

Poptropica



MIGHTY ACTION FORCE THE CARD GAME

**ASTRO-
BOOSTER PACK!**

Out-of-this-world
Card game edition by
Invisible Ring





Astro Card Collection

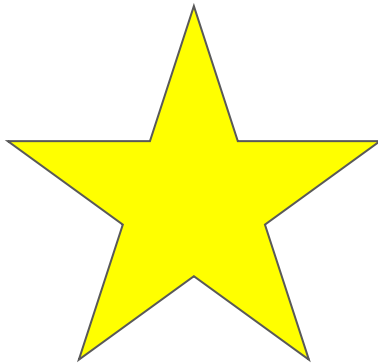


(This card kit is 100% compatible with the original Mighty Action Force Complete Game Kit.)

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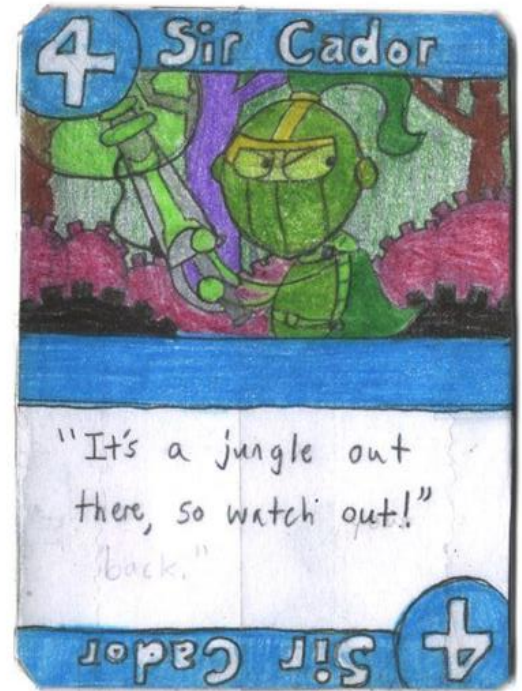
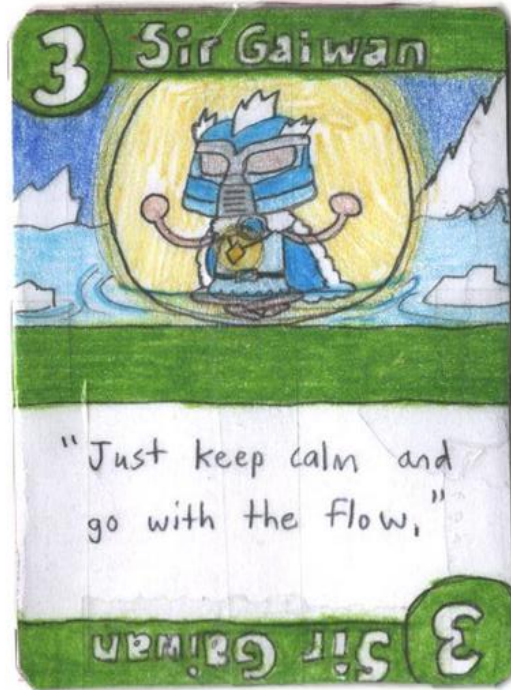
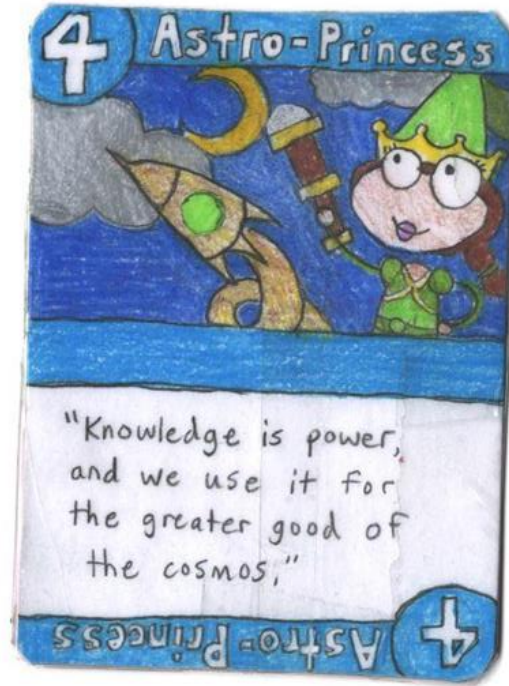
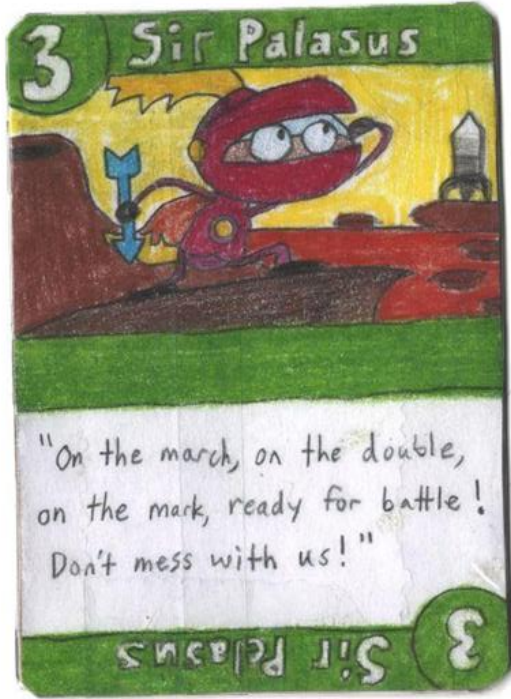
- 22 Starter Deck Cards
- 6 special cards
- 6 BONUS special cards
- 34 card backings
- Game Board Kit
- Special Card Guide

*Some assembly required with a glue stick, tape, and scissors




Mix and match cards in your deck from both game kits, or battle Action Force deck vs. Astro Force deck!

STARTER DECK 1




1 Jailbot



"You won't get anything out of him except the word "Bard" in a code of ones and zeroes."

1 Jailbot


1 Jailbot



"You won't get anything out of him except the word "Bard" in a code of ones and zeroes."

1 Jailbot

1 Jail bot



"You won't get anything out of him except the word "Bard" in a code of ones and zeroes."

1 Jailbot

2 Space Shark



"Better run for it. One bite and your spaceship is toast."

2 Space Shark


2 Space Shark



"Better run for it. One bite and your spaceship is toast."

2 Space Shark

1 Jailbot



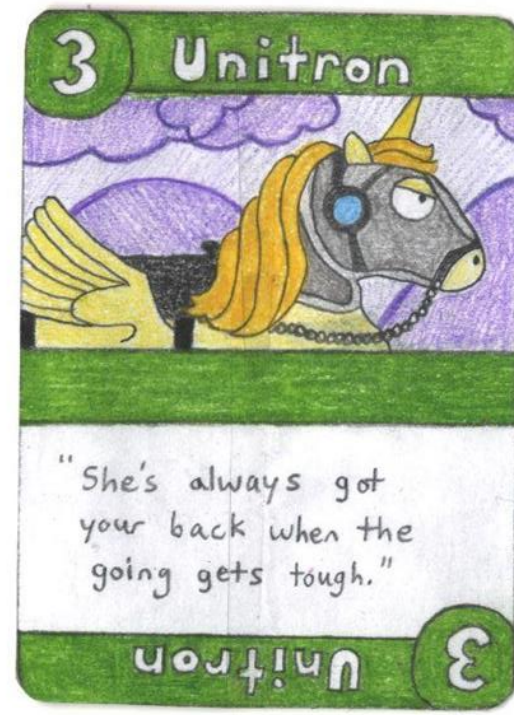
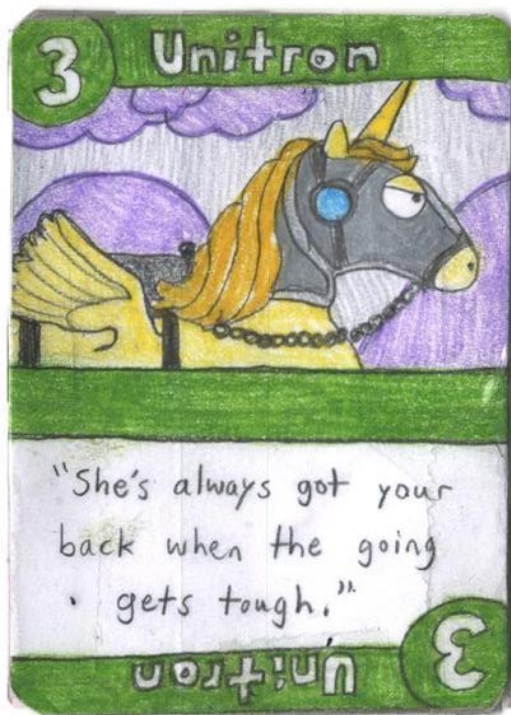
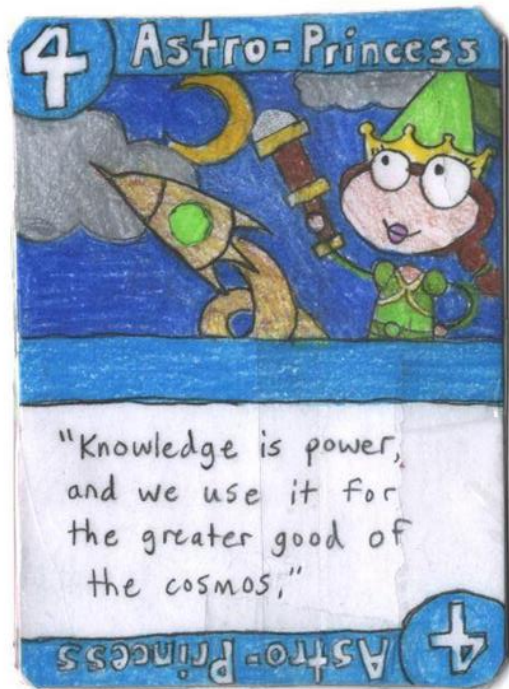
"You won't get anything out of him except the word "Bard" in a code of ones and zeroes."

1 Jailbot





STARTER DECK 2



1 Jailbot

"You won't get anything out of him except the word "Bard" in a code of ones and zeroes."

1 Jailbot

1 Jailbot

"You won't get anything out of him except the word "Bard" in a code of ones and zeroes."

1 Jailbot

1 Jail bot

"You won't get anything out of him except the word "Bard" in a code of ones and zeroes."

1 Jailbot

2 Space Shark

"Better run for it. One bite and your spaceship is toast."

2 Space Shark

2 Space Shark

"Better run for it. One bite and your spaceship is toast."

2 Space Shark

1 Jailbot

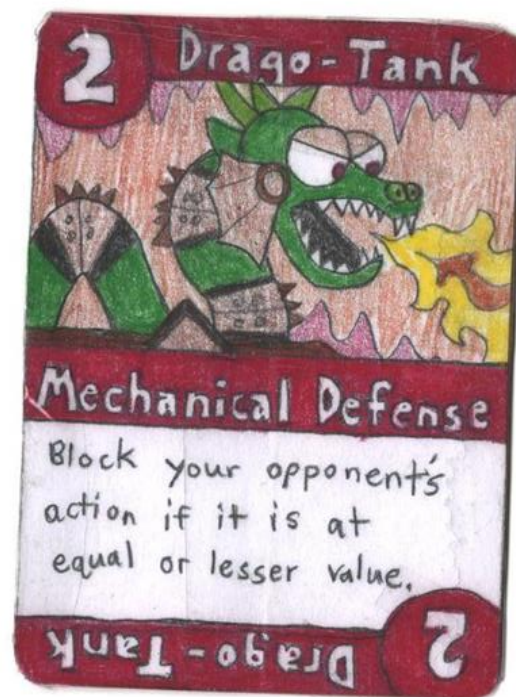
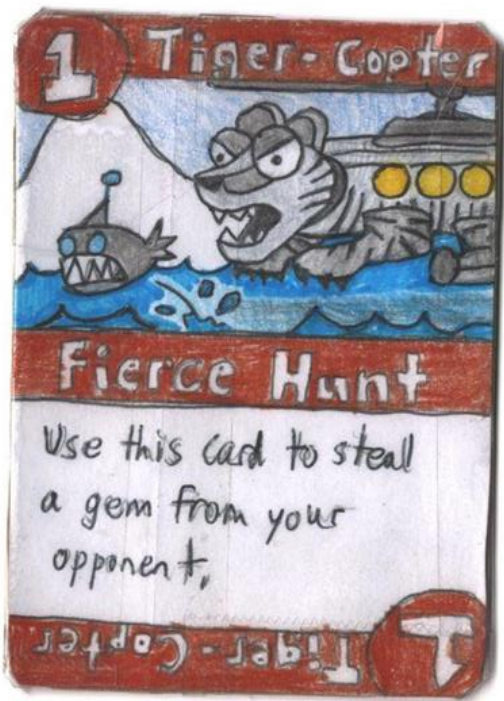
"You won't get anything out of him except the word "Bard" in a code of ones and zeroes."

1 Jailbot



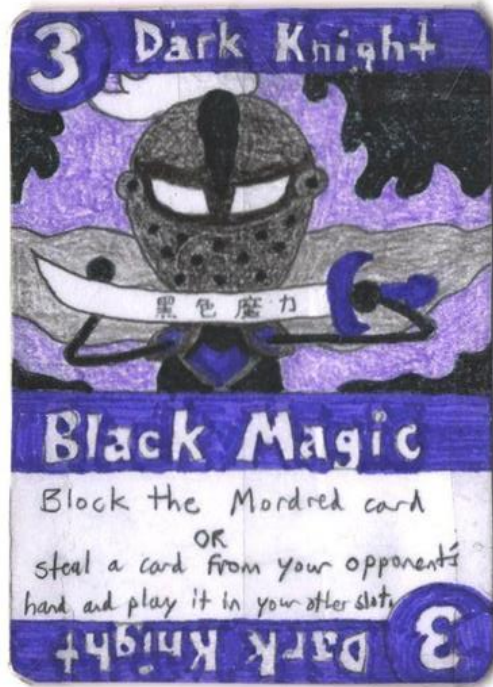
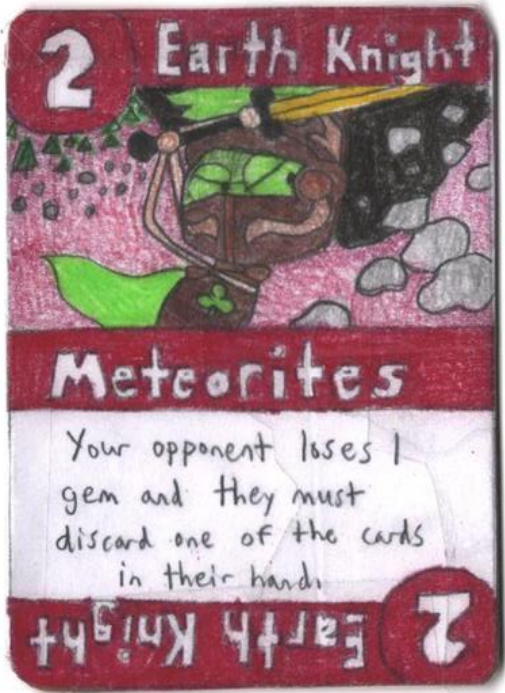
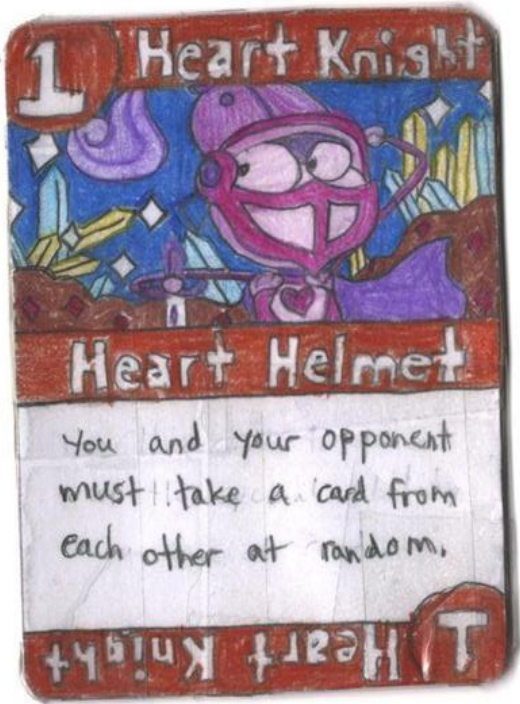


Special Cards- Take one each time you win!





BONUS special cards for your Mighty Action Force deck and Astro-deck!








ATTACK
OPPONENT



COLLECT
GEMS




TEAM
YELLOW

ATTACK
OPPONENT

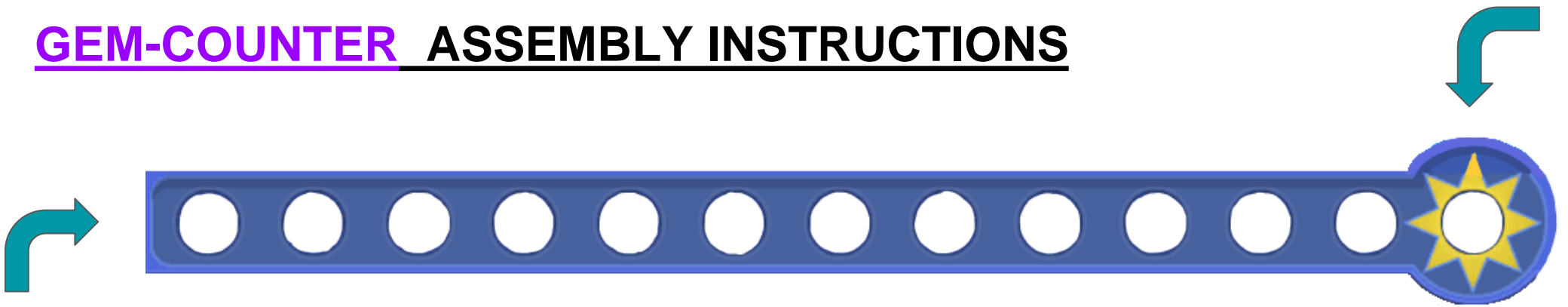


COLLECT
GEMS



TEAM
RED

GEM-COUNTER ASSEMBLY INSTRUCTIONS



Cut out all components (this includes the gem holes). Align the gem holder over the yellow bar and **carefully tape the ends together. (refer to the arrows!)** **IMPORTANT!** Do not tape over any of the holes of the gem holder! This will stop the gem slide from going all the way into your gem counter.



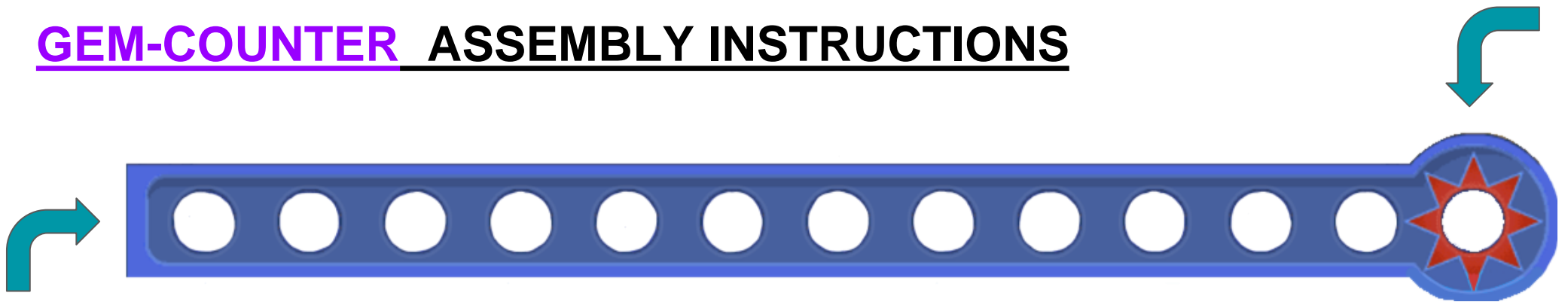
After the assemblies, Attach this blue edge to the blue edge of TEAM YELLOW's side of the board!



GEM SLIDE INSTRUCTIONS:

Cut out the blue strips and tape them together into one long strip. Then slide the strip in the open end of your gem counter. This will be your gem slide.

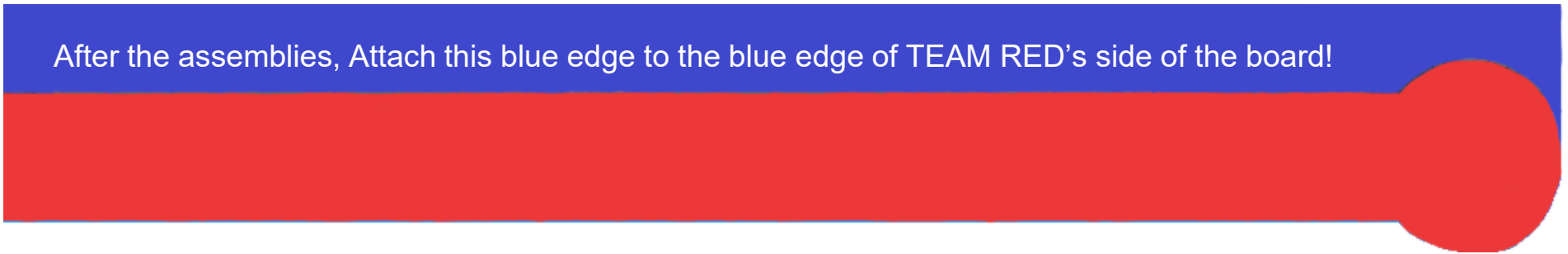
GEM-COUNTER ASSEMBLY INSTRUCTIONS



Cut out all components (this includes the gem holes). Align the gem holder over the yellow bar and **carefully tape the ends together. (refer to the arrows!)** **IMPORTANT!** Do not tape over any of the holes of the gem holder! This will stop the gem slide from going all the way into your gem counter.



After the assemblies, Attach this blue edge to the blue edge of TEAM RED's side of the board!



GEM SLIDE INSTRUCTIONS:

Cut out the blue strips and tape them together into one long strip. Then slide the strip in the open end of your gem counter. This will be your gem slide.



SPECIAL CARD GUIDE



Tiger Copter	=	Teen Arachnid
Mother Phoenix	=	Trash Collector
Robo Mouse	=	Fashion Ninja
Merlin	=	Pony Girl
Drago-Tank	=	Dirt Claude

IMPORTANT!

If both players play a **Drago-Tank** and/or a **Dirt Claude** on the same turn, both players cancel each other out and no one gains or loses anything that turn.

MORE IMPORTANT! Due to conflicting effects, **Super Ring** cannot be played in response to **Dirt Claude** or **Drago-Tank**, nor vice-versa.





SPECIAL CARD GUIDE



THOR vs. EARTH KNIGHT

Thor: Destroy 1 card in opponent's hand means to choose 1 card from your opponent's hand at random. They must send that card directly to the discard pile.

Earth Knight: besides its normal action, your opponent loses 1 gem. And unlike Thor's effect, your opponent chooses which card in their hand goes to their discard pile instead of you.

ALPHAON vs. DARK KNIGHT

Only Alphaon can block the action of Omegon.

Only the Dark Knight can block the action of Binary Bard.

But their alternative effects can be played at any other time.



SPECIAL CARD GUIDE



ALPHAON vs. DARK KNIGHT (continued)

Alphaon: In addition to Alphaon's normal action, you gain extra gems depending on what card your opponent plays.

(If your opponent plays a henchbot in response to your Alphaon, you gain 1 extra gem. If your opponent plays a World Guy in response, you get 4 extra gems. If your opponent plays Omegon, no extra points, because Omegon gets blocked instead.)

Dark Knight: You play this card in the slot of your choice, and if Binary Bard doesn't show up to be blocked, you steal a card from your opponent's hand at random and play it in your remaining slot.

(think of it like a trash collector and a thor, rolled into one.)

FINIS!

...Now your Mighty Action Force collection has double the thrusters!

The Mighty Action Force Kingdom shoots for the Pewter Moon!

