Also, a player using multiple Knights who loses a battle loses ALL the Knights involved in that battle.

#### Paying Cosmo Costs

One Cosmo equals one card in the Cosmo area of the playmat. Therefore, to pay a card's Cosmo Cost, simply move the required number of cards from the Cosmo area to the Discard Pile. If a player doesn't have the required Cosmos to pay the Cosmo Cost, the card that was to be played is discarded and its effects do not occur.



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#### e) Determine Battle Outcome

Once Step d is completed, players compare the final Power of the Knights involved in the battle. The player whose Knight or Knights have the highest power wins the battle.



If the battle is a Tie, nothing happens. All cards involved in that battle remain where they are, and Step f is skipped.

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#### f) Apply Battle Outcome

The winner of the battle receives Points equal to the Level of the Knights he has defeated. The winner takes his opponent's defeated Knights and places them in the Point area to the left of the playmat (the cards are returned to their owner at the end of each Contest). This is an easy way to keep track of how many points each player has amassed. Remember, the first player to reach 20 Points wins the Contest!

The loser also takes a face down card from the top of his Deck and puts it underneath and perpendicular to the Field Card where the battle has just taken place. This is known as Field Damage.



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When Field Damage equals the Limit of a particular Field Card, the face down Field Damage cards are discarded, and the winner of the battle takes the Field Card and places it in the Point area, where its Limit counts towards the 20 Points needed to win a Contest, just as the Knight Cards do.



If the player on Offense's Knight is uncontested in a battle over a Field Card, the Defensive player simply places a Field Damage card under the Field Card. No points are gained by either player, unless the Field Damage equals the limit of the particular Field Card.

If a Field Card has only a Defending Knight and no Knight on Offense, no battle takes place there.

Finally, any Technique and/or Power of Zodiac Cards that have been used in this battle are sent to the Discard Pile.

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These Steps are then repeated with each battle until all battles are resolved.

The next turn for each player then begins, starting with the Draw Phase.

**Quick Fact:** Remember that players DO NOT alternate between Offense and Defense during a Contest. In other words, a player that begins a Contest on Offense remains on Offense for the entire Contest. During the SUBSEQUENT Contest, the Offensive player becomes the Defensive player and vice-versa.

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## Decking Penalty

The term "decking" refers to a player's Deck being completely used up before a Contest has been completed. In Knights of the Zodiac, the player who has been decked is allowed to reshuffle his Discard Pile to form a new Deck. However, a Decking Penalty is incurred. Before the Discard Pile is reshuffled, the decked player must choose 3 cards randomly from the Cosmo area of the playmat and add them to the discards.

If a player that has been decked cannot pay the 3 card Decking Penalty, play continues. However, that player must skip the Draw Phase of his turn for the remainder of the Contest.



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## Deck Construction

For Knights of the Zodiac, most players will want to prepare a separate Offense and Defense Deck. Offense Decks must contain exactly 40 cards. Defense Decks must contain exactly 45 cards, 5 of which must be Field Cards. The contents of these Decks cannot be altered in any way during a Game.

When building a Deck, players are not allowed to include any duplicate cards (cards with the same card number). Players can include two cards of the same name, as long as their card numbers are different.



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