

ENCOUNTER™

Encounter Magazine, volume 2, number 1

Welcome to the initial issue of the new *Encounter* magazine. A bit of introduction is certainly in order. *Encounter* magazine supports solely the game of *Cosmic Encounter*. In each issue, you will find new Alien Powers and their associated Flares, interesting variants, questions & answers, and occasional analytical articles, major tournament reports, mail, and anything else related to *CE* that we find particularly interesting. We encourage submissions, as it is your ideas that will keep this game and magazine going.

your home system.

During a challenge, the offensive player flips a Destiny card to determine which player he must challenge. He then commits one to four tokens from his bases to the challenge and chooses which planet in the defensive player's system to attack. Both sides may invite other play-

What are we talking about?

For those of you who are relatively new to gaming or who happen to have picked up a free copy of this magazine at Gencon 1991 and have no idea what we are talking about, let me fill you in. *Cosmic Encounter* is a classic multi-player game of galactic expansion. At the start of the game, each player draws an Alien Power. This Alien Power allows the player to break the rules of the game in a unique manner. Each player starts with a home system of 5 planets and 20 tokens, which represent his forces, spread over the planets. Play consists of rounds of challenges in which players attempt to establish bases on other players' planets. The goal of the game is to get five bases outside of

ers to ally with them. Once all allies have had a chance to join the challenge, the two main players play Challenge Cards, which could be either Attack or Compromise Cards, face down. They then reveal them and determine the outcome. If both played Attack Cards, each side adds the number of its tokens to the number on its Attack Card (ranges between 1 and 40, with 6-10 being the most common) to determine its total. The side with the higher total wins the challenge; the defender wins ties. If the offensive player wins, his tokens and those of his allies establish bases on the target planet, while the tokens on the losing defensive side die (temporarily) to the Warp. If the defensive player wins, he retains his planet, his

allies return to their other bases and receive either cards from the deck or tokens from the Warp in reward, while tokens on the losing offensive side die to the Warp. If one side played a Compromise Card, that side automatically loses the challenge but that main player is entitled to "consolation," in which he draws one card from his opponent's hand for each token he lost in the challenge. And lastly, if both players reveal Compromise Cards, all tokens return to bases and the main players have one minute in which they can try to make a deal, such as granting each other one base or swapping some cards from their hands. If they fail to make a deal, each main player loses three tokens to the Warp. Through offensive alliances and deals, players will often cohabit a planet with other players as each has a base there. Special cards called Edicts and Flares can be played at various points in a challenge in order to cause some effect that gives a player an edge or special benefit.

The primary aspect of the game is indeed the Alien Powers. There are many different Alien Powers already in the game, with more to be found through this magazine. Due to the vast number of combinations of Alien Powers that may be present in any game and the interesting interactions between them, each game of

CE is unique. A blockbuster power in one game may be very weak in another game merely due to the presence of one or two Aliens that bend its power back upon itself. Because this is a multi-player game of usually 4 to 6 players, even a stronger power is often at a disadvantage due to the combined efforts of the other players.

History

Cosmic Encounter was originally designed and published by the extremely creative people at Eon Products back in the late 1970s. CE was Eon's principal game system, although the company published such other excellent games such as *Borderlands*, *Darkover*, *Quirks*, and *Hoax*. Eon supported its games with *Encounter* magazine for six issues. We will reprint some of the best ideas from those issues in the future.

Eon originally publish CE with 15 Alien Powers and components for four players. The first three expansion sets introduced 35 more aliens, components for a fifth and sixth player, and some new Edicts and additional Challenge Cards. The fourth expansion was probably the best addition to the game, as it introduced Flare Cards for the now 50 aliens. Flares are cards that have special effects of two types: Wild and Super. The Wild Flare is usually tied into the nature of the alien power, whereas the Super Flare is usually a direct extension or enhancement of the Alien Power's effect. Flare Cards could be reused, unlike Edicts and other cards, which are discarded after use. The effect of Flares on the game cannot be underestimated, as they changed the value of other cards and encouraged card-hoarding.

The fifth expansion set introduced Moons to the game. While an interesting variant, Moons did not seem to catch on very well with most groups and were almost never used in tournaments. This is primarily due to the wide variations in power levels of the moons and the presence of many outright silly effects that

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detracted from many players' enjoyment of the game.

The sixth expansion set introduced Lucre, a monetary system, along with 10 aliens, eight of them dealing primarily with Lucre. Lucre received mixed reviews by CE players. Its effect on the game was sometimes very pronounced while at other times negligible. Part of the problem with Lucre was the eight aliens that specialized in it. Several of these were outright silly or overly powerful.

The next two expansions marked a return to basics, as they contained 14 regular Aliens, Flares for the 25 newest Aliens, along with Kickers, some of the more interesting Edicts and a few more Challenge Cards. The ninth expansion set introduced Reverse Planet Hexes, the last Alien, and a much-needed revised rulebook. The rulebook was well-received, as it collected and clarified all of the rule systems that had appeared throughout the numerous expansions.

Then the expansions stopped, with Eon turning instead to computer games.

Several years later, West End Games bought the rights to reprint *CE*. This version included 20 Aliens. West End's cards are of a contrasting design to Eon's, and West End did not include Flares or any other expansions. Again, *CE* went out of print.

In 1990, Mayfair Games bought the rights, which had reverted back to Eon. Mayfair is committed to publishing *CE* in a high-quality format, retaining the flavor of the game, republishing all of Eon's ideas, making components compatible with Eon's as much as possible, smoothing out some rough spots, continuing to introduce new material, and of course reviving *Encounter* magazine. Mayfair's basic *Cosmic Encounter* boxed set includes components for six players, Flares, Reverse Planet Hexes, and

48 Alien Powers, nine of which are new additions. Most of the game is intact. The most visible change is assigning an icon to each stage of the challenge. These icons also appear on Alien Power, Flare, and Edict Cards to clarify when their effects take place. A notable change from Eon's rules is discarding Flares after use, like Edicts.

CE has had a long life and is one of the best loved games in the adventure gaming market.

This was done to improve game balance and to enhance the relative importance of the Alien Powers. Some of the old Flares were

too weak as one-shots and were strengthened for the new game. A couple of the old powers were modified to make them clearer or more balanced. And the Reverse Planet Hexes now play very balanced with a good mix of pure strength and finesse effects.

Mayfair is already in the design stages for a major expansion set to be called *More Cosmic Encounter*. Together with the basic game, it will include everything released by Eon plus about 30% new material. *MCE* will be of size similar to the basic game. Tentative plans are to include approximately 54 Aliens and their Flares, revised rules for Lucre, revised Moons and Moon rules, a new addition called Technology, more Edicts and Challenge Cards, and possibly an addition of my own — Special Destiny Cards.

Also, as a separate product Mayfair will be selling 84-card decks of blank *CE* cards. This is an invaluable addition for those of us who like expanding our own games. Flares from this magazine may be excellent candidates for writing or typing onto blank cards.

CE has had a long life and is one of the best loved games in the adventure gaming market. This is especially noticeable in the collectors' market, where the prices for complete sets run quite high. As always, sales will determine how many further expansions will appear.

Who am I?

My name is Mike Arms, and I am the editor of the new *Encounter* magazine. I am not an employee of Mayfair Games. I am a Software Engineer, have a master's degree in Computer Science from Texas A&M University, work for Sandia National Laboratories, and am a gamer like most of you. I've been playing *CE* since 1979, and it has remained one of my favorite and most frequently played games to date. I have played hundreds of games of *CE*, win more than my "fair share" in my local gaming groups, and even had the pleasure of winning the *CE* tournament final at the last LA Origins. I got involved with Mayfair by volunteering to be a playtester for the new version of *CE*.

I am available via the InterNet using either of these paths:

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InterNet: sandia!marms@unmvax.unm.edu

I also participate on the Usenet newsgroup "rec.games.board.ce". For those who have access, there is a *CE* FTP archive that contains hundreds of new Alien Powers and PostScript code for generating your own cards, powers, hexes, and other new types of components using a laser printer.

I want to encourage submissions to this magazine. If they wish, authors may retain their copyright on material submitted for inclusion in this magazine. Anyone who has an article printed as the central feature in an issue will receive a one-year subscription to the magazine. A free issue will be sent to others who have contributed substantial, yet lesser articles. Feel free to contact me via e-mail or the newsgroup, or by sending US mail to:

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This magazine is intended to appeal to longtime *CE* fans and new addicts as well.

This magazine is intended to appeal to longtime *CE* fans and new addicts as well. Therefore, I am including material in different versions for people who use Eon's set as well as for people using the new set. I sometimes make reference to components not yet released by Mayfair both in anticipation of that release and for players using their Eon sets.

I was asked if including 20 new Aliens in this issue was a bit too much of a good thing. From what I have in hand already and continue to receive, we can continue at that pace for at least 12 issues (3 years!). And I have no doubt from the volume and creativity of those on the Usenet newsgroup that the material will continue.

My thanks to Ken Cox and his Washington University *CE* group, who created this issue's aliens. Thanks also to Andrew Plotkin for his fun variant of *Asteroids*. And special thanks to Nick Sauer, who worked so hard with me through the many versions to select, clean up, cross-check against the hundreds of existing power and Flare effects, and generally helped me to make each of these balanced and playable. My thanks to my local *CE* gaming group of Gary Louie, Scott Micheel, Steve Cabiedes, and Ralph Keyser for their tremendous aid in the many long playtest and idea sessions. And lastly, thanks to Darwin Bromley and Jim Mysser of Mayfair Games for allowing me this venue for supporting the *Cosmic Encounter* enthusiasts, both new and old, everywhere.

Alien Bazaar

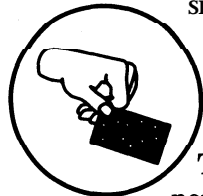
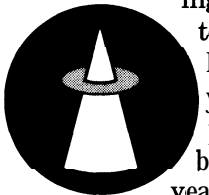
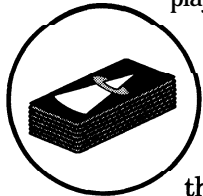
By Ken Cox, Nick Sauer, and Mike Arms.

[Editor's note: The following are new Alien Powers and their corresponding Flares. Some powers use the same Flares for single- or multi-use games. When the Flare is different for the Eon rules than for the new rules, the version with the [1] is for single use. These aliens were created by Ken Cox and his *CE* group at Washington University. Nick Sauer and I reworked most of these and their Flares to kick off the new magazine. As these were just 20 of a total of 64 aliens submitted by Ken, we'll have more from him in some future issues. And for those of you who wish to submit some of your favorite aliens, you need not have such an extensive set. I will print even single aliens in the Alien Bazaar section with appropriate credits given.]

Bushwhacker

Keeps Target Secret

You have the power to ambush. As offensive player, take a Destiny Card but keep it hidden. If you draw your own color, you may reveal it and draw a new card or you may keep it and make a challenge in your own system. Write down the planet you will attack (and the color of the player if you are attacking in your home system), then put tokens in the cone but do not point it.

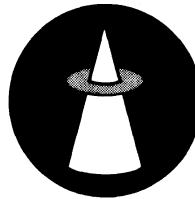


No allies are allowed on either side in your challenges. Each other player plays a Challenge Card (Kickers must be announced normally). You then reveal the target planet. There is no defensive main player until the target planet is revealed. Players other than your opponent return cards to their hands. You now play your card. Then reveal the cards and resolve the challenge.

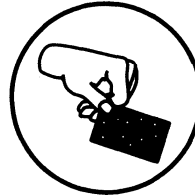
The defensive player may use his power normally despite having already played a card down in the challenge. The color of the Destiny Card cannot be changed.

History: The Bushwhackers capture prey by dropping from a concealed location. Their troops specialize in sudden, unexpected attacks that leave their opponents scrambling to mount a defense and prevent the hapless victims from organizing allies.

Restriction: Do not use in a two-player game. Do not use in a game with Insect, Changeling, or Plant.



Wild= As offensive player, you may point the cone at any base of the player whose color was revealed, not necessarily in his home system.

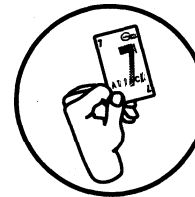
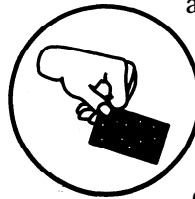


Super: After you reveal your target, all players other than your opponent who played cards discard them.

Busybody

Can Replace a Challenge Card

You have the power to meddle. In any challenge in which you are not a main player or an ally, you may look at either player's Challenge Card after it is played and before it is revealed.



You may then trade that card for one from your hand. If you trade the card and the player wins the challenge or makes a deal, you receive a reward of one card from the deck or one token from the Warp for every token the player had in the challenge. If you trade and the player loses the challenge or fails to deal, you lose the same number of tokens to the Warp as he does; you select which of your tokens to lose.

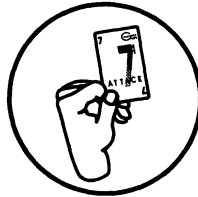
History: The Busybodies evolved from social insects. In addition to having absolutely no concept of privacy, they take the notion of "pitching in" to extremes. If a Busybody sees someone involved in a task, it will drop whatever it is doing and lend a pedicel. The Busybodies' goal is to obtain a position of dominance

from which they can interfere with the affairs of the entire Cosmos.

Restriction: Do not use in a two-player game.



Wild: Once per turn, when you are not a main player, you may switch the regular hands of two other players who currently have cards (they keep the new hands).



Super: If you interfere with a player and he loses, you do not lose any tokens.

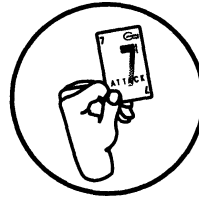
Capacitor

Saves Excess Power

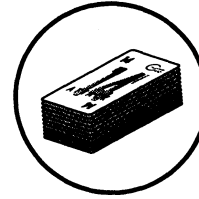
You have the **power to store and release**. You begin with a charge of zero. As a main player before cards are played, call "store," "release," or "neutral." (If you fail to indicate which, "store" is assumed.) When you store, you add the difference between your total and your opponent's to your charge. If either player plays a Compromise, treat that player's total as zero for the calculation. If your total is less than your opponent's, you add a negative number to your charge, which can become negative. When you release, you must announce how much of your charge will be used to add to your total, your charge is then reduced by that amount. If your charge is positive when you release, you must announce a number between 1 and your current charge. If your charge is negative when you release, you must announce a number between -1 and your current charge. When you are neutral, your charge remains unchanged for the challenge. If you lose your power, your charge remains at its current value.

History: Inhabitants of a gas giant whose turbulent atmosphere produces immense lightning bolts, the Capacitors store and release electrical energy as a natural part of their life processes. They have become adept at utilizing other forms of power, saving their strength for massive blows designed to crush all oppo-

sition. The Capacitors dream of the day when all Cosmic power will be theirs.



Wild: As a main player, if both sides play Attack Cards, you may draw one card from the deck for every 10 points (or fraction thereof) that the final totals differ. Thus if the totals differ by 7, you may draw one card; if they differ by 22, you may draw three.



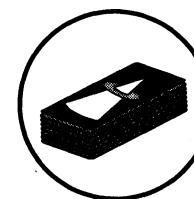
Super: When you release, you do not have to decrease your charge.

Entropy

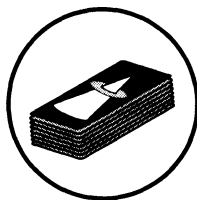
Gets Points for Every Loss

You have the **power of inevitability**. You start with zero points. You receive one point for each token that enters the Warp or is eradicated and for each card that goes on the discard pile. In each challenge where you are a main player, add your points divided by 10 (round down) to your total. If you lose your power, you keep your points but do not get more points or add points to your total. You get points for tokens even if they are healed (but not Zombie or Wild Boomerang tokens) and points for cards that actually enter the discard pile even if they are later Filched, etc.

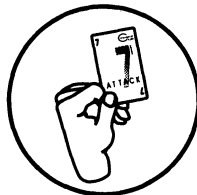
History: Viewed by most races as an insensate law of nature, Entropy is actually an intelligent noncorporeal race that draws energy from every act. Growing stronger with each passing minute, Entropy knows that it will be the ultimate victor — even if only in the death of the Cosmos.



Wild: As a main player in a challenge, you may disorder your opponent's tokens by redistributing them among his bases before the cone is pointed. You must leave at least one token on each of the player's bases. If you still have this card after the challenge is completed, you must give it to your opponent.



Wild [1]: As a main player in a challenge, you may disorder your opponent's tokens in his home system by redistributing them among his bases in his home system before the cone is pointed. You must leave at least one token on each of the player's bases.

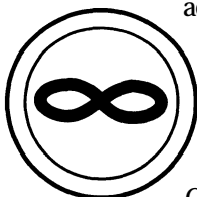


Super: You may add your points divided by 10 (round down) to your side's total as an ally.

Grovel

Can Beg Opponents to Reconsider

You have the power to plead. As a main player in a challenge, you may beg any player to modify his actions immediately after he takes them.



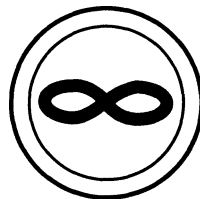
You may ask him: to point the cone at a different planet in your system; not to use a card just played (you may only plead about each type of card once per challenge, i.e. Flare, Edict, Challenge Card, etc.); not to use an

optional Alien Power; not to invite allies; and, if your opponent wins the challenge, to allow the tokens you lost in the challenge to return to other bases instead of going to the Warp. If he agrees to your request, you may plead once more during the challenge. You can no longer plead after your second request is granted. If a request is refused, the refusing player must put one of his tokens into the Warp; you may plead later in the challenge on a different subject (and if refused again, that player must put another token in the Warp, and you may plead on a different subject, and so on).

History: Overawed by the vast powers of other Aliens, the Grovels adopted an attitude of excessive, even subservient, politeness. When attacked, they beg their opponents to show mercy. When their requests are met, the Grovels are placated, but when refused, they strike out violently and increase their demands.



Wild: When you are not a main player, if the offensive player does not invite you to ally, you may show him this Flare and ask him to invite you. If he still refuses, put two of the tokens he has in the cone into the Warp.

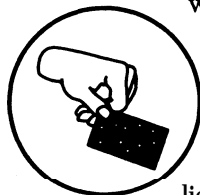


Super: You may use your power to plead as an ally in a challenge.

Informer

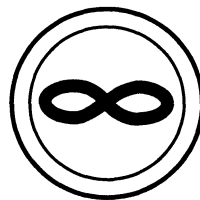
Informs on Others

You have the power to **inform**. In any challenge in which you are not a main player, if you are not invited to ally by a player, you may force that player to play his cards (Kicker and Challenge Cards) first. You may then look at the cards and announce what they are; you may lie. You may inform on only one of the players. You may inform on the Gambler.

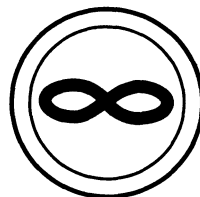


History: For millennia, the Informer world was ruled by a ruthless dictatorship that controlled the populace with a system of secret police and paid informants. This experience left the Informer race with an inbred tendency to snitch on those who have affronted them. This habit has proved surprisingly useful in the Informer bid for Cosmic power, as most races will go to great lengths to avoid offense.

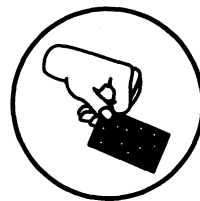
Restriction: Do not use in a two-player game. Do not use in a game with Oracle.



Wild: When this card enters your hand, you must place your entire hand face up' and play with it that way. You only pick up your hand to play cards in a challenge and when other players draw from your hand. When you must discard this Flare, discard it to another player's hand (even if you leased it from the Hertz).



Wild [1]: When this card enters your hand, you must place your entire hand face up and play with it that way for the challenge. You only pick up your hand to play cards in the challenge and when other players draw from your hand.



Super: You may inform on a player even if he invited you to ally.

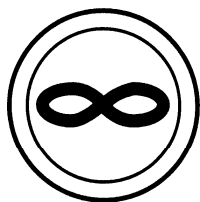
Knot

Can Arrange Obligations

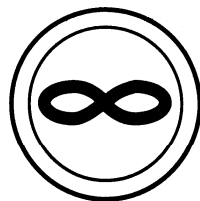
You have the power to bind. You may ask for an obligation from a player whenever you have the option to ask him to ally, to accept his offer to ally, or to reject his opponent's offer to ally. In addition, you may ask for an obligation from any other player whenever you have the option to use or refrain from using an optional power, or to refrain from making an additional challenge on your turn. The obligation that you request is for the same type of action. For example: "If I refuse alliance with your opponent, will you refuse alliance with my opponent when I ask you to?" If the player agrees and you meet your side of the bargain, he is obliged to you. At any later time, you may remind him of the obligation and he must behave as he promised. He is then free of that particular obligation. You may continue to ask for obligations during each challenge until one is agreed upon. If no player agrees to one of your proposed obligations, you may stop asking for obligations during that challenge and take a card from the deck or token from the Warp. If you lose your power, existing obligations stay in effect but you cannot use them until you regain your power. If you are zapped when you remind a player of his obligation to you, that obligation is nullified.

History: Refusing to encumber themselves with the complexities of contract law, the Knots have adopted a much more basic system. "I will do this favor for you. But then, someday, I will ask you for a favor; and when I do..."

Restriction: Do not use in a two-player game.



Wild: You and your opponent may obtain obligations from one another as part of a deal. The obligations are limited to the same types that the Knot can obtain.

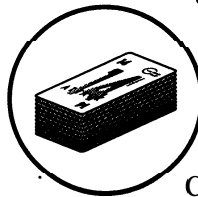


Super: As the offensive player, you may continue to ask for obligations until you get up to three each challenge.

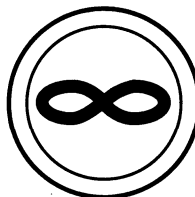
Leech

Takes From Opponents

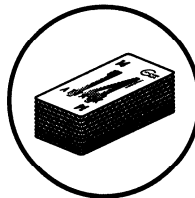
You have the power to drain. After the resolution of a challenge in which you were a main player, do any one of the following to your opponent: make him put one of his tokens in the Warp or make him give you his highest Attack Card, a Compromise, or a specific type of non-Challenge Card (Flare, Edict, Kicker, etc.) from his regular hand. You choose the penalty without looking at his hand. If you choose to make your opponent lose a token, he selects the token. If you choose a card penalty and he does not have a card of the appropriate type, he does not have to do anything. If he does have such a card, he must select one and give it to you.



History: The vermiform ancestors of the Leeches combined to destroy larger animals by draining them of blood. Their intelligent descendants use more sophisticated techniques, but their Cosmic opponents are still curiously weakened by each contact.



Wild: You may take a card at random from each other player's regular hand and discard them along with this card.

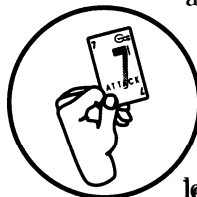


Super: When you leech, your opponent must put a token in the Warp and give you two cards of your choice from those you could normally take. If he doesn't have a card of a particular type, he still gives you the other.

Paranoid

Gets Bonus for Opponent's Allies

You have the power to worry. As a main player or an ally, if your opponent has any allies, you add the value of his allies' tokens to your side's, total after other effects have been calculated. Also, you nullify the powers of your opponent's allies for the duration of the challenge. (The Parasite may still use its power to ally with your opponent because its power is nullified only after it becomes an ally.)



History: The Paranoids are certain that the Cosmos is out to get them. This is, of course, true. But each time their beliefs are vindicated, they fight with renewed vigor, shouting their war cry of "Get them before they get us!" The Paranoids dream of a Cosmos in which they will be safe. That this means the total domination of all other races is just one more thing to worry about.

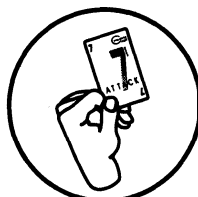
Restriction: Do not use in a two-player game.



Wild: Any players who you invite to ally are automatically invited to ally with your opponent. You must show this card any time you ask for allies.



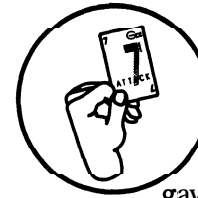
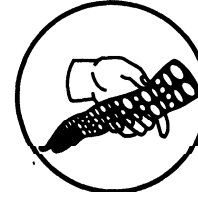
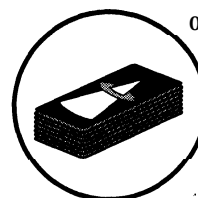
Wild [1]: Any players who you invite to ally are automatically invited to ally with your opponent. You must play this card when you ask for allies, and you remain under its effect until you draw a new hand.



Super: You may add in the value of your opponent's allies' tokens twice in your total rather than just once.

Pavlov

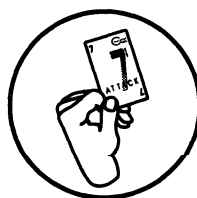
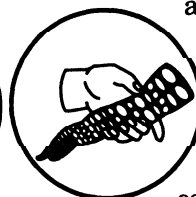
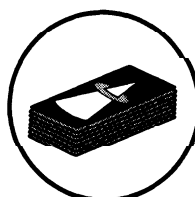
Can Reward or Punish Opponent



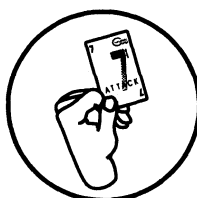
You have the power to condition. As main player or an ally in a challenge, before cards are played you may give your opponent a Challenge Card from your hand. If he plays that card, any tokens he loses as a result of the challenge return to bases (if he is defensive player, they must leave the challenged planet or Moon), and he receives an additional reward of one token from the Warp or one card from the deck (his choice). If he does not play the card, after the challenge is resolved put any one of his tokens from a base into the Warp. These rewards and punishments apply to any challenge outcome, including failure to deal. After the challenge is resolved, you get back the card you gave your opponent if he did not play it.

History: The small but wise Pavlovs achieved mastery of their home planets by training all rival species, using a system of rewards and punishments. They now apply their skills to their Cosmic adversaries, subtly directing their opponents' behavior into a pattern of the Pavlovs' choice.

Wild= As a main player in a challenge, before cards are played, you may name a Challenge Card (Compromise or specific Attack Card). If your opponent reveals such a card, after the challenge is resolved he receives a reward of any combination of three tokens from the Warp or three cards from the deck.



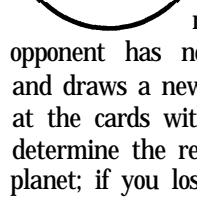
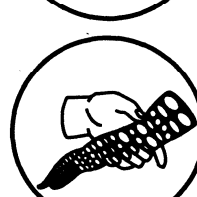
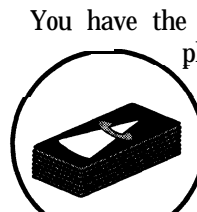
Super: Your punishment for disobedience is two tokens from bases to Warp; you select both tokens.



Super [1]: Your punishment for disobedience is four tokens from bases to Warp; you select the tokens.

Probe

Can Make Reconnaissance Sorties

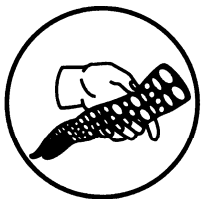


You have the power to scout. Whenever any other player flips the color of a third player, if you have an Attack Card you may make a probe challenge against any planet in the defensive system. You do not remove a token from the Warp at the beginning of your probe challenge. Put one token into the cone and point it. No allies are permitted, and you cannot use any cards except Challenge Cards in the probe challenge. Only you and your opponent may use powers. You and your opponent must play Attack Cards (if your opponent has no Attack Cards, he discards his hand and draws a new one). You and your opponent then look at the cards without showing them to other players and determine the result. If you win, your token goes to the planet; if you lose, it goes to the Warp. Your opponent's

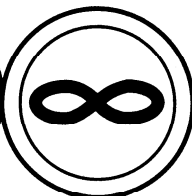
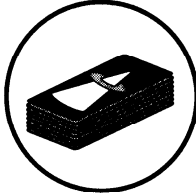
tokens remain on the planet regardless. If your opponent is the Filth, you can only challenge him where he has no tokens. Your card is discarded (bury it in the discard pile so that none of the other players may see it), and your opponent retains his. The offensive player then makes his challenge. In this challenge the defensive player must either play the same card he played against you or play a Compromise (he may add a Kicker). You may announce the value of the card if you ally with the offensive player.

History: Developing from clans of nomadic warriors, the Probes specialize in quick sorties involving small, highly mobile units. These attacks are often suicidal, but aliens respect the Probes for their courage — and for the information about opponents' strength that the attacks reveal.

Restriction: Do not use in a two-player game. Do not use in a game with Bushwhacker.



Wild: As a main player in a challenge, your opponent must show you his highest Attack Card before cards are played.



Super: In your probe challenge, you may play other cards in addition to a Challenge Card.

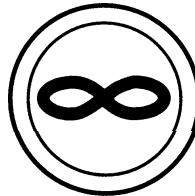
Prolong

Can' Extend Challenge

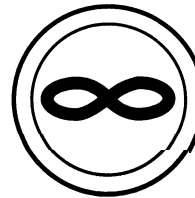
You have the power to protract. When you are a main player in a challenge, if both players reveal Attack Cards you may call "extend." You and your opponent must then play and reveal an additional Attack Card. You may continue to call extend as long as both main players can play Attack Cards. You may stop extending at any time. When the extension stops, challenge results are determined. Kickers multiply the value of the Attack Card that they are played with during the extension. Card-related powers (Chosen, Gambler, Laser, Mutant, Oracle, Visionary, etc.) are applied to each card played during extension. All cards played are discarded. Players cannot draw new hands during extension.

History: Possessed of an overdeveloped sense of pride coupled with a love of battle, the Prolongs are rarely willing to admit defeat or claim victory. Their Cosmic adversaries dread confrontation with the Prolong because even a minor skirmish is often drawn out into a long and exhausting battle.

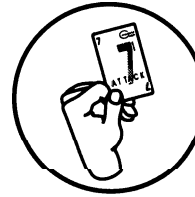
Restriction: Do not use in a game with Chronos.



Wild: You may reveal this card whenever a player gets his last base needed to win the game. Then, as long as you hold this Flare in your hand, the number of outer bases needed to win is increased by one for all players.



Wild [1]: You may reveal this card whenever a player gets his last base needed to win the game. Then, until the challenge deck is reshuffled, the number of outer bases needed to win is increased by one for all players.

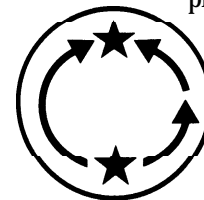


Super: You may use your power to protract even as an ally.

Queue

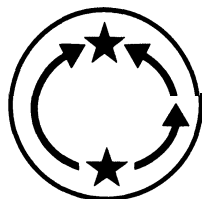
Selects Order of Play

You have the power to order. At the end of each player's turn, you choose which player will next take a turn. You must give each player a turn in each "round" of play. For example, with four players you may choose any of them to go first, then you choose any of the remaining three to go next, then one of the remaining two, and finally the last one plays. You may then choose any of the four to play next, starting a new round. If you lose your power, play passes clockwise as normal.

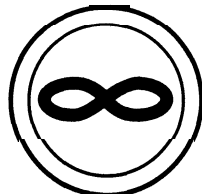


History: The semi-metallic Queues generate electropsychic fields that induce them, and all within their influence, to form orderly lines. The Queues use this knack in their attempt to place themselves at the head of the Cosmic line.

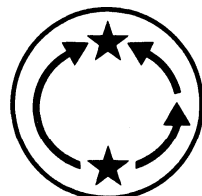
Restriction: Do not use in a two-player game.



Wild= Before any turn, you may take the top seven cards of the deck, arrange them in any order you wish, and return them to the top of the deck.



Wild [1]: At any time, you may take the top 10 cards of the deck, arrange them in any order, and return them to the top of the deck.

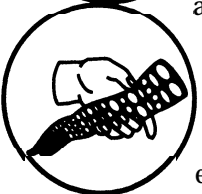
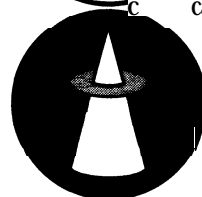
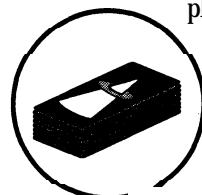


Super: In each "round" you may give yourself two turns as offensive player.

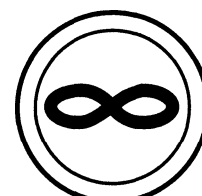
Salt

Can Force Discard of Attack Card

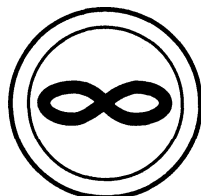
You have the **power of disarmament**. As main player in a challenge, if you have an Attack Card before cards are played you may call "disarm." You and your opponent must then discard an Attack Card. Your opponent discards his highest Attack Card, and you discard any one of your Attack Cards. If as a result the **offensive** player has no more Challenge Cards, his turn immediately ends (tokens return to bases); if the **defensive** player has no Challenge Cards, he discards his hand and draws a new one as normal.



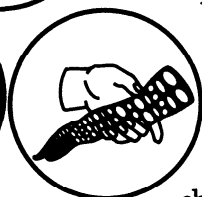
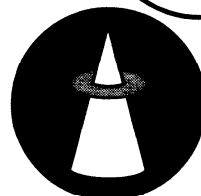
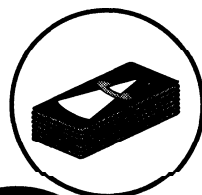
History: The peace and security of the Salt worlds was guaranteed by a comprehensive system of treaties that eliminated all offensive weapons. Out of necessity, the Salts rearmed when confronted with hostile aliens. They now seek to regain their peaceful lifestyle, even if it means taking on the weighty responsibilities of Cosmic rule.



Wild: Each challenge, you may make all other players keep their highest Attack Card face up in front of them. Each player returns the card to his hand only to play a Challenge Card or when another player must draw from his hand.



Wild [1]: You may make all other players keep their highest Attack Card face up in front of them at all times. Each player returns the card to his hand only to play a Challenge Card or when another player must draw from his hand. This remains in effect until the Destiny pile is reshuffled.



Super: When you call disarm, you may name any number up to the number of Attack Cards you have. You and your opponent must then discard that many Attack Cards if possible; your opponent discards his highest Attack Cards, and you discard any Attack Cards you choose.

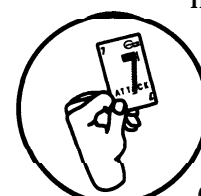
Teela

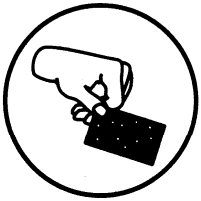
Adds Die Roll to Tokens

You have the **power of luck**. As a main player in a challenge, roll one six-sided die after Challenge Cards are played and before they are exposed. Add or subtract the number of pips showing on the die to your token count before calculating other effects. The revised token count is used for determining consolation and the effects of other powers and Flares. If you get a negative number for your revised token count in the challenge and you are entitled to consolation, your opponent takes that number of cards as consolation from your regular hand.

History: Teelas breed by releasing germ cells into the ocean, where chance determines which live and which die. Only the most fortunate Teela young survive to reach maturity. This evolutionary pressure has caused the spread of a gene for good luck throughout the Teela population. The Teelas now audaciously compete at the Cosmic level, confident that their luck will protect them.

Wild= Whenever you are entitled to consolation, you may roll one six-sided die. Subtract three from the number of pips showing on the die and add the resulting number to the amount of consolation you receive. If the amount of consolation becomes negative, your opponent draws the corresponding number of cards from your hand.





Super: You may roll an additional die and add or subtract it to your token count.

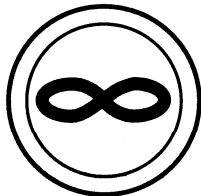
Toady

Helps Another to a Shared Win

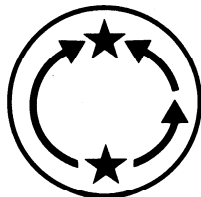
You have the power to kowtow. At the beginning of the game, after powers are distributed, select and announce one other player as your "lord" or "lady." Whenever your lord is a main player, you may ally with him without being invited, and you may not ally against him unless forced by the Magnet (but his opponent, for example the Grudge, can still invite you). Also, before cards are played in the challenge, you may offer your lord any cards from your hand. He looks at the cards you offer and accepts or rejects them as a group. If he rejects the cards, you return them to your hand. Also, you may use your own Lucre to buy cards and give them to him (you may look at them), and you may give him any or all of your Lucre before cards are revealed. As a main player, if you flip your lord's color in the Destiny pile, you may only attack another player's color that is in your lord's system. That player is the defensive player for the challenge. If you cannot make such a challenge in your lord's system, ignore that flip of the Destiny pile. If your lord wins the game, you share in his win.

History: Bewildered by the complexities of the Cosmos, the Toadies have taken refuge in a subservient relation with a more powerful Alien. Their fawning attention is unappreciated by their chosen master, as the slight aid the Toadies provide is more than offset by the eventual sharing of Cosmic power.

Restriction: Do not use in a two- or three-player game.



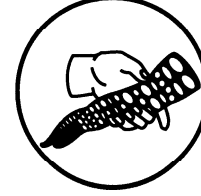
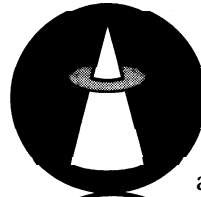
Wild: If any player wins the game by winning a challenge in which you were his ally, you share in the win. You do not share the win if the player won by making a deal.



Super: At the start of your turn, you may change lords. Announce the change to all players.

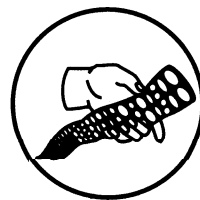
Ultimatum

Threatens Dire Consequences



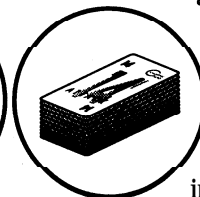
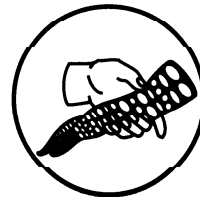
You have the **power** to threaten. As a main player in a challenge, before cards are played you say to your opponent, "If you play an Attack Card of value X or greater, I will add X to my total" where X is a number between 7 and 40, inclusive. You may shorten the threat to "X or greater." If your opponent does play such a card, you add the value X to your total in the challenge.

History: Brinksmanship is an art form among the Ultimata, who have had more than 20 close brushes with nuclear war (and three actual missile exchanges, but no one talks about them) in their history. The Ultimata threaten their Cosmic opponents at every opportunity and, when defied, carry out their threats to prove they mean business.



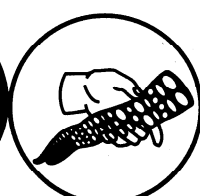
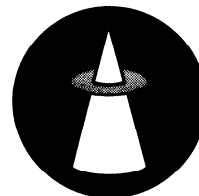
Wild: If you lose as an ally in a challenge, you may draw two cards from the regular hand of the main player you were allied with. You must announce the use of this Flare before cards are played in the challenge.

Wild [1]: If you lose as an ally in a challenge, you look at the regular hand of



the main player who you were allied to and take up to as many cards as you had tokens in the challenge. You

must announce the use of this Flare before cards are played in the challenge.



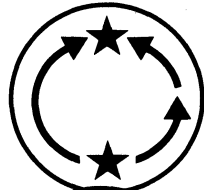
Super: You may use your power as an ally, threatening your side's opponent.

Wastrel

Can Discard Hand

You have the **power to discard**. As the offensive player, in lieu of your challenge you may discard your entire hand (including the Keeper) and draw a new seven-card hand from the deck. This counts as a successful challenge for the purpose of continuing your turn. If you draw a hand with no Challenge Cards, your turn ends immediately and play passes.

History: Evolving on a world of abundant resources in close orbit around a high-energy sun, the Wastrels never developed any concepts of frugality or conservation. When the Wastrel home sun went supernova, a few Wastrel colonies survived. These colonies now seek to wrest enough resources from lesser species to support themselves in their accustomed style.



Wild= At the start of each of your challenges, you may discard one card from your regular hand to the discard pile.



Wild [1]: At any time, you may discard one or two cards from your regular hand to the discard pile.

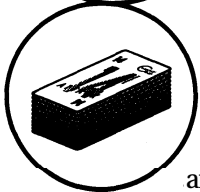
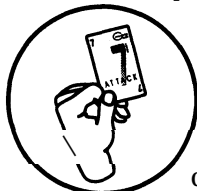


Super: You do not have to forfeit a challenge to discard your hand. You may discard your hand once at any point during your challenge.

Xx

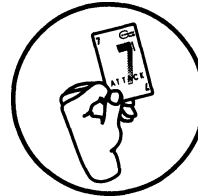
Switches Compromise, Attack Cards

You have the **power to doublecross**. As a main player in a challenge after cards are revealed, if you revealed a **Compromise Card** you may do one of the following: you may exchange your **Compromise Card** for any **Attack Card** from your hand; you may exchange your opponent's **Attack Card** with a **Compromise Card** from your hand; you may exchange your opponent's **Compromise Card** with an **Attack Card** from your hand. No other powers (Oracle, Laser, Visionary, etc.) can prevent the replacement.

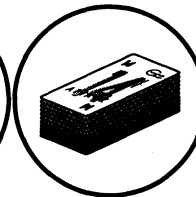
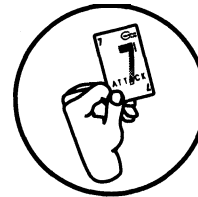


Also, if you are a main player or ally in a challenge, if any other player discards a **Compromise Card** you may pick it up and take it into your hand.

History: In their first Cosmic encounter, the unpronounceable Xx were betrayed at the conference table. Ever since, whenever any Xx offers peace with one chela, he takes the precaution of holding a blaster behind his thorax in another.



Wild: As an ally in a challenge, if your side has been determined to have won the challenge, you may exchange one of the revealed **Challenge Cards** with a **Challenge Card** from your hand such that your side will now lose the challenge.



Super: You may use your power to doublecross as an ally in a challenge.

Zero

Can Zero Attack Cards

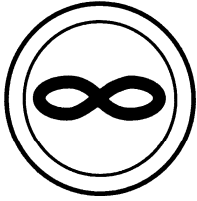
You have the **power of nought**. As a main player in a challenge, after cards are played but before they are revealed you may call "zero." If you do so, any **Attack Cards** that are played become **Attack 0** cards. If either main player played an **Attack Card**, he may discard it and play another **Attack Card** face down in its place if he has one. Powers such as the **Laser**, **Oracle**, etc. apply to the play of this second card as well. Zeroing only affects the **Deuce's** first card, and he may play an additional **Attack Card** to replace it.

History: The Zeros are ascetics and condemn all profligate acts. Their revulsion at excess leads them to acts of self-sacrifice so noble that others are momentarily carried away and match their forfeitures.

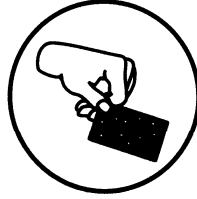


Wild: Upon receiving this card, you must discard your entire hand (except for this card, which you must keep). If you are the offensive player, your turn ends immediately, all tokens in the cone return to bases, and

- p l a y p a s s e s



Wild [1]: Upon receiving this card, you must discard your entire hand. If you are the offensive player, your turn ends immediately; all tokens in the cone return to bases, and play passes.



Super: If your opponent plays an Attack Card after you zero, he must play his lowest Attack Card.

More Cosmic 1830

By Russell de Castongrene

Zombie - Retains certificates after selling them

Mesmer - Makes a certificate look like any other railroad for buying or selling

Amoeba - Flows around tokens - never shut out of an area

Miser - Starts with an extra \$400 that he must keep separate. Functions as a separate player.

Warpish (Poolish) - Owns all certificates in the bank pool

Assassin - May kill any tile during his turn

Doppelganger - Uses other railroads' trains (doesn't need to buy one)

Filth - No one may play a token in a city where he has one

Filch - Steals money from other railroads to make purchases

Loser - Before assets are totaled, may declare that the person with the least cash is the winner

Trader - Swaps cash on hand with any other player

Demon - May take over directorship of a railroad temporarily

Crystal - May force another railroad to put a tile down

[Editor's note: This is a humor article first printed in the wonderful *1830* zine called *Fast Trax. 1830* is a railroad game published by The Avalon Hill Game Company and has quite a following, including some via PBM. As the title indicates, there was a previous article entitled "Cosmic 1830" in *Fast Trax* by a different author. Russell is a long-time friend, *CE* master, and rabid 7830 player. His favorite multi-power *CE* combo is undoubtedly the *Wrack/Vacuum* — he lives for the stab. Enjoy!]

Machine - Not limited to one stock purchase; may buy until exhausting money

Healer - Can restore stock prices after a sale

Vacuum - When his stocks drop in price, can make others drop too

Laser - Makes someone blind when buying or selling - pick a certificate at random

Sorcerer - Swaps stock certificates with another player (e.g. *PRR* for *C&O*)

Assessor - Collects a \$10 tax for every tile a train runs through

Antimatter - Buys #6 trains and progresses backwards to 2s

And \$100 bills work as *Cosmic Zaps*.

As usual, some are workable and some aren't. But that's half the fun. I'd say go for the *Vacuum*, but if *Trader's* in the game...

Asteroids

By Andrew Plotkin

History: In a previous cycle of the Cosmos, a war grew so frightful that entire star systems were torn apart. Fragments of these planets still circle the universe, bringing the remnants of their original powers to whomever they pass.

Parts: A set of Asteroids is a set of 12 small cardboard Asteroid disks (similar to Moons) and 12 markers. Each Asteroid and marker has a symbol on it; they form 12 pairs (a disk and marker with the same symbol).

Setup: When setting up the game, the players decide how many Asteroids will be in play and where they start. Each Asteroid is placed in the empty space at the edge of a system hex adjacent to the Warp hex. No more than one Asteroid may be in any hex. Also, pick out the markers that match those Asteroids. Some recommended setups: One Asteroid, randomly placed; two Asteroids, opposite each other around the ring of hexes; three Asteroids, equally spaced; or (for the masochists) one Asteroid per hex.

[Editor's note: We found through playtesting that roughly one-half of the number of players (rounding up) is good. Not too many and not too few. For example in a five-player game, three asteroids would be used starting in hexes 1, 2, and 4 (spaced out as best possible).]

After Powers are selected, the players randomly choose one Alien Power card for each Asteroid and place them (face up) to one side. Randomly place the markers on the power cards, so that each Asteroid in the game has one Alien Power.

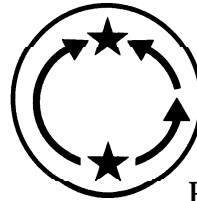
Play: At the beginning of each challenge, every Asteroid is moved one hex counter-clockwise (that is, opposite to the direction of play). For the rest of the challenge, any player with an Asteroid in his system may use that Asteroid's power as if it were his own.

New Power:

Orbital

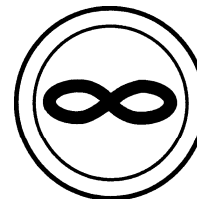
Can Affect Asteroid Movement

You have the power to **affect** orbits. Whenever Asteroids move, you may decree that they all move two hexes counter-clockwise instead of one.

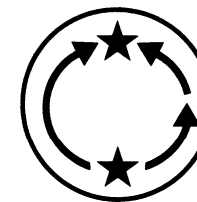


History: Spawned among the asteroid belts of a planetless star, the Orbitals learned to weave webs to capture and manipulate their rocky homes. Now they seek to control the mysterious fragments of dead worlds and spread their influence around the Cosmos.

Restriction: Use only in a game with Asteroids.



Wild: You may use this card to introduce a new asteroid into the game. Draw an unused Alien Power for it and place an unused asteroid counter in any system hex that currently has no asteroid. Discard after use.



Super: Whenever Asteroids move, you may decree either that they all move two hexes counter-clockwise or that they all move one hex clockwise.

Asteroid movement occurs before Destiny is flipped (or before the defensive player is selected in whatever manner).

Notes: You cannot use an Asteroid's power at the beginning of a challenge, before it moves out of your system. You can only use the power of the Asteroid that moves into your system on that challenge. If the Orbital comes up on an Asteroid, it is an exception to this rule. The player who has the Orbital Asteroid before movement gets to use its power.

Attributes of an Asteroid Power (Miser's Hoard, Warrior's Points, Schizoid's Terms, Terrorist's list of Bombs) travel along with the Asteroid.

If a player has no home system hex, Asteroids that rotate to him are simply placed in front of him. When Asteroids move, **hexless** Powers (and Warpish's home Warp hex) are in the cycle between the last player's hex and the first player's. If a player has more than one home system hex, they are counted as separate locations in the movement cycle. Thus, he gets more use of the Asteroids than other players. (This is another perk of the multiple-hex power).

If Sanity is played, Asteroid powers cannot be used, but the Asteroids still move as usual.

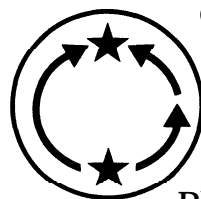
If Changeling is in a game with Asteroids, Changeling may be swapped to or from the appropriate player's Asteroid instead of his normal power (at Changeling's option). This can only be done after Asteroid movement.

The rule says "any player with an Asteroid in his system may use that Asteroid's power as if it were his own." Therefore, if you're zapped or have too few home bases, you can't use the Asteroid power; Asteroid powers are **graftable** by Plant; and so forth.

New Edict:

Strange Attractor

If there is an Asteroid in your system, exchange it with any other Asteroid in the game. If there is no Asteroid in your system, select any other Asteroid in the game and move it to your system.



Play at the beginning of any challenge, immediately after Asteroids move.

When Wild Schizoid switches hexes, the asteroids go with the hexes, but thenceforth move (between players) as they did before. (That is, you don't have to remember the Schizoid swap to do later movements.)

Optional rule: In a game with Flares and Asteroids, pick out all Flares corresponding with Asteroid powers and **shuffle** them into the deck.

The idea behind Asteroids is to be an expansion that is interesting and adds more strategy to the game. Many expansions (Hazards, Special Destiny Cards, Moons) are partially or wholly random, and this tends to destabilize the game. With Asteroids, people have to count challenges, make long-term plans (involving more than one player, typically), and generally think ahead. A genuinely interesting way to inject multi-power effects into the game in a shifting yet predictable manner. In a game with Asteroids, timing is everything.

Yes, sign me up for the next four issues of *Encounter* magazine. Enclosed is \$5.

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