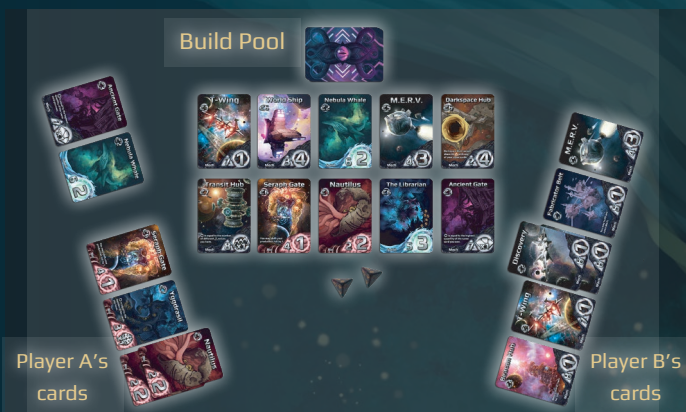


HOW TO PLAY

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 8 \mathcal{C} (Cosmic Credits). Use the silver tokens to represent 1 \mathcal{C} and the yellow tokens to represent 5 \mathcal{C} .
3. Decide who plays first. Turns continue clockwise. The player who plays **last** is called the **final player**; give them the “final player” card to represent this.



Winning the Game

When any player reaches 30 total **production** (\odot) 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 \odot wins. (If the final player is the first to reach 30 \odot , they win immediately.)

If multiple players are tied, the player with the most \mathcal{C} wins. If players are still tied, the player who played last wins.

Gameplay

Each player has **2 actions** per turn.
On your turn:

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

Skip step 1 on each player's first turn.

2. Every player checks to see if they own any cards whose **roll value** (\triangle) matches the final total from the production dice. Those cards earn \mathcal{C} equal to their combined \odot .

(Note: Your cards produce \mathcal{C} every time their \triangle is confirmed, 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** and take 2 \mathcal{C}

You can do either of these multiple times.

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 \mathcal{C}

7-8 Players

For 7+ players, make the following changes:

1. The final round is triggered at **20** \odot instead of 30.
2. Each player has **3 actions** per turn instead of 2.

Building

Choose a card from the build pool, decrease your \mathcal{C} total by its cost, and place the card in front of you. That card belongs to you for the rest of the game, and will earn you \mathcal{C} . Add a new card from the deck to the build pool to replace it.

Cycling

Choose 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 \mathcal{C} unless you're doing it as a normal action (e.g. Deepspace Scouts' special ability does not earn 2 \mathcal{C}).



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 \triangle value, lowest to highest, and stacking those with the same \triangle value (see first column diagram). 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 (overleaf) 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.



Nautilus

Roll Chance: **6.25%**
Deck Quantity: **7**

Tips

This is the second-best value-for-money card in the game. As a Bio it synergizes with *Yggdrasil*. It is also the only card with a roll value of 2, so you will need it (or a Darkspace Hub) to maximise your *Transit Hub*.



M.E.R.V.

Roll Chance: **18.75%**
Deck Quantity: **7**

Tips

With seven copies in the deck, it is easy to get a second copy for *The Collective* and more for *Ancient Gate*.



Nebula Whale

Nebula Whale

Roll Chance: **18.75%**
Deck Quantity: **5**

Tips

This is the best value-for-money card in the game, but, as a Spirit, it does not synergize with many cards.



Ancient Gate

Ancient Gate

Roll Chance: **12.50%**
Deck Quantity: **5**

Ability

Ancient Gate's production is equal to the largest set of the same card you have. For example; with 1 *Nautilus* and 3 *T-Wings*, *Ancient Gate's* production is 3.

Tips

This card can get big fast, great if you can get two or three early.



World Ship

Roll Chance: **12.50%**
Deck Quantity: **5**

Tips

This card has one of the highest flat production values, great to scale your income and total production.



The Librarian

The Librarian

Roll Chance: **25.00%**
Deck Quantity: **7**

Tips

5 is the most likely roll value; this card is best if everyone has plenty of credits and will not be shifting their roll often.



The Collective

The Collective

Roll Chance: **18.75%**
Deck Quantity: **3**

Ability

Example: If you have a *T-Wing*, 2 *M.E.R.V.s*, 4 *Nautilus*, and a *Collective*, its production would be 4 since you have two "pairs".

Tips

This card has great potential, but you need to plan for it!



Beacon Hub

Beacon Hub

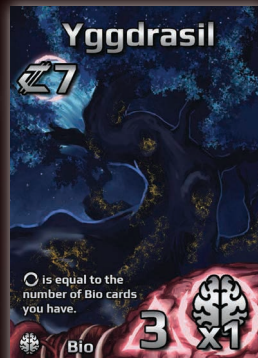
Roll Chance: **6.25%**
Deck Quantity: **5**

Ability

This cannot reduce costs to below 0 credits, but you can buy cards for free with this ability and multiple Beacon Hubs provide a cumulative discount.

Tips

Synergize this card with *Fabricator Belt* and churn out smaller mechs.



Yggdrasil

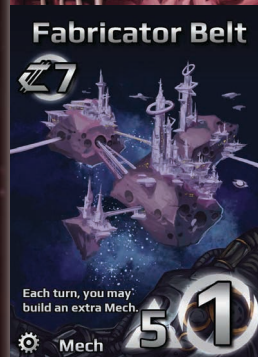
Roll Chance: **12.50%**
Deck Quantity: **5**

Ability

Yggdrasil counts itself as a Bio, so with 2 *Nautilus* and 1 *Yggdrasil*, your *Yggdrasil's* production is 3.

Tips

Grab all the Bios! You will probably be racing other Bio players for this card.



Fabricator Belt

Fabricator Belt

Roll Chance: **25.00%**
Deck Quantity: **5**

Ability

This does not count as an action; you may do this once per turn for each *Fabricator Belt* you own in addition to your normal actions. You must still pay the card's cost.

Tips

Great in combination with *Beacon Hub*.



T-Wing

T-Wing

Roll Chance: **12.50%**
Deck Quantity: **5**

Tips

Great card to get with *Fabricator Belt* and *Beacon Hub*.



Transit Hub

Transit Hub

Roll Chance: **6.25%**
Deck Quantity: **5**

Ability

Transit Hub counts itself when checking its set. For example; with 1 *Nautilus*, 3 *T-Wings* and a *Transit Hub*, it's production is 3.

Tips

This card gets large fast, but has a hard limit at 7 production.



Seraph Gate

Roll Chance: **18.75%**
Deck Quantity: **5**

Ability

This does not count as an action; you may do this once per turn for each *Seraph Gate* you own in addition to your normal actions.

Tips

Great if you have cards concentrated on a few roll values.



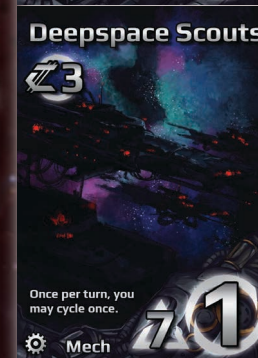
Discovery

Discovery

Roll Chance: **18.75%**
Deck Quantity: **5**

Tips

Great card to get with *Fabricator Belt* and *Beacon Hub*.



Deepspace Scouts

Deepspace Scouts

Roll Chance: **12.50%**
Deck Quantity: **5**

Ability

This does not count as an action; you may do this once per turn (after your roll) for each *Deepspace Scouts* you own, in addition to your normal actions. You do not take credits for this ability, unlike when cycling as an action.



Darkspace Hub

Darkspace Hub

Deck Quantity: **5**

Ability

You set this card's roll value to any number (2-8) when you build it and, once set, it cannot be changed. Use a die to mark the chosen number.

As the ability states, you cannot set it to match the roll value of any cards you already own. Note: this locks you out of ever buying other cards with that roll value.

CULTURE CARDS

Culture cards are cards each player starts the game with and benefits from all through the game. They are hidden when the game starts, but their abilities won't activate until revealed, so choose wisely when to show them. The game is otherwise played as normal.

Using Culture Cards

There are two different ways to play using culture cards: Single Culture or Hybrid Culture. Decide with your group which version you would like to play ahead of time.

Single Culture

First, set up the play area and the build pool as normal. Then, divide all culture cards equally between players (set aside the remaining cards face-down if you cannot divide evenly).

Each player secretly chooses a card from among them to keep and discards the rest face down.

Hybrid Culture

Rather than setting aside all but one of the culture cards they were dealt, each player keeps all their cards, starting the game with more than one culture.

NOTE:

Culture cards are an optional expansion to the main game of Cosmos: Empires. We recommend adding them in **after** you have already played and are experienced with the main game of Cosmos:

Empires, to spice it up a little.

If you want to play with them immediately, read the basic rules first.

Begin the game as normal, bearing in mind your special advantage.

As you play, you may reveal your culture cards at any time in order to benefit from their abilities. Culture cards have no effect while hidden.

Some culture cards require that you reveal them to activate a special ability. Once revealed, these cards cannot be hidden again **unless** they say otherwise; if they can be, revealing them again has the same effect as the first time.

That's it! Each culture card will give you different strengths and opportunities, so make sure to adjust your strategy to optimise the effectiveness of your cards, and enjoy!

Culture cards are a Kickstarter backed stretch goal, sponsored by you! To learn about any of our future crowd funding projects and get in on exclusive material like this, visit www.biggerworldsgames.com

Awakened



Spirits cost €1 less for you.

Awakened

Ability

This is a passive effect that you benefit from for the rest of the game after revealing the card.

Tips

Usually great at the very beginning of the game, but you might want keep it hidden before your turn starts so people don't take your spirits!

Industrious



Once per turn, if you would purchase a card which costs €3 or less, and there is a second copy of it in the build pool, you may build the second copy immediately for free.

Industrious

Ability

This only applies if both copies were already in the build pool, not if the second was drawn to replace the first. It also can only trigger once per card you build, so you cannot use this ability to build two cards for free from a single build.

Tips

Usually great at the very beginning of the game, but you might want to keep it hidden before a pair appears so people don't take them from you!

Innovative



Reveal this card: This turn, each time you build a card you get €1. On your next turn, hide this card; you cannot reveal it until the turn after.

Innovative

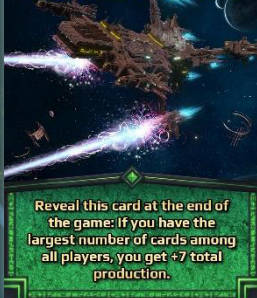
Ability

This effectively means you can use the ability every second turn (at most). You get credits even if you buy something for free (due to *Beacon Hub*, for instance) and even if it doesn't use one of your actions.

Tips

Use the down-turns to cycle, and buy a lot on the turns you activate this card.

Militaristic



Reveal this card at the end of the game: If you have the largest number of cards among all players, you get +7 total production.

Militaristic

Ability

You cannot reveal this card early to end the game early. It does not count towards the production required to trigger the final round.

Tips

How many more cards you have doesn't matter, so be careful you don't over-invest in just getting a large card-count.

Orthodox



Reveal this card at the end of the game: Your total production increases by the quantity of the two cards which you have the most copies of.

Orthodox

Ability

You cannot reveal this card early to end the game early. It does not count towards the production required to trigger the final round. Example: If you have a *T-Wing*, 2 *M.E.R.V.s* and 4 *Nautilus*, Orthodox would provide 6 more production.

Tips

This has great synergy with *Ancient Gate*.

Resourceful



When you cycle as an action, you get an additional €3.

Resourceful

Ability

This means you would get 5 credits instead of 2 when cycling with the standard rules. Note, this does not count cycles using other card abilities such as *Deepspace Scouts*.

Tips

Actions are still valuable, so don't forget to still buy cards when you can!

Scientific



Reveal this card: You may build cards from the deck this turn.

Scientific

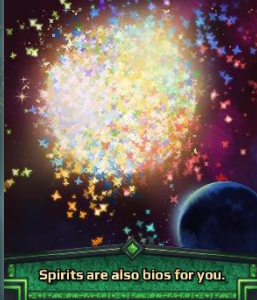
Ability

You may look at the whole deck and select cards to build from it. Don't change the deck order until you complete your turn, taking cards from the top like normal if building from the build pool. Shuffle the deck when you finish your turn.

Tips

Great to ensure critical cards for a combo or have a perfect start. Note, this is also the only way to shuffle the deck in the game.

Transcendent



Spirits are also bios for you.

Transcendent

Ability

This mainly counts for *Yggdrasil* and other such card-type synergies.

Tips

Spirits are very efficient, so this lets you get them first and then synergise off *Yggdrasil* later.