

# COSMIC ENCOUNTER

## COSMIC CONFLICT™

The **COSMIC CONFLICT** expansion includes 20 new alien races to play, enough components to include an additional player, and the hazard deck, a variant that adds bizarre space hazards and other events that can crop up at random during the game.

## GAME COMPONENTS

**COSMIC CONFLICT** should contain these components:

- 20 Alien Sheets
- 55 Cards, including:
  - 29 Hazard Cards
  - 20 Flare Cards
  - 6 Destiny Cards
- 1 Player Colony Marker
- 5 Player Planets
- 20 Plastic Ships
- 14 Cosmic Tokens
- 24 Saboteur Tokens, including
  - 16 Decoy Tokens
  - 8 Trap Tokens

All cards from the **COSMIC CONFLICT** 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 CONFLICT**. 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.

## NEW CARDS

The new flare and black 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 CONFLICT**.

There is also a new deck of cards called the hazard deck, which is used to generate random events during play and is explained on page 2.

**Important Notes:** Like the Filch in **COSMIC ENCOUNTER**®, the Empath has a classic flare and an alternate flare. Make sure to only use one of them. In addition, the “Invasion!” destiny cards are only used when a player is playing the Invader alien. When an “Invasion!” destiny card is drawn, players simply follow the instructions on the card.

## 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.



## NEW COSMIC TOKENS

Since there's no such thing as too many cosmic tokens, these extra tokens were included and can simply be added to those from **COSMIC ENCOUNTER**®.

## SABOTEUR TOKENS

These tokens are only used when a player is playing the Saboteur alien. Sixteen of the tokens are decoys, while eight of them are traps. Their use is completely explained on the Saboteur alien sheet.



Decoy Token



Trap Token



Token Backs

## SETUP

Before you play your first game of **COSMIC CONFLICT**, 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 CONFLICT** expansion, shuffle the new flare cards into the existing deck of flare cards. Since the Empath has two different flares, choose which flare you wish to use, returning the other one to the box.

## PLAYING WITH SIX OR SEVEN PLAYERS

To play with a sixth player, shuffle the new black 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 **COSMIC INCURSION** as well as **COSMIC ENCOUNTER**®. 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, simply add all 14 flares that were dealt out.

## 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.





## ハザードデッキ バリエント

このバリエントでは、特定の遭遇中に、危険と呼ばれる異常な状態が発生するようになります。このバリエントでは、ハザードデッキを使用します。

### SETUP

**COSMIC ENCOUNTER**®を通常通りセットアップし、**Step 5**の中で以下のステップを実行します。

5a. ハザードデッキをシャッフルしワープの側に置きます。

### GAMEPLAY

このバリエントでは、以下のルールを除き、全ての標準ルールと勝利条件が使用されます。

- 運命フェイズ中、プレイヤーがハザード警告のある運命カードを引くと、その運命カードを使用するか再度引くかに関係なく、援軍要請の前にハザードカードを引きます。ハザード警告は遭遇の最初に引かれたもの以外は影響がありません。
- 引かれたハザードカードはその遭遇のみに効果があり、その後、ほとんどが特別なハザードデッキの捨山に破棄されます。この捨山は捨山に影響を与える効果を受けません。通常の捨山のみがそれらの影響を受ける可能性があります。ハザードカードが「このカードはプレイ中残る」と言っている場合は、その遭遇後に破棄されません。
- ハザードデッキが無くなったら、捨山をシャッフルして新しいハザードデッキを作ります。ハザードデッキは宇宙振動を引き起こしません。



ハザード  
警告

### HAZARD CARD EFFECTS

ハザードカードにはカード自体で説明されている様々な効果があります。例えば、エネルギーフィールドハザードカードには「援軍要請前、各メインプレイヤーは2枚のカードを引き、他のプレイヤーに見せる」と書かれています。

### HAZARD CARD TYPES

ハザードカードには一時的と永続的の2種類あります。一時的ハザードは現在の遭遇の終わりに破棄され、永続的ハザードはと底に赤線が引かれ「このカードはプレイ中残る」と書かれています、そしてカードの状態か、他のカードが指示するまで破棄されません。

### HAZARDS AND OTHER VARIANTS

ハザードカードは、テクノロジー、4惑星ゲーム、報酬デッキなど、公開されている他のすべてのバリエントと完全に互換性があります。ハザードを使用するために、これらのバリエントに変更を加える必要はありません。

## EXTREMELY HAZARDOUS VARIANT

For a wilder, more hazardous game, draw a hazard card for each encounter instead of only when a destiny card with a hazard warning is drawn.

## Credits

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

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