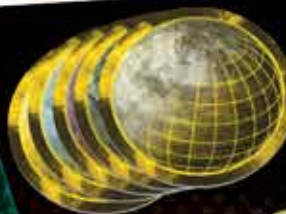


COSMIC ENCOUNTER

QUICK-START GUIDE



Let's begin by setting up the game. We each choose a color and take our ships, planets, and foreign colony markers.



I choose yellow. I have all my pieces!



I'm purple. We should all place our planets in front of us and stack four of our ships on each planet—like this.



Trader, do we get extra because there are two of us?

No, Clone. That's not how your power works.



I'll shuffle the destiny deck. If there were fewer than five of us, I would remove destiny cards that match the colors that no one chose.



Next, I'll make the cosmic deck by shuffling the **encounters**, **artifacts**, and **reinforcements** together.



Each of us begins the game with a hand of eight cosmic cards. Keep them secret.



We each have an alien sheet that describes our special power. We each take our sheet and place it near our planets. Let's ignore our special powers for now.



I found mine. Look, it has my picture and it says "Loser" on it. That's me!



Place your colony marker at "0" along the warp. That's the number of foreign colonies each of us has.

What's a foreign colony?

A foreign colony is when you have at least one of your ships on another player's planet. If you have five foreign colonies, **you win the game.**

I'm ready to take over everyone's planets. Is it time to start?



Yes. Let's begin. The youngest player starts the game.

That's me! I'm the youngest. Me! Me! Me!

We are the youngest, Loser. We were just cloned today.

Awwwww.

Clone is first and begins the game as the offense. Then, we all take turns being the offense in clockwise order until the game ends.

During each turn, the offense resolves an encounter, which has several phases.



REGROUP

The offense takes one of their ships from the warp and stacks it on top of any of their other ships.

The warp is where you place your ships when they are destroyed. None of us have lost ships yet because this is the first turn of the game.

What's the warp?



DESTINY

The chaos of the cosmos shapes each encounter. The offense reveals the top card from the destiny deck and follows the instructions.

Our destiny is to have an encounter with the purple player. That's you, Trader.

I am prepared for you, Clone.

We'll see about that.



LAUNCH

You must choose which of Trader's planets to target. Then, point the hyperspace gate at it.

Which planet should we choose?

The Trader's ships will defend their home planets. If there are more ships, the defense will be stronger. Since all of Trader's planets have four ships, all choices are equal this turn.

The offense must commit ships to the encounter.

Okay. The hyperspace gate is targeting a Trader planet. Watch out, Trader!

Clone, take up to four of your ships from any planets and place them on the hyperspace gate. The more ships you commit, the stronger you will be.



ALLIANCE

The main players—that's the offense and defense—may ask any of the other players to become allies with them.



Loser, do you want to be our ally?



Allies gain benefits if they help their side win the encounter.

Each player who was asked to become an ally can decide if they want to do so or not. It's up to them, and players can make new alliances each turn.



I want Loser to be **MY** ally, and Sorcerer too.



I'm going to ally with Clone!

Loser, you must commit ships to the encounter just like Clone did.

Okay, I've committed three ships.



Sorcerer is going to be my ally.

Sorcerer, you must also commit ships to the encounter.

Place your ships next to Trader's planet.



PLANNING

Now that alliances are formed, both the Trader and Clone place an encounter card from their hand facedown in front of them.

The number on the encounter card will be combined with their own ships and their ally's ships to create a total, and the highest total wins the encounter.



We've got our card.



I've chosen mine.



REVEAL

Both of you reveal your encounter cards, and then we will calculate the totals.



We've got a "10," plus my three ships and Loser's three ships. That's a total of 16!

We have a "6." With three of Sorcerer's ships and our four, we have a total of 13.



$$10 + 3 + 3 = 16$$



$$6 + 3 + 4 = 13$$

RESOLUTION

Clone and Loser win the encounter because they have the higher total.

Trader and Sorcerer each lose the encounter and their ships are destroyed and moved to the warp.

I'm not a loser anymore!



Since the offense won, both Clone and Loser move their ships from the hyperspace gate to Trader's planet.



Now Clone and I each have a foreign colony. I'll move our markers up one on the track.



That's the end of the encounter. All the cards that were played are discarded. Then, if the offense won the encounter, like Clone did, they may play a second encounter. Otherwise, the next player in clockwise order becomes the offense and takes their turn.

Wow! Another encounter?

What if the offense loses? What if Trader and Sorcerer had won the encounter?



If you and Clone had lost, your side's ships on the hyperspace gate would be sent to the warp instead.

Then, Sorcerer's ships would go back to her planets and she would collect a reward for being a defensive ally.

What kind of reward?

For each ship she committed (three), she can either draw a cosmic card or retrieve one of her ships from the warp.



Now that we understand how an encounter works, let's talk about negotiate cards.

Players can choose a negotiate card instead of an attack card. If both players reveal a negotiate card, the players can make a deal.

What's a deal?

A deal is an exchange of cards or colonies among the main players. A player can trade cards or allow a colony to be established on one of their planets.



Exchanges don't have to be equal, but both players must agree to the terms. The main players have one minute to make a deal, so watch the time!

What happens after one minute?

If players cannot make a deal, they each send three ships to the warp. Whether a deal is reached or not, all allies simply return their ships to their colonies.



What if only one player reveals a negotiate?

If only one player reveals a negotiate card, they lose the encounter, sending their ships to the warp like normal. However, they also receive compensation for being diplomatic.



What's compensation?

For each ship that the negotiating player sends to the warp, they get to draw a random card from the winner's hand. Allies are not involved with compensation, they just win or lose the encounter normally.



Hey Oracle, when do we get to learn about our alien powers?



Right now! The bottom of your alien sheet has a bar that provides three pieces of information about when to use your power.

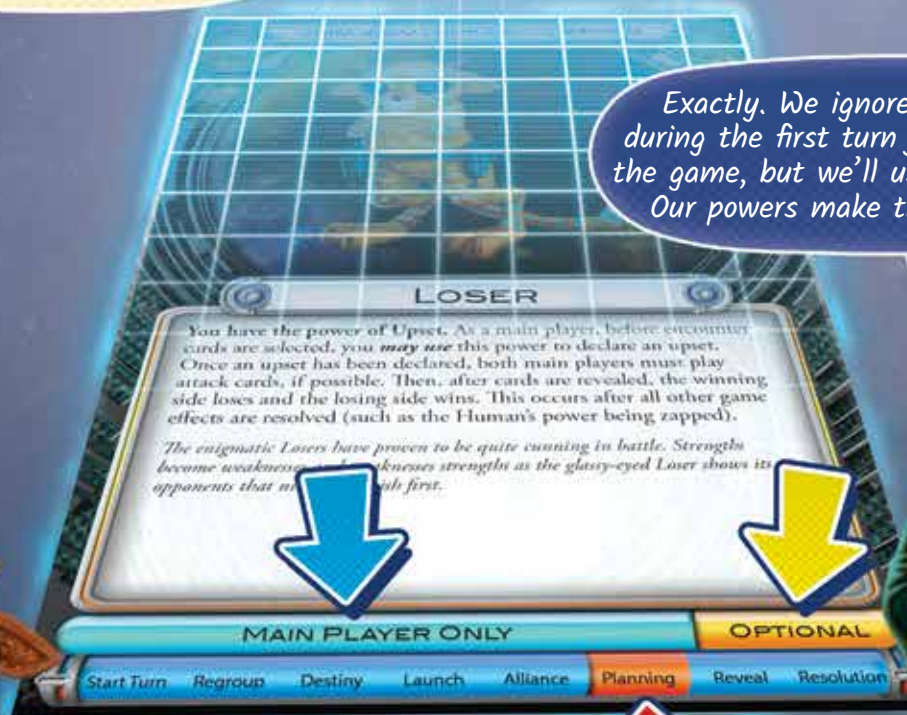
I see it! What does it all mean?

The top part of the bar indicates your role. Loser, you can only use your power when you are a main player. Remember, a main player is the offense or defense. Allies don't count.

The light-orange part indicates if the power is optional or mandatory. Yours is optional so you don't have to use it. The dark-orange part highlights a phase—that's **when** you can use it.

I think I get it. When I'm a **MAIN PLAYER**, I have the **OPTION** to use my power during each **PLANNING** Phase.

Exactly. We ignored the alien powers during the first turn just to get a hang of the game, but we'll use them from now on. Our powers make the game really fun!



Aliens, since we are ready to use our powers, reintroduce yourselves and let everyone know how your powers work.



I'm **Loser**. Before encounter cards are selected, I can make us use attack cards—no negotiates—and the low total wins instead of the high total. Hang on to your low cards!

We are **Clone**. After an encounter, we can return our encounter card to our hand instead of discarding it. We get to use our best card over and over again!



I'm **Trader**. Before encounter cards are selected, I can swap hands with my opponent. You better not hold on to your best cards for too long, **Clone**!

This is **Sorcerer**. Before both cards are revealed, Sorcerer can swap the cards that each main player selected. Let the mind games begin!

hohoyoy
hohoyoy

And I am **Oracle**. Before I select my card, I can force my opponent to select and reveal their card first.



Our game will continue until one of us has five foreign colonies. You are now ready to play on your own! For your first game, use the **QUICK START COMBO CARD**, which features the aliens in this comic. For your next game, choose another combo. Each game will be different! If you have questions, you can find answers in the rulebook. Enjoy your trip through the cosmos!

