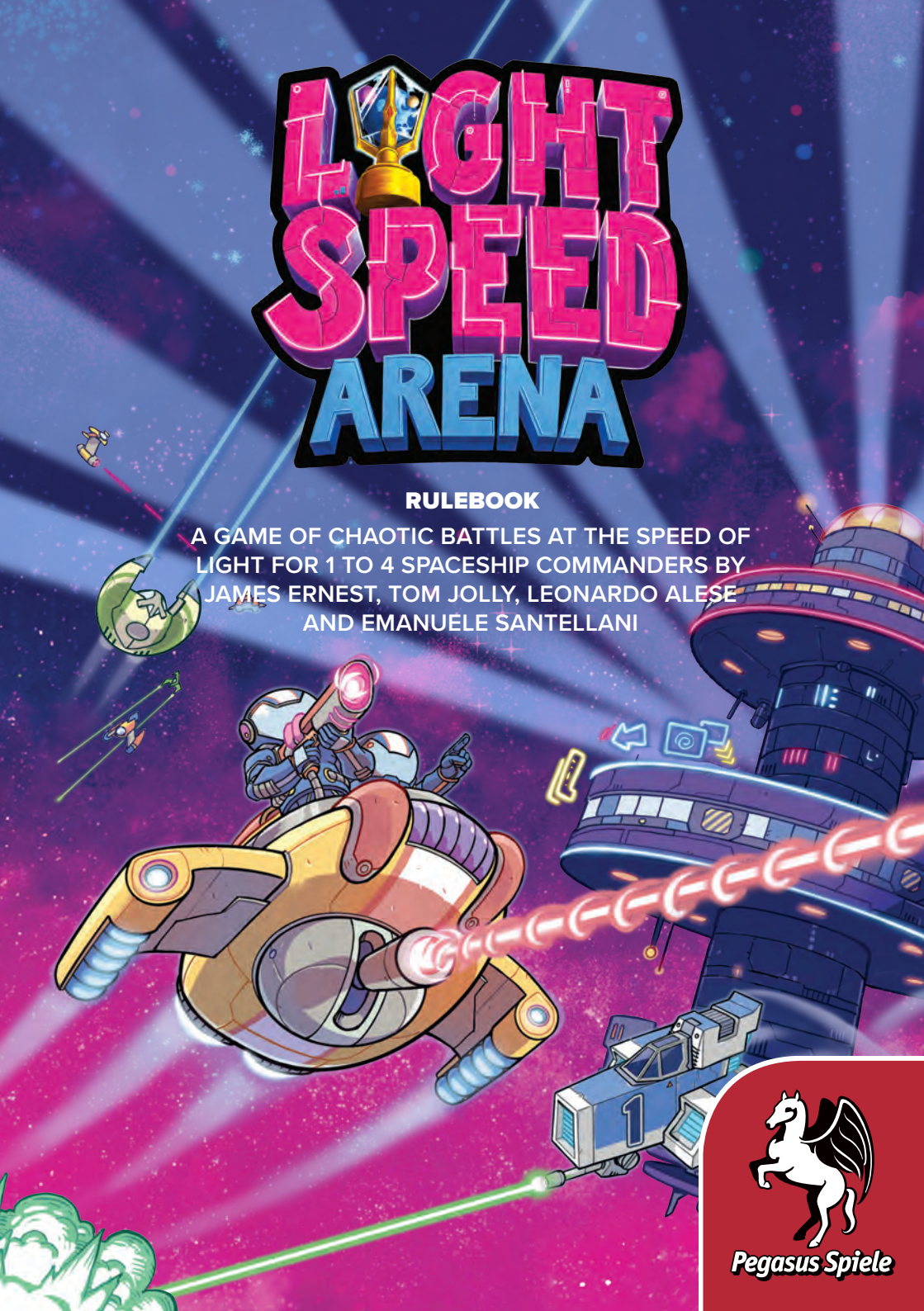
LIGHT SPEED ARENA

RULEBOOK

A GAME OF CHAOTIC BATTLES AT THE SPEED OF LIGHT FOR 1 TO 4 SPACESHIP COMMANDERS BY JAMES ERNEST, TOM JOLLY, LEONARDO ALESE AND EMANUELE SANTELLANI



Pegasus Spiele

IDEA OF THE GAME

LIGHT SPEED ARENA is a real-time tabletop shooter in which you aim with your tiles and take a picture with your smartphone or tablet to let the app unfold the battle for you. Strategically place and orientate your spaceships in real time to score the most points by taking down enemies, collecting minerals from asteroids, and pleasing the game sponsors.

In order to play the game you need to download the free companion app.

iOS **Android**

CONTENTS

6 sponsored asteroid tiles (two-sided)



32 spaceship tiles



4 faction base tiles (two-sided)



4 corner tiles



GAMEPLAY

1 GAME SETUP

1.1 Find a flat empty surface about 75 cm x 75 cm large (30 inches x 30 inches): This is going to be your arena. You can use the provided corner tiles to mark its boundaries.
1.2 Place two random asteroids face down in the middle of the arena.
1.3 Assign a random faction to each player or let them pick the one they prefer. Every player takes the larger base tile in the corresponding color and places it in front of them at about 10 cm (4 inches) from the edge of the arena with the normal side face up. They also take the smaller spaceship tiles in their faction color based on the player count (see green box below), which they shuffle and hold in one hand face down.
1.4 Put the smart device of your choice right outside the arena where it can be easily seen and heard by everybody (turn on the sound for the best experience!). Start the Light Speed Arena companion app and tap 'Play', selecting the appropriate spaceship count.



Initial setup with 3 players

2 PLAYING THE GAME

Following an introductory countdown, the app will run through as many 10-second timers as the number of spaceships to be played. During each time interval, players simultaneously reveal the topmost spaceship tile from their face-down stack and place it anywhere in the arena before the time runs out. Players can adjust the tile's position and orientation as long as they maintain contact with it. Tiles must not overlap and previously placed tiles cannot be moved. If a player has not completed their placement when a timer ends, the tile must remain where it is at that moment.

3 UNFOLDING THE BATTLE

After the final timer, the app will ask you to take a picture of the game: This is all you have to do to resolve the battle in Light Speed Arena! The photo-based resolution is a magical tool, but even magic requires diligence: You don't need to snap the shot from right above the table, but aim for a sharp and clear image.
After taking the picture and confirming that all tiles have been detected, place the smart device in the center of the arena and orientate it according to the battle visualization. Follow the resolution on the screen. Have a good look at the side bar and at the app settings as they contain useful customization options.

SPACESHIPS IN EACH FLEET
Based on the number of players, remove spaceships with lower initiative from each fleet and return them to the box as follows:
2 players: None.
3 players: Remove the spaceship with initiative #1.
4 players: Remove the spaceships with initiatives #1 and #2.

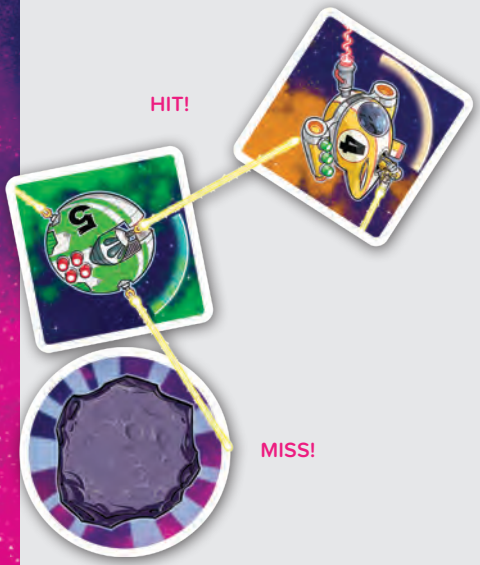
BATTLE RULES

REFEREE RECOMMENDATION
Although you're now able to step into the arena, doing so would be like entering a football pitch with no idea of how the rules of the game actually work. Let's fix that!

FIRING

The number printed on each spaceship represents its **initiative**. Spaceships with lower initiative shoot their **laser beams** first and those with the same initiative fire simultaneously. Although the action of each spaceship is visualized individually in the app, spaceships with the same initiative are programmed to shoot at the same time.

Each beam fires in a straight line: If it intersects the drawing of another spaceship, base, or asteroid in the arena, it's a hit!



REFEREE RECOMMENDATION
The valid target is the actual illustration and not the whole tile: Aim carefully!

DAMAGING A SPACESHIP

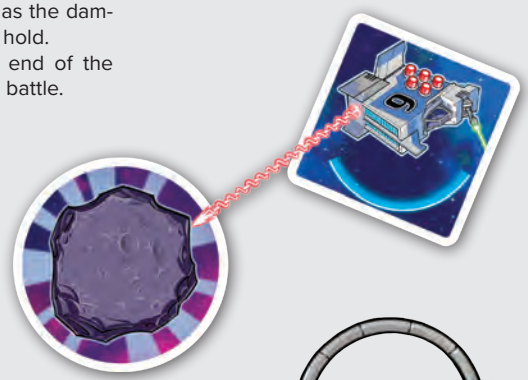
If a spaceship or a base, either friend or foe, gets hit, it takes as much damage as the power of the beam (**green: 1 damage, yellow: 2 damage, red: 3 damage**). The glowing cylinders in each illustration are **batteries**. If in the course of the battle a spaceship accumulates an amount of damage equal to or greater than its batteries, it is destroyed and is no longer considered in play. This means that from the next initiative stage onwards, it will no longer be in the way of laser beams and cannot fire unless it has already done so.
Some spaceships have **shields**, represented by curved lines running around the illustration. If a beam passes through a shield before hitting the spaceship, the beam's damage gets decreased by 1.



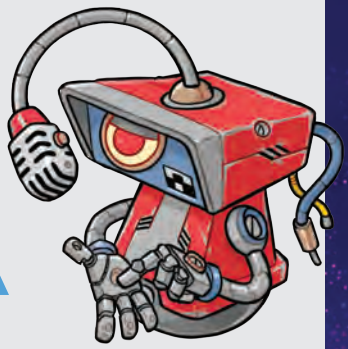
LASER DAMAGE - QUICK AID
Green: 1 Damage
Yellow: 2 Damage
Red: 3 Damage

EXTRACTING MINERALS

When a beam hits an asteroid, the firing spaceship mines as many **mineral** units as the damage inflicted and stores them in its hold.
They will be worth points at the end of the game if the spaceship survives the battle.



3 mineral units extracted



WINNING IN THE ARENA

WHAT IS WORTH POINTS IN THE ARENA?

DELIVERING A HIT

You score a point every time you damage an enemy base or spaceship with one of your lasers.

MAKING THEM EXPLODE

When a spaceship or a base gets destroyed, the player who inflicted the most damage (over the current and previous initiatives) obtains as many points as the spaceship's total batteries. In case of a tie with damage dealt, nobody claims the spaceship. If you claim one of your own spaceships, you lose points instead of gaining them.

STORING MINERALS

For each of your own spaceships still in play at the end of the battle, you obtain as many points as the number of mineral units extracted by that spaceship.

PROTECTING YOUR BASE

If your base is still in play at the end of the battle, you score 4 extra points.

The player with the most points wins the Arena Trophy! In case of a tie, victory is shared or the tied players play another round!

REFEREE RECOMMENDATION

Get ready for launch in 5...4...3...2...1... LIFT OFF!
Read the rest of the rulebook after playing a few games with the basic rules!

SPONSORED ASTEROIDS

When you feel comfortable with the basic rules of the game, you can start to run some ads! During setup, turn one asteroid face up, activating the special rule associated with the sponsor. You can still hit sponsored asteroids to mine minerals.



PHOTONBRIGHT
Outlast. Outshine

Upon battle resolution, the five closest surviving spaceships score 3 points each for being under the spotlight.



DRIFT COLA
You know you CAN!

Any laser that narrowly avoids a friendly spaceship (traversing the tile but not the ship illustration) on its way to delivering a hit or mining minerals, grants the faction 2 bonus points for the close shave.



THE NUGGET
Half the size, double the price!

More difficult to hit, it awards double the minerals.



DESTINY AMMO
Firepower on demand

When this asteroid is hit, it fires at a random enemy ship with its onboard cannon, matching the power of the incoming laser. This shot is neutral and does not count towards any faction's damage tally.



NOVA SNIPE
We deliver at any distance

Any laser delivering a hit or mining minerals from a range exceeding 28 cm (4 asteroids of distance) grants the faction an additional 3 points for their long-range prowess.



ASTROFUELLL
Leaded, please!

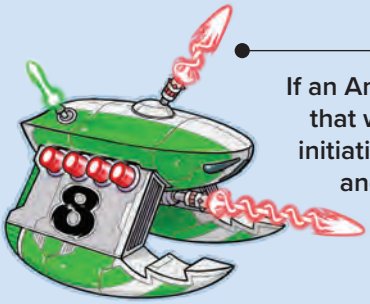
If a laser hits this asteroid, all other lasers from the same spaceship obtain +1 damage thanks to the fill-up.

MORE ADS, PLEASE!

During the setup of the game you can turn both sponsored asteroids face up to have multiple sponsor rules apply to your game. If you like, you can also play with more than two asteroids (whether they are face down or face up).

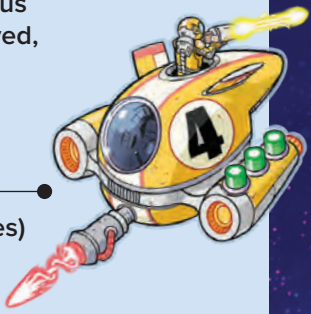
FACTION POWERS

After mastering the sponsored asteroids, you can go for an asymmetric challenge, activating the faction powers by flipping the base tiles to its 'unleashed' side. Embrace each faction's play style and adapt to the sponsors setup and to your opponents' powers!



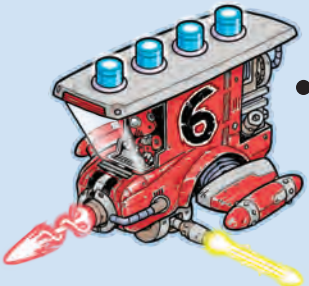
AMBOOM ✦ ***Lethal***

If an Amboom laser damages a ship or base that was already damaged in a previous initiative, the target is instantly destroyed, and the Ambooms claim the points from the destruction.



SOLSPEAR ✦ ***Penetrating***

Solspear yellow lasers (2-damage ones) pierce through the first target.



AGRONAUTS ✦ ***Sturdy***

Agronauts' shields reduce damage to 0 instead of only decreasing it by 1.



RETROBLAST ✦ ***Retaliating***

If a Retroblast spaceship was damaged in a previous initiative, the power of all its laser beams is doubled.

OTHER GAME MODES



Team mode: Join two bases side by side to create a team! They now count as a single faction: The app will handle it automatically!
Solo mode (1 player): In the solo mode you play a variety of scenarios in which you first setup the enemy fleet and then you play against it as in a multiplayer game. Tap 'Play Solo' in the main screen and follow the instructions. Preparation and objectives may vary, so let the app guide you!

SPACESHIP ANATOMY Quick Aid



Green laser: 1 damage

Shield: -1 damage

Initiative: Lower is faster

Red laser: 3 damage

Batteries: Health points

Yellow laser: 2 damage

LIGHT SPEED ARENA COMPANION APP

FREE. The app is needed to play.
It requires an Internet connection.

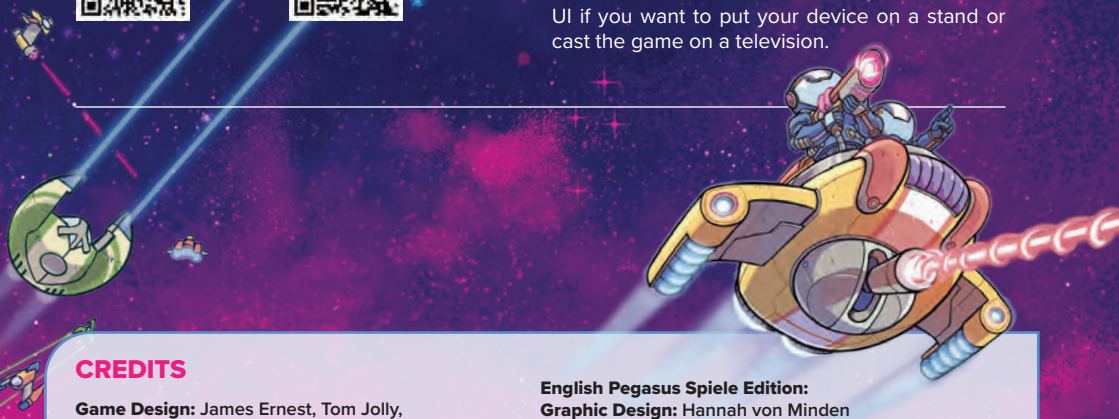
Download on the App Store

GET IT ON Google Play

iOS

Android

The UI orientation will adjust to face the current player's turn based on the position of the faction base tiles.
You can pan and/or zoom the action by dragging and/or pinching the screen. In the side bar you can quit the game, activate/deactivate the auto-play, and navigate the resolution.
In the app settings, you can customize your experience by choosing what to visualize during the resolution. You can also fix the orientation of the UI if you want to put your device on a stand or cast the game on a television.



CREDITS

Game Design: James Ernest, Tom Jolly, Leonardo Alese & Emanuele Santellani

Based on the game *Light Speed* by James Ernest und Tom Jolly

"Astrofuelll" Game Design: Andrea Ponzio
"The Nugget" Game Design: Erik Feltes
Solo Mode: Nestore Mangone
Illustrations: Marco Salogni
Graphic Design: Marianna Rossi
Tech: Tablescope

English Pegasus Spiele Edition:
Graphic Design: Hannah von Minden
Editing: Simon Vierke

Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Germany, with permission of Tablescope. © 2025 Tablescope GmbH. © of the English Pegasus Spiele edition 2025 Pegasus Spiele GmbH.

v1.0 All rights reserved. Reproduction or publication of the rules, components, or illustrations and graphic design is only permitted with prior permission of Pegasus Spiele.

TABLESCOPE

Playing is Passion!
www.pegasus.de/en

Pegasus Spiele