



COSMOS EMPIRES

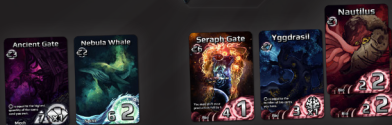


Bigger Worlds

HOW TO PLAY

Setup


1. Shuffle the deck then draw and place 10 cards face up in the centre for all players to see. This is called the “build pool”.
2. Give each player two 10-sided dice to track their  (Cosmic Credits) throughout the game, using one die for the ‘10s’ column and one die for the ‘1s’. All players begin with 8 .
3. Decide who plays first. Turns continue clockwise. The player who plays **last** is called the **final player** (this will be important at the end of the game!)






Gameplay



Each player has 2 actions per turn.
Increase this to 3 actions for 6+ players.

On each player's turn you:

1. Roll the **production dice** () and add them together. You may then **shift** the total up or down by one by expending an action. (You can do this multiple times by expending multiple actions).

Skip step 1 on each player's first turn.

2. Every player who owns cards with that **roll value** () collects  equal to the total **production** () of those cards.

(Note: Your cards produce  every time their  values are rolled, regardless of who's turn it is.)

3. Use your remaining actions to either:

- **Build a card** from the build pool, or
- **Cycle a card** (p.6) and take 2 ⚡

To **build**, pay the card's ⚡ cost and place it in front of you, then draw a new card to replace it in the build pool.

Card abilities can be used **immediately** after you build the card (on the same turn), and can be used each turn **without** consuming your usual actions.

4. When you are done, pass the dice to the next player.

To summarise, you may use your actions in three ways:

Shift your roll up or down by 1

Build a card

Cycle a card and take 2 ⚡

Cycling

When you cycle a card, you pick a card in the build pool, place it at the bottom of the deck and draw a new card to replace it. Do not take 2€ unless you're doing it as a normal action (e.g. Deepspace Scouts' special ability does not earn 2€).

Fabricator Belt

Cost
Cost of this card when you build it.

Ability
This card's special ability.

Production
How many € you get when the roll value is rolled.

Type
Relevant for special abilities. There are three types: Mech, Bio and Spirit.

Roll value
What total value needs to be rolled on the production dice for this card to produce €.

Mech




You may build one extra Mech.


7

5 1



The diagram shows a card titled "Fabricator Belt" with a futuristic space station illustration. Callouts point to various parts: "Cost" points to a "7" in a circle; "Ability" points to the text "You may build one extra Mech."; "Production" points to a "1" in a circle; "Type" points to the word "Mech" at the bottom; and "Roll value" points to the numbers "5" and "1" in circles. A "7" in a circle is also shown in the top left corner of the card.

Winning the Game

When any player reaches 30 total  among all their cards, this becomes the **final round**. Turns continue until the **final player** completes their turn, and then the player with the greatest total  wins. (If the final player is the first to reach 30 , they win immediately.)

You may play to 40  for a longer game or 20 for a shorter one. This changes the game balance a bit, so plan ahead!

Important Tips

Your cards: The cards that you build will sit in front of you for the rest of the game. We recommend organising them by  value, lowest to highest, and stacking those with the same  value (see p.3). That way, when a number is rolled you can quickly figure out how much you earn from it in total.

Cheat Sheet: Some cards complement each other (e.g. Yggdrasil and Nautilus), so a good strategy might involve building complementary cards. The Cheat Sheet shows you all the cards in the deck, so it can help you make your plan, and it also gives you more details to fully explain how each card's special ability works.

Credits

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