

COSMIC ENCOUNTER

COSMIC ALLIANCE

The COSMIC ALLIANCE expansion includes 20 new alien races to play, enough components to include an additional player, and extra cards to add to the cosmic deck when playing with seven or eight players.

GAME COMPONENTS

COSMIC ALLIANCE should contain these components:

- 20 Alien Sheets
- 54 Cards, including:
 - 24 Large Group Cosmic Cards
 - 21 Flare Cards
 - 3 Destiny Cards
 - 6 Schizoid Cards
- 1 Player Colony Marker
- 5 Player Planets
- 20 Plastic Ships
- 38 Horde Tokens

All cards from the COSMIC ALLIANCE expansion are marked with a symbol on their fronts. This will allow you to later separate them from your COSMIC ENCOUNTER® cards if you so choose.



COMPONENT OVERVIEW

The following are summary descriptions of the various components included in COSMIC ALLIANCE. They should help you identify the components and introduce you to how they are used.

NEW ALIENS

These 20 new aliens are similar to those found in COSMIC ENCOUNTER® and can simply be added to the stack of alien sheets.

Note: Some alien powers refer to the unused flare deck. All flares returned to the box form the unused flare deck.

NEW CARDS

The new flare and white destiny cards are similar to those found in COSMIC ENCOUNTER® and (except as noted below) can simply be shuffled into their respective decks. The destiny cards allow the inclusion of a sixth player in the game, while the flare cards are used for the 20 new alien races included with COSMIC ALLIANCE.

There is also a set of 24 large group cosmic cards, marked with the large group symbol in both the upper-right and lower-left corners. Shuffle the large group cosmic cards into the cosmic deck when playing with seven or eight players. These cards may be used with fewer than seven players if the players desire more randomness from the cosmic deck.



LARGE GROUP SYMBOL

Important Notes: Like the Filch in COSMIC ENCOUNTER®, the Schizoid has a classic flare and an alternate flare. Make sure to only use one of them. In addition, the schizoid cards are only used when a player is playing the Schizoid alien. To use the schizoid cards, players simply follow the instructions on the Schizoid alien sheet.

NEW SHIPS, PLANETS, AND COLONY MARKER

These pieces are similar to those found in COSMIC ENCOUNTER® and allow for a sixth player to be added to the game.



HORDE TOKENS

These tokens are only used when playing with the Horde alien, and they represent the extra horde ships created over the course of the game. Horde ships are not restricted by the components in this expansion. If the Horde requires additional tokens beyond those included with this expansion, use a readily available substitute such as a coin or cube.



HORDE TOKEN

SETUP

Before you play your first game of COSMIC ALLIANCE, carefully punch out the cardboard pieces so that they do not tear.

INTEGRATING THE EXPANSION AND THE BASE GAME

Before your first game of COSMIC ENCOUNTER® using the COSMIC ALLIANCE expansion, shuffle the new flare cards into the existing deck of flare cards. Since the Schizoid has two different flares, choose which flare to use and return the other one to the game box.

PLAYING WITH SIX TO EIGHT PLAYERS

To play with a sixth player, shuffle the new white destiny cards into the destiny deck and give the extra player the corresponding ships and player planets. Then, place the new colony marker next to the warp by the space marked "0." Finally, when adding flares to the cosmic deck, add all 12 flares that were dealt out.

Playing with seven players requires either COSMIC INCURSION or COSMIC CONFLICT as well as COSMIC ENCOUNTER®, while playing with eight players requires all three expansions to date. Proceed as with six players, by including destiny cards for each player color and giving each player the ships and planets of their color, and then placing their colony markers next to the warp by the space marked "0." When adding flares to the cosmic deck, add all 14 flares (or 16 flares, with eight players) that were dealt out.

When playing with seven players or more, shuffle the 24 large group cosmic cards included with this expansion into the cosmic deck. They are marked with the large group symbol to allow players to separate them from your COSMIC ENCOUNTER® cards if you so choose.

NEW RULE: COSMIC QUAKES

If a player needs to draw a card from the cosmic deck and both the cosmic deck and discard pile are empty, then a *cosmic quake* occurs! All players discard their hands, the discard pile is shuffled to make a new deck, and then eight cards are dealt to each player.

TEAM COSMIC VARIANT

In this variant, players form teams of two and attempt to conquer the Cosmos together. This variant does not require any additional components, but it should not be played with fewer than five players.

Note: It is possible to play the team cosmic variant with an odd number of players; one player does not have a partner.

SETUP

Set up the **COSMIC ENCOUNTER**® game as normal, performing the following additional steps during **Step 3**.

- 3a. Take one destiny card of each player color and shuffle them.
- 3b. To form teams, deal out these destiny cards faceup into piles, two cards per pile (with one card remaining if there is an odd number of players). Each pile represents a team of two players who will attempt to win the game together. In a game with an odd number of players, one player (known as the “odd player”) does not have a partner and plays to win by him- or herself.
- 3c. After forming teams, partners sit across from each other at the table in order to spread out their turns as evenly as possible. If there is an odd player in the game, place an unused planet across the table from him or her.
- 3d. Take the destiny cards used to determine teams and shuffle them into the rest of the destiny deck.

Note: During **Step 4** of setup, players cannot discuss with their partners which alien they are choosing to play.

GAMEPLAY

This variant uses all of the standard rules and victory conditions, with the following exceptions:

- A player cannot have an encounter against his or her partner. During the destiny phase, if a player draws a destiny card with his or her partner’s color, the player may either attack a foreign colony in his or her partner’s home system (as though the player drew his or her own color) or draw again.
- The main players in each encounter always automatically invite their partners as allies. In an encounter **against his or her partner**, a player cannot ally against his or her partner. However, in an encounter against other players, partners can each ally with different sides.
- If a player somehow gains a colony in his or her partner’s system, it counts as a home colony for that player, not a foreign colony.
- In order to win the game, each player on a team must either gain enough foreign colonies to win **or** complete an alternate victory condition. The game does not end until both players of a team have completed a victory condition. If multiple teams win at the same time, it is a shared win.
- Each time a player gains a foreign colony, he or she may give his or her partner the foreign colony instead. The player returns his or her ships to his or her other colonies and allows his or her partner to place an equal number of ships on the planet instead. A player can have more than five colonies.
- Players cannot show other players their cards (even their partners), but they may talk openly about their strategy and cards so that all players can hear – including mentioning specific cards in their hand.
- Since the odd player does not have a partner, the odd player only needs to complete a victory condition by him- or herself to win. Also, the odd player receives twice as many turns as any other player. When the turn order arrives at the unused planet across from the odd player, he or she receives a full extra turn. Afterwards, turn order continues from the unused planet.

Credits

Cosmic Encounter Design: Bill Eberle, Jack Kittredge, Peter Olotka, and Bill Norton

Expansion Design and Development: Kevin Wilson

New Alien Design: Matthew B. Cary, James Hata, Jack Reda, and Kevin Wilson

Producer: Mark O’Connor

Graphic Design: Chris Beck and Evan Simonet

Managing Art Director: Andrew Navaro

Art Direction: Zoë Robinson

Alien Art: Ryan Barger and Felicia Cano

Playtesters: Chris Beck, Bryan Bornmueller, Matthew B. Cary, Zach Colbeck, Frank Mark Darden, Michael Edelson, Andrew Fischer, James Hata, Ben Holle, Sam Holle, Casey Kolderup, Gretchen Zahm Kolderup, Rob Kouba, Dallas Mehlhoff, Eric Milkie, Kayleigh O’Connor, John Skogerboe, Christopher Stuetzle, Chuck Terhark, Aaron N. Tubbs, Ken Tyborski, and BreeAnn Vosberg

Special Thanks: Jack Reda and Team XYZZY

Production Manager: Eric Knight

Production Coordinator: Laura Creighton

Managing Game Producer: Steven Kimball

Executive Game Designer: Corey Konieczka

Executive Game Producer: Michael Hurley

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