

THE  
**LOST WORLDS**  
OF  
**JOSH KIRBY™**

**RULES**

DESIGNED BY JORDAN NICHOLS





## THE LOST WORLDS OF JOSH KIRBY

**T**he Lost Worlds of Josh Kirby is a game of galactic colonization and conquest.

This game celebrates the rediscovered art of Josh Kirby. His art pulls you into far-flung worlds where bizarre aliens walk beside intricate robots and brave spacefarers. In The Lost Worlds of Josh Kirby, players explore his worlds in a space opera for the fate of the galaxy!

Players take turns spending Action Dice to jump Hyperspace and send fleets to settle or conquer lost worlds. Conquering

worlds shifts your morality toward becoming a fearsome tyrant. Settling moves you towards the galactic savior. You can even be a Scoundrel by playing the moral middle ground.

Worlds score different Victory Points (VPs) when Settled or Conquered. The player with the most Victory Points at the end of the game wins.



20-45'



2-5



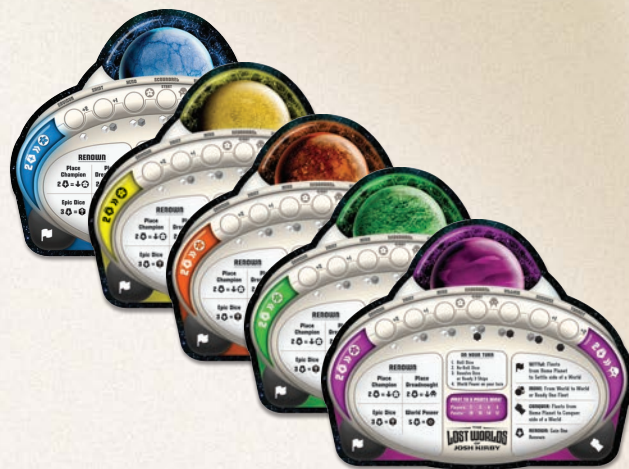
13+



# COMPONENTS



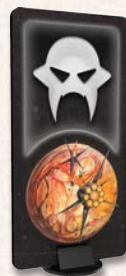
**33 WORLD CARDS**



**5 PLAYER CONTROL PANELS**



**3 ACTION DICE (WHITE, GREY, BLACK)  
1 EPIC POWER DIE (RED)**



**DREADNAUGHT  
MARKER**



**5 MORALITY MARKERS  
5 DREADNAUGHT CONTROL TOKENS  
(2 PER PLAYER COLOR)**



**30 FLEETS  
(6 PER PLAYER COLOR)**



**5 CHAMPION MEEPLES  
(1 PER PLAYER COLOR)**



**HYPERSPACE BOARD**



**30 RENOWN CUBES**



**25 POWER  
TOKENS**



# PLAYER CONTROL PANEL OVERVIEW

**HOMEWORLD**  
Player Color

**Morality Track**

**Champion Cost**  
Keep your inactive Champion Here

**Renown Actions**  
Tuck Settled Worlds Here

**ON YOUR TURN**

1. Roll Dice
2. Re-Roll Dice
3. Resolve Dice or Ready 3 Ships
4. World Power on your turn

**FIRST TO X POINTS WINS!**

Players:	2	3	4	5
Points:	18	16	14	12

**RENEW**

<b>Place Champion</b> 2♣ = ♣	<b>Place Dreadnought</b> 2♣ = ♣
<b>Epic Dice</b> 3♣ = ♣	<b>World Power</b> 5♣ = ♣

**SETTLE:** Fleets from Home Planet to Settle side of a World

**MOVE:** From World to World or Ready One Fleet

**CONQUER:** Fleets from Home Planet to Conquer side of a World

**RENEW:** Gain One Renown

**DREADNAUGHT CONTROL COST**  
Keep your inactive Dreadnought Control Token Here

**DICE ACTIONS**

**TUCK CONQUERED WORLDS HERE**

# WORLD CARD OVERVIEW

**Settle Value**

**Conquer Value**

**PROGRESS: Ready two Fleets.**

**World Power Name**

**World Power**

Place your fleets on the left side to Settle the World.

Place your fleets on the right side to Conquer the World.





# SET UP

## TABLE SET UP

1. Shuffle the World Cards, place them face down to start a World Card draw deck.
2. Draw and reveal World Cards in the center of the play area. For 2-3 Players, reveal 3 cards. For 4 Players, reveal 4 cards. For 5 Players, reveal 5 cards.
3. Set the **HYPERSPACE** board in the center of the play area (choose the art or color side) where everyone can reach it.
4. Place the Dreadnought marker in Hyperspace. Each player places 3 of their Fleets in Hyperspace.
5. Place the Power Tokens, Renown cubes and game dice where they can be easily reached.

## PLAYER SET UP

6. Give each player their color matching:
  - Control Panel
  - 6 Fleets (3 on their **Homeworld**, 3 on the Hyperspace board).
  - 1 Renown cube
  - 1 Champion Meeple
  - 1 Dreadnought Control token
  - 1 Morality Marker
7. Place the morality marker on the Scoundrel space of the control panel's **MORALITY** Track.
8. Place the Champion and Dreadnought Control token on the Control Panel.
9. Decide if playing with Epic Power Die, Event Cards and/or Space Opera mode.





# PLAYER TURN

The person who most recently read or watched science fiction is the first player. Players then take turns clockwise.

## PHASES OF A PLAYER TURN:

1. Rolling Phase
2. Action Phase

### PHASE 1 – ROLLING PHASE

The active Player rolls all three **ACTION DICE**. A player's position on the Morality Track indicates which color Action dice they may choose to reroll one more time. Dice must be rerolled at the same time, not one at a time.

*The Scoundrel can reroll all 3 dice*



World Powers grant extra rerolls and dice face selection. A single die may be rerolled (or set) more than once when combined with the one time Morality reroll and World Powers. Reroll and die setting powers may only be used during the Rolling Phase.

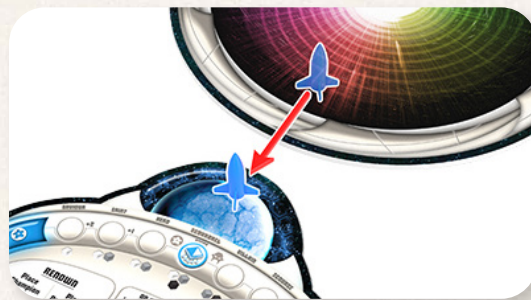
**IMPORTANT NOTE!!:** Once an action die is Resolved a player is not in the rolling phase and may not reroll any of their dice.

### PHASE 2 – ACTION PHASE

Either **PASS** all three Action dice, or **ACTIVATE** any or all of the dice, in any order.

**PASS:** If a player chooses to Pass all 3 dice they may **READY** three of their Fleets or gain 3 Renown.

To **READY** a Fleet, move your Fleet from **HYPERSPACE** to the **HOMEWORLD** on your control panel.



**ACTIVATE:** Resolve Action Dice one at a time, in any order. To activate a die, resolve each action icon shown on the die, then pass it to the left to show it is resolved.

- Some die faces show two action icons. Both of these actions must be resolved before activating another die.
- For die with a slash "/" choose one action or the other action to resolve.
- All actions are optional, players are not required to resolve a die action.
- Any die action that is not resolved is lost.



# THE FOUR DICE ACTIONS



## SETTLE

For each **SETTLE** icon the player may move one Fleet from their Homeworld to the settle side of any world card in play.



## CONQUER

For each **CONQUER** icon the player may move one Fleet from their Homeworld to the conquer side of any world card in play.



## MOVE

For each **MOVE** icon the player may either: choose to Ready one Fleet from Hyperspace to their Homeworld, or move one of their Fleets already on any World Card to the Settle or Conquer side of ANY World in play, including the world the Fleet occupies.



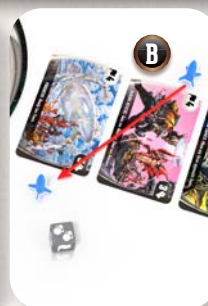
## RENOUN

For each **RENOUN** icon the player gains one Renown cube.



Use Move actions to move Fleets:

- A** From Hyperspace to your Homeworld
- B** From one World Card to any other World Card
- C** From one side of a World Card to the other side



Use the Settle action to move a Fleet from your Homeworld to the Settle side of a World Card.



Use the Conquer action to move a Fleet from your Homeworld to the conquer side of a World Card.



Collect a Renown Cube. Spend them immediately for extra resources.



# ACQUIRING A WORLD

Each World Card has a **SETTLE** value and a **CONQUER** value shown on opposing sides of the card. The value is the total number of Fleets a single player must have on that side of the World Card to **ACQUIRE** it.



## 4 Fleets Settles this World Card

To Acquire worlds players must use Settle or Conquer actions to move Fleets from their Homeworld, and Move actions to move Fleets between Worlds. Players may have any number of Fleets on either side of a World card until it is Acquired.

After each player Action is resolved, check to see if any players have Acquired a world. If so, immediately follow these Acquire steps;

### 1. CLEAR THE ACQUIRING FLEETS

All Fleets used by the Player to Acquire the world are placed in Hyperspace.

### 2. WRECK ALL REMAINING FLEETS

All other Fleets occupying that world are wrecked. To Wreck a Fleet return it to its Player's Home Planet. A player gains one Renown for each of their Wrecked Fleets.

Wreck extra Fleets belonging to the player that Acquired this world. A player never gains Renown for Wrecking their own Fleets.

### 3. TAKE THE WORLD CARD

Settled worlds are placed on the left side of the player's board and Conquered worlds on the right side. Tuck the card under the player board to hide the value that does not match how the world was Acquired.

### 4. GAIN A POWER TOKEN

Place a Power Token on the world card to indicate the World Power is available for use.

### 5. SHIFT PLAYER MORALITY

The Player moves their Morality Marker in the direction they acquired the World. Settling moves your marker one space left on the morality track towards the galactic **SAVIOR**. Conquering moves your marker one space right towards **TYRANT**.

### 6. END GAME SCORE TRIGGERED?

Player adds the value of their accumulated World Cards. If their Victory Point equals or exceeds the end game trigger value (see Page 12), start the end of game.

### 7. REVEAL A NEW WORLD CARD

Maintain the number of World Cards in play during every step of a player's turn.

After all steps are completed, the player continues their Action Phase.







## WORLD POWERS

World Powers may be activated at any time on a player's turn. To activate a Power the player discards the Power Token on that World. A Power may be used immediately after Acquiring a World Card, even if the player has no Action dice to activate. Follow the instructions on the card to resolve its World Power.



## RENOUN

Renown is gained by resolving the Renown Action, Wrecking Fleets, and World Powers. Players have a maximum of five (5) Renown. Extra Renown gained beyond the max is not collected. Renown is spent at any time on a player's turn.

### Place Your Champion (2 $\blacklozenge$ )

Spend two Renown to place your Champion if you are a Scoundrel, Hero, Saint, or Savior on the Morality track. The Epic Die and all powers ignore this morality restriction.

Place the Champion on the center of an unacquired world. The Settle and Conquer values of that world are reduced by one (-1) for that player. They also allow you to Acquire a world occupied by the Dreadnought.

Champions can be relocated for the cost of two more Renown. Multiple Champions can occupy any world. When a world with any Champions is Acquired, return them to their owners. Do not collect Renown for Champions.

### Control The Dreadnought (2 $\blacklozenge$ )

Spend two Renown to take control of the evil Dreadnought if you are a Scoundrel, Villain,

Scourge or Tyrant on the Morality Track. The Epic Die and all powers ignore this restriction.

When control is taken, that player places their Dreadnought Control Token on the desired World, then places the Dreadnought on top of it. The Dreadnought Marker is moved from Hyperspace, from another world, or remains in place if its current world was chosen. Return other control tokens to their player.

Only the controlling player may Acquire the world the Dreadnought occupies. Other player's Fleets can be placed there, but the world is not Acquired while the Dreadnought remains. A Player can ignore this rule if their Champion occupies the world.

When the world is Acquired, return the Dreadnought to Hyperspace.

### Gain a World Power Token (5 $\blacklozenge$ )

The Player takes a Power Token from the pool and places it on one of their Acquired worlds that does not have a power token. A world may never have more than one power token.





# EPIC POWER DIE

Roll the Epic Power Die (3🎲)

If Renown is the notable deeds of your Faction, the Epic Power Die is action of a historic scale.

*The "Epic Die" is an optional game rule for skilled players. It works well with all expansion content.*

At any time during a Player's **Rolling Phase** they may spend 3 Renown to roll the Epic Die. This die may never be rerolled, set, or manipulated in any way, including by world powers, events or other means. If a player chooses to Pass, the Epic Power Die is discarded.

## IMPORTANT!!

Once a player activates any die they are no longer in the rolling phase and cannot purchase the Epic Power Die. For example, you cannot gain Renown by activating a die and then purchase the Epic Power Die.



### Activate Twice

Choose one of your Action Die to activate twice in a row.



### Ready All Fleets

Ready all of your Fleets in Hyperspace to your Homeworld.



### Champion / Dreadnought

Place Your Champion or Control the Dreadnought, ignore Morality.



### Maximum Renown

Take Renown up to your maximum Renown (5).



### Regain a Power Token

Place a Power Token on your acquired world that does not already have one.





# PLAYER TURN - EXAMPLE

## PHASE 1 - ROLLING PHASE

Blue Player rolls all 3 Action Dice. As a Scoundrel, the player chooses to reroll just the Grey die. Player ends the rolling phase with 2 Move, 1 Conquer and 1 Renown actions.



## PHASE 2 - ACTION PHASE

### A. Activates each die, passing them to the next player as they are Resolved



#### x2 Move Actions:

1. Moves 1 Fleet from Hyperspace to Homeworld
2. Moves 1 Fleet from a Settle location to the World Card's Conquer side.



#### Conquer:

Takes 1 Ready Fleet from the player's Homeworld and places it on the World Card's Conquer side.



#### Renown:

Takes 1 Renown Cube to add to player's available Renown.  
Spends the 2 Renown to place their Champion.

### B. Spends 2 Renown to place the Champion

The Champion and 2 Fleets placed on the card is enough to Acquire the Conquered world.

### C. Complete the steps to Acquire a world (see page 8)

Place the two Fleets on the World Card in Hyperspace, and return the Champion to the Control Panel (Step 1). There are no enemy Fleets to Wreck (Step 2). Take the Acquired card and tuck it on the Conquer side of their Control Panel (Step 3). Place a World Power token on the card (Step 4). Move the Morality Track one space towards the Tyrant (Step 5). Player does not have enough VPs to start the end game (Step 6), and a new world is revealed (Step 7).

### D. Activates the card's World Power to Ready 2 Fleets

Remove the World Power token to activate the World Power. Player then takes 2 Fleets from Hyperspace and places them on their Homeworld.

### E. Player announces the end of their turn





## END OF GAME

The final round of the game begins when the sum of any player's Settled and Conquered Worlds meets or exceeds the required Victory Point score. This score is based on the number of players as shown on the Control Panel.

### FIRST TO X POINTS WINS!

Players:	2	3	4	5
Points:	18	16	14	12

Only World Card scores are used to trigger the end of the game. Victory Point bonuses (such as the Morality Track and from World Powers) do not count toward triggering the final round.

The player who triggered the End of Game completes their turn. Then every other player completes one final turn.



## SCORING

After all players finish their final turn, tally Victory Point scores. Scores are the sum of World Cards, Victory Point powers and the potential Morality bonus on the Morality Track.

The player with the most Victory Points wins.

### In case of a tie

1. The tied players with the most Fleets in play (on unacquired worlds) wins.
2. If this is also tied, the player with the most Ready Fleets on their Homeworld wins.
3. If still tied, the most unused World Power tokens wins.

If all this is still tied, the game is a draw. The equally matched players must battle again!



**Player has 19 Victory Points**



## KICKSTARTER EXPANSION PAGES

Thanks to many generous backers, the next 6 pages include rules for more ways to play using the Kickstarter expansion content.

Our fans also helped us show you more of Josh Kirby's mind blowing worlds!

Thank you Bundle Backers for supporting The Lost Worlds of Josh Kirby with extra content.



## EVENT CARDS

The 15 Event Cards introduce events of Galactic importance. They present challenges or opportunities sly players will use to propel their game strategy.

### DURING SETUP

Shuffle and place the Event Deck face down next to the World Card deck. Reveal two Event Cards and place them **In Play** near the World Cards. Add Starting Power tokens as indicated on each Event Card.

### GAMEPLAY

On a player's turn they may activate the Event Cards in play at any time, if they meet the needed conditions.

### EVENT CARD OVERVIEW



Starting Power



Description

Event Instructions



Event Occurs 1 Time

Each Event Card shows a number of Power tokens to place on the card. Discard a Power Token each time an event is activated. When the last token is used, discard the Event Card.



Event Occurs 3 Times

Replace discarded Event Cards at the start of the next player's turn. If the Event Deck is empty, do not reshuffle the discarded cards, all the events have occurred!



# THE FACTIONS OF THE LOST WORLDS



## **HUMAN ALLIANCE** “BORN OF EARTH TO EXPLORE THE GALAXY”

Humans are ambitious explorers of the galaxy, striving for greatness in an endless search for strange new worlds and cultures. Their limited experience across the universe and varied morality means the Human Alliance struggles internally with honorable or selfish acts.



## **THE MEEK** “WE SHALL INHERIT THE WORLDS”

The Meek are a curious species spread across the galaxy. Some join expeditions, others act as if moved against their own will. In every case they build habitable colonies where they go. Wherever you drift among the Lost Worlds the Meek are nearby.



## **SENTIENT NETWORK**

{INIT[Expand:Run:Efficiency, [+Data,+Technology,+IFResistance [Run:EliminateSubRoutines:Organic,TechBattle,Ideology]]]ifData0=Run:Expand}

These integrated creations of circuits and rare metals are a universal presence. They roam the galaxy improving technology and carrying out the machinations of their long forgotten creators, who may yet be hiding in the shadows.



## **THE TITAN WEB** “THE FATE OF THIS WORLD IS IN MY TALONS”

Titans are aggressive and strange denizens from deep space. This menagerie of creatures comes in many varieties; from peaceful leviathans drifting the galaxy, to terrible monstrosities crushing all in their path. Their chaotic affiliation and dominance over planets they inhabit recall an old human saying, “There be Monsters”.



## **THE TRANSCENDENT** “I HAVE FORESEEN ALL, OUR OUTCOME IS DESTINY”

Alien beings of mystical power have just discovered the Lost Worlds. Masterminds of the Hyperspace gates they unlocked, their true purpose is unknown. Their arrival is swift, as if from across the universe, often slipping away into the aether just as quickly.





# SPACE OPERA MODE

## OVERVIEW

Space Opera mode invites players to explore the Galaxy over a campaign of multiple, linked games.

Along the way players will place Faction stickers on the Space Opera map to strategically claim worlds, unlock new powers, and gain valuable Campaign Points (CPs).

Every time a player Acquires a world during a game (A) they will also place Faction stickers (B), to claim worlds on the Space Opera map.



When all Sectors on the map have been colonized, the campaign immediately ends. The player with the most CPs wins and rules over the Galaxy!

Play Space Opera mode with the core game rules or any of the optional Josh Kirby expansions. Play all games using the same content.

## SET UP

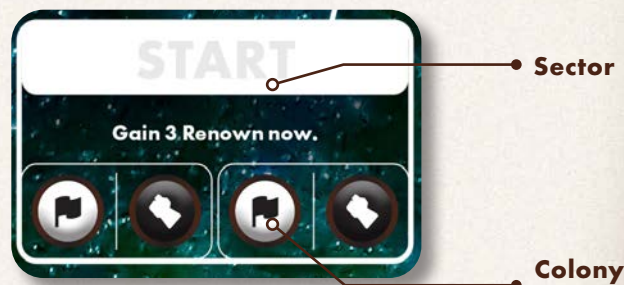
The campaign begins with every player choosing a Faction. This is your faction for the entire campaign, and all that Faction's stickers belong to you.

To track your campaign worlds and powers, count them on the map, take notes, photocopy the Space Opera Player Reference on the back of the rules or visit [www.bardgames.fun](http://www.bardgames.fun) to download printable content.

## CLAIMING WORLDS

### Rules to place Faction stickers

- Each player's first sticker of the campaign must go on a starting **Colony** (the top row of world icons on any Sector) of a starting **Sector** (a group of worlds).



- The first Faction sticker you place in each new Sector must go on a starting Colony.
- In 4 & 5 player campaigns the first world Acquired by players in each new game of Josh Kirby requires the player to immediately place **two** faction stickers.
- The first player in a Sector gets to name it. Write the name in the white Sector header.
- The world you claim on the map must match the method used to Acquire the





## SPACE OPERA MODE

- (cont.) world in the game (Settle or Conquer). *Example, you can only place a Faction sticker on a Settle colony if you Acquired the world by Settling it.*
- You can only place stickers in new Sectors 'connected' to a Sector you already occupy or connected to your Wormhole.
- Additional stickers placed in a sector you occupy may go on the linked worlds (directly below your colony) or on a stronghold world in that sector.
- You may never place Faction stickers on more than one Colony in a sector. You may only add stickers to worlds below your first Colony in that Sector. **Tip:** consider the Morality impact of the worlds below any Colony you choose.
- No space may ever have more than one sticker on it.
- If you cannot place a Faction sticker according to these rules you must immediately place your Wormhole gate sticker (see Wormhole gate rules below).

**IMPORTANT:** Compare the difference between all the worlds you Settle versus those you Conquer across every game in the campaign to track your Morality based Campaign Points.

### MORALITY POINT CHART (CP)

+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5
4	3	2	1	2	4	2	0	1	2	3

For example, if you have 3 more Settled worlds than Conquered worlds at the end of the campaign (+3), you will earn 2 Campaign Points.

+3  
2

## CAMPAIGN POWERS

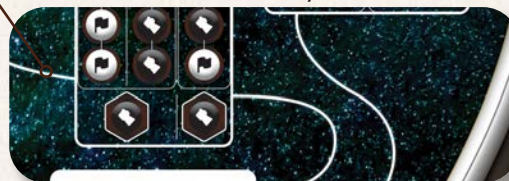
When all the worlds linked below your Colony are claimed, immediately gain the Campaign Power listed in that sector for the rest of the campaign.



When in conflict, Campaign Powers overrule other rules and cards.

## WORMHOLES

Place your Faction sticker on any line between Sectors to create your Wormhole. The two Sectors connected to your Wormhole are now considered 'connected' to your other Sectors.



The player's Wormhole is also 'connected' to the Lost Sector. The Lost Sector is like other Sectors, except Colonies there grant powers that affect all players.

Remember, players may not place more than one Colony in any sector.

## STRONGHOLDS

After placing a Colony in a Sector, you may place your next Faction Sticker on a







Stronghold world in that Sector instead of the worlds immediately below your Colony.

Strongholds are the hexagonal locations at the bottom of many Sectors. Follow all other Faction Sticker rules to Acquire a Stronghold.



Building the most Strongholds and exploring the most Sectors by placing Colonies are worth important endgame Campaign Points.

For example, the player with the most Strongholds gains 3 CPs. Second place earns 2 CPs, etc.

In cases of a tie, all tied players equally earn the listed CPs.

### CAMPAIGN POINT CHART (CP)

<b>CP</b>	<b>Strongholds</b>
<b>3</b>	<b>Most Acquired</b>
<b>2</b>	<b>Second</b>
<b>1</b>	<b>Third</b>

<b>CP</b>	<b>Sectors Visited</b>
<b>2</b>	<b>Most Colonies</b>
<b>1</b>	<b>Second</b>
<b>0</b>	<b>Third</b>

<b>2</b>	<b>Each Game Won</b>
<b>1</b>	<b>Most Games Lost</b>
<b>1</b>	<b>Galaxy Center</b>
<b>?</b>	<b>Morality Point CP</b>

## WINS & LOSSES DURING THE CAMPAIGN

When totaling Victory Points at the end of each game, add bonus VPs gained from Campaign Powers to determine the winner. Remember, bonus VP points do not trigger the end game.

The winner of each game places a sticker in the **Victory Zone**. Victories are worth 2 Campaign Points (CP).



All others place a sticker in the **Defeat Zone**.

- Defeated players take turns in VP order choosing a Defeat Zone bonus power to unlock
- Each player may only place a sticker once in each Defeat Zone power section.
- If there are no spaces open on a Defeat Zone power, it cannot be gained.

### DEFEAT ZONE

Max 1 per bonus - Most stickers worth +1 CP.

			<b>Start each game with 3 Renown</b>
			<b>Start each game with 5 Fleets on Home Planet</b>
			<b>Score +1VP at the end of each game.</b>
			<b>Place a Wormhole</b>





## SUBSEQUENT GAMES

The first player in each new Space Opera game is the player who scored the lowest Victory Points in the previous game.

Note that players usually have unique Set Up bonuses gained from acquired Sector and Defeat Zone powers.

## END OF CAMPAIGN & SCORING

When the final Sector (all 11) has been Colonized by at least one player the Space Opera campaign immediately ends. Stop the current game, it is not completed.

Begin Campaign Point scoring. Campaign points are awarded for the following:

Games won, most Sectors Colonized, most Strongholds, CP bonus powers and the difference between your Saved and Conquered worlds on the campaign Morality Point Chart.

The victor of the Space Opera is the player with the most Campaign Points.

### In case of a tie

- The player with the most Victory Zone stickers wins
- If this is tied, the player with the most CPs from the Morality Track wins.
- If still tied, the player with the most Renown when the game ends wins.

And if this is still tied, then you must share the galaxy!







## GLOSSARY

**ACQUIRE**- taking a World Card into your Player Control Panel and the steps to replace it (see page 8).

**ACTION**- resolving an Action Die icon, any power, a Renown purchase or Event card.

**ACTION DICE**- the Black, White and Grey dice.

**CONQUER**- to move one Fleet from the Homeworld to the conquer side of a world card in play.

**DISCARD**- return a token to pile. Place the card in a face-up pile that is reshuffled if all cards in play are discarded.

**EPIC POWER DIE**- red die

**FLEET**- a player spaceship

**GAME**- in Campaign mode means each complete play session of The Lost Worlds of Josh Kirby.

**HOMEWORLD**- (or Home Planet) the top of you Player

Board, where Wrecked and Ready Fleets go.

**HYPERSPACE**- Round board where Fleets and the Dreadnought go after an Acquire. Fleets in Hyperspace and on the Homeworld are not in play.

**IN PLAY**- World Cards on the center table and any components with them.

**MORALITY**- a player's position on their Morality Track.

**MOVE**- an action used to; (1) Ready one Fleet from Hyperspace to their Homeworld, (2) move one Fleet on world to any other World Card in play or (3) move one Fleet to the worlds other side.

**OCCUPY**- (also "on that world")- A player occupies a World when they have a Fleet on the Settle or Conquer side,

their Champion, or the Dreadnought under their control on that World Card.

**POWER**- a game effect described on world cards and Space Opera sectors.

**READY**- Take a Fleet from Hyperspace and place it on the player's Homeworld. Requires a Move action, or related power.

**RENEW**- Cubes that are spent for extra game actions.

**SET**- Physically turn the die to any side you choose.

**STEAL**- Take 1 Renown Cube from a player and add it to your Renown.

**SETTLE**- to move one Fleet from the Homeworld to the Settle side of a world card in play.

**WRECKED** - a Fleet moved from a World Card to their Homeworld, usually from another player's Acquire. Includes gaining Renown.

---

## CREDITS

**Designed by**

Jordan Nichols

**Illustrations by**

Josh Kirby. Discover more at [www.joshkirbyart.com](http://www.joshkirbyart.com)

**Graphic Design**

Matt Paquette Co., Stephanie Gustafsson, Kris Aubin, Joe Brogno

**Production**

Brandon Raasch, Gerrod Garcia, John Velgus, Eastar Game Manuf.

**Marketing**

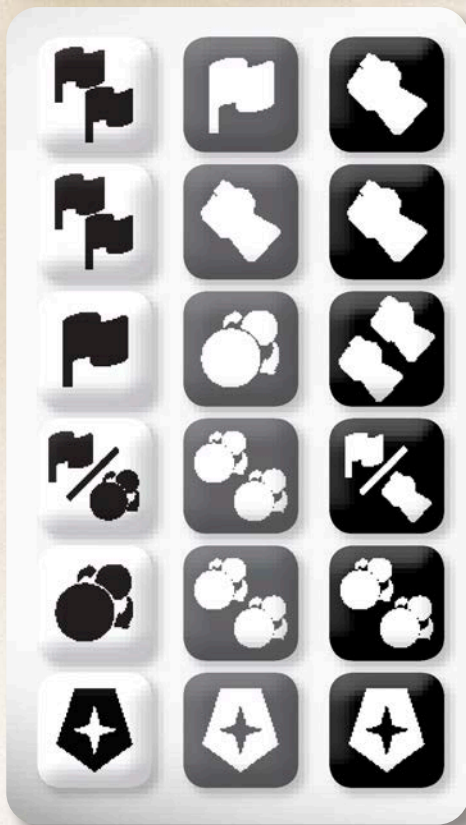
Eric Kearney, Jonathan Grothe, Bree Goldman, Chris Solis, John Brieger, Chris Castagnato

**THE BARD GAMES TEAM THANKS THE AMAZING DESIGNERS, PLAY TESTERS, REVIEWERS AND THE WORLD CHANGING BAY AREA DESIGN COMMUNITY NEEDED TO LAUNCH THE LOST WORLDS OF JOSH KIRBY!**





## ACTION DICE KEY



## EPIC DIE KEY



## CAMPAIGN REFERENCE CARD

Player: \_\_\_\_\_

Faction

+

-

- 1 • Wreck 1 Fleet occupying a World where you place the Deadnought.
- 2 • Steal 1 Renown from a Player occupying a World where you place your Champion.
- 3 • Discard an Action Die to Wreck Fleets on Worlds you occupy equal to the number of Conquer Actions discarded.
- 4 • When a Renown Action Die is resolved gain 1 additional Renown.
- 5 • Gain +1 VP each game. Gain +1 CP at the end of the Campaign.
- 6 • Gain 1 Renown when you Acquire a World. Your maximum Renown is 8.
- 7 • Ready 1 Fleet at the beginning of each of your turns.
- 8 • You may always re-roll as if a Scoundrel.

Strongholds= \_\_\_\_\_ Sectors= \_\_\_\_\_

Permission granted to photocopy reference card for game play use only. All Rights Reserved.

The Lost Worlds of Josh Kirby™ published by BARD Games. Josh Kirby art and brand officially licensed. All rights reserved.

Do not reproduce or distribute. © 2019.

20-45'

2 - 5

13+

**BARDGAMES**  
WWW.BARDGAMES.FUN