

COSMIC ENCOUNTER



COSMIC ODYSSEY

CAMPAIGN GUIDE

Before you lies the prismatic gateway to multitudinous dimensions of innumerable possibilities. Each step on this particular trek through time will lead you down a path that should be cherished in its distinctively singular novelty. This unique confluence of aliens and all of the collaborators they meet along the way assuredly have not and will not ever align in this exact configuration again. Each decision made, victory acquired, and loss grieved will lead their subjects to a previously unexplored segment of spacetime. What one does with these exclusive moments is up to them. I encourage delight!

—Frank Brooks

CAMPAIGN OVERVIEW

Welcome to the *Cosmic Odyssey* campaign! This game mode allows players to play a series of games across different cosmological ages, crowning the victor (or victors) of the final game as the winner of the campaign. As *Cosmic Encounter* includes many variants to choose between, the campaign is a great way for players to explore all sorts of different combinations within the framework of broader, epic experience.

Each age evokes the themes and mechanics of another expansion printed by Fantasy Flight Games, an expansion from a previous printing of the game, or an expansion from an alternate timeline. To represent this, each age introduces a variant to use and also imparts value to different accomplishments during the game for the purposes of end-of-game ranking. Based on player performance, each player earns prizes to assist them either in the next age or in the climactic finale where the ultimate victor is crowned.

USING THIS BOOK

This campaign guide is designed to guide players through a *Cosmic Odyssey* campaign. Players should read the rulebook before this campaign guide, as it is needed to incorporate the content of this expansion into an existing collection.

This guide is not intended to be read cover-to-cover. The first half of the guide walks players through how to set up and run a campaign. The second half of the guide is mostly composed of descriptions of ages which are directly referenced by the age cards. For players that want even more options for running a campaign, there are a few additional suggestions for how to change things on the last page of this guide.

COSMIC CAMPAIGN

This section describes the standard campaign—which is four games long—and is recommended as the first campaign to play. Other campaigns with additional options are listed in the “Other Campaign Modes” section on page 20.

CAMPAIGN LOG

During the campaign, players use one of the sheets from the campaign log to record who is playing, what color they have chosen, and several other things over the course of the campaign.

COALITIONS

Unlike a normal game of *Cosmic Encounter*, during a campaign, a player represents a group of likeminded alien species that are working together. After a player acquires an alien during setup, the alien is added to their **COALITION**. For games after the first, players can select any alien from their coalition.

However, having only one member does not make a group. Therefore, after aliens have been selected for the second game of the campaign, each player chooses a name for their coalition and records it in the campaign log.



SETUP FOR FIRST GAME

Setup for the first game in a campaign is similar to advanced setup for the base game with a few changes. Perform the following steps:

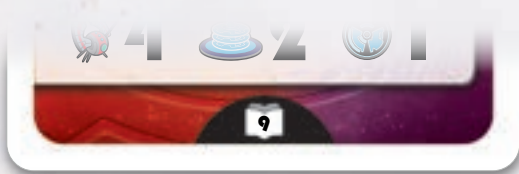
1. **Choose Player Color:** Each player chooses a player color they will use for the remainder of the campaign and takes the colony marker, the five planets, and the twenty ships of that color.
2. **Set Up Warp, Planets, Ships, and Colonies:** Players place their planets in front of them, stacking four of their ships on each of their planets. Then, players place the warp in the center of the play area. Finally, players place their colony markers at “0” on the colony track.
3. **Prepare Decks:** Take the three destiny cards that correspond to the color that each player has chosen and shuffle them with the wild and special destiny cards to create the destiny deck. Set aside the master card deck.

Master Card Back
4. **Choose First Player:** Reveal cards from the destiny deck until a card matching the color of one of the players is revealed; that player is the first player. Then, shuffle the destiny deck.
5. **Discover New Age:** If playing with fewer than five players, remove the Dignified Age of Alliances card from the age deck. Then, reveal the top card from the age deck and place it faceup. Record the name of the age on the campaign log in the first column of Name of Age.



Age Deck

6. **Resolve Selection Method:** Find the corresponding rules for the alien selection method listed on the age card by turning to the page number in this guide listed at the bottom of the age card and follow the instructions.



In this example, turn to page 9 to find the alien selection method and rules for the variant(s).

7. **Select Alien:** Each player reveals their selected alien to the other players and records the alien they acquired in the campaign log, under Coalition Members.
8. **Prepare the Variant(s):** Find the corresponding rules for the variant listed on the age card located on the same page as the alien selection method and follow the instructions.

These rules typically alter setup by adding a new component, such as a deck of cards. **Note:** Some variants originally introduced in other expansions may have their rules slightly altered in this expansion.

9. **Identify the Prize:** Find the master card in the master deck that shares its name with the age card. Read this card aloud and set it aside.



Master Card



Age Card

This card is awarded to one or more players at the end of the game, and its effect can be used during the finale.

10. **Prepare Cosmic Deck:** Find each flare card that corresponds to the selected aliens from the flare deck. Add additional flare cards until the total number is 10 or twice the number of players, whichever is greater. Shuffle these flares with the encounter, reinforcement, and artifact cards to create the cosmic deck.
11. **Deal Starting Hands:** Deal a starting hand of eight cosmic cards to each player.

PLAYING A CAMPAIGN GAME

Some cards other than age cards may introduce additional variants. These cards will include a page number reference of where the rules for that variant are located. For example, if a card adds the Reward Deck variant, it includes (10) to guide players to turn to page 10 in this guide.

After setup, the game proceeds like any other game of *Cosmic Encounter*. The game still ends like a normal game when either a player establishes their fifth foreign colony or achieves an alternative win condition. That player is the winner of the game. Then, the score is determined.

SCORING A GAME

At the end of the game, each player earns a score based on their accomplishments during the game. This score is used to determine the ranking of each player. The age card being used identifies which elements award players with points.

The number next to each icon identifies how many points a player earns for each item of that type that a player has at the end of the game, as follows:



Foreign Colonies: Each of their foreign colonies



Home Colonies: Each of their home colonies



Ships in the Warp: Each of their ships in the warp



Moons: Each moon they occupy



Tech: Each of their tech, regardless of research state



Lux: Unlike other icons, only the player with the most Lux scores these points

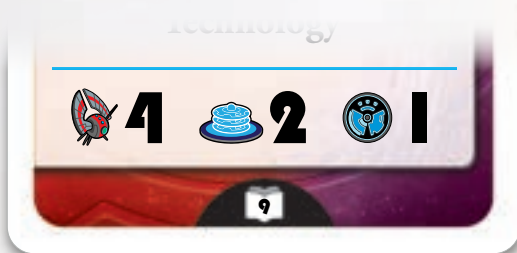


Space Stations: Each Space Station, Sky City, or Deep Space station they control



Winner: Unlike other ages, when determining ranking, the score of winning players are not ignored. The players who won the game (by gaining their fifth colony) score these points.

If a player wins a game using an alternative win condition, instead of determining their score, they are treated as having scored higher than the player who has the highest score.



The Classic Age of Innovation awards players 4 points for each of their foreign colonies, 2 points for each of their home colonies, and 1 point for each tech they have at the end of the game.

DETERMINE RANKING

Each ranking grants different prizes during the next game.

Rank the players from highest to lowest score. The player or players that won the game write a “1” in their ranking box in the campaign log.

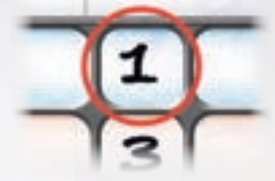
Ignore the score of any winning players when assessing the ranking of the other players (who all wrote a “1” in the campaign log). Among the non-winning players, the highest-scoring writes a “2” in the campaign log, then, the next highest writes a “3,” and so on.

If any players have the exact same score, starting with the offense and going counter-clockwise among the tied players, the player that was closest to the offense is ranked higher.

If multiple players won the game, use the previous tie-breaking system to circle the ranking of the highest ranked player.

Each winner of the game claims the master card that was set aside at the start of the game. This card is used during the finale.

The player with the lowest ranking marks their space with a box around their number. This mark indicates that this player has earned a wrench during the game. Wrenches have an effect during the finale.



Circle Around the Highest Ranked Player



Square Around the Lowest Ranked Player

CLEANUP

After each player has recorded their ranking, they clean up the game to prepare for the next game of the campaign. To clean up, the players return each component back to its corresponding deck or pile, with the following exceptions:

- **Alien Sheets:** Each player keeps the alien sheets that are part of their coalition.
- **Age Cards:** Each of the cards that was used during setup is set aside.

CONTINUING A CAMPAIGN

Players continue to play games until the designated finale. For the standard campaign, the finale is the fourth game. Instructions for setting up subsequent games in a campaign are on pages 6–7. Details for the Finale and determining the campaign winner are on page 7.



SETUP FOR NEXT GAME

Setup for the second and each other subsequent game in the campaign is similar to the setup for the first game with a few alterations.

1. **Set Up Warp, Planets, Ships, and Colonies:** Using the color they chose in the first game, each player takes their planets and ships, places their planets in front of them, and stacks four of their ships on each of their planets. Then, place the warp in the center of the play area. Finally, players place their colony markers at “0” on the colony track.
2. **Prepare Decks:** Create the destiny deck based on the players’ colors. Set aside the master, wrench, envoy, and privilege card decks.
3. **Choose First Player:** The player who ranked the lowest during the previous game becomes the first player.



4. **Discover New Age:** Not including any previous age cards that have already been used during the campaign, the player who ranked the highest during the previous game draws two age cards, chooses one to reveal and places it faceup, and shuffles the other into the deck. The revealed card becomes the current age. Record the name of the age on the campaign log in the first column of Name of Age.



5. **Resolve Selection Method:** Find the corresponding rules for the alien selection method listed on the age card by turning to the page listed and follow the instructions. Do not include any aliens recorded in any player’s coalition in the alien sheet stack.

Each player records the alien they acquired in the campaign log, under Coalition Members.

6. **Select Alien:** Starting with the highest-ranked player from the previous game and continuing in descending ranking order, each player selects aloud their alien from among their Coalition Members. If there are multiple players with the same rank, they select simultaneously.



7. **Prepare the Variants:** Find the corresponding rules for the variant listed on the age card listed on the same page as the alien selection method and follow the instructions. Additionally, follow the instructions for the variant from the previous age as well. The scoring for this game only uses the current age card; ignore the icons on the previous age’s card.

For example, if the first game was the Classic Age of Innovation (which adds the Technology variant) and the Tenuous Age of Storms was chosen (which adds the Space Station variant), the second game would have both Technology and Space Stations. Then, during the third game, if the Polarizing Age of Mutations is chosen (which adds the Evolution variant), the game would use the Space Station and Evolution variants, but not Technology.

8. **Identify the Prize:** Find the master card in the master deck that shares its name with the age card. Read that card aloud and set it aside.

If it is the finale of the campaign, instead of finding the master card, follow the rules in the “Finale” section on the next page.

9. **Prepare Cosmic Deck:** Find each flare card that corresponds to the selected aliens from the flare deck. Add additional flare cards until the total number is 10 or twice the number of players, whichever is greater. Shuffle these flares with the encounter, reinforcement, and artifact cards to create the cosmic deck.

10. **Deal Starting Hands:** Before dealing cards, each player that did not win the previous game gains prizes based on their ranking during that game. Consult the following table to determine what prizes are gained:

PLAYER RANKING	PLAYER PRIZES
2	Draw 2 privilege cards, keep 1.
3	Gain 1 random envoy.
4	Draw 1 unused flare.
5	Draw 1 ultra reward card.
6	Draw 2 reward cards.
7	Discard any number of cards.
8	Discard up to 3 cards.

The player with 2nd ranking draws two privilege cards, chooses one to take, and shuffles the other back into the privilege deck. The player with 3rd ranking gains an envoy. For 4th through 6th ranking, these players draw the specified cards as part of their opening hand.

Then, deal cosmic cards to each player until each player has a starting hand of eight cards. Then, the players with 7th and 8th ranking may choose to discard a number of cards from their opening hand.

NEW CARD TYPES

During setup for additional games, a few new card types are awarded to players who achieve 2nd or 3rd ranking. Both are described below:

PRIVILEGE CARDS

Privilege cards have very powerful effects. These cards are not treated as part of the player's hand and therefore cannot be stolen, discarded, looked at, or otherwise affected by other game effects. Each of these cards removes itself from the game as part of resolving its ability.



Privilege Card Back

ENVOY CARDS

Envoys represent aliens from the uncharted reaches of space and are evocative of aliens from *Cosmic Encounter Duel*. These envoys are placed next to the player's alien sheet and provide another power that the player can *use* in addition to their alien's power.



Envoy Card Back

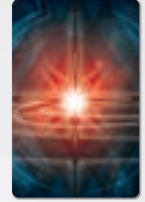
PLAYING SUBSEQUENT GAMES

The second, third, and fourth games are played and scored similar to the first game. The fourth game, the finale, is the last game of the campaign.

FINALE

As the finale determines the winner of the campaign, setup for the fourth game is slightly different. Instead of performing Step 8: Identify the Prize, players resolve master cards and then wrench cards as follows:

Master Cards: In the order that they were acquired, each master card that was claimed is read aloud. Each player that marked a "1" during that age resolves its effect starting with the first player and going clockwise. Master cards generally grant the players a unique benefit that reflects the age in which they dominated.



Master Card Back

Wrench Cards: After resolving the master cards, identify the player that marked a square around their score during the first game. That player draws two wrench cards from the wrench deck, chooses one to resolve, and shuffles the other into the deck. Then, they read the chosen card's text aloud and follow its instructions.



Wrench Card Back

After all wrench cards are resolved, finish setup and begin the finale.

AND THE WINNER IS...?

The winner of the finale also wins the campaign! They become the Celebrated Cosmos Champion—at least for now. If multiple players win the finale, they become the Questionably Contested Cosmos Champions and share the win! (Perhaps another campaign is needed to determine a Singularly Celebrated Cosmos Champion.)



THROUGH THE AGES



In the beginning was the Game, and the Game was for the Cosmos, and the Game was Cosmic. For countless generations, aliens of all shapes, sizes, and lifespans contested to be the Champions of the Cosmos. Each victor (or victors) held onto control for as long as they could, but none were able to maintain that lofty position for more than a single age before their rule was challenged.

Each age was defined by some novel principle that enraptured the Cosmos and attracted all attention...at least for the moment. Soon the Cosmos would find something new and shiny becoming the latest “must have” doodad or “must research” astronomical anomaly. The previous age’s fascination would become commonplace or—daresay—passé. Slowly fading from the public interest, each of these impactful entrallments would eventually suffer the worst of all fates: becoming ignored entirely!

As is oft misattributed to the famous Prime Legate Loseston Shrineknoll: “History is written by the victors.” This means that, unfortunately for those eager to learn from history, the historical record of who exactly the Champions of the Cosmos were during the famous ages is—to be accurate—of dubious credibility. In order to keep what follows to be as authentic a record as possible, the names of the Champions have been expunged.

What we can know for certain is what was deemed important to the people living during those times. The following pages lay bare the historical ages that the Cosmos has traversed by defining each age’s most influential features. Let this record be a portcullis to the past as well as the roadmap to the future.

What follows are descriptions of each of the ages. Each entry starts off with a “historical” description of what occurred during that age. Then, each entry details the alien selection method and the variant(s) that are used while playing that age.

Afterward, there is a section titled Rogue Variants which covers all of the other variants that are added to a game via methods other than from age cards. These variants are mostly added through master or wrench cards, but there are a few other places where these variants might pop up.

Lastly, the Other Campaigns section covers novel ways veteran players can concoct new campaigns to use the robust amount of content that exists within this product.

VARIANT TABLE OF CONTENTS

Although cards specifically point to where rules for specific variants are located, below is a quick reference to where each of the variants are located.

Technology	9
Reward Deck	10
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Moons	15
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Evolution	17
Double Aliens	18
Foreign Aid	18
Hidden Aliens	19
Hidden Objectives	19

CLASSIC AGE OF INNOVATION

Caution and consequences were set aside. Beyond pocket-scale food fabricators, bespoke cryptocurrencies, and FTFTL travel, the race for technological advancement was quite notable during this age.

ALIEN SELECTION: DEAL 2, CHOOSE 1

When selecting aliens for this age, deal each player two alien sheets facedown. Each player looks at their alien sheets, chooses one, and discards the other. After each player has chosen an alien, they reveal their alien.

VARIANT: TECHNOLOGY

This age uses the Technology variant. When using this variant, players use revolutionary technologies that they can research. Some techs provide players with single-use effects while others remain in play for the duration of the game. This variant was originally introduced in the *Cosmic Encounter* base game and this expansion includes more cards to add to the tech deck.



Tech Card Back

SETUP

Shuffle the tech deck and deal two cards from the deck to each player. Then, each player chooses one of the cards to place facedown in their play area and discards the other faceup in the tech discard pile.

GAMEPLAY

This variant uses the following rules:

- Each player can look at their facedown tech cards at any time.
- At the start of each regroup phase, before the offense retrieves one of their ships from the warp, each player may do one of the following: research a tech, complete a tech, or abandon a tech.

- ◇ To **RESEARCH** a tech card, the player places a ship from any of their colonies on one of their facedown tech cards.
- ◇ To **COMPLETE** a tech card, if the number of ships on a tech card is equal to or greater than the research number on the card, the player can flip the card faceup and return those ships to their colonies. The player reads it aloud and gains the ability.

- ◇ To **ABANDON** a tech card, the player returns any ships on the card to their colonies and discards the card to the tech discard pile.
- After the offense has a successful encounter, instead of having a second encounter, that player may choose to draw a number of tech cards equal to one plus the number of foreign colonies they have. Then, they choose one card to place facedown in their play area and discard the others.
- If the tech deck is empty, shuffle its discard pile and make a new deck.
- Tech cards can be traded in deals. Traded tech cards maintain the state of research they have. If a partially researched tech is traded, the receiving player may place as many ships as the player giving the tech has on it. Then, whether or not the receiving player placed ships, the player giving the tech returns all of their ships on it to their colonies.
- Some tech card abilities **RESET** the card. To reset the card, it is flipped back facedown and all of the ships on it are returned to the player's colonies. The card can be researched again.

CONTENTS

This expansion adds two new types of tech cards.

HAZ-TECH

These tech cards do not have a specific number of ships needed to complete them, but they have effects that scale based on the number on it. These techs cannot be completed; instead, they can be revealed when a hazard warning has been drawn during an encounter.



Haz-Tech

MILI-TECH

These tech cards are not researched and are completed during a single regroup phase by the player discarding attack cards from their hand. There are three types of Mili-Techs:



Mili-Tech

- **X=X** The player discards two attack cards with the same value (e.g. 08, 08).
- **X+1** The player discards two attack cards with sequential values (e.g. 04, 05).
- **≥[#]** The player discards any number of attack cards whose values sum to equal to or greater than the number listed.

OBEDIENT AGE OF INCURSION

Everything was taken to unparalleled extremes in this gaudy age of gratuitous excess. What was once considered too much, inordinately extravagant, or needlessly undue was instead considered honestly reasonable, fairly prudent, and judiciously justifiable.

ALIEN SELECTION: ENDOWMENT

When selecting aliens for this age, deal each player two alien sheets. Each player gives one facedown to the player on their right and discards the other. After each player has made their decision, all players reveal the alien they were given.

VARIANT: REWARD DECK

This age uses the Reward Deck variant. When using this variant, players may draw from a special, slightly more powerful deck of cards when receiving rewards. Although rewards are typically granted to winning defensive allies, other effects can cause players to gain rewards. This variant was introduced in both *Cosmic Dominion* and *Cosmic Incursion* and this expansion introduces additional cards for the deck.



Reward Card Back

SETUP

Shuffle the reward deck and place it near the warp.

GAMEPLAY

This variant uses the following rules:

- When a player draws cards as defender rewards, they may draw some or all of those cards from the reward deck.
- When a reward card is discarded, it is discarded to the reward deck discard pile. Any abilities that affect the discard pile do not affect this discard pile.
- If the reward deck is empty, shuffle its discard pile to make a new reward deck. If the reward deck discard pile is also empty, then players cannot draw reward cards.

CONTENTS

There are several new types of cards such as safeguard, retreat, and rift whose text describes how they are used. There are some new artifact, attack, reinforcement, and slightly different negotiate cards in this deck as well. The reward deck contains a series of new card types, as follows:

KICKER CARDS

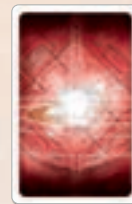
Kicker cards are used as a multiplier to boost or negate the next encounter card the player reveals. When cards are played facedown during the planning phase, before encounter cards are selected, each player that wants to play a kicker announces their intention and places the kicker facedown in front of them. The card is revealed after the encounter cards are revealed. As kicker cards are not encounter cards, they cannot be affected by game effects that target a player's encounter card.

MORPH CARD

A second morph card is included in the reward deck. It works exactly the same as the morph card from the cosmic deck. If both players in an encounter play a morph card, both sides lose and all ships in the encounter go to the warp.

ULTRA REWARD DECK

This sub-variant adds a few even-stronger reward cards to the reward deck that have slightly different rules. This sub-variant is introduced in this expansion.



Ultra Reward Card Back

SETUP

Shuffle the ultra reward deck into the reward deck. Continue to shuffle until a normal reward card is on top.

GAMEPLAY

While a player is gaining rewards and draws cards from the reward deck, if they would draw two ultra reward cards, instead of drawing the second ultra reward card they must gain the remaining rewards either in the form of drawing cards from the cosmic deck or freeing ships from the warp.

DOOMED AGE OF CONFLICT

The cosmos had filled with unexpected hazards; only the most cunning were able to leverage this to their benefit. Everybody not hip to the flow was waylaid, undermined, or generally bummed out.

ALIEN SELECTION: DRAW STRAWS

When selecting aliens for this age, the player to the right of the first player draws a number of alien sheets equal to the number of players. That player chooses one, reveals it, and passes the remaining aliens clockwise to the next player. This process repeats until all players have chosen an alien, with the last player not having a choice.

VARIANT: HAZARD DECK

This age uses the Hazard Deck variant. This variant produces unusual conditions called hazards that can come into play during certain encounters. This variant was introduced in *Cosmic Conflict* and this expansion introduces additional cards for that deck.



Hazard
Card Back

SETUP

Shuffle the hazard deck and place it near the warp.

GAMEPLAY

This variant uses the following rules:

- During the destiny phase, if a player draws a destiny card with a hazard warning on it, a hazard card is drawn before allies are invited, regardless of whether that destiny card is used or redrawn. Hazard warnings beyond the first drawn during the same encounter have no additional effect.
- Hazard cards that are drawn take effect for the current encounter and, unless they are marked otherwise, are discarded to a hazard deck discard pile. Any abilities that affect discard piles do not affect this discard pile.
- When the hazard deck has no cards in it, shuffle its discard pile to make a new hazard deck.



Hazard Warning
(Destiny Card)



CONTENTS

There are three types of hazard cards: temporary, semi-permanent, and alt-hazard.

TEMPORARY

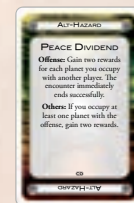
Each hazard card that is not labeled otherwise is temporary. When such a card is drawn, its effect is resolved and discarded.

SEMI-PERMANENT

Each hazard card that has a yellow bar that reads “Semi-Permanent” remains in play. When another Semi-Permanent card is placed in the play area, the previous card is discarded.

ALT-HAZARD

Alt-hazard cards give the offense an alternative option to having an encounter. If the offense chooses to use the alt-hazard effect, it ends that player’s encounter and provides a different effect for all other players.



Alt-Hazard Card

EXTREMELY HAZARDOUS

This sub-variant creates an even wilder and more chaotic experience. Instead of drawing a hazard card only when a destiny card with a hazard warning is drawn, a hazard card is drawn for every encounter.

PROCEDURAL CHANGE

This sub-variant changes the way that hazard cards are drawn. Instead of drawing a hazard card only when a destiny card with a hazard warning is drawn, a hazard card is drawn only if a player chooses to have a second encounter.

DIGNIFIED AGE OF ALLIANCES

The value of “permanent” alliances had become readily apparent to stabilize the universe. Without these much-needed, age-long armistices, even the most war-hawkish historiographers agree that the Cosmos was otherwise certainly headed towards a calamitous end.

ALIEN SELECTION: DELEGATION

When selecting aliens for this age, the first player draws one alien sheet, looks at it, and assigns it to another player. Then, that player draws one alien sheet, looks at it, and assigns it to a player that has not been assigned an alien sheet yet. The process repeats until all but one player has been assigned an alien. That player draws two alien sheets, chooses one to keep, and discards the other.

VARIANT: TEAM COSMIC

This age uses the Team Cosmic variant. When using this variant, players form teams of two and attempt to conquer the Cosmos together. This variant does not require an even number of players. As a reminder, this age should not be played with four or fewer players. This variant was introduced in *Cosmic Alliance*.



SETUP

Perform the following steps:

1. Shuffle together one destiny card of each player color.
2. Reveal two cards at a time with only one card remaining if there is an odd number of players. Each pair represents a team of players who need to win the game together. If there is a single card remaining, that player is known as the **ODD PLAYER**. Take the destiny cards used to determine teams and shuffle them into the destiny deck.
3. After forming teams, partners sit across from each other at the table. If there is an odd player in the game, place an unused planet across the table from them.

GAMEPLAY

This variant uses the following rules:

- A player cannot have an encounter against their partner. During the destiny phase, if a player draws a destiny card with their partner's color, the player may either attack a foreign colony in their partner's home system (similar to if the player drew their own color) or draw again.
- The main players in each encounter always automatically invite their partners as allies, but their partner does not need to accept. In this situation, a player cannot ally against their partner. However, in an encounter between other players, partners can ally with opposing sides.
- If a player gains a colony in their partner's system, it is treated as a home colony for that player, not a foreign colony.
- To win the game, each player on a team must simultaneously be eligible to win the game by either having enough foreign colonies or completing an alternative win condition. If multiple teams win at the same time, it is a shared win. A player can have more than five colonies.
- Each time a player gains a foreign colony, they may give their partner that foreign colony instead. The player returns their ships to their other colonies and their partner places an equal number of ships on the planet instead.
- Although players still cannot show other players cards from their hands, they may talk openly—so that all players can hear—about their strategy and even name specific cards.
- Since the odd player does not have a partner, the odd player only needs to complete a win condition by themselves to win. Also, when the turn order arrives at the unused planet across from the odd player, they receive a full turn. Afterwards, turn order continues from the unused planet.

TENUOUS AGE OF STORMS

While space stations were used for generations for commonplace tasks like GPS and artificial neural network-based conscious hive-mind superintelligences, this age took things to another stratum.

ALIEN SELECTION: TIDY BOWL

When selecting aliens for this age, deal each player two alien sheets. Each player chooses one to discard and places the other facedown in a pile. The pile is shuffled and one alien from the pile is dealt to each player. Then, each player reveals their dealt alien.

VARIANT: SPACE STATIONS

This age uses the Space Stations variant. When using this variant, each player gains control of different types of stations that provide them with abilities. This variant was introduced in *Cosmic Storm*; this expansion includes more cards to add to the space station deck and adds two new types of stations.

SETUP

Perform the following steps:

1. Shuffle the space station, deep space station, and sky city decks and deal one card from each deck to each player. Each player discards one of their cards.
2. Each player gains the markers that correspond to the cards they kept.
3. Each player with a space station card attaches its markers to one of their planets by placing it against one of planets in their home system.
4. Each player with a sky city card attaches its marker by placing it on top of one of their planets in their home system.
5. Each player with a deep space station card places its marker in front of their home system.
6. Return all unused space station cards, sky city cards, deep space station cards, and their corresponding markers to the box.



Space Station Card Back



Sky City Card Back



Deep Space Station Card Back

CONTENTS

This variant includes space stations, deep space stations, and sky cities which are all collectively referred to as **STATIONS**.

GAMEPLAY

This variant uses the following rules:

- Each station has an ability that can impact the game as described on its corresponding card. These abilities are not alien powers and therefore cannot be affected by game effects that interact with alien powers.
- If a planet with an attached station is destroyed or otherwise removed from the game, the attached station is also destroyed and removed from the game.
- Each station can be traded as part of a deal, either in addition to cards and colonies, or on its own. A player receiving a station places the newly acquired station as described in setup, but no planet can have more than one space station or sky city. A player can trade a station in their home system only if they have access to that station's ability.
- If also using the Moons variant, a space station or sky city cannot be attached to a planet that has an attached moon.

SPACE STATIONS

There are some rules unique to space stations:

- While the owner of the system maintains a colony on a planet with an attached space station, they have access to the ability listed on its corresponding space station card.
- While the system owner has no ships on a planet with an attached space station, they lose access to the ability of the space station and flip the corresponding space station card facedown. If they reestablish a colony on the planet, flip the corresponding space station card faceup.



Space Station

DEEP SPACE STATIONS

There are some rules unique to deep space stations:

- Only the owner of the system has access to the ability of a deep space station.
- If the owner of the system ever has fewer than four home colonies, that player loses access to the ability of their deep space station. Flip the corresponding space station card facedown.



Deep Space Station

SKY CITIES

There is one rule unique to sky cities:

- Any player with a colony on the planet with a sky city attached has access to its ability.



Sky City

MUNDANE AGE OF DOMINION

Although there was much profit to be gained, at what cost had the aliens of the Cosmos explored so greedily and so deep? Perhaps the time of Ragnarök had been averted? Or were these merely the last calm days before the End Times? Regardless, most denizens of the multiverse agreed that it was all probably fine.

ALIEN SELECTION: DRAFT

When selecting aliens for this age, the player to the right of the first player draws a number of alien sheets equal to one more than the number of players. That player chooses one alien, reveals it, and passes the remaining aliens clockwise to next player. This process repeats until all players have chosen an alien. The remaining alien is discarded.

VARIANTS

This age uses the Reward Deck and Hazard Deck variants. Use the Reward Deck variant on page 10 and the Hazard Deck variant on page 11.



FORGOTTEN AGE OF EONS

The status quo was eschewed for a time while each species pursued perverse personal pleasures without pondering the possible panic potential of the public that was palpating on a precipice of peril.

ALIEN SELECTION: UNSEEN

When selecting aliens for this age, the player to the right of the first player is the **DECIDER**. The decider takes an alien from the top of the alien stack and holds it up so they cannot see it, but all other players can. Clockwise from the decider, each player announces whether or not they want that alien. After each player has made their choice known, the decider either gives the alien to any player who announced that they wanted it or the decider chooses to keep it. If they keep it, the next player clockwise from the decider without an alien becomes the decider and repeats this process. If no one wants the alien, it is discarded, and the decider takes another alien from the top of the stack. When there is only one player without an alien, they draw and keep the alien from the top of the alien stack.

VARIANT: ARRAY OBJECTIVES

This age uses the Array Objectives variant. Rather than just relying on the scoring criteria of the age, this variant gives players alternative ways to increase their score. This variant is new to this expansion.



Objective Card Back

SETUP

Shuffle the objective deck and place it in the play area. Deal four objective cards faceup within reach of all players.

GAMEPLAY

During scoring, each player's score is determined for the sake of ranking, including that of the winning players. This means that the player(s) that ended the game may not get 1st ranking. The score of each player who won the game using an alternative win condition is still ignored, as they are treated as having a higher score than the player who has the highest score.

Each player adds to their score the number printed on the objectives of which they fulfilled the requirements. If multiple people fulfill the requirements, they each add the corresponding amount to their score.

CYNICAL AGE OF FRONTIERS

Although their orbits were monitored for countless generations, it was during this age that moons were first weaponized. From the familiar Full Moons to the potent Cheesy Moons, each species learned of the vast orbs of secrets right under their olfactory receptors.

ALIEN SELECTION: ELIMINATOR

When selecting aliens for this age, reveal two aliens per player and place them in the middle of the play area. The first player chooses an alien to discard. The next player in clockwise order repeats this process until each player has discarded one alien. Then, the first player chooses one alien to take. The next player in clockwise order repeats this process until all players have an alien, with the last player not having a choice.

VARIANT: MOONS

This age uses the Moons variant. This variant allows players to explore beyond planets and take control of a variety of mysterious moons. When using this variant, planets are assigned moons, which can provide a variety of abilities to the players who occupy them. This variant is a modified version of a variant from a previous edition of the game.



Moon Tokens

SETUP

Sort the moon tokens by type and place them where players can reach them. Shuffle the moon card deck. Deal each player three moon cards. Each player chooses one to discard and then finds the moon tokens that correspond to their other two cards. Each player attaches each of their moons to different planets in their home system and places the matching moon cards facedown in their play area.



Moon Card Back



Example of an Attached Moon

GAMEPLAY

This variant uses the following rules:

- Players can look at the effects of any moons in their system at any time.
- When a main player wins an encounter on a planet with an attached moon, they may send one of their ships in the encounter to occupy that moon if there is not already a ship occupying it. Winning allies cannot send a ship to an attached moon. If the offense occupies the moon, they take the corresponding moon card from the system owner. When a moon is occupied, its card is revealed and the effect is resolved; some moons can be revealed later by the player occupying the moon, per the timing specified on the card.
- If a player occupies a moon, they are treated as having a colony on the attached planet, even if that player has no ships on the attached planet.
- Ships occupying moons can be used to defend the planet or be moved. If a moon becomes unoccupied, its ability is no longer active.
- When making deals, if a player would gain a colony on a planet with an unoccupied moon, whether or not a ship can be sent to the moon must be a part of the terms of the deal.
- If the attached planet is moved or destroyed, the moon and its corresponding card are removed from the game. Any ship on the moon moves to the planet if applicable, otherwise the ship goes to the warp.
- Effects that specifically target ships on a planet do not affect a ship on the attached moon.

CONTENTS

There are nine types of moons with each having a common mechanical theme. The new moon has unique rules.

NEW MOON

Although each new moon has a common back, the effects on the other side belong to one of the other types. When a new moon is revealed, it is treated as the type of moon depicted on its other side. Therefore, a new moon that becomes a half moon is treated as a half moon for other half moon card abilities.



New Moon Moon Card

VIBRANT AGE OF LUMINANCE

Despite interstellar travel being commonplace for generations, it was during this age that everybody realized the marketability of the star fragments they had been scattering all this time. Although the Tumultuous Age of Mercantilism was long enough ago that most have forgotten its exact details, some econohistorians believed that the Vibrant Age of Luminance might have been its revival.

ALIEN SELECTION: SPECTRUM

When selecting aliens for this age, separate the aliens into three decks by alert level (green, yellow, and red). Deal each player one card from each deck. Each player chooses one alien sheet and discards the other two. After each player has chosen an alien, they reveal their chosen alien.

VARIANT: LUX

This age uses the Lux variant. This variant allows players to access fragments of stars that are gathered and transported by the hyperspace gate. This resource, treated as a currency and traded throughout the Cosmos, is known as Lux. This variant is a modified version of a variant originally introduced in a previous edition of the game.



Lux Token

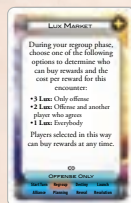


Ultra Lux Token

SETUP

Create the lux deck by flipping all of the lux cards to their lux market sides and shuffling them. Deal each player two lux cards. After each player looks at the other side of their cards, they choose one of their cards and flip it over.

Place the lux and ultra lux tokens in separate piles where players can reach them.



The lux market side of a lux card.

GAMEPLAY

This variant uses the following rules:

- During the launch phase, the offense takes four lux tokens and places a number of them near the targeted planet equal to the number of ships that they launched. Then, they place the remaining lux tokens near the hyperspace gate. For example, if the offense launches one ship, they place one lux token near the planet and three lux tokens near the gate. If exactly three lux tokens would be placed on one side, those three tokens are replaced with one ultra lux token instead. After launching ships, if there are fewer than four lux tokens left in the supply, lux tokens are placed near the hyperspace gate first before placing any near the planet.
- During the resolution phase, after any defender rewards are gained and compensation is collected, the offense gains all of the tokens near the hyperspace gate and the system owner collects all of the tokens near the targeted planet. **Note:** Unless the offense is attacking their home system, the the defense is the system owner.
- Lux and ultra lux tokens can be traded as part of a deal.
- Lux and ultra lux tokens can be given to another player at any time in exchange for promises or favors, although these promises are not binding.
- While each lux token is worth 1 Lux, ultra lux tokens are worth 3 Lux. If a player is paying for an effect that costs less than 3 Lux, the difference is not recovered as lux tokens. For example, if paying for an effect that costs 2 Lux with an ultra lux token, the player does not gain one lux token. Ultra lux tokens cannot be exchanged for lux tokens otherwise.



CONTENTS

Each player has one card that is on the lux market side while the other card will be of a different type. Each of the lux market sides are the same while the other side is one of three different types which each share a mechanical theme.

LUX MARKET

During each player's regroup phase, the offense makes a choice about who is able to spend Lux to purchase rewards. As presented in the base game, when a player gains a reward, they either draw one card from the cosmic deck or recover one ship from the warp. If also using the Reward Deck variant, the player can draw one reward card instead. As expressed in shorthand on the card, the three choices are as follows:

- **3 Lux: Only offense**—If the offense chooses this, only the offense may spend Lux to receive rewards at a rate of 3 Lux per reward.
- **2 Lux: Offense and another player who agrees**—If the offense chooses this, they also invite one other player. If that player accepts, the offense and this other player can receive rewards at a rate of 2 Lux per reward. Otherwise, the offense can choose another player or another option.
- **1 Lux: Everybody**—If the offense chooses this, every player can receive rewards at a rate of 1 Lux per reward.

RE-LUX

Players can relax with Re-Lux, as each of these cards provides an additional way for its owner to gain additional lux tokens.

DE-LUX

Players can impress with De-Lux, as each of these cards provide an additional way for all players to spend Lux to gain an ability. The card's owner spends Lux for the ability while every other player has to pay the owner to use it. Other players do not need to ask permission to use the ability.

ULTRA LUX

Players lucky enough to get an Ultra Lux card can spend ultra lux tokens to gain powerful abilities. The card's owner cannot spend regular lux tokens to resolve the ability, they need to spend ultra lux tokens. (Remember, players can trade lux and ultra lux tokens with each other at any time.)



Re-Lux



De-Lux



Ultra Lux

POLARIZED AGE OF MUTATIONS

Progress? Regress? It is all in the optical receptor of the beholder. No matter your opinion of the matter, if there had been any doubt in theory of evolution, this age proved it to all that everything changes—for better and worse.

ALIEN SELECTION: OPTIONS

When selecting aliens for this age, deal each player two alien sheets. Each player gives one facedown to the player to their left and gives the other facedown to the player to their right. Then, each player picks up both aliens that they were given chooses one alien sheet, and discards the other. After each player has chosen an alien, they reveal their chosen alien.

VARIANT: EVOLUTION

This age uses the Evolution variant. This variant is a step back in time, removing or reducing certain features but also creating opportunities for players to grow in new directions. This variant is new to this expansion.



Evolution Card Back

SETUP

Shuffle the evolution deck and place four evolution cards faceup within reach of all players.

GAMEPLAY

This variant uses of the following rules:

- Each player is granted the ability from each evolution card based on the number of ships that they have on each evolution card.
- During each regroup phase, starting with the offense and proceeding clockwise, each player may place one of their ships from any of their colonies on one of the evolution cards or move one of their ships from one evolution card to another.
- When a player launches or sends ships during an encounter, they can take ships from evolution cards. After the encounter, if the player needs to return those ships, they cannot place them back on evolution cards; they must place those ships on any of their colonies instead.



ROGUE VARIANTS

This section covers all of the other variants that can be added to a game from cards other than age cards.

DOUBLE ALIENS

This variant allows each player to use the powers of two aliens at the same time.

SETUP

When used during a campaign, during alien selection, each player chooses two aliens from their coalition. When used during a one-off game, resolve the alien selection method twice.

GAMEPLAY

This variant uses the following rules:

- If a player does not control at least three of their home colonies, they flip both of their alien sheets facedown.
- If multiple effects contradict each other or otherwise create a paradox—and therefore the timing rule is not applicable—the player controlling the powers or effects decides which power or effect to use for the rest of the encounter.
 - ◇ For example, a player who has the Virus and the Anti-Matter aliens must decide which alien power is in effect during an encounter as a main player (since both powers replace the normal effect of the player's ships).
- If no player controls an effect, that effect takes precedence over any player-controlled effects. If a resolution still cannot be determined, the effects are both canceled.
- As some alien combinations may create timing conflicts, it is recommended to review each player's alien combination to preemptively identify any potential issues.

HAZARD ALIENS

This is a sub-variant of the Double Aliens variant that interacts with the hazard warnings on destiny cards. When using this sub-variant, each player chooses one alien to be active at the start of the game and flips the other facedown. When a hazard warning appears on a destiny card (see Hazard Deck on page 11), players must switch to their other alien, by flipping both alien sheets. If multiple hazard warnings are drawn during the same encounter, only a single switch occurs. If a player has an alien whose power cannot be lost, it does not flip over, but their other alien still flips.

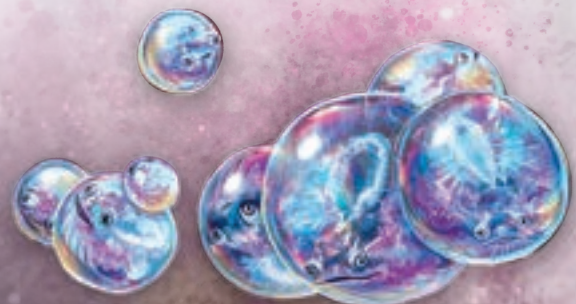
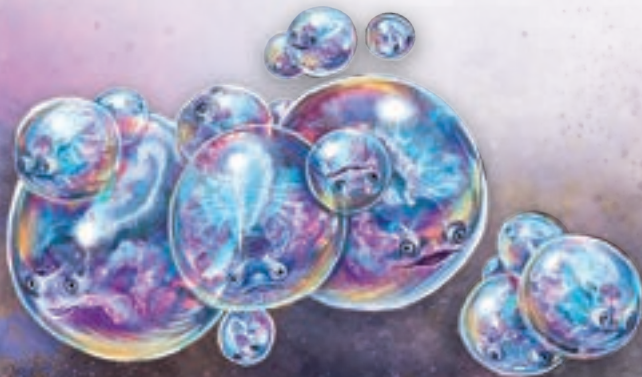
HIDDEN OPTIONS

This is a sub-variant of the Double Aliens variant that adds a hidden element similar to the Hidden Aliens variant. For this variant, after aliens have been selected, they are not announced and placed facedown with their powers inactive. At any point, each player can decide to use one of their alien's abilities by flipping its sheet faceup. Even if an alien's power is mandatory, the player can choose when to make that power active. After one alien has been flipped faceup, the other alien is removed from the game. After the alien sheet has been flipped faceup it cannot be voluntarily flipped facedown. If either alien has **Game Setup** text, that alien has to flip faceup during setup and the other is discarded.

FOREIGN AID

This variant allows allies to assist the main players in a more dramatic fashion. When a player is invited to be an ally, that player may choose to send **FOREIGN AID** rather than committing ships normally. The potential ally offers the inviting main player a card from their hand. If the main player accepts the card, the ally may send up to one ship into the encounter. If the card is rejected, the player may not be an ally for either side.

If there are more than four players and they have the alliance dials from *Cosmic Eons*, they should use the Hidden Alliances variant introduced in that expansion instead.



HIDDEN ALIENS

This variant adds a bit of mystery to the start of the game. For this variant, after aliens have been selected, they are neither announced nor recorded in the campaign log and are placed facedown with their powers inactive. At any point, each player can decide to use their alien's power by flipping the alien faceup. Even if an alien's power is mandatory, the player can choose when to make the power active. After the alien sheet has been flipped faceup, whether or not the alien acquired during setup was chosen for this game, record the name of it in the campaign log. After a player has flipped their alien faceup, it cannot be voluntarily flipped facedown. Any aliens with setup abilities start faceup.

HIDDEN OBJECTIVE

Similar to the Array Objective variant, this variant gives a player an alternative way to increase their score. This variant is new to this expansion.



Objective Card Back

SETUP

Shuffle the objective deck. The player with a hidden objective is dealt two objective cards. They choose one to keep, placing it facedown in front of themselves, and shuffle the other into the objective deck.

GAMEPLAY

A player can look at their objective at any time. During scoring, only the player with the hidden objective adds to their score the number printed on the card (if they fulfill the requirement).

ONE-OFF GAMES

Players without enough time for a full campaign can still make use of the age cards to create a unique experience.

Before playing a one-off game, players have to agree whether or not they want to use scoring and then choose the number of variants they would like to use. Between one and three variants is recommended. If players do not want to use scoring, remove the Forgotten Age of Eons card. If there are fewer than five players, remove the Dignified Age of Alliances card.

Next, draw an age card and use its alien selection method. Then, draw age cards equal to the chosen number of variants and combine all of the listed variants. If using scoring, use the last drawn card to determine the criteria for scoring.

WANTING MORE?

Do you love the variants but want some more variety? Wish you had more diversity in your coalition? Can't remember which expansions you already own? Below are descriptions of the other expansions for *Cosmic Encounter*® and a summary of what they provide.

COSMIC INCURSION

This expansion adds 20 aliens and the orange components to add another player, and introduces the original reward deck.



COSMIC CONFLICT

This expansion adds 20 aliens and the black components to add another player, and introduces the hazard deck variant.

COSMIC ALLIANCE

This expansion adds 20 aliens and the white components to add another player, and introduces large-group cosmic cards (additional cards for the cosmic deck to support games with many players).



COSMIC STORM

This expansion adds 25 aliens and introduces the Space Station variant.

COSMIC DOMINION

This expansion adds 30 aliens, more cards for the reward deck, and ship markers. These ship markers support a few special ship variants which are not covered in this product.



COSMIC EONS

This expansion adds 30 aliens, and introduces both alliance dials and the hidden alliances variant.

OTHER CAMPAIGN MODES

Although the standard campaign is played over four games, campaigns can be of any length that the players agree to before beginning. After playing a few campaigns, players are encouraged to be creative and make their own criteria. This section provides some examples of non-standard campaigns, some of which can be combined with each other for even more fun.

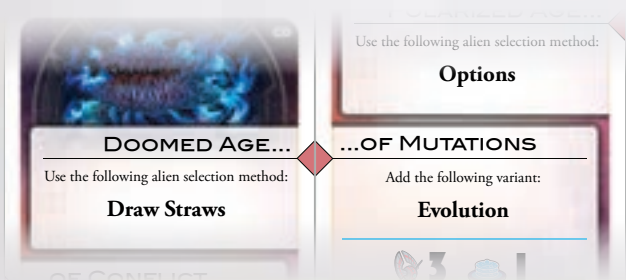
CROSSED WIRES

This campaign mode allows players to combine ages in a variety of new ways to make each campaign guaranteed to play differently than a previous one. During each subsequent game, the highest-ranked player from the previous game still draws two age cards. Instead of simply choosing one, they choose the alien selection method of one age and use the variant(s) and scoring of the other.



For example, if the player draws the Doomed Age of Conflict and the Polarized Age of Mutation, they can choose between the Doomed Age of Mutation (that uses Draw Straws and the Evolution variant) or the Polarized Age of Conflict (that uses Options and the Hazard Deck variant).

To record the name of the age in the Campaign Log, record the name that appears when the cards are aligned. Using the above example, if the players chose the first combination, they would record "Doomed Age of Mutation" and use the scoring method from the Polarized Age of Mutations card.



CONTINUOUS COMBUSTION

For the Continuous Combustion mode, flares come to the forefront as the game maintains the memories of all of the aliens used during the campaign.

During the setup of the first game, remove the Inferno (*Cosmic Odyssey*) and Relic (*Cosmic Conflict*) alien sheets from the alien sheet stack. After choosing aliens, add the flares for each of the chosen aliens, but do not add additional random flares. Then, during cleanup for that game, do not remove any flares from the cosmic deck.

During setup for each subsequent game, continue to add the flare for each of the chosen aliens. During cleanup, do not remove flares from the deck.

GRAND TOUR

For the Grand Tour mode, the players experience *Cosmic Encounter* and its expansions in the order that they were published. The players go through the base game and all six ages, each referring to the other six expansions, followed by a finale. Therefore, this campaign has eight games in total. Instead of drawing random age cards, the order of age cards is as follows:

- ▶ Classic Age of Innovation
- ▶ Obedient Age of Incursion
- ▶ Doomed Age of Conflict
- ▶ Dignified Age of Alliances
- ▶ Tenuous Age of Storms
- ▶ Mundane Age of Dominion
- ▶ Forgotten Age of Eons

If playing with fewer than five players, remove the Dignified Age of Alliances card; this results in only seven games.

During the finale, the player that has the most master cards takes all of the remaining age cards and chooses one. If multiple players have the most master cards, the one among them who had a higher ranking during the Forgotten Age of Eons is the player who chooses the final age card.

TIME PORTAL

The Time Portal mode is recommended only for veteran players. Instead of selecting the master card that corresponds to the age played, after the winners are determined, the highest-ranked player shuffles the master deck, draws two cards, chooses one, shuffles the other into the deck, and then reveals the chosen card. Like a standard game, each winner of the game benefits from that card's effect during the finale.