

COSMIC



COLONIES

**AN ORBIT-DRAFTING
GAME OF BUILDING A
HOME IN THE STARS**

Cosmic Colonies

Asteroids blast through the cosmos, each one packed with possibilities. One may be your perfect new home, but it takes a stellar team to build a cosmic colony...

Players must leverage their workers' unique abilities to gather resources and construct new buildings while cleverly expanding their colonies. Each round brings new opportunities—and new talent. Your old workers will blast off to other players, while their workers orbit around to join your team!

Using clever planning you can build the best celestial city to shine the brightest in Cosmic Colonies!

Components

- Double-sided Main Board
- Score Track / 2-Player Board
- 40 Worker Cards - 20 Basic, 20 Advanced
- 5 Objective Cards
- 5 Double-sided Asteroid Boards
- 60 Resource Tokens - 15 in each of Water, Minerals, Organics, Power tokens
- 1 Round Marker
- 5 Score Markers
- 105 Building Tiles - 16 in each of Habitat, Greenhouse, Atmosphere Generator, Power Plant, Entertainment Complex tiles.
- 8 Soylent Factory (2x1 shape)
- 8 Statue tiles (1x1 shape)

Setup

Players can choose to play with the Basic or Advanced setup. It's recommended to play with the Basic the first time playing. Changes for Advanced setup are on page 8 toward the end of the rule book.

1. Place the Main Board in the center of the table with the appropriate side by player count facing up (2-3 Players or 4-5 Players).
2. Fill each Resource Location with its matching Resource Tokens by player count, adding 1 token per player each.
3. Fill each Building Slot with a corresponding building of the same shape. Note: 1x1 and 2x1 tiles will not be placed on the Main Board.
4. Place the remaining Building Tiles to the side of the Main Board.
5. Place the Round Marker on the 1 space of the Round Track.
6. In a 2-player game, flip the Score Track Board over and place it between both players. For all other player counts, place the Score Track side face-up and place each player's Score Marker on the start space.



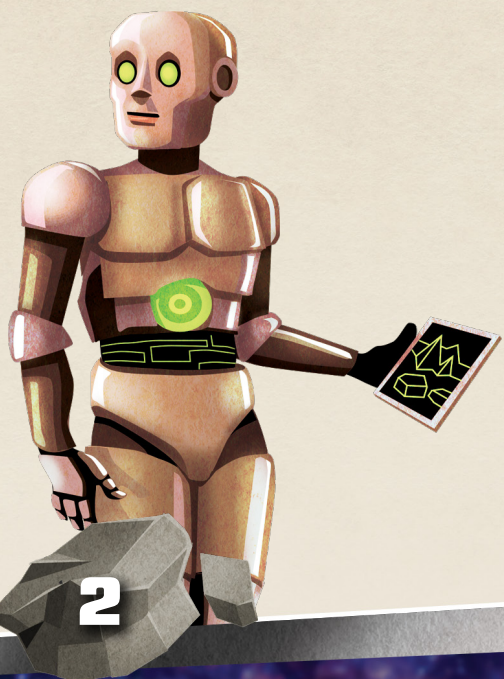
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Player Setup

- Give each player a random Asteroid board, placing it with either the Basic or Advanced side face-up, depending on if players chose to play with the Basic or Advanced setup. Advanced Setup rules are on Page 8.
- Give each player 1 of each resource type, placing them on their Asteroid Board in their Warehouse. Note: Players may only hold 9 Resources of any type.
- Select the Worker Cards that will be used during the game. This can be done randomly, or you can pick which ones you prefer after you've played a few times.
 - For the Basic Setup, only select from the Worker Cards with a single ability. These have a green icon on the card's back.
 - For 2 or 3 players, use 12 cards
 - For 4 players, use 16 cards
 - For 5 players, use 20 cards
 - Place all other Worker Cards back into the box, they will not be used.
- Shuffle these Worker Cards and deal each player 4 Worker Cards face-down to form their Worker Hand. Players may look at these cards, but must keep them secret from each other.
 - In a 2-player game, there will be 4 left over. Make two piles of 2 cards and place one pile on each slot face-down on the 2-Player Board.
- Shuffle all Objective Cards together and deal one to each player face-down. Players may look at their card, but must keep it secret from each other. Remove the unused Objective Cards from the game.



Gameplay Overview

Each game takes place over the course of 8 rounds, broken into 2 phases: Actions and Refresh.

ACTION PHASE

DURING THE ACTION PHASE, PLAYERS WILL:

1. Simultaneously select one Worker Card from their Hand.
2. Simultaneously reveal these Workers.
3. Perform their action in increasing Worker Priority Order, smallest to largest number (not simultaneously) -- choosing to either collect resources or place a building on their asteroid. Note: These actions may be enhanced or restricted by the special ability on Worker cards.

These steps are then repeated once, choosing a second Worker Card. After each player performs their second action, move on to the Refresh Phase.

REFRESH PHASE

DURING THE REFRESH PHASE:

1. Add resources (1 per player in each location) and fill empty Building slots on the Main Board.
2. Move the Round Marker on the Round Track.
3. *Orbit* each player's two used Worker Cards -- each player passes them to the player on their left, and simultaneously receives two new Worker Cards from the player on their right.

SCORING

At the end of the 8th round, players gain points based on which spaces remain uncovered on their Asteroid board, from having sets of 1 of each main Building Tile, and for Building Tiles that match those on their Objective Card. The highest scoring player is the winner!

Gameplay

Each game is played over the course of 8 rounds. Each round consists of an Action Phase and a Refresh Phase.

WORKER CARDS

GOLDEN RULE - When performing an action, if a Worker Card ever conflicts with these rules, players instead follow the rules adjusted as indicated on the Worker Card.



1. Priority Number | 2. Carry Limit
3. Name | 4. Ability | 5. Player Count

ACTION PHASE

1. Players simultaneously secretly select one Worker Card from their Hand, placing it face-down in front of them. Once all players have selected their card continue onto the next step.
2. Players simultaneously reveal their selected Workers Card.
3. Each player perform their Worker Action in increasing Worker Priority Order, smallest to largest number (not simultaneously).

NOTE: Be sure to perform any *Before Action* abilities as indicated on the Worker Card. Some of these are only available when taking a specific action.

There are two options for Worker Actions – unless otherwise noted, players may either:

- Collect Resources -or-
- Place a Building

These actions may be enhanced or restricted by the special ability on Worker cards, so be sure each player reads their Worker's Ability before performing their action.

COLLECT RESOURCES

- Each Worker Card has a Carry Limit, indicating the largest number of resources that can be collected when playing this worker.
- To Collect Resources, a player selects one resource location on the main board and collects Resource Tokens from that location equal to their worker's Carry Limit. If there are too few tokens, then collect all tokens at that location instead.
- Add these Resource Tokens to the player's Warehouse on their Asteroid Board. If a player ever exceeds 9 Resource Tokens in their Warehouse, they must return tokens of their choice from their Warehouse to the supply until they are down to 9 tokens remaining.



- Note: Some workers augment the Collect Resources action when it's selected, as indicated by "**Collect:**" followed by the ability text.

PLACE A BUILDING

The cost to place a building is indicated next to each Building Slot. If a building slot has a tile in it, a player may:

- Pay the cost in Resource Tokens, returning the required tokens from their Warehouse to the supply (not to the Resource Location on the Main Board).
- Take the tile from the Main Board, placing it on their asteroid, obeying all Tile Placement Restrictions.
- Note: Some workers augment the Place a Building action when it's selected, as indicated by "**Build:**" followed by the ability text.

ENTERTAINMENT COMPLEX TILE:

The straight-lined building's cost is 2 tokens of 1 resource type and 1 token of any type. They can all be the same type.

4 & 5 PLAYER GAMES:

For 4 and 5-player games, there are two of each Building Tile available each round. One is more expensive than the other so it's often beneficial to Place a Building earlier!

'PRACTICE' TILES:

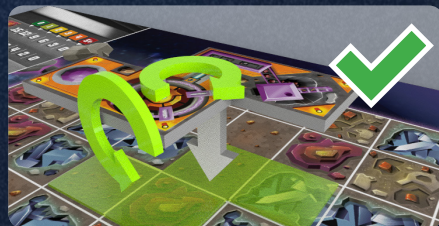
Players may need to "practice" placing a tile to find the best placement location (e.g. rotating / flipping the tile, seeing the impact of various locations, etc.). It may be helpful for players to practice with a tile from the supply before deciding to take the *Place a Building* action.

Tile Placement Restrictions

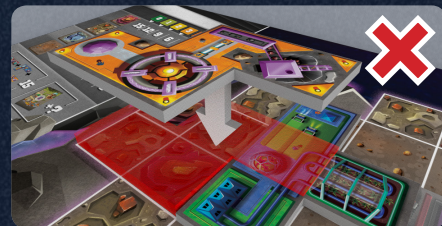
The first Building Tile on an Asteroid Board may be placed anywhere, while each other Tile must be placed adjacent to any other tile (not necessarily the previously placed tile), and must share at least 1 edge. Note: A tile may not be placed if it is only diagonally adjacent to another tile.

TILE PLACEMENT RULES:

1 Tiles may be rotated or flipped before being placed.



4 Tiles must not overlap an existing tile.



2 Tiles must be placed within the outer edges of the asteroid grid lines.



5 Once a tile is placed, it cannot be moved.



3 Tiles must be aligned with the grid lines such that they cover Terrain Symbols (4 symbols for the main building tiles).



NOTE: Some worker abilities allow players to break some of these placement rules.



Refresh Phase

If this was the eighth round, then immediately proceed to Scoring. Otherwise, complete the following steps:

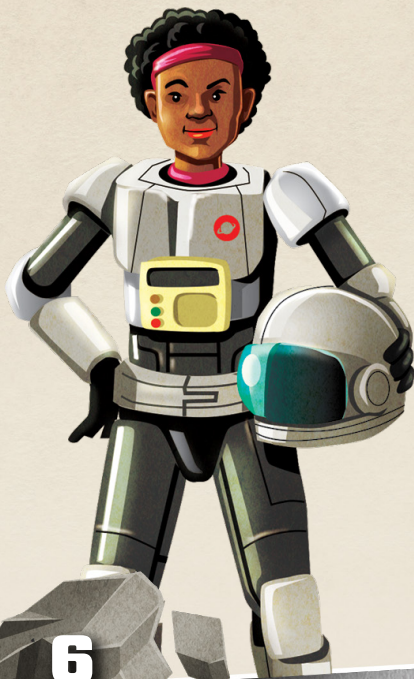
1. ADD RESOURCES

- Leave any remaining Resource Tokens on the Main Board.
- For each Resource Location on the Main Board, add the corresponding type of Resource Tokens to that location equal to the player count (e.g. Add 3 Resource Tokens each in a 3-player game).
- If a Resource Location exceeds its limit, return excess Resource Tokens to the supply -- limits are 5 Tokens per location in a 2 or 3-player game, 7 each in a 4 or 5-player game.

Note: If there are not enough Resource Tokens in the supply, then only add as many as possible to the location.

2. FILL EMPTY BUILDING SLOTS

Fill each empty Building Slot with a corresponding Building Tile of the same shape from the supply. Each slot should only have 1 Building Tile.



3. MOVE THE ROUND MARKER

Move the marker on the Round Track one space to the right.

4. ORBIT WORKER CARDS (3-5 PLAYERS)

Orbit each player's two used Worker Cards. To do so, each player passes their used Worker Cards to the player on their left, and simultaneously receives two new Worker Cards from the player on their right.

Players will now have a mix of cards they didn't use in the previous round, and new cards passed from their neighboring player to use in the next round.

4. ORBIT WORKER CARDS (2 PLAYERS)

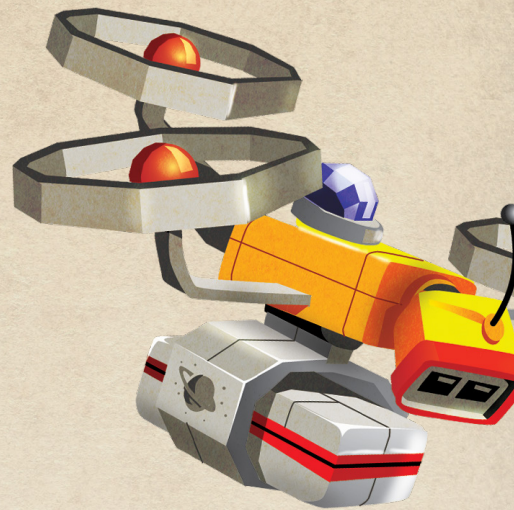
Instead of giving and receiving Worker Cards directly from their opponent, players will simultaneously:

- Take the two cards placed face-down on the right side of the 2-player board, adding them to their hand.
- Then, place their two used Worker Cards face-down on the left side of the 2-player board.

This creates a one-round delay before the Worker Cards a player uses are available to their opponent.

6. GAMEPLAY CONTINUES

If this was the end of the eighth round, proceed to Scoring. Otherwise, gameplay continues with another Action Phase.



Scoring

After the eighth round, players proceed to scoring. Players each select a Score Marker and move theirs along the Score Track as they gain points. Players will add points to their score based on their building tiles, Secret Objective Card and which terrain spaces are still visible on their Asteroid board.

Place each player's Score Marker on the '0' space on the Score Track.

Players then gain:

2 Points for each Building Tile on their asteroid that matches the tile on the top of their Private Objective Card.

1 Point for each Building Tile on their asteroid that matches the tile on the bottom of their Private Objective Card.

15 points for each complete set of the 5 Main Building Tiles on their asteroid.

- Each tile can only be counted toward 1 set
- 1x1, and 2x1 tiles do not count towards Private Objectives or sets.

NOTE: In a 2-player game, the Score Track is located on the back side of the 2-player board.

Then, players will gain points based on the terrain spaces that were not covered during the game, based on the chart below:

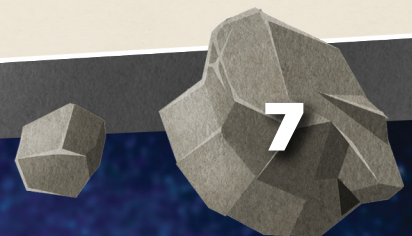
Basic Setup Terrain Spaces Visible

Advanced Setup Terrain Spaces Visible

0	1	2	3	4	5+	0	1	2	3	4	5+
15	12	9	6	3	0	15	12	9	6	3	0
10	8	6	4	2	0	10	8	6	4	2	0
5	4	3	2	1	0	5	4	3	2	1	0
0	0	0	0	0	0	1 Point for each dirt terrain space visible					

THE PLAYER WITH THE HIGHEST SCORE IS THE WINNER!


Ties are broken by player who placed the most Building Tiles, then the tied player with the most resources and finally by the highest final round Worker Priority Number selected.



Advanced Setup

SETUP

Advanced Side of the Asteroid Board

When playing with the Advanced side of the Asteroid Board, uncovered  Dirt Terrain Spaces are worth 1 point each instead of 0 points, such that covering those spaces with Building Tiles is detrimental.

Advanced Workers

When selecting the Worker Cards to be used during the game, use the Advanced Worker Cards instead of the Basic Worker Cards -- these have a gray icon on the Card Backs.

Advanced workers have different abilities based on whether they are selected as a player's first or second worker during the round. When played first, the Day Ability (top) is used, when second, the Night Ability (bottom) is used. This will require more clever timing from the players, but will give an opportunity for better abilities and even bigger combinations!


ACTION PHASE

- The first Worker Card played is the Day Worker Card -- it will be resolved using its top ability, referenced as Day Ability.
- The Worker Card played second is the Night

Worker Card -- it will be resolved using its bottom ability, referenced as Night Ability.

- Some Night Ability text begins with "**Day Ability +**". When resolving these abilities, use the Day Ability (top) with any changes listed.

SCORING

Players will instead gain 1 point for each  dirt terrain space that is not covered by a Building Tile, requiring even more careful placement of Building Tiles.

Additional Variants

PLAN AHEAD VARIANT

When selecting Worker Cards, players instead simultaneously select both Worker Cards for the round -- this requires a bit more planning, and does not allow players to adapt to the new state of the game for their second worker of the round.

- After selecting both worker cards, players place these cards face-down, side-by-side below their Asteroid Board. Each player simultaneously reveals the worker selected on the left, resolving these in Priority Order as normal.
- Then, players simultaneously reveal the worker selected on the right, resolving these as normal.

RANK AND FILE VARIANT

With this variant, all Workers Cards are resolved in priority order, which may result in players being able to take both their actions in a row if they select the right worker cards.

Instead of each player resolving their first selected worker before moving to the second workers, resolve workers in increasing priority order.

To do this:

1. After selecting both worker cards for the round, each player keeps their selected cards in their hand, hidden from the other players (setting aside other workers for now).
2. Then, have one player count upwards from 1.
3. When a player notices that one of their Worker's Priority Numbers is called, the count stops and the Worker's Ability is resolved.
4. The count continues in this manner until each player has resolved both their selected Worker Cards.

Credits

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