

# CRAFTING *the* COSMOS™

RULES OF PLAY

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ART BY QUILLSILVER



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# CRAFTING *the* COSMOS™

**You have the power to shape the universe. What kind of galaxies will you build?**

In a vacant corner of the cosmos lies a blank canvas just waiting for you to design a galaxy, and it's up to you to decide how to craft it. Architect this celestial space from scratch—your choices will mold your galaxy on a grandiose scale! Fill it with colossal stars that coalesce into mighty nebulae; transform emergent proto life into the thrilling arrival of advanced life forms; shift the flow of time and the forces of gravity to your advantage to arrange your galaxy to your exact specifications.

The fate of this cosmic creation lies in your hands, so construct it wisely and leave your mark on the universe.

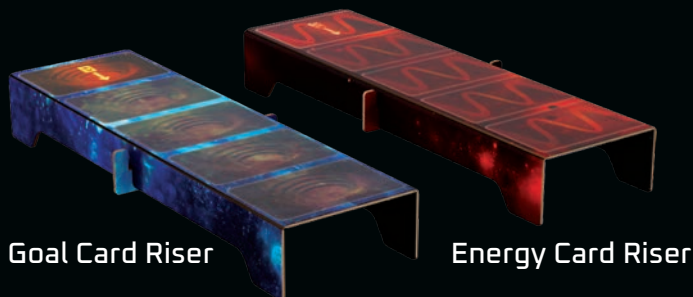
## COMPONENTS



Main Board (Console)



4 Player Boards



Goal Card Riser

Energy Card Riser

2 Card Risers

(Optional risers for display of Goal Card and Energy Card rows to enhance visibility)



12 Resource Slider Tokens  
(3 per player)



4 Start and End-of-Turn Markers  
(1 per player)



Stable Life



Proto Life

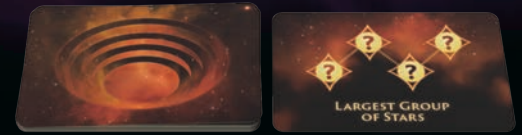
50 Double-Sided Life Tokens



16 Power Tokens  
(4 per player)



60 Energy Cards  
(15 each of Light, Time, Gravity, and Chemistry)



16 Universal Goal Cards



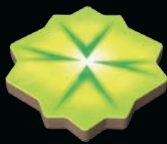
32 Power Cards  
(8 each of Light, Time, Gravity, and Chemistry)



8 Energy Tokens  
(Opaque marbles: 1 per player color and 4 dark)



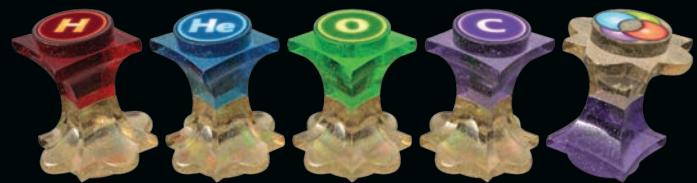
4 Score Markers  
(1 per player color)



18 Time Crystal Tokens



4 +50/+100  
Double-Sided  
Point Tokens



78 Star Tokens  
26 **H** (Hydrogen-Rich)  
20 **He** (Helium-Rich)  
16 **O** (Oxygen-Rich)  
16 **C** (Carbon-Rich)  
(All with supernova on the reverse side)



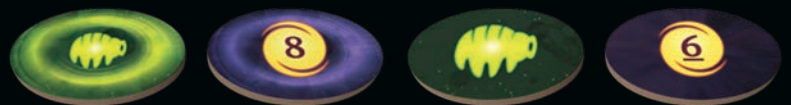
1st Player Token

Front/Element Side

Back/Completed Side



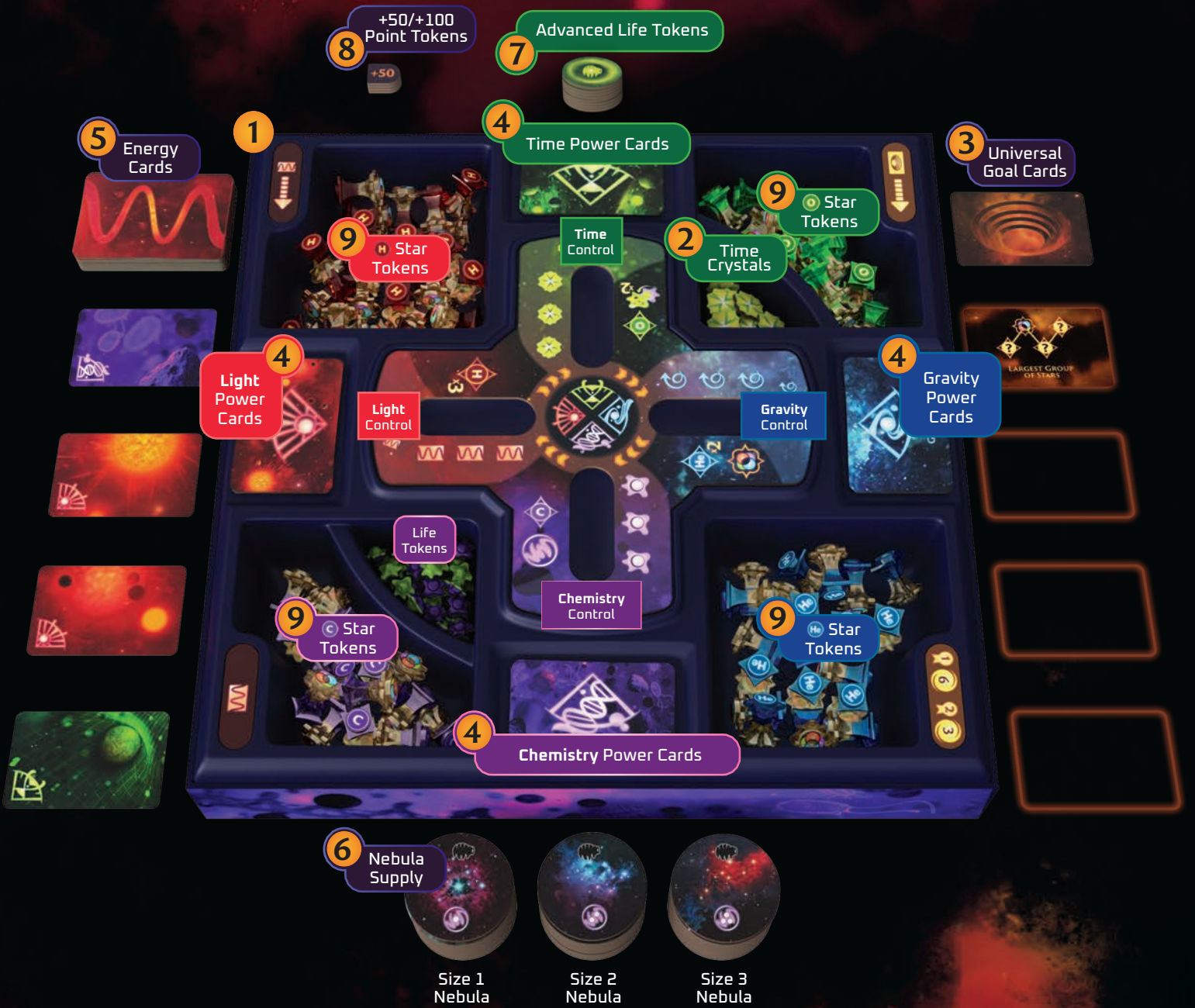
48 Nebula Tiles  
(16 each of Size 1, Size 2, and Size 3)



24 Advanced Life Tokens

Group 1  
8-point tokens (4)  
7-point tokens (3)  
6-point tokens (1)

Group 2  
7-point tokens (2)  
6-point tokens (5)  
5-point tokens (5)  
4-point tokens (4)



# MAIN BOARD SETUP

**1** Place the main board in the center of the table. Optionally, assemble the card risers and place them along the sides of the main board. In steps 3 and 5 of setup, display the goal and energy cards on the risers.

**2** Place the time crystals into the supply based on the number of players:

- ✦ 2 players: 6 time crystals
- ✦ 3 players: 9 time crystals
- ✦ 4 players: 11 time crystals

Set aside 1 additional time crystal per player for their player boards. Return any extra to the game box.

**3** Shuffle the universal goal cards, draw 6, and place them facedown in a deck to the right of the main board, near the gravity control. Reveal the first goal and place it on the top space of the goal track. Return the remaining universal goal cards to the game box.

**4** Separate the power cards by type into decks. Shuffle each deck and then place them facedown near their respective matching control of the main board.

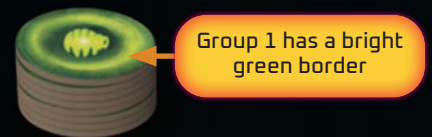
**5** Shuffle the energy cards and deal 4 faceup in a display next to the main board, near the light control. Place the remaining energy cards nearby as the energy card deck.

**6** Separate the nebula tiles into 3 stacks by size (1, 2, or 3). Shuffle each stack and then place them near the main board, element side down.

**7** Shuffle the advanced life tokens into 2 facedown stacks:

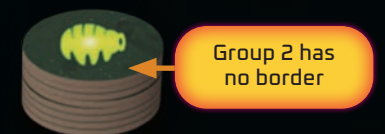
Group 1:

- ✦ 8 Points x 4
- ✦ 7 Points x 3
- ✦ 6 Points x 1



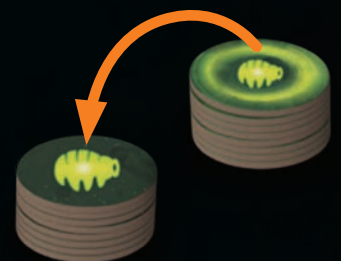
Group 2 (all of the remaining advanced life):

- ✦ 7 Points x 2
- ✦ 6 Points x 5
- ✦ 5 Points x 5
- ✦ 4 Points x 4



Place the Group 2 advanced life tokens in a stack near the main board.

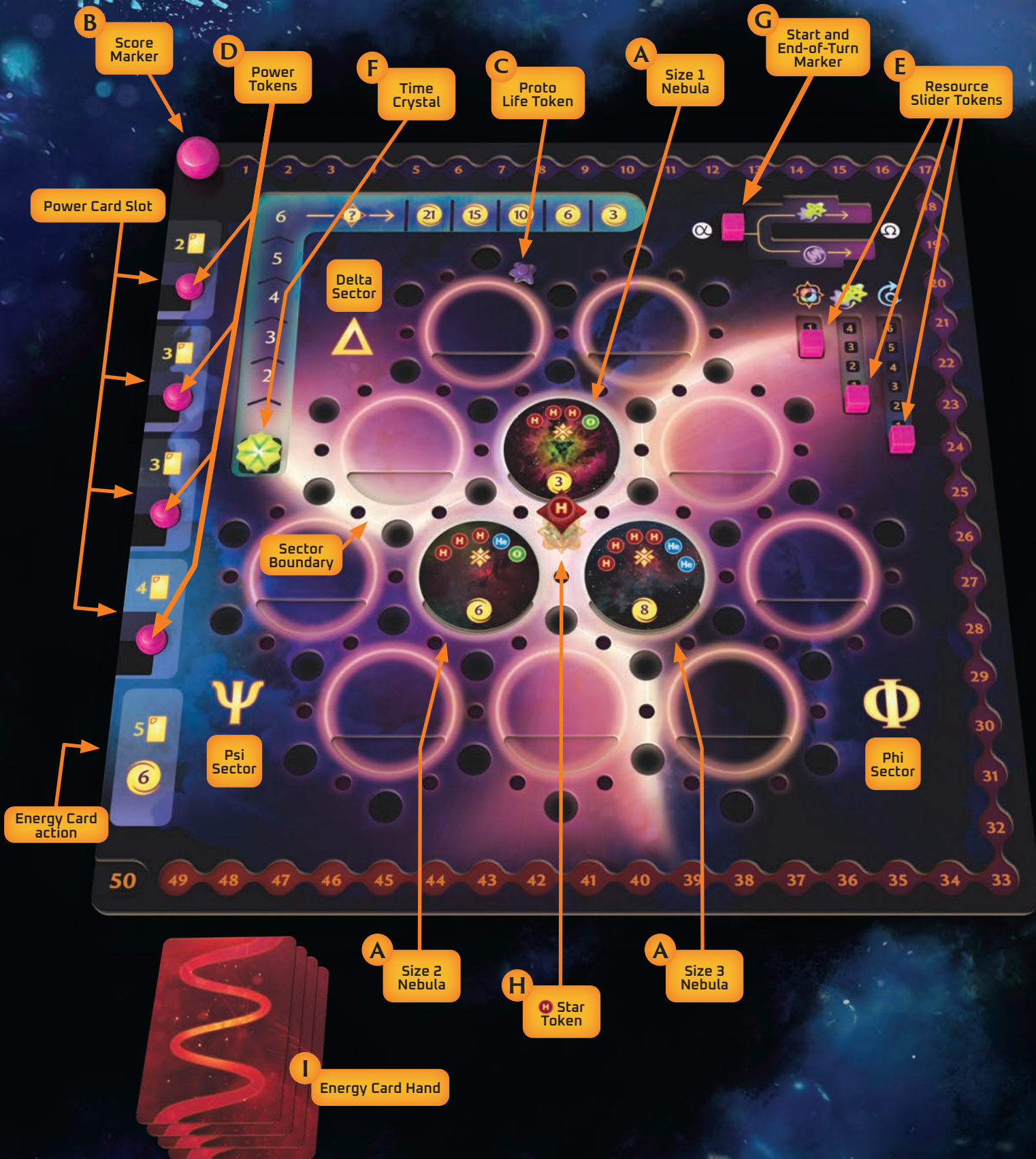
Place 2 random Group 1 advanced life tokens per player on top of the Group 2 advanced life tokens. Return the rest to the game box.



**8** Place the +50/+100 point tokens near the main board.

**9** On the main board:

- ✦ Place the **H** star tokens near the light control.
- ✦ Place the **O** star tokens near the time control and time crystals.
- ✦ Place the **He** star tokens near the gravity control.
- ✦ Place the **C** star tokens and the proto/stable life tokens near the chemistry control.



# PLAYER BOARD SETUP

Each player chooses a color and takes the pieces matching that color.

- ✦ 1 Player Board
- ✦ 1 Score Marker
- ✦ 4 Power Tokens
- ✦ 3 Resource Slider Tokens
- ✦ 1 Energy Token
- ✦ 1 End-of-Turn Marker
- ✦ 1 Time Crystal (from those set aside during main board setup, not from the main supply)

Next, each player:

- A** Draws 1 nebula tile of each size and places the element side up on the indicated spots of their player board
- B** Places the score marker on the 0 spot of their personal score track
- C** Places 1 proto life (purple side up) on the starting life spot (indicated by the white space)
- D** Places 4 power tokens on the left side of their player board
- E** Places the 3 resource slider tokens on the 0 space of their 3 resource tracks (Supernova, DNA, and Graviton)
- F** Places 1 time crystal (from those set aside during main board setup, not from the main supply) on the 0 space of their time chamber
- G** Places 1 end-of-turn marker on their start turn spot
- H** Places 1 **H** star token on the center space of their player board
- I** Draws 4 energy cards from the energy card deck to their hand

Take the energy tokens of each player plus the following number of dark energy tokens based on the number of players:

- ✦ 2 players: 4 dark energy tokens
- ✦ 3 players: 3 dark energy tokens
- ✦ 4 players: 3 dark energy tokens

Next, starting with the light control on the main board, randomly place an energy token in each control 1 at a time in clockwise order until you have placed all of them.



The player whose energy token is drawn last is the first player. That player receives the 1st player token and will take the first turn.



# OVERVIEW

The goal of *Crafting the Cosmos* is to have the most victory points at the end of the game.

The game is played in a series of rounds. Each round consists of each player taking a turn, which is then followed by a shared end phase. A player's turn consists of 2 phases: **energy** and **craft**. Each player will take turns in sequence.

1. The first player takes their turn by moving energy on the main board and gaining resources.
2. They then spend their resources to craft their galaxy.
3. Gameplay proceeds with the next player in clockwise turn order, repeating steps 1 and 2.

Once all players have taken a turn, there is an **end phase** where all players will score universal goals and prepare for the next round.

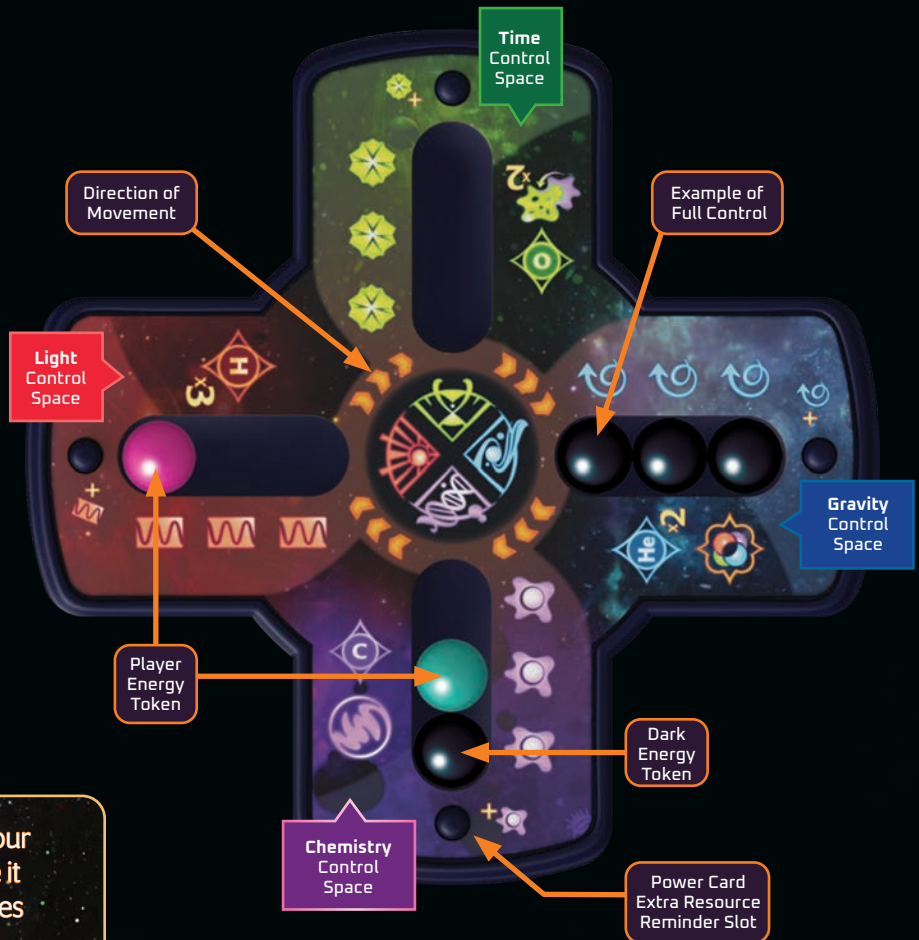
## ENERGY PHASE

During the energy phase, perform the following 2 steps: **shift energy** and **collect resources**.

### 1. Shift Energy

Move energy tokens around the controls on the main board to gain resources for crafting your cosmos. Each control is a single space that can hold a maximum of 3 energy tokens.

- ★ You must move your energy token at least 1 space. (It does not have to be the first token you move.)
- ★ You may move only your energy token and dark energy tokens.
- ★ You may move energy tokens a combined total of 3 spaces.
- ★ Energy tokens must move clockwise.
- ★ Skip any control that is full (i.e., has 3 energy tokens).



It is possible to end the turn with your energy token in the control where it started the turn in by moving 3 times and skipping over a full control.





# ENERGY PHASE

## RESOURCES OVERVIEW



### Nebulae

Surround a nebula with specific types of stars to complete it and score points.

**Gain:** Draw 1 from the size 1, size 2, or size 3 stack and keep it near your player board.



### Stars

Required to complete a nebula.

**Gain:** Take the appropriate stars from the reserve and keep them near your player board.



### Supernovae

Convert regular stars into powerful wild stars.

**Gain:** Increase your supernova slider once per resource gained.



### Time Crystals

Accumulate time crystals to gain extra stars and score points.

**Gain:** Slide a time crystal up your time chamber track.

When you reach the sixth space of your time chamber track, take a new time crystal token from the supply, place it on the 0 space of the track, and then continue gaining crystals, if applicable. Take a new time crystal token only when you reach the sixth space of the track. (See page 12 for the discharge time chamber action.)



### Energy Cards

Spend energy cards to gain power cards, activate power cards, and score points.

**Gain:** Draw cards from the faceup energy card display or facedown energy card deck.

New faceup cards are revealed at the end of each player's energy phase until there are 4 faceup cards again. (They are not refilled after each card is taken.) There is an energy card hand limit of 10 that is checked during the end phase (see page 16). If the deck becomes depleted, shuffle the energy card discard pile to form a new deck.



### Proto Life

Surround a completed nebula with proto life to gain valuable advanced life.

**Gain:** Take life tokens from the supply with the proto life (purple) side faceup and keep them near your player board.



### DNA

Convert fragile proto life into robust stable life.

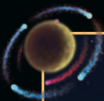
**Gain:** Increase your DNA slider once per resource gained.



### Graviton

Spend gravitons to perform move actions with stars or life.

**Gain:** Increase your graviton slider once per resource gained.



## RUNNING OUT OF RESOURCES

If there is not enough of a given resource, the player may not take it. The exception is time crystals. When the supply of time crystals runs out, players can take an extra token from the game box to track additional time crystals on their time chamber track for the current round.



**Light Control**  
**Active:** 3 **H** star tokens  
**Passive:** 1 energy card per energy token



**Time Control**  
**Active:** 1 **O** star token and 2 DNA resources  
**Passive:** Advance a time crystal 1 space up the time chamber track per energy token

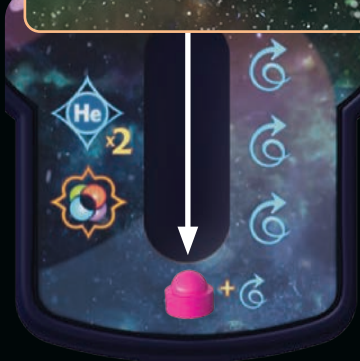


**Gravity Control**  
**Active:** 2 **He** star tokens and 1 supernova resource  
**Passive:** 1 graviton resource per energy token



**Chemistry Control**  
**Active:** 1 **C** star token and 1 nebula tile (from the top of the size 1, size 2, or size 3 stack)  
**Passive:** 1 proto life token per energy token

Each control has a spot for power markers (see page 14).



**OPTIONAL**

**Speeding Up Gameplay:**

Once you have collected all your resources, the next player can begin their energy phase while you spend your resources during your craft phase.

**Example:** Continued from the previous example. **A** The magenta player takes 1 **O** star token and 2 DNA resources. They then take **B** 3 time crystal advancements, **C** 1 graviton resource, 0 proto life tokens, and **D** 3 energy cards.

# CRAFT PHASE

Once a player has collected all of their resources (during the energy phase), they spend them during the craft phase in any order to craft their galaxy. They may take placement actions, scoring actions, energy card actions, and resource slider actions in any order.

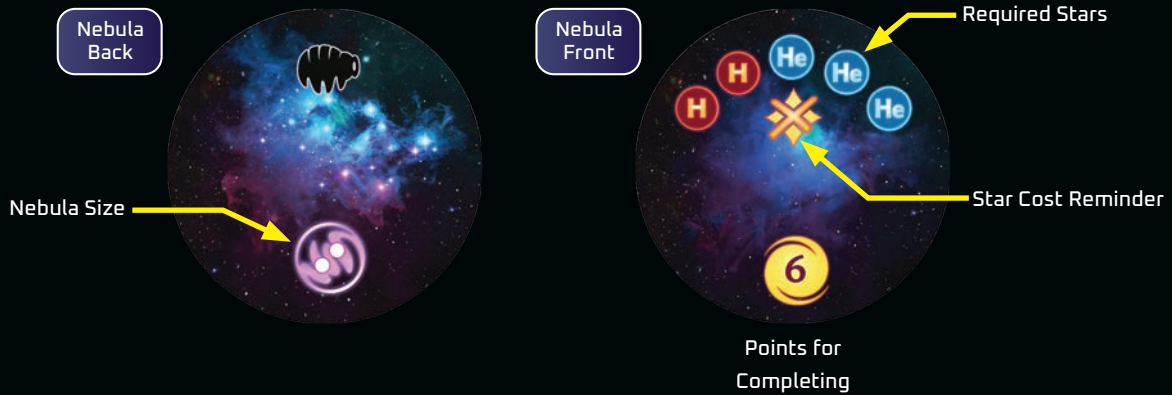
## CRAFT PHASE PLACEMENT ACTIONS

Players must place all of their nebulae, stars, and proto life before the end of their turn or they are lost.

### Nebulae



You may place a nebula into any empty nebula space on your player board, element side up. You may look at the element side before choosing where to place it. The larger the nebula the more stars you will need to complete it and the more points it will be worth. (See page 12 for rules on completing nebulae.)



### Stars

You may place a star on any empty star space of your player board. There are 4 standard types of stars: hydrogen (H), helium (He), carbon (C), and oxygen (O).



### Proto Life

You must place proto life adjacent to existing life on an empty life space of your player board, purple side up. In the rare case that you have no life on your board, place any new life on the starting life space. (See page 13 for rules on creating advanced life.)



### Points

When you gain points, move your score marker on your personal score track. When you reach 50 or more points on the track, take a 50-point token, move your score marker to the beginning of the track, and continue from there. If you reach 100 or more points, flip the 50-point token to the 100-point side, place your score marker at the beginning of the track once again, and continue as before. A player can have more than 150 points.

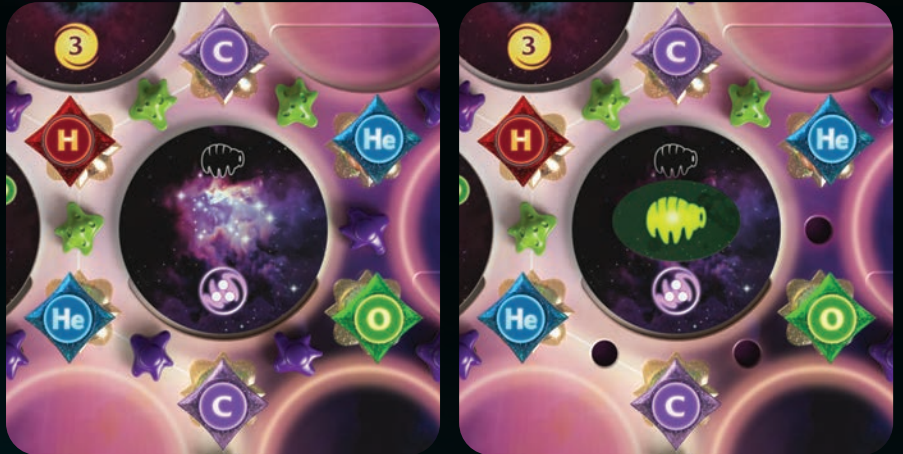


## Create Advanced Life

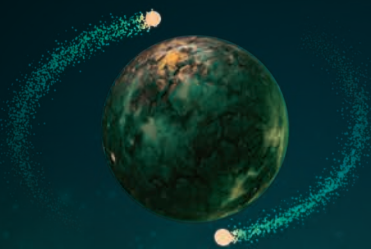


**Requirement:** Have 6 life tokens (any combination of proto and stable) surrounding a **completed** nebula tile without an advanced life token already on it.

- ★ Discard all of the proto life tokens surrounding this nebula. (The stable life tokens all stay.)
- ★ Draw 1 advanced life token from the top of the advanced life stack and place it facedown on the nebula.



**Example:** The player has 6 life tokens surrounding a completed nebula tile and decides to form advanced life. They discard all of the proto life tokens (3) around the nebula. Finally, they draw 1 advanced life token and place it facedown on the nebula.

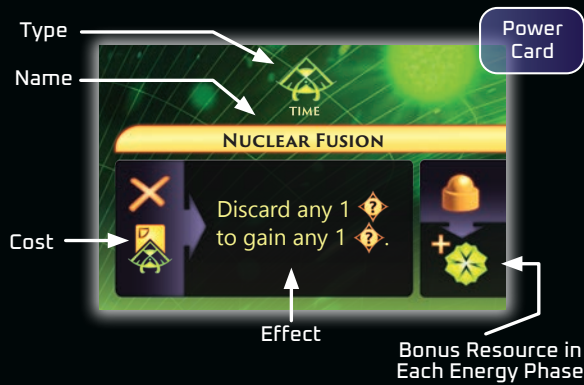


Points from advanced life score at the end of the game, and their values are kept secret. (See page 17.) You may look at your own advanced life tokens at any time.

# CRAFT PHASE ENERGY CARD ACTIONS

Players can spend energy cards in 3 ways during the craft phase. After you spend energy cards, place them in a central discard pile near the draw deck. You do not need to use all of your energy cards each round. You may keep up to 10 energy cards. (See page 16 regarding hand limit.)

1. Players can discard matching sets of energy cards to add power cards to their galaxy. (See sidebar.)
2. Players can also discard energy cards to activate many power cards based on their costs. (Some power cards have costs in addition to energy cards.) You can activate power cards during the craft phase only. You may use a power card as often as you can afford to.



3. Players can discard 5 matching energy cards to gain 6 points. You can perform this action multiple times if you have enough matching energy cards.

## GAINING POWER CARDS

The cost to gain a power card is indicated by the slots on your player board. The first power card costs 2 matching energy cards. The second costs 3, the third also costs 3, and the fourth costs 4 matching energy cards.

To gain a power card, you will draw a number of power cards equal to the number of matching energy cards you spent. Always draw from the power card deck matching the type of energy cards used. Next, keep 1 power card and place the others in any order on the bottom of the matching power card deck.

When you gain a power card, place the power token from that power card slot on the main board as a reminder for future energy phases (i.e., if you gain a time power card, place the marker in the time control of the main board as a reminder to gain an additional resource each energy phase). *You still gain resources if no energy tokens are in the control.*

You can fill your power card slots in any order.

You can gain multiple power cards in a single turn if you have enough energy cards. If you have no open slots, you cannot gain a new power card with this action. (See pages 20–21 for a complete reference of power cards.)



**Example:** The magenta player decides to fill their second power card slot. **A** They discard 3 matching energy cards (3 light energy cards). **B** They draw 3 cards from the matching power card deck (light) and choose 1. They choose "Relativity Δ." **C** They place it in their second power card slot. Next, they take their power token from the slot and place it in the light control on the main board.

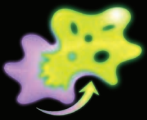
# CRAFT PHASE RESOURCE SLIDER ACTIONS

Players must spend all of the resources on their resource sliders before the end of their turn or they are lost.



## Convert a star into a Supernova

Spend 1 supernova resource (decrease your supernova resource slider by 1) to take a convert star action. Flip any star token over from the **H**, **He**, **O**, or **C** side to the supernova side. (Reminder: A supernova counts as any type of star when performing the complete nebula action but cannot be moved by the movement action. See page 12 and below.)



## Stabilization

Spend 1 DNA resource (decrease your DNA resource slider by 1) to take a stabilization action. Flip 1 proto life token to the stable life (green) side. (Reminder: Stable life tokens are not discarded during the create advanced life action. See page 13.)



## Movement

Spend 1 graviton resource (decrease your graviton resource slider by 1) to take a movement action. When you take a movement action, move a single life token or star token to 1 adjacent space. If an adjacent space is occupied, you can skip over the occupied space and move the token to a space adjacent to that one. You can hop over any number of adjacent occupied spaces this way. Only star tokens can occupy star spaces, and only life tokens can occupy life spaces. You cannot use a movement action to move a star token onto a life space, for example. **You may not move supernovae.**



**Movement example:** The player wants to move this **He** star. They can move it to empty adjacent space A or B. They can also hop over filled star spaces to space C. However, these are not the only 3 spaces they can move the star token to.



## CRAFT PHASE END OF CRAFT PHASE ACTIONS

The last action of your craft phase is to move your end-of-turn marker from the alpha (α) spot to either the “gain a size 1, 2, or 3 nebula” or the “stabilize 1 proto life to stable life” omega (Ω) spot. After placing the nebula tile or performing the stabilization action, move all of your resource sliders to 0. (All unspent gravitons, supernovae, and DNA are lost.)



Your craft phase is over, and the next player can begin their turn, unless they have the 1st player token, in which case proceed to the end phase.

## END PHASE

Once everyone has completed their craft phase, perform the following steps in the end phase:

1. Move all of the universal goal cards 1 space down the goal track.
2. If a universal goal card reaches the bottom of the track (the fourth space), score it. (See page 17.)
3. Draw a new universal goal card and add it to the top space of the goal track (if any are left in the deck).
4. Check to see if the game has ended. (See page 17.)
5. Check energy card hand sizes. If any player has more than 10 energy cards in their hand, they must discard until they have 10 energy cards.
6. Each player returns their end-of-turn marker to the alpha (α) spot on their player board. The 1st player token is passed to the left, and a new round begins.

In a 2-player game, do not pass the 1st player token.

# UNIVERSAL GOALS

Points are awarded to the players who have the most of the resources specified by the universal goal card: 1st place scores 6 points, and 2nd place scores 3 points. If players are tied for 1st place, they each score 6 points, and no player scores 2nd place points. If players are tied for 2nd place, they each score 3 points. Then discard the universal goal card.

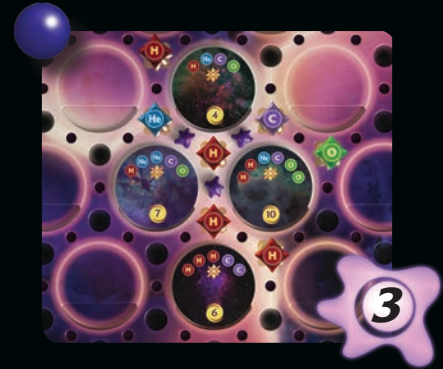
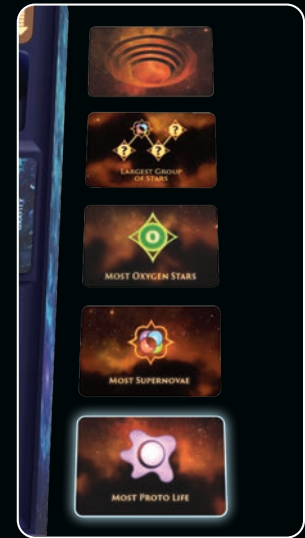
You must have at least 1 of the contested resource to be able to score from a universal goal. If no players are able to score the goal, the goal is still discarded.

For the purposes of universal goals, supernovae count as stars but count only as their own type. They cannot be counted as any other type of star (i.e., they could count for your continuous stream of stars but not as a carbon star). (See pages 18–19 for a complete reference of universal goal cards.)

**Example:** It is the end phase and time to award points for the universal goal, which is for the most proto life. The magenta player and the cyan player each have 7 proto life tokens. The violet player has 3 proto life tokens. Magenta and cyan each score 6 points, and violet scores 0.



In a 2-player game, do not score 2nd place points.



# END OF GAME

The game ends after the end phase if the time crystal tokens in the supply are depleted or if the last universal goal card is scored. Each player flips over their advanced life tokens and adds those victory points to their score track. Whoever has the most points wins.

In the case of a tie, whoever has the most energy cards left in hand is the winner. If there is still a tie, the tied players share the victory.



## Universal Goal Reference (continued)



The player with the most life in Phi Sector. Proto and stable life both count. Life on the border touching Phi Sector counts. Advanced life does not count.



The player with the most time crystal tokens along the top of their player board.



The player with the most **C** stars in their galaxy. (Supernovae do not count.)



The player with the most completed size 1 nebulae in their galaxy.



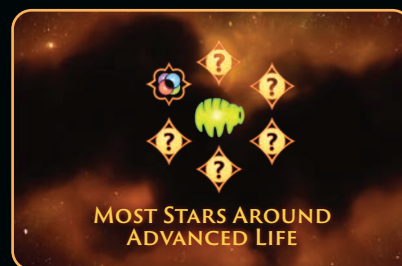
The player with the most **He** stars in their galaxy. (Supernovae do not count.)



The player with the most proto life anywhere in their galaxy.



The player with the most **O** stars in their galaxy. (Supernovae do not count.)



The player with the most stars (including supernovae) touching a nebula with advanced life on it. Count each star only once, even if it is touching more than 1 nebula with advanced life.




## Power Card Reference (continued)

### Light Power Cards

#### Molecular Cloud

**Cost:** 2 light energy cards.

**Effect:** Gain an  Star.





#### Amino Acids

**Cost:** 1 chemistry energy card.

**Effect:** Gain 1 stable life anywhere. You do not stabilize a proto life with this effect.

#### Speed of Light

**Cost:** 5 matching energy cards (cards of the same type).

**Effect:** Gain 6 victory points and any standard star (.





#### Time Dilation

**Cost:** 1 light energy card.

**Effect:** Gain 1 time crystal.





#### Relativity $\Delta$

**Cost:** 2 time energy cards.

**Effect:** Gain a standard star () in the Delta Sector of your galaxy (on the border is allowed).





#### Relativity $\Psi$

**Cost:** 2 gravity energy cards.

**Effect:** Gain a standard star () in the Psi Sector of your galaxy (on the border is allowed).





#### Relativity $\Phi$

**Cost:** 2 chemistry energy cards.

**Effect:** Gain a standard star () in the Phi Sector of your galaxy (on the border is allowed).

#### Nuclear Fission

**Cost:** 2 time energy cards.

**Effect:** Discard a star and gain a standard star () and a time crystal.

### Gravity Power Cards

#### Binary Star

**Cost:** 1 energy card (any type) and 1 graviton.

**Effect:** Convert 1 supernova back into its previous type (flip the token), then move it once (following the usual movement rules).

#### Core Collapse

**Cost:** 1 energy card (any type) and 1 graviton.

**Effect:** Convert 1 of any star into a supernova.

#### Star Stuff

**Cost:** 1 energy card (any type).

**Effect:** Gain a size 1 nebula or replace an incomplete size 1 nebula in your galaxy with a size 2 nebula.

#### Shooting Star

**Cost:** 1 gravity energy card.

**Effect:** Move 1 star, supernova, or incomplete nebula in your galaxy anywhere.

#### Solar Wind

**Cost:** 2 chemistry energy cards.

**Effect:** Convert 1 star into a supernova, then convert all proto life adjacent to that supernova into stable life. You can convert the star even if it does not have any proto life next to it

#### Pulsar

**Cost:** 1 gravity energy card and 1 graviton.

**Effect:** Gain 2 time crystals.

#### White Dwarf

**Cost:** 2 time energy cards.

**Effect:** Convert 1 star into a supernova and then gain a time crystal.

#### Wormhole

**Cost:** 1 energy card (any type) and 1 stable life.

**Effect:** Move up to 3 proto life anywhere or move up to 3 stable life anywhere. If you have fewer than 3 proto or stable life, you can still move the life you do have.

# CREDITS

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# CRAFTING *the* COSMOS™

## ICON REFERENCE

	Hydrogen Star		Light		Victory Points
	Helium Star		Chemistry		Matching Energy Cards
	Oxygen Star		Time		Universal Goal Cards
	Carbon Star		Gravity		Power Token
	Supernova		Light Energy Card		Discard
	Hydrogen Star		Chemistry Energy Card		Discharge Time Chamber Action
	Helium Star		Time Energy Card		Size 1 Nebula
	Oxygen Star		Gravity Energy Card		Size 2 Nebula
	Carbon Star		Discard Star (including supernova)		Size 3 Nebula
	Graviton		H, He, O, or C		Advanced Life
	Time Crystal		DNA		1st and 2nd Place for Goals
	Energy Card		Delta Sector		Alpha (α) = Start Turn
	Proto Life		Psi Sector		Omega (Ω) = End Turn
	Stable Life		Phi Sector		
	Nebula		Sector Boundary		

