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Game:	**COSMIC ENCOUNTER**	**v1.2**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

COSMIC ENCOUNTER

SETUP

Place the **warp** in the center of the play area.

Each player chooses a **player color** and takes the 5 **planets** of that color, then places their **colony marker** next to the warp by the space marked **0**.

Each player takes the 20 **ships** of his color and places 4 of them on each of his planets in a stack.

Remove any cards from the **destiny deck** that refer to player colors not being used, then shuffle the deck.

Shuffle the **flare cards** and deal 2 to each player.

Each player takes the **alien sheets** corresponding to the flares and secretly chooses one of the aliens to play. The chosen alien sheet is placed facedown in front of the player, and other is returned to the box.

Aliens are **rated** by player skill level: beginners: green alerts; moderately experienced: yellow; experts: red.

The dealt flares are then added to the **cosmic deck** which is then shuffled. If there are fewer than 5 players, extra flares are randomly added to bring the total to 10 flares (only use one version of the *Filch* card).

Each player is dealt a **hand of 8 cards** from the cosmic deck, and the deck placed facedown.

Players may look at their cards, but may not show them to other players.

Draw from the destiny deck until a player color is drawn. That player becomes the **first player**. Shuffle the drawn card back into the destiny deck.

GAME TURN

The first player starts, then play continues clockwise.

A player's turn consists of 1 or 2 **encounters**: the first encounter is guaranteed, but the player has a second encounter only if he wins the first encounter (or successfully makes a deal).

The active player is called the **offense** and the player he encounters is called the **defense**.

The offense first checks his hand to make sure it contains **at least one encounter card**. If it does not, he reveals any remaining cards, discards them, then draws a new hand of **8 cards**.

Should the offense run out of encounter cards later on, his turn ends.

Each encounter is comprised of 7 phases:

1. REGROUP

One of the offense's ships is retrieved from the warp and placed in one of his colonies.

If he has no colonies, the retrieved ship is placed directly in the hyperspace gate.

2. DESTINY

The offense draws the top card of the destiny deck.

If there is only one card left in the deck, do not draw it; instead shuffle the final card and the discard pile together to form a new deck, and then draw.

If a Color is Drawn
If the card shows a player color, it indicates the planet system where the offense must have an encounter (and therefore which player is the defense).

If a player draws his own color, he may either draw again (until he draws a card of a different color) or attempt to drive a foreign colony off one of his home planets. The player whose owns the colony becomes the defense.

When drawing his own color, if a player has a home planet with no ships on it at all, then he may aim the gate at that planet to automatically re-establish a colony there with up to 4 ships from other colonies. This counts as a successful encounter.

If a Wild is Drawn
If the card is a wild, the offense may have an encounter with *any* player. The chosen player is the defense and the encounter must take place in the chosen player's home system.

If a Special is Drawn
If the card is a special, the defense for the encounter and where the encounter takes place is indicated. Specials are treated as though the card showed the color of the player designated as the defense.

3. LAUNCH

The offense takes the **hyperspace gate** and points it at a planet in the system indicated by the destiny card.

He then takes 1 to 4 ships from any of his colonies (home or foreign), stacks them, and places them on the wide end of the gate.

The defense may not add or subtract ships from the targeted planet.

4. ALLIANCE

First, the offense announces which players he wishes to have as **allies** (he may not invite the defense). These players should not respond yet.

Next, the defense invites allies, even those already invited by the offense (he may not invite the offense).

The other players then choose sides. Starting with the player to the left of the offense and continuing clockwise, each player accepts or declines invitations. A player may only ally with *either* the offense or the defense side, or neither side.

Only after a player has allied or declined, and committed ships, does the next player accept or decline an invitation.

If a player allies with the offense *(offensive ally),* he places 1 to 4 of his ships on the gate.

If a player allies with the defense *(defensive ally),* he places 1 to 4 of his ships *next to* the targeted planet.

Allied ships can be taken from any colonies.

5. PLANNING

The offense and the defense now each select an **encounter card** from their hand (**attack**, **negotiate**, or **morph**) and place it facedown in front of themselves.

If the defense has no encounter cards, he may reveal any remaining cards, discard them, and then draw a new hand of 8 cards before selecting a card.

If the offense has no encounter cards, his turn ends immediately.

6. REVEAL

The offense and defense simultaneously turn their cards faceup.

If Both Players Reveal Attack Cards
The offense adds his card value to the number of his ships, plus any allied ships, on the gate.

The defense adds his card value to the number of his ships on the planet plus any allied ships next to it.

The player with the higher total wins (ties go to the defense).

If One Player Reveals an Attack Card and the Other Reveals a Negotiate Card
The player who played the negotiate card automatically loses the encounter. He will get to claim **compensation**.

If Both Players Reveal Negotiate Cards
All allies on both sides return their ships to any of their colonies and get nothing. The main players have **one minute** to make a **deal**.

A player may trade cards and/or allow his opponent to establish one colony on any one planet where he already has a colony. Any of a player's ships that are not in the warp can be used to establish this colony. Cards must come from the players' hands, not from the deck. Any ships remaining in the gate after the deal return to any of the offense's colonies. Allies are never included in a deal.

The players cannot agree to do nothing; a card or a base must change hands for a deal to be successful.

If no agreement is reached within one minute, the deal fails and each player sends 3 of their ships to the warp.

If Either Player Reveals the Morph Card
The morph card becomes an exact duplicate of the opponent's encounter card. Resolve the encounter normally as though both sides played the duplicated card. Once the encounter is resolved, the morph card returns to normal.

7. RESOLUTION

If the Offense Won
All the ships on the gate are placed on the planet.

Each player establishing a colony advances his player colony marker by 1 space around the warp.

The defense's ships on the planet plus any defensive allies' ships go to the warp.

Other ships on the planet do not go to the warp.

If the Defense Won

Ships in already established colonies on the defending planet stay there. All the ships on the gate go to the warp.

Defensive allies return their allying ships to *any* of their colonies. They also receive **rewards**: for *each* ship they contributed to the defense, that player must draw a card from the deck *or* take 1 of his ships from the warp and place it on any of the player's colonies.

If a Deal was Made

The terms of the deal are carried out.

If a Deal Failed

The main players (offense and defense) each lose 3 of their ships of their choice to the warp.

Compensation

When one player plays a **negotiate** and his opponent plays an **attack** card, the player who played the negotiate card gets to collect **compensation**.

He must randomly take one card for each ship he lost to the warp (not counting any allies' ships) from his opponent's hand. If the opponent doesn't have enough cards to provide full compensation, take his entire hand of cards.

After Resolving the Encounter

Discard the revealed encounter cards to the discard pile.

If the offense won the encounter (or successfully made a deal) and this was his first encounter, he may have a second encounter.

If the defense won (or a deal failed), the offense may *not* have a second encounter; play passes clockwise.

WINNING THE GAME

The winner is the first player to have 5 colonies on any planets *outside his home system*.

If more than one player gains 5 colonies at the same time, the players share a win.

POWERS

Losing Alien Powers

When 3 or more of a player's home colonies are eliminated, the player *immediately* loses his alien power and turns his alien sheet facedown.

If he draws his own color from the destiny deck (or a special card designating him as the defense), he may attempt to re-establish a colony in his home system.

If the player regains his power by having a colony on at least 3 home planets, turn his alien sheet faceup again.

Zapping Powers

If a power is **zapped**, the effect of that power's use is canceled and that power may not be used again until the end of the current encounter.

The word *use* in bold italics on an alien sheet indicates when a power may be canceled with a zap.

Some parts of some alien powers do not require the power to be used in order to occur, and therefore cannot be zapped.

Timing Conflicts

The **timing strip** along the bottom of each alien sheet and all non-encounter cards generally states when the game effect may be used.

If there is still a timing conflict, resolution takes place in the following order:

1. The offense.
2. The defense.
3. Players who are not the main players, starting with the player to the left of the offense and proceeding clockwise.

COLONIES

A **colony** is one or more ships of the same color on a planet. A player may only have one colony on any given planet, but a planet may have multiple colonies belonging to different players.

A colony that a player owns in his home system is a **home colony**. A colony that a player owns in any other player's home system is called a **foreign colony**.

Driving Out Foreign Colonies

If a player draws his own color from the destiny deck (or a special card that designates him as the defense), he may try to eliminate a foreign colony in his home system.

The offense points the gate at another player's colony in his own planet system and chooses which player's colony is the target, who becomes the defense for that encounter.

All ships of one color on any planet make up only one colony. All other colonies on the planet are **bystanders**.

If there is a planet in a player's home system with no ships on it, aiming the gate at that planet allows the player to automatically reestablish a colony on that planet with up to 4 ships from any of his colonies. This counts as a successful encounter.

Home Planets Without Colonies

If a player has no colony on a home planet that he is defending, the player defends the planet normally except that his ship count is 0.

Stripping a Planet of Ships

As soon as a player removes the last of his ships from any planet, he no longer has a colony there. Any ships involved in the encounter, or ships retrieved from the warp, cannot return to that planet.

If a player has no ships left on one of his home planets, he or she must still defend it (with 0 ships). If a player must relocate ships but has no colonies anywhere on the board, those ships go to the warp.

CARDS

The different card types are: **attack, negotiate, morph, reinforcement, flare,** and **artifact.**

Drawing New Cards

If the offense has no encounter cards (attacks, negotiates, or morphs) at the start of his turn, he must play (if possible) or discard any non-encounter cards, draw 8 cards, and continue.

If the offense runs out of encounter cards later during his turn and needs to play one, his turn ends immediately. He and his allies then return their ships on the gate to their colonies.

If the defense has no encounter cards when he is required to play a card in an encounter, he must play (if possible) or discard any non-encounter cards, draw 8 new cards, and play one of them in the encounter. If he doesn't draw any encounter cards, this process is repeated as many times as necessary.

Artifact Cards

Artifacts cards cannot be played as encounter cards but may be played at other times. They are discarded after use.

Reinforcement Cards

Reinforcements cannot be played as encounter cards. Instead, during the Reveal Phase, after encounter cards are revealed, the offense, defense, and any allies may play reinforcement cards on *either* side of the encounter.

The reinforcement card adds to that side's total. Players may continue playing reinforcements in response to other reinforcements until all players pass. Once all players have passed, the encounter is resolved with the new totals.

Flare Cards

Flares cannot be played as encounter cards, but may be played at other times.

Flares are returned to the player's hand after being played, but cannot be used more than once per encounter, and no more than one flare may be used per encounter.

Normally the **wild flare** effect on the card is used. However, if a player plays his alien's own flare, the **super flare** effect on the card *must* be used.

When a player loses his power or has it *zapped*, he no longer has access to the super flare effect of his alien, and may only use the wild flare effect on his flare until he or she regains access to the alien power.

VARIANT SUMMARY

Four Planets: Each player receives only 4 planets and 16 ships; only 4 colonies are required to win, and players only need 2 home colonies to use their alien power.

Hidden Powers: Players leave their alien sheets facedown (and cannot use their power); a player may turn his sheet faceup at any time in order to use their power from then on.

Rotating Powers: The offense draws a new alien sheet at the start of his turn, and may then choose to keep it or the old sheet, discarding the other. If hidden powers are being used, new powers enter play facedown.

Freewheeling Flares: Players may use as many flares as they wish during each encounter, although each may still only be used once per encounter.

Technology: Deal 2 **tech cards** to each player during setup; one of which each player selects. At the start of a Regroup Phase, a player may *research* or *complete* their tech card. See rulebook.

COSMIC ENCOUNTER

The **offense** (active player) has one encounter with another player.

Offense wins the encounter or successfully makes a deal:
Offense may have a second encounter with another player.

Offense loses encounter or deal fails: Play passes to the left.

PHASES OF AN ENCOUNTER

1. **REGROUP** The offense retrieves **1 ship** from the warp.

2. **DESTINY** The offense draws a **destiny card** to determine
   the defense and target system.

3. **LAUNCH** The offense aims the hyperspace gate at one of
   the defense's colonies in the target system and places up to
   4 ships in the gate.

4. **ALLIANCE** The offense invites **allies**, then the defense
   invites allies.

   Starting to the left of the offense and continuing clockwise,
   allies join sides and send up to 4 ships each to help their side.

5. **PLANNING** The offense and the defense each select an
   encounter card and play them facedown.

6. **REVEAL** The offense and the defense turn their encounter
   cards faceup and add up their **totals**.

   Reinforcement cards can be played by the offense, defense
   or any allies.

7. **RESOLUTION** Players determine the **winner** of the
   encounter and resolve any effects from the encounter.

TIMING CONFLICTS

When timing conflicts occur, resolve effects in this order:

1. The offense.
2. The defense.
3. Players who are not the main players, starting with the player
   to the left of the offense and proceeding clockwise.

WINNING

The winner is the first player to have 5 colonies on any planets
outside his home system.