

Cosmic Encounter

Cosmic Eons

The **Cosmic Eons** expansion includes 30 new alien races and flares designed by some of the original creators of Cosmic Encounter® and Cosmic Encounter Online : Bill Eberle, Peter Olotka, and Greg Olotka. This expansion also includes new alien essence cards, new alliance dials, and several other new tokens and markers.

All cards from this expansion are marked with the **Cosmic Eons** expansion symbol to distinguish these cards from those in the base game.



GAME COMPONENTS

This section describes how to incorporate the **Cosmic Eons** expansion into the **Cosmic Encounter**® base game.

Prior to game setup, follow the steps listed below.

1. **30 Alien Sheets:** Add the new alien sheets to the stack of available alien sheets.
2. **30 Flare Cards:** Shuffle the new flare cards into the existing deck of flare cards.
3. **55 Essence Cards:** Set the essence cards to one side of the play area.
4. **37 Alien Tokens:** Set the special alien tokens to one side of the play area.
5. **6 Alliance Dials:** Assemble the dials as described to the right.

NEW RULES:

ESSENCE CARDS

Several aliens begin the game with a new component called essence cards. Each of these aliens has an essence symbol on its sheet and its own set of essence cards which enhance its power.



Essence symbol on Alien sheet

ALIENS WITH ESSENCE CARDS

- **Alien** 9 traumas
- **Anarchist** 8 disruptions
- **Assistant** 6 helps
- **Nanny** 8 consequences
- **Nightmare** 10 bad dreams
- **Oligarch** 5 privileges
- **Sheriff** 9 tickets

Before playing as an alien with essence cards, shuffle that alien's essence cards and place them facedown as a **SET**. Then, draw three cards from that set as your essence card **CACHE**. When referred to by game effects, a set of essence cards is not considered to be a deck and a cache of essence cards is not considered to be a hand. Cards in a player's cache are kept separate from the set and kept secret from all other players until played.

Players will always maintain a cache of three cards; each time players play or are forced to lose an essence card from their cache, they replace that card by taking the top card from their set and placing it in their cache. Any essence cards that are played or lost are kept in a faceup **UNAVAILABLE PILE**. When there are no essence cards left in a set, that player shuffles his unavailable essence cards to form a new set.

When an alien sheet with the essence symbol is lost or flipped facedown, all essence cards still in the game belonging to that alien are returned to that player's unavailable pile.

Players can always look at their cache as well as essence cards they have played on another player. Players who have been given essence cards may not look at them if they are facedown.

ALLIANCE DIALS

The six alliance dials are used with the **Hidden Alliances** variant described below. Assemble the dials as shown to the right, firmly snapping together the two plastic connectors.



VARIANTS

This section contains rules for a new variant that players may enjoy using.

HIDDEN ALLIANCES VARIANT

This variant is recommended for games with four or more players and allows all players' decisions during the Alliance Phase to be revealed simultaneously, creating a more suspenseful situation with opportunities for persuasion, misdirection, and betrayal.

During each encounter, after both main players have invited allies, each player who is eligible to become an ally picks up an alliance dial and rotates it to indicate both the side that he or she is joining and the number of ships he or she is committing, as follows:

- The number of dots in the window on the hyperspace gate end of the dial indicates the number of ships a player is committing to the offense.
- The number of dots in the window on the planet end of the dial indicates the number of ships a player is committing to the defense.
- A dash (–) in both windows indicates that a player is not committing ships to either side.
- A star is used to show special cases, as presented on individual alien sheets or cards (e.g.: using the Plasma Thrusters tech card).
- The rectangular card icon on the dial is used in the Foreign Aid Option, as described on the following page.



Each player who is eligible to ally must rotate his or her dial to one of the positions listed above, even if he or she does not intend to join the encounter. This keeps decisions among all players secret. Players are allowed to make claims out loud about the positions of their dials, whether true or not.

After selecting positions on their dials, players place their dials facedown in front of their alien sheets. When the dials of all eligible players are in front of their alien sheets, all of them are revealed simultaneously. Those who have chosen to ally send their ships to the encounter according to the position of their dial.

In special circumstances where the alliance dial cannot show enough information to indicate a player's intentions (e.g., when using the Yin-Yang alien in **COSMIC DOMINION**), the player dials the star into an appropriate window. After all of the dials are facedown in front of alien sheets, but before they are revealed, the player with such a special circumstance announces his or her choice out loud.

FOREIGN AID OPTIONAL RULE

This optional rule allows non-main players to send cards to main players as foreign aid using their alliance dials. Non-main players must position their dial even when they have not been invited to ally. Any non-main player, invited or not, may position his or her dial to show the miniature card for either the offense or the defense. When the dials are revealed, each player who chose to send foreign aid secretly offers one card from his or her hand to the chosen main player. The main players review their foreign aid offers and must accept or reject each one. If a card is rejected, it is returned to the offering player. If a card is accepted, the offering player immediately gains one reward and the main player may also invite the offering player to send a specified number of ships (subject to all applicable limits) to become his or her ally.

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DESIGNERS' DIARIES

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Now, Peter and Bill, who first breathed life into the original six aliens that occupied a then-unnamed science fiction game, have re-emerged following decades of exploration through the cosmic warps of time and space. Accompanied by Peter's son Greg, they have brought with them a class of 30 aliens the likes of which you have never seen before.

Be prepared to be abducted and traumatized by the Alien, be foiled by an Anarchist that does away with rules altogether, see planets disappear into the Architect's tower, experience befuddlement by the secret changes of the Cloak, try to soothe the Hypochondriac, and squirm under the oppression of the Oligarch.

Peter and Bill put their journey this way: "Since the early days, new Cosmic Encounter aliens have been steadily creeping into the game, accompanied by dozens of features and more players. Cosmic Dominion, the fifth expansion, was designed and completed by the fans of Cosmic Encounter in 2014. It added 30 new aliens, bumping the total to 165. Cosmic Dominion is considered a tour de force for its creative and meticulous design.

For us, an unexpected upshot of mobilizing the fan design experience was that we became re-excited about creating new Cosmic Encounter content and pitched FFG with the idea of releasing an "original designers" collection of very different aliens into the Cosmic arena. Over time, as aliens and features were added it became harder for designers to create unique experiences. But having been energized by the brilliance

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A very special thank you to all the beta testers for their valuable insight into all things Cosmic.

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of the fans' Cosmic Dominion expansion, we still wanted to do a new Cosmic Encounter design.

What to do? We set out to create an alien collection that broke the rules so completely that players would have to actually create their own solutions to conflicts. We loved it!

But our first attempts were so far off the charts that play testers cringed. Fantasy Flight wisely directed us to tighten things up so we tried and failed again. The solution was to bring back the three superhero Cosmic fans who led the Cosmic Dominion design effort: Bill Martinson, Jack Reda, and Jefferson Krogh. Thanks to their efforts, virtually all of our original 30 Cosmic Eons aliens survived the makeover with original intent intact. Enjoy!"

—Peter Olotka

Special thanks to Fantasy Flight Producer Jason Walden for tossing Essence Cards into the Cosmic brew! It's not all that easy to craft a super feature for a 43 year old game. And our undying appreciation for the massive contributions from the Cosmic Fans who were the lead designers of **COSMIC DOMINION**, Bill Martinson, Jack Reda, and Jefferson Krogh.

"Rumblings of universes to come began in 1972 when Peter Olotka, Bill Eberle, Jack Kittredge, and Bill Norton came together as a game design cooperative: Future Pastimes. It was a rather long fuse, but the resulting BANG was definitely BIG, for in 1977 . . . [they] produced one of the most identifiable games in the hobbyist industry."

~ Hai Kulture, Foundation Gaming: Encountering the Cosmos