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Eon

The Complete Book of *COSMIC ENCOUNTER*

Rules

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A Future Pastimes Creation

I. INTRODUCTION

Cosmic Encounters is a highly social Science Fiction game for two to eight players. Each player will become an Alien Being with a unique power, seeking to control the Universe. With the addition of nine expansion sets the number of possible interactions and strange occurrences is quite large.

This rules book is designed to give players easy access to all Cosmic Encounter rules—the original rules and the rules which have accompanied each additional Expansion Set. A table of contents is provided to help players locate specific rules. **The rules for Expansion Set Nine are part of this book.**

II. EQUIPMENT

1. **Hexagons:** Six two-sided Planet System Hexes, each showing five planets and a home star on one side and a unique planet system on the other. Also, a Center Hex showing a Warp on one side and a Warp above a smaller Praw on the other.
2. **Tokens:** Six sets of twenty colored tokens.
3. **Star Discs:** Six sets of four discs, each set colored to match a set of tokens. One disc in each set shows a "reverse cone" sticker on its colored side.
4. **The Deck:** 89 cards including 67 Challenge cards, 17 Edicts, and 5 Kickers.
5. **Alien Power Cards:** 75 cards each illustrating an Alien Being and describing its unique power and history.
6. **Hyper Space Cone:** A white funnel shaped piece outlined in black. The cone has a reverse image on its flip side.
7. **Lucre:** 96 small yellow squares.
8. **Flare Deck:** 75 cards each with a monochrome image of an Alien and a description of the card's Super and Wild functions.
9. **Moons:** 100 small black and white circle naming random events.

III. GAME PREPARATION

1. **Hexes:** The Center Hex is placed with the Warp/Praw side up. The Planet Hexes are shuffled and dealt out at random, one to a player. You each fit your Planet Hex (unique side up) to the Center Hex. If you are not using unique systems, fit hexes with regular side up to regular Warp hex.
2. **Tokens:** You each take twenty tokens of one color and position them in your planet system according to the specific rules governing your unique system (see "PLANET HEXES—Expansion Set 9" on page 7), or place 4 tokens on each planet in a game using the regular planet systems.
3. **Star Discs:** Take the four Star Discs of your color, pick one without a "reverse cone" sticker on it and place it color up on your Planet Hex. All players place their remaining Star Discs in a "Destiny Pile" which is then shuffled, stacked, and placed face down.
4. **Moons:** Draw two Moons at random. After looking at your Moons to identify name and number, look them up in the Appendix. Place them face down in a "deep space" area of your Planet Hex. You may look at your Moons at any time during the game. Keep your Moon's identities secret.
5. **Alien Powers:** Shuffle the Flare Deck and deal each player one Flare. The card you get is your Alien Power. Find that Alien from the stack of Power Cards and then place your Flare into the regular deck of cards. When each player has done the same, add one additional Flare to the main deck for each player in the game. Read your Alien Power card, fold it and stand it up behind your Planet Hex, with the picture facing the center of the game and the description facing you. Alien Powers not drawn are not in the game.
6. **The Deck:** One player shuffles the main deck and deals each player seven cards face down. Players start the game with these cards as their hands and

may look at them. They may not show these cards to other players or communicate what they have. The remaining cards are placed face down and to one side as the deck. As cards are played they are placed in a separate discard pile, face up. The discard pile is reshuffled as necessary.

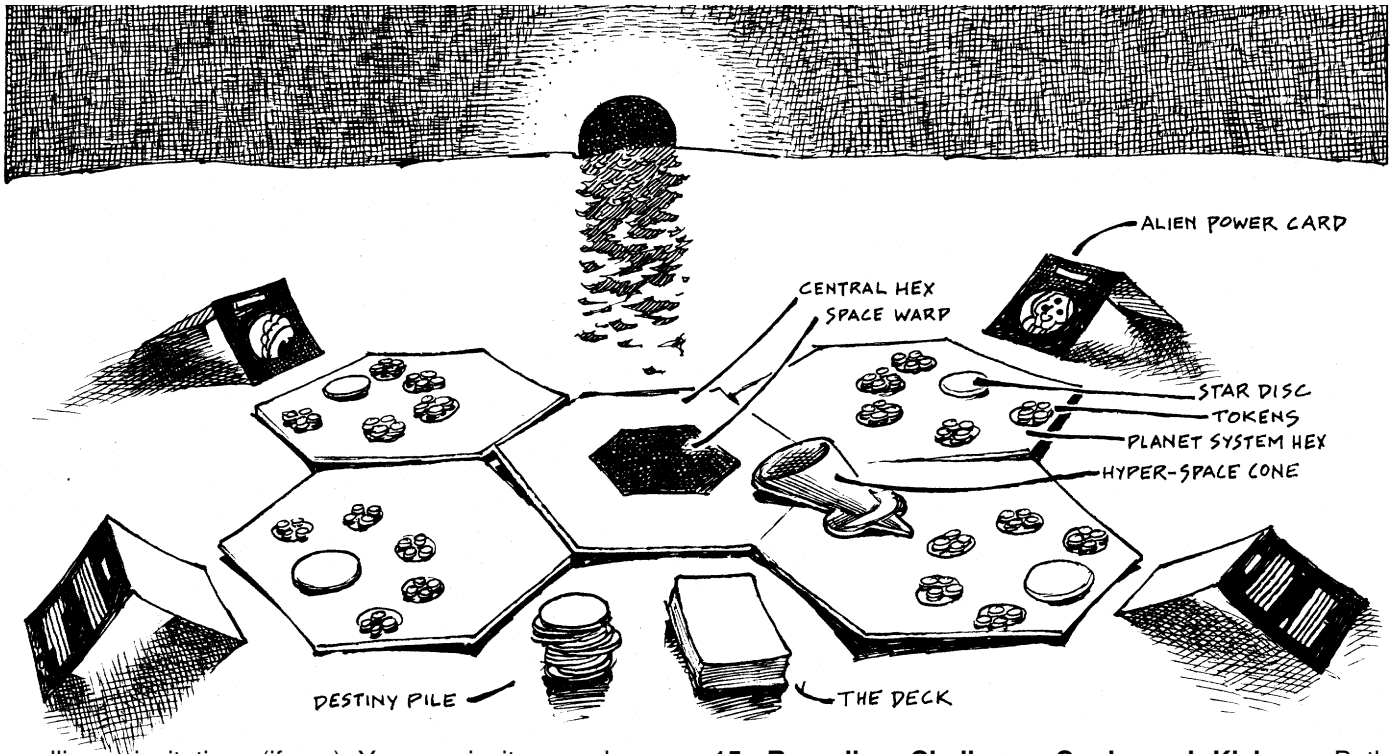
7. **First Player:** The Destiny Pile is cut and the player with that color takes the cone and plays first. The Destiny Pile is reshuffled and placed face down.

IV. INTRODUCTION TO PLAY

1. **Object:** The object of the game is to establish bases on other players' planets. Players will take turns trying to establish bases. You have a base on a planet whenever you have one or more tokens on the planet. Several players may each have a base on the same planet at the same time. **The winner(s) will be the first player(s) to have FOUR BASES on any planets outside his or her own planet system.** These bases may be on four of one other player's planets or two may be on one player's planets and two on another's, etc. Remember, you have only one base on a planet no matter how many tokens you have there. **NOTE: the win is FIVE BASES when the normal Planet Hexes are in use and FOUR BASES when the unique Expansion Set 9 hexes are in use.**
2. **A Turn:** On your turn you are the offensive player. You may wish to challenge a Moon (see Moons XVI) or to challenge another player on a planet by moving a group of your tokens in the cone to that planet. Then you and the other player will play Challenge cards face down. The combination of tokens, Challenge cards and Lucre, as well as other effects, will determine the outcome. You may establish a base on the other player's planet; you may lose tokens to the Warp; or some other outcome may result! Remember: both players can see how many tokens and Lucre each side has in the challenge, but neither side knows what card the other will play or what other effects will be brought to bear on the outcome. If you complete a successful challenge, you may attempt one more challenge. Your turn will then end, and play will pass to your left.
3. **Alliances:** You will be able to make alliances with one another during a challenge, jointly risking your tokens to gain or defend a base.
4. **Alien Powers:** You will also have an Alien Power which will give you the advantage of breaking a specific rule of play.

V. THE PLAY

1. **Collecting Lucre:** At the start of your turn collect one Lucre from the box to your Star Disc. You do not collect a Lucre on your second challenge during that turn.
2. **Buying Tokens for Lucre:** You may use Lucre to buy (on a one-for-one basis) your tokens back from the Warp to any of your bases and/or to buy your tokens from the Praw back up to the Warp. Lucre payments are made to the box.
3. **Regaining Lost Tokens:** If you have any tokens in the Warp or the Praw, you may either take one out from the Warp and put it on any of your bases, or you may raise one token from the Praw up to the Warp. If you have no bases, you may release a token from the Warp or the Praw into the cone. You may move a token in one of these ways just before each of your flips of the Destiny Pile. (If you are playing a game without the Praw, you may regain a token only at the start of each challenge.)
4. **Turning the Destiny Pile:** Now, turn over the top disc in the Destiny Pile. The color of this disc indicates the defensive planet system in which you will now make a challenge. For example, if your color is red and you turn over a green disc, you must make a challenge somewhere in the green system. Note: If the Star Disc has a "reverse cone" sticker on it, turn the cone so the Reverse Cone side is up. If if does not, make sure the cone is right side up.
5. **Deciding: Planet or Moon Challenge:** You must now announce if you are going to challenge a planet or a Moon, so that the defensive player can be determined. If you decide on a planet challenge, you must challenge the player whose color you turned up on one of that player's home planets. If you decide on a Moon challenge, you may occupy an unoccupied Moon in that system or you may challenge any player on a Moon in that system.
6. **Gathering Tokens:** You now take from one to four of your tokens from any of your bases and place them on the offensive (oval) end of the cone. You may take tokens from your home planets or from bases you have established elsewhere.
7. **Pointing the Cone:** Point the cone at the Moon or Planet you choose in the defensive system.
8. **Buying Cards for Lucre:** Either main player (offensive or defensive) may buy up to four cards from the deck for Lucre on a one-for-one basis during the challenge.
9. **Defending:** If you are the defensive player, you must defend the planet or Moon at which the cone is now pointing with whatever tokens you have there. You can neither add tokens to nor subtract tokens from the tokens you already have on the defending planet or Moon.
10. **Inviting Offensive Allies:** If you are the offensive player and are challenging a planet, you may now invite offensive allies, if you wish. You choose which (if any) players you wish to have as allies by naming them. Those players must wait for the defensive player's invitations (if any) before deciding whether or not they will ally with you.
11. **Inviting Defensive Allies:** If you are the defensive player and are defending a planet, you may invite defensive allies after the offensive player has made



alliance invitations (if any). You may invite any players you wish to have as allies by naming them.

12. **Accepting Alliance Invitations:** Players accepting or declining invitations to ally do so, in order, starting with the player to the left of the offensive player. So long as you are not one of the two main players in the challenge, you may accept an invitation to ally with one of these players, but not with both of them. To do so, place one to four of your tokens, taken from any of your bases, onto the cone. **OFFENSIVE ALLIES** place their tokens in the oval end of the cone along with the offensive player's tokens. **DEFENSIVE ALLIES** place their tokens on the ring around the pointed end of the cone, NOT on the challenged planet itself. Of course, you may choose not to ally at all.
13. **Playing Kicker Cards:** Kicker cards are played face down just before challenge cards are played in a challenge. Each main player may play one Kicker in a challenge and only main players may play Kicker cards. You must announce that you are playing a Kicker as you do so. If one player plays a Kicker, the other player as a chance to play a Kicker as well. Kickers are discarded along with other non-challenge cards before collecting a new hand.
14. **Playing Challenge Cards:** After alliances have been formed and Kickers (if any) have been played, the offensive player and the defensive player each choose a Challenge card (Attack or Compromise) from their respective hands and play them face down.
15. **Revealing Challenge Cards and Kickers:** Both Challenge cards are revealed simultaneously. Kickers, if any, are revealed along with the Challenge cards.

VI. THE OUTCOME

1. **IF BOTH PLAYERS PLAY ATTACK CARDS,** each of you adds the number on your card and the number of tokens on your side (your own plus your allies') and the number of Lucre on your Star Disc. The player with the higher total wins. Note: other factors, e.g. Flares, Moons, and Planet Hexes may also affect this total.

   If the offensive player wins, all the tokens on the oval end of the cone are placed on the planet (or Moon), thus, establishing a base for the offensive player and the planet (or Moon) and defensive allies' tokens in the cone's ring go to the Warp. Note: There can be no allies in a Moon challenge.

   If the defensive player wins, the tokens on the defending planet (or Moon) stay there. All the tokens on the oval end of the cone go to the Warp. Winning defensive allies return their allying tokens from the cone ring to any of their bases. For each token the committed in defense they receive a card from the deck or a token from the Warp released to any of their bases or a token raised from the Praw to the Warp.

   If it is a tie, the defensive player has won.

   If the Reverse Cone is face up, the rewards for winning offensive allies and winning defensive allies are reversed. That is, the defensive allies gain a base on the defensive planet, and the offensive allies return their tokens to any of their bases and gain cards and/or tokens as a reward. All losing allies still go to the Warp.

2. **IF BOTH PLAYERS PLAY COMPROMISE CARDS,** all allies on both sides return their tokens to any of their bases, and you and your opponent have one minute to **make a deal**. In a deal you may trade cards, Lucre, and/or each of you may allow the other to establish a base on any planet where you already have a base. In this way each of you may gain a new base, new cards, and/or additional Lucre. Any of your tokens not in the Warp or Praw can be used to establish this base, and all tokens remaining in the cone afterwards return to any of their bases. Allies are never included in a deal.

   If no agreement is reached within one minute, you and your opponent each lose three tokens to the Warp.
3. **IF ONLY YOU PLAY A COMPROMISE CARD,** and your opponent plays an attack card, your side loses and your tokens and your allies' tokens go to the Warp. However, because you were willing to compromise and your opponent attacked you, you **TAKE CONSOLATION**. You take at random from your opponent's hand one card for each token you lost (not counting your allies—they get nothing). If your opponent doesn't have enough cards for full consolation, you take only the cards that he or she does have.
4. **IF YOU PLAY A KICKER,** then:
   1. **If you play an Attack card,** you multiply the Kicker value times the Attack card. The product is the new Attack card value. This alteration occurs before any similar alterations take place, e.g. Equalizing by the Calculator or Mass Generation by Moon 16.
   2. **If you play a Compromise card** and the other main player plays an Attack card, you collect the Kicker value times the normal number of cards for consolation.
   3. **If you and the other main player play Compromise cards** and you both fail to make a deal, the other main player loses your Kicker value times the tokens he or she would otherwise lose.

VII. SUMMARY

Steps in a Challenge

1. **Collect Lucre** (1st challenge of turn only).
2. **Buy tokens for Lucre.**
3. **Regain or raise lost token.**
4. **Turn Destiny Pile Disc.**
5. **Announce if Planet or Moon Challenge.**
6. **Gather Tokens.**
7. **Offense/Defense buy cards for Lucre**—up to four anytime during challenge.
8. **Point Cone.**
9. **Invite Offensive Allies.**
10. **Invite Defensive Allies.**
11. **Allies accept/decline.**
12. **Play Kickers.**
13. **Play Challenge cards.**
14. **Reveal Challenge cards and Kickers.**
15. **Determine Outcome.**

The Outcome

ATTACK/ATTACK: high total wins—card × Kicker + your tokens + allies' tokens + Lucre + any other effects. Tie goes to the defense.
COMPROMISE/COMPROMISE: Players have one minute to make a deal—gain a base and/or card(s) and Lucre. If no deal, each loses three tokens to the Warp.
ATTACK/COMPROMISE: Attack wins. Compromise loses and gets consolation of one card from winner per token lost.
OFFENSE WINS: Offense and allies get base. Defense and allies go to Warp.
DEFENSE WINS: Defense keeps planet/Moon. Defensive allies return to bases and collect one card from the deck or token from the Warp or token from the Praw to the Warp for each of their defending tokens. Offense and allies go to the Warp.
REVERSE CONE EFFECT: Reverses rewards for offensive and defensive allies.

VIII. PLAY DETAILS

1. **Destiny Pile:** If you turn over your own color, you have a choice. You can turn over the next disc, you can challenge any moon (whether occupied or empty) in your system, or you can attempt to regain a home base.

If there is only one disc left in the Destiny Pile, reshuffle it with all the discards before turning over another disc.

2. **Regaining a Home Base:** If you turn over your own color in the Destiny Pile, you can challenge another player's planet base in your own system. Point the cone at that player's tokens on the base. Now, that player is the defensive player defending that base with whatever tokens he or she has on the base plus any allies who may choose to help as defensive allies.
3. **Defending:** Tokens on the defensive planet which are not those of the defensive player do not count towards the defensive total and are not affected by the outcome.

If you have no tokens on a planet which you are defending, you defend normally except your token count is zero (0).

4. **Playing Challenge Cards:** Once both Challenge cards are played face down neither can be changed. Edicts and Flares are never played face down in a challenge.
5. **Second Challenge:** If on your first challenge you either win an attack or make a deal, you may make a second challenge, or pass. To make the challenge, take a token from the Warp (or from the Praw to the Warp), turn up the next disc, etc. After your second challenge your turn ends no matter what the outcome is.

When your turn ends, the player on your left becomes

the offensive player.

6. **Getting New Cards:** If you are offensive player and have no Challenge cards (Attack or Compromise) at the start of your turn, play (if possible) or discard your other cards, draw seven new cards, and continue your turn. **But if you run out of Challenge cards during your turn, your turn ends immediately.** Return any tokens in the cone to their bases.

If you are the defensive player and have no Challenge cards, play (if possible) or discard your other cards, draw seven new cards, and continue play.

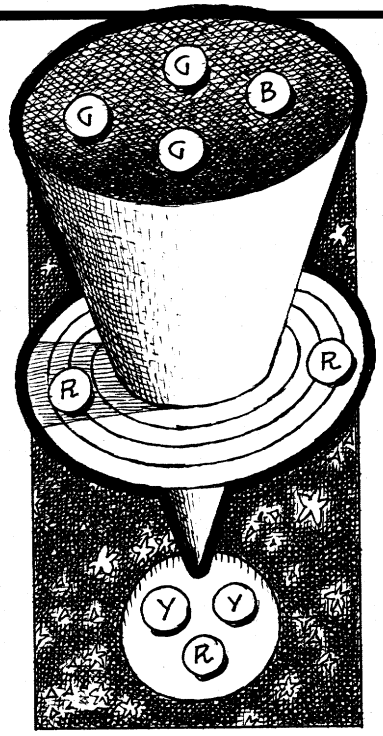
X. THE ALIEN POWERS

IX. THE ALIEN POWERS

1. **Breaking the Rules:** You can use your unique Alien Power to break certain rules in the game. How and when you use your power is explained on the Power card. Some powers must be used when appropriate, but others are optional. The optional ones will say "may" or "can" or otherwise indicate that their use is optional. See also "The Aliens—A to Z" in the Appendix.
2. **Losing Your Power:** You can use your Alien Power only as long as your tokens occupy three or more planets on your own planet system. Thus, if you are forced off three of your planets, you must reestablish a base on one of them before you can again use your Alien Power. If you have zero, one or two home-system bases, you can not user your Power. When you lose your Power, turn your Power card face down and continue to play in the normal manner. If you regain your Power, you again display the Power card. **Note:** Some unique Planet Hexes have alternate rules governing loss of Power (see Section XVIII).

X. TWO PLAYER GAME

In a two player game the Destiny Pile is not used, except to determine the first player. Challenges are made on your opponent's planet system or on your own system: 1) on a Moon or 2) where your opponent has a base. There are no alliances. Also, you lose the use of your Alien Power only when you no longer have tokens on FOUR home bases. Note: Each player gets three Moons instead of two.



XI. A CHALLENGE—DIAGRAM

Green challenges yellow with three tokens in the offensive (oval) section of the cone. **Green invites blue** as an offensive ally, and **blue contributes one token** in the offensive section of the cone. Yellow has two tokens on the planet as a defensive force and invites red as a defensive ally. Red puts two tokens into the defensive (ring) section to help yellow defend the planet. The challenge now stands at four vs. four. The red token already on the planet will remain there whatever the outcome of the challenge and is not defending.

XII. TIMING CONFLICTS

NOTE! THIS IS A NEW COMPREHENSIVE RULE for all timing questions. It SUPERCEDES THE MOON TIMING RULE IN EXPANSION SET 5.

In all cases of timing conflicts (when two players invoke contradictory special effects simultaneously) between Powers, Flares, Edicts, Moons, or Hexes, etc. resolution takes place as follows: the players who are not the main players, in order, to the left of the offense, will play first. Then the offensive player will play, then finally the defensive player will play.

XIII. THE DECK—A LISTING

1. Attack Cards—52 cards ranging in value from 1 to 40.

from the basic deck .....30 (1), 20 (2), 18 (1), 15 (2), 14 (2), 12 (4), 10 (6), 8 (8), 6 (8), 4 (2).

from Set #3 .....17(1), 13(1), 9(2), 7(1).
from Set #4 .....40(1), 16(1), 15(2), 12(1), 7(3), 5(2), 1(1).

2. Compromise Cards—15 cards.

from the basic deck 10
from Set #3 1
from Set #8 4

3. Edicts—17 cards.

from the basic deck .....Plague (1)
Stellar Gas (1)
Force Field (1)
Emotion Control (1)
Mobius Tubes (2)
Cosmic Zap (2)
from Set #3 .....Rebirth (1)
Timegash (1)
Victory Boon (1)
from Set #8 .....Un-Zap (1)
Finder (1)
Keeper (1)
Sanity (1)
Warp Break (1)
Flare Zap (1)

4. Kickers—5 cards.

from Set #8 .....3 (1), 2 (3), 0 (1)

Note: Blank Cards

The blank cards included with Expansion Sets 3 and 8 are for your own creative use.

XIV. EDICTS

Always play Edict cards face up. They are not played face down in a challenge. Discard after playing. Each Edict card tells you when and how you may play it. Edict cards are played as follows:

Cosmic Zap: You may play the "Zap" to cancel the effect of any player's unique Alien Power. It is played just as a player is attempting to use or enforce his or her Power and prevents that player from using that Power for the remainder of that challenge. Otherwise the challenge continues normally. Example: As the Mind attempts to look at your cards, you can Zap it and prevent it from doing so. Various Aliens use their Powers at different times, and the timing for playing a Cosmic Zap varies accordingly.

Force Field: You may play the "Field" after allies have been committed but before Challenge cards have been revealed. You must announce which player(s) are being prevented from allying. Those players take all of their committed tokens and return them to any of their bases. The challenge then proceeds. A player may not ally with either side for the rest of the challenge when the Force Field has been used against him or her. This card has no value in a two player game but is kept in play.

Mobius Tubes: Play the "Tubes" only when you are about to begin a challenge as an offensive player. Play Mobius Tubes on either the Warp or the Praw (but not both areas) just before the top disc of the Destiny Pile is turned over. All players then gain back all tokens from that area directly to their respective bases. Tokens of a player who has no bases are not released.

The Plague: You may play the "Plague" at any time. You name the player against whom it is being played. The victim loses three tokens from bases to the Warp, an Attack card, a Compromise card, and an Edict card, (plus a Flare and a Kicker if these have been written in by hand on your card). The victim who does not have enough cards or tokens to comply with the Plague loses only the cards or tokens he or she does have.

Stellar Gas: Play "Gas" when any player is about to take consolation (see outcome rules). The player against whom it is played forfeits the right to collect consolation cards during that challenge.

Rebirth: You may play "Birth" for yourself or for another player to regain a base on a home planet (perhaps thus regaining the use of an Alien Power) or to strengthen the number of tokens on a home planet. It can only be played between challenges.

Timegash: You may use Timegash to insert a challenge (either by yourself or by another) into the normal order of play. The challenge happens normally, including getting a new hand if out of cards, gaining tokens from the Warp or from the Praw back to the Warp, flipping a disc in the Destiny Pile, etc. Once it is over, the normal order of play resumes where it was interrupted. Timegash can only be played between challenges.

Victory Boon: You can play the "Boon" to let any winning defensive player get rewards—a card from the deck, a token from the Warp, or a token from the Praw to the Warp—for each token that player had in the challenge.

Keeper: Play "Keeper" when you are out of challenge cards and must play one either as the offensive or the defensive player. You get a new hand without discarding Flares, Kickers, and Edicts. You may use it only for yourself.

Finder: The "Finder" lets you look through one other player's hand and take one card which you have named prior to looking at the cards. You can look through the other player's cards even if that player says the card is not there or hands over the card. The Finder can be played at any time before Challenge cards are played.

Flarezap: Use the "Flarezap" to immediately cancel the effect of a Flare, just as you use a Cosmic Zap to cancel the effect of a Power. Flarezap has the added bonus of causing the player you play it against to discard the Flare he or she has attempted to play.

Un-Zap: With the "Un-Zap" you can cancel the effect of

either a Cosmic Zap or a Flarezap, but not both at the same time. The Un-Zap also prevents the player who has attempted to play a Cosmic Zap or a Flarezap from retrieving it; the card must be discarded.

Sanity: "Sanity" stops the effects of any Flares, Moons, other Edicts, or Multiple Powers for the duration of the challenge. Each player must decide which one of his or her multiple powers will be "in" for the duration of Sanity. To play, place the card in full view of all players for the duration of the challenge and then place in the discard pile. Sanity does not alter Warp/Praw, Reverse Cone, or unique Planet Hex effects.

Warp Break: When you play "The Break" it frees your tokens from the Warp or the Praw back to bases. You cannot play this card to affect another player.

XV. FLARES

The Flare deck is not meant to be used all in one game of Cosmic Encounter (Cosmos forbid!).

1. **At the Start of a Game:** The game begins by shuffling the Flare deck and dealing out one Flare to each player which determines that player's Alien Power. Then these Flares and an equal number of others are shuffled into the regular deck. Thus, in a four player game there will be eight Flares in the deck. (See also #5 Alien Powers in Game Preparation III.)
2. **Wild Flares:** Whenever you have a Flare as part of your hand which is different from your Power, it is a Wild Flare and you may use it as described on the card under "Wild".
3. **Super Flares:** Whenever you have a Flare as part of your hand which is the same as your Power, it is a Super Flare and you may use it as described on the card under "Super".
4. **How to Use Flares:** Use of Flares is always optional. To use a Flare, simply show it to the other players and go ahead and do what it says. After players have had a chance to read it, return it to your hand. If its meaning is clear, a Flare can be used even by a Silenced player.
5. **Flares as Part of your Hand:** Flares are always considered to be part of the hand they are in. You lose them when you run out of Challenge cards and must draw a new hand (discard them along with your Edicts and Kickers) or when other players have access to them as consolation, part of a deal, etc.
6. **Flares and Losing your Alien Power:** When you have lost the use of your Alien Power (even temporarily) your Super Flare is a Wild Flare.

XVI. MOONS

1. **About the Moons:** The 100 Moons tend to give a player temporary advantages or disadvantages or to make unexpected things happen. The Moons are designed to be especially fun in the two-player game but will also be enjoyed in an occasional larger game by experienced players who want a change of pace.
2. **Set Up:** At the beginning of the game each player draws two Moons at random (three each for the two player game), looks at them, and places them face down in the deep space portion of his or her planet system. During the game you may look at any Moon in your planet system at any time.
3. **Play:** Moons create special effects in the game. The effects of a Moon are felt only when the Moon is revealed and also is occupied with one or more tokens. On your challenge you can take one to four tokens in the cone to any Moon in the system indicated by the Destiny Pile. (The Will can go to any Moon it chooses.) If the Moon is not occupied by another player, move the tokens which are on the cone onto the Moon. No challenge cards are played. This counts as a challenge which you have "won," but there is no defensive player or loser.

If the Moon is occupied by another player, play cards normally as if the Moon were a Planet. The occupying player is the defensive player. If you win as offensive player, move your tokens on the cone onto the Moon. If you win as defensive player, your tokens remain on the Moon as in a normal challenge. Losing tokens go to the Warp. No alliances whatever are allowed in Moon challenges.

An occupied Moon is treated as a base for all purpose except: 1) it does not count as a base towards the win, 2) occupancy can not be granted in deals, and 3) it does not enable the Plant to graft.

Some Moons say "discard after use" in the list. Once these Moons are used, remove them from the game and bring any tokens on them back to bases.

4. **Types of Moons:** Once you occupy a Moon you must immediately look at it and reveal it unless it says "Secret Moon." Find the instructions for that Moon in Appendix IV, Moons 1-100 and follow them. There are three types of Moons and each is coded: "S" for Secret Moons, "I" for Immediate Moons, and "C" for Continuing Moons.
    1. **Secret Moons:** You may reveal this Moon at any time as long as your tokens occupy it. When you reveal it, it takes effect. Follow the instructions for the Moon in the List of Moon Effects. You may look at a secret Moon that you occupy at any time.
    2. **Immediate Moons:** Reveal this Moon immediately. It takes effect as soon as it is occupied by you as the winner of a challenge there. After the effects have taken place, they are ended until the Moon is again occupied by the winner of a challenge there. Follow the instructions for the Moon in the List of Moon Effects.
    3. **Continuing Moons:** Reveal this Moon immediately. It remains in effect for as long as it is occu-

pied. Follow the instructions for the Moon in the List of Moon Effects.

XVII. LUCRE

1. About Lucre: Lucre introduces an economy into Cosmic Encounter. Certain Powers are designed to use Lucre but any game may use them no matter which Powers are in the game.

2. Set Up: At the start of the game each player takes four Lucre from the box and puts them onto his or her Star Disc.

3. Getting More Lucre: At the start of your turn, you add one Lucre from the box to your Star Disc. Lucre may be paid to other players when Powers allow it, and they may be exchanged as part of a deal.

4. Using Lucre: At the beginning of each of your challenges as offensive player, you may use your Lucre to buy (on a one-for-one basis) tokens back from the Warp to your bases or back from the Praw to the Warp. Anytime you are a main player, you may buy (again on a one-for-one basis) up to four cards from the deck during the challenge. Lucre payments for tokens or cards are made to the box.

Finally, the Lucre on a main player's Star Disc count as points added to his or her total in a challenge (after all Powers, etc. affecting the total are used). Accumulated Lucre is not a facet of your Power and remains with you even if your Power is lost or changed. Lucre remains on a Star Disc unless used during play.

XVIII. PLANET HEXES—Expansion Set 9

1. Set Up: See section III Game Preparation.

2. GAS GIANT: This is the hex with one big planet on it.

Gas Giant Player: At the start of the game, place all 20 of your tokens on the Gas Giant. During play you move them off of the planet normally. When challenged at home you may, once during the challenge after alliances have been declared and before cards are played, withdraw as many tokens as you wish as long as you leave at least one token as your defending force. You must move the tokens you choose to withdraw away from the cone to the opposite end of the Gas Giant to clearly signify their neutrality. Thus, your "tokens on the planet" after withdrawal can be any number down to one. If you have no tokens on the Gas Giant, you lose the use of your Alien Power until you regain a base there. In this case, you defend with a force of zero just as you would in a game with regular planet hexes.

Note: The Gas Giant is immune to all planetary cataclysms, e.g. those perpetrated by the Moon Wraith, the Wild Loser, the Wild Demon, Eviction Moon, etc. Also, do not use in a game with the Filth or the Terrorist, and do not use in a two player game. The Gas Giant player can not begin the game as the Sniveler. Whew!

3. SPACE DUST: This is the hex with nothing but a cloud of particles on it.

Space Dust Player: Initially, place all 20 of your tokens and three of your four Star Discs on your Planet Hex (the fourth Star Disc is the one with the "reverse cone" sticker on it. It goes into the Destiny Pile). Each token (and Star Disc) you have on your hex counts as a planet base for you, even though there are no actual planets there; and, if you remove a token (or Star Disc), that planet base disappears from your hex. You move your tokens and Star Discs onto and off of your hex normally (as if it were one big planet). But; 1) If you have no home bases as described above (neither tokens nor Star Discs on the hex), you lose your Alien Power; and 2) if you have no home bases, you can not place a new token onto your hex when released from the Warp, returning from an alliance, etc. When you are the defensive player on Space Dust, the offensive player picks one of your tokens (or Star Discs) to challenge (as if it were a planet). Your defending token value in such a challenge is one, unless a Star Disc is challenged which has a value of 10 (see below). If you have no tokens on your hex, only then may you be challenged there as though you had a planet base with no tokens**.**

Whenever another player is entitled to establish a base on your hex as a result of an interaction (bested you in an Attack, made a deal, etc.), he or she simply stacks the tokens on top of one another and places them onto your hex as a base. Any other players (allies, Wild Force, etc.) also entitled to a base do the same with their tokens. On subsequent challenges, each base is established in this manner. Each stack of one or more tokens counts as a separate base. Your Star Discs on your hex are treated as any other token except: 1) in an Attack they are worth 10 rather than one, even if you are the Macron (but 20 if the Mini Mac Moon is in effect); 2) you may move only one Star Disc token into a challenge; 3) any Star Disc token which should go to the Warp immediately enters the Destiny Pile discard stack instead and is shuffled into the new pile when the existing pile is used up; and 4) when you establish a base on another player's hex with a Star Disc token, it may not be moved again except to got to the Destiny Pile (in lieu of going to the Warp if beaten in an Attack, Assassinated, etc.). Items normally kept on a Star Disc, i.e. Lucre, "Assessed" tokens, etc. are kept just off the hex and are treated as if they were on a Star Disc. As an Amoeba playing this hex, you may ooze to defend but must disperse "dust to dust" after the challenge. The player of this hex can not use Moon Boon.

4. SIX-PACT: This is the hex with six planets on it.

Six-Pact Player: At the beginning of the game arrange

your tokens as you wish. You lose the use of your Alien Power if you lose four of your home bases. Once you have drawn your Alien Power, draw six more Alien Powers at random and place each of these behind a different planet as a specific "planet power." When you have been determined to be the defensive player in a challenge on a planet in your home system (after the offensive player declares planet challenge rather than Moon challenge) before the offensive player places his or her tokens into the cone, you: 1) choose which of your planets will be the defensive planet (as long as the offensive player does not already have a base on that planet) unless otherwise prevented, e.g. by the Silencer, Will, etc., and 2) for the duration of the challenge have the planet power of the planet which is being challenged instead of your Alien Power. When you lose a defensive challenge on a planet in your home system, you lose the planet power, but not until the end of the challenge in which it was used (unless Zapped, of course). Therefore, if you lose such a challenge and thus a base, you may still exercise your planet power if it affects the outcome of the challenge, e.g. the Judge's judgement, but after the challenge you lose the use of that power for the rest of the game. **Note:** when using planet powers which call for special beginning-of-the-game effects, e.g. Miser and Schizoid, set up those effects at the beginning of the game as you would ordinarily. These effects will only be used, however, when that particular power is being used.

At all times when you are not defending a home base where you have a planet power, you have your main Power or you may choose instead to have one of your planet powers (any which has not been lost) after which at the end of the challenge that planet power is permanently lost. For purposes of identification you are considered to "be" the alien you are currently using. If you do not specify a particular planet power, you will be considered to be your main Alien Power. Do not use the Warpish as any of your powers.

5. RINGS: This is the hex with four concentric rings and a central planet.

Rings Player: Place your tokens as you wish on your five "rings" (four outer rings and central planet). Place your Star Disc next to your rings. Each ring including the central planet counts as a separate planet for game play, and you lose the use of your Alien Power if you have tokens on less than three of them. When you are the defensive player and defending one of your "ring" planets, you add two points in an attack on the first outer ring, four points on the next ring in, six and eight on the next two, and 10 on the center. Also, you add one point for every other player's token which happens to be on the ring regardless of any other token value (e.g. Macron or Fungus). These tokens are not affected by the challenge outcome. Extra "ring" values are added in after all other effects have been taken into account.

6. SPIRAL: This is the hex with five planets arranged in the shape of a coil or spiral.

Spiral Player: At the beginning of play, place your tokens as you wish as long as you place at least one token on each planet. As defensive player, whenever you defend a home system planet on which you had tokens at the start of the challenge, whether you win or lose, you get a "reward" of one or more cards from the deck and/or tokens from the Warp to bases (or from the Praw to the Warp) corresponding to the number printed on the planet you are defending. You get this "reward" immediately after the outcome is determined. If you get cards, they are subject to the Extortionist.

7. PULSAR: This is the hex with five pulsating planets.

Pulsar Player: Start the game by placing tokens as you wish on your planets as long as you place at least one on each planet. Whenever you are challenged on a planet in your home system, unless you are silenced, you must declare (before the offensive player puts tokens into the cone) whether the winner, if an Attack card is played, will be the player with the higher total or the player with the lower total. Unless prevented by the Silencer, Will, etc., you will also choose which planet must be challenged as long as the offensive player does not already have a base there. Your statement of the Attack win conditions changes the normal win conditions even if you do not have a token on the challenged planet. If the Anti-matter is a main player, you may not "pulse-high."

XIX. THE CENTRAL HEX

1. Warp: All Tokens lost to the Warp during play go to the black hexagon in the center hex.

2. Warp/Praw—Expansion Set 9: The Expansion Set 9 central hex contains the Warp and the Praw. When the number of tokens in the Warp reaches or surpasses "critical mass" (the number of players times three) all tokens in the Warp descend into the Praw (Aieeee!). Before each of your Destiny Pile flips, as a reward for a successful alliance, when you buy a token back using Lucre, and when you are otherwise authorized to release a token from the Warp, you may elect to release a token from the Warp or elect to raise a token from the Praw back up to the Warp, but may make only the total number of these token moves authorized. A Mobius Tubes or Warp Break may be used to release tokens from either the Warp or the Praw directly back to bases but not to release tokens from both.

Note 1: To compensate somewhat for this heavy drain on tokens, the main player **may release or raise a token before every flip** of the destiny pile he or she makes rather than just on every challenge.

Note 2: All tokens lost as a result of the outcome in a challenge are considered to go to the

Warp simultaneously. Only after tokens are lost and critical mass is reached or not reached can tokens be retrieved, i.e. defensive rewards, Spiral rewards, Healer, etc.

XX. HYPER SPACE CONE

1. **Normal:** The oval end is for offensive tokens and offensive allies. The Cone's point is used to indicate the defensive planet or Moon, and defensive allies are placed on the ring near the point.
2. **Reversed—Expansion Set 9:** At the start of the game the Cone is placed with the basic game side up. Subsequently, every time the Destiny Pile is flipped, if the Star Disc has a "reverse cone" sticker on it, the Cone is flipped to show the Reverse Cone for that challenge. When the original Hyper Space Cone side is up, the challenge proceeds according to the normal rules for the gains won by winning allies. When the Reverse Cone side is up, gains for allies in the Cone are reversed—winning offensive allies return tokens to their bases and collect rewards of tokens or cards and winning defensive allies gain a base on the challenged planet. If for some reason winning tokens can not take a base on the challenged planet (e.g. the Filth, etc.) tokens are returned to their existing bases.

XXI. THE DESTINY PILE-Expansion Set 9:

When starting the game, make sure that you put the Star Disc with the "reverse cone" sticker in its center into the Destiny Pile, not on your Planet Hex.

Strategy Hints

I. TOKENS

1. **Gathering Tokens:** When gathering tokens for an offensive challenge or for an alliance, it is wise to take them from several bases in order not to leave any one base weakly defended. As the game progresses, you will gather tokens from bases which you have established outside your planet system—making sure that at least one token is left behind on each to hold the base.
2. **Defending Home Planets:** You should try to keep your home planets well defended, because if you are forced off too many home planets you will lose your Alien Power.
3. **Challenging a Planet Defended with Zero Tokens:** If the defensive player has not tokens on a home planet, that planet will often be your best target. In this case, the defensive player's total will be 0 + allies' tokens + Attack card.
4. **More than Four Tokens on a Base:** While it is permissible to have more than four tokens on a base during play, it is usually best to keep your bases evenly defended.

II. COMPROMISE CARDS

1. **Taking Consolation:** You may sometimes want to play a Compromise card in the hope that your opponent will play an Attack and that you will therefore be able to take cards from your opponent's hand as consolation. This is a good move against an especially strong attacking Power such as the Virus, because it would then lose some cards and be less powerful. But your opponent may have a good hand and, suspecting that you will use this strategy, counter by also playing a Compromise card hoping to force a deal situation. The trick, of course, is to guess what your opponent will play.
2. **Making a Deal:** When both players play Compromise cards in a challenge, they have one minute to make a Deal. One easy bargain is granting a base for a base. (Remember that you can allow your opponent only onto a planet where you already have a base.) At the end of the game this type of Deal can lead to a double win as each player simultaneously gains a fourth (or fifth) base. As the game progresses, however, an easy deal may be harder to achieve, because some players are ahead of others. In some cases you may wish to wait out the one minute and force your opponents to lose three tokens to the Warp (while sacrificing three of your own). By this maneuver you can also end your opponent's turn when it is that player's first challenge. But beware of the effect of this many tokens on the Warp/Praw!

III. ALLIANCES

1. **Choosing Offensive Allies:** As the offensive player you should ask for allies only if you think extra help is necessary for victory. Otherwise you will be needlessly helping other players establish bases. If is wise to check how many bases a potential ally already has before extending an invitation.
2. **Choosing Defensive Allies:** As the defensive player you should weigh the potential gain for the players you might ask, because a defensive victory will provide them with extra cards and or retrieved (or raised) tokens which may later be used against you.
3. **Reverse Cone Effects:** Be aware that the above considerations are reversed when the Cone is reversed. The Cone will be reversed on roughly one third of the challenges. When it is reversed, the alliance calculations necessary for strategic play will be quite different from the normal ones, so keep your eye on the cone and act appropriately. When the cone is reversed, the offensive player can generally invite more widely than usual, and the defensive player must carefully assess how many bases each player has. This tips the odds towards the offense. But potential allies are usually more interested in gaining a base than in getting

"rewards" so the overall balance is preserved. If the defensive player is overly stingy, an offensive bandwagon may well result because the offensive player has often invited all players and folks would generally rather be involved than not if they think there is a change of succeeding. So, while it is hard for you as defensive player to contemplate giving others a base when you get nothing, remember that if you don't invite any allies, you may well end up looking at an overwhelming opposition.

4. **Deciding Whether or Not to Join an Alliance:** When you are invited to ally you should weigh the following: **a)** Do you want to help the asking player to win, and if so what are the chances for success? **b)** Is the asking player really trying to win or simply decoying in the hopes of taking some allies along to the Warp? **c)** Will other players already in the alliance gain undue advantage through a victory? **d)** When asked by the defense, consider whether or not you really want several additional cards in your hand at this time. Would you be better off letting your hand run out in order to get seven new cards? If so, do you have enough tokens in the Warp or Praw to move in lieu of taking cards?

IV. THE DECK

1. **Playing Your Hand:** It is not always wise to play your best cards at first. Because you must discard each card you play, you may soon be left with a very weak hand and have to play it out to severe disadvantage. Of course, if you save your best cards, you run the risk of another player taking them (as consolation, etc.).

V. MOONS

Certain Immediate Moons can be used to strategic advantage—allowing you to collect certain cards, etc. It is wise to defend such a Moon adequately and retain control. If you occupy such a Moon, you can often enhance your turn by using a challenge in the planet system with that Moon to first take your tokens off the Moon and then place them back on the Moon (as a Moon challenge), thus reinstituting the Moon's effects.

At a minimum, **Secret Moons** which you hold can be used as a threat against other players.

Defend your useful **Continuing Moons** to maintain their effects.

And, finally, a Moon challenge often leads to a delightful discovery or twist in game play when you were merely trying to avoid a difficult planet challenge.

VI. LUCRE

The use of Lucre to purchase cards or tokens has to be weighed against its potential value in adding to your total in a challenge. The factors you should consider in you use of Lucre include:

- Are there any Lucre Powers in the game which may draw on your Lucre resources?
- Do you have a Lucre Power which will help you replenish your Lucre?
- Do you think you will get beneficial cards through Lucre purchases? What cards have been played? What cards do you know about in other player's hands?
- Can you spill the tokens in the Warp into the Praw by raising a token from the Praw up to the Warp?
- Do you have reasonable expectations of getting tokens out of the Warp/Praw without spending Lucre to buy them out?
- How much Lucre do your opponents have?

VII. FLARES

The strategic use of Flares, of course, depends on the situation you're in and the specific Flare(s) in question. However, you should try to protect good Flares from consolation and you should avoid running out of challenge cards and thus having to discard your hand. Also, it is sometimes wise to delay using a Flare to conceal the fact that you have it.

VIII. KICKERS

The Kicker is a rare card and should be used as strategically as is possible. Play Kickers to enhance your Attack card value, but don't neglect the possibility of using a Kicker to increase the amount of consolation to which you are entitled or the amount of penalty another player will pay for not dealing.

IX. PLANET HEXES

1. **Gas Giant:** In some ways you will have an easy time of it playing this system. Not only can you put an unusually large number of tokens into a defensive challenge and often tip the balance decisively, but you can also withdraw all but one token and cut your losses if you feel you will lose. Add to this the fact that once other players have established a base on your system, on later turns they will often be willing to make a deal with you (since they can only gain one base in your system).

   Of course, if you play boldly, you risk losing all your tokens in one challenge. Also, you must establish bases in other systems early so that you will have bases to offer other players who wish to make a deal with you. On the whole, though, the Gas Giant is fun and fairly easy to play, especially when you are defending with the Attack 40 and Victory Boon!

2. **Space Dust:** Initially, as the Space Dust player you are very secure, as befits one whose home in space is dispersed and very hard to see. You have only one Star Disc in the Destiny Pile and plenty of bases, so it's hard to imagine being overrun by your opponents. Your bases, however, are poorly defended with only a single token. And you will be sorely tempted to use your Disc tokens to venture forth on challenges, both to increase your chances of an offensive win and to

avoid home challenges on them by strong players. Given your token differences and your virtual immunity from losing your Alien Power, you have a number of possible strategies to try out, so have fun experimenting with this one.

3. **Six Pact:** This is probably the most difficult system to use. Your strategies will vary entirely, depending on the planet powers you draw. It is always important when setting up to think out how your planet powers can be used defensively and to place your tokens accordingly. For example, a combination of Worm, Virus, and Anti-Matter might mean you would put one token on the Worm planet, four on the Anti-Matter, and five on the Virus, figuring to draw all players to the Worm first, and after looking at the result conclude the challenge on the Anti-Matter or the Virus, as appropriate. While this is admittedly an ideal combination, you'll be surprised how many good ones there are if you use them cunningly. Even powers which can not be used as a defensive or even as offensive player can be used very effectively during their one shot use e.g. the Parasite coming along for the win or the Disease activating itself on the right Destiny Pile flip to get a free base. Each power should be thought about and a use planned for the right set of events.
4. **Rings:** This is a very strong defensive system. Early in the game it may not be too difficult for players to get a base on your first ring, but as tokens there mount up and others seek to join them or penetrate further into your system, they will find gaining a base increasingly difficult. The main strategic aspects of this system are deciding how you will locate your tokens at the start of play—balancing the difficulty of gaining a base on each ring or allowing one or two easy ones and making the rest very hard. Also, your choice of when to fight and when not to may hinge on the fact that allowing one player a base on a ring can increase your defense there against other players since the other player's tokens there count towards your defense. Deals and other strategic decisions should always be made with this in mind.
5. **Spiral:** This is a delicious system because you can be assured of a pretty large hand if you play it properly. If you have good cards initially, you might want to tempt players into challenging you on the planet where you get five "rewards" by leaving a weak force there and leaving progressively more tokens on planets where your "reward rate" decreases. As always, a lot depends on your Alien Power and those of the others in the game, so there are no universal strategies. But it's nice to get a little surprise package, even when you have lost a key challenge.
6. **Pulsar:** The Pulsar's flexibility is a great comfort in most games. Because you can mass your tokens on a few of your planets and leave the others weakly defended, you can generally maximize your situation whatever your hand of cards—high or low. Of course, you can't leave any planet too weakly defended if an Assassin or its ilk is in the game, and you may not want to put all your "high" hopes on one planet if a Virus or an Amoeba lurks in the vicinity, but against a common sort of Alien the Pulsar is a nice defense. It is especially gratifying to realize that you can play your best cards offensively, knowing that you can defend effectively even with low ones, a luxury the others can not so easily afford.

X. THE CENTRAL HEX

The presence of the Praw is a constant inducement to players to get their tokens out of the Warp quickly. Even the most aggressive player, when realizing that his or her tokens are hanging by a thread above gaping disaster, will tread lightly and evaluate the impact of causing any additional tokens to go into the Warp. Also, it may serve you well to salvage tokens whenever you have the option, even if it means foregoing cards (defensive rewards, Lucre purchases, etc.). Generally, you will prefer to get tokens out of the Warp because they can help you immediately and you reduce the cost of a slide into the Praw. However, you want to keep trying to raise tokens from the Praw to the Warp when appropriate.

Of course, there are situations where you might want to lose a token, or raise one, just to precipitate a slide of all tokens in the Warp down to the Praw (probably when the tokens are mostly those of other players). Think of the Warp and the Praw as just one more strategic variable which can be used to your advantage if you are devious enough!