MORE COSMIC ENCOUNTER

the game that breaks its own rules

RULEBOOK

More Cosmic Encounter

IMPORTANT NOTICE!

This boxed set is not a self-contained game. It is an expansion set for use with Mayfair Games' edition of *Cosmic Encounter*. Of course, if you've gotten this far, it's too late, so you'd better just go out and buy a copy of the basic game before you go any further.

Contents

Components

This box contains the following:

   54 Challenge Cards
   9 Kickers
   10 Edicts
   15 Reinforcements
   54 Flares
   26 Destiny Cards, including 16 Comets
   54 Alien Power cards
   100 Lucre Counters
   100 Moons
   1 Rule Book (you're reading it)

If any of these components is missing, please write for free replacement (identifying the missing component) to: More Cosmic Encounter Parts, Mayfair Games Inc., P.O. Box 48539, Niles, IL 60648.

In this book, there are rules describing how to integrate the new components found in this box into a game of *Cosmic Encounter*. It assumes that you are already familiar with all of the rules provided in the basic set and are somewhat experienced at playing the game. If you have never played *Cosmic Encounter*, we strongly recommend that you not use the components in this box until you have played the basic set several times.

Checklist

This set introduces a number of play concepts that serve as optional rules for the basic game. They add new elements of strategy and new surprises. You may use the ones you like and ignore the others, mixing and matching to suit your taste. The overall effect of many of these concepts is to lengthen the game, so if you prefer shorter games, be selective in the optional rules you use.

Use the following checklist to decide which components and rules you are using (this list includes optional components from the basic set):

- ☑ Basic Rules
- ☐ Reverse Planet Hexes
- ☐ Warp/Fan
- ☐ Kicker Cards
- ☐ Reinforcement Cards
- ☐ Special Destiny/Comets
- ☐ Lucre
- ☐ Moons
    - ☐ 🌙
    - ☐ 🌝
    - ☐ 🙂
    - ☐ 🌑
- ☐ Abused Powers
- ☐ Hidden Powers
- ☐ Multiple Powers
- ☐ Bribery
- ☐ Punt Option

Cards

Challenge Cards

More Cosmic Encounter contains 54 new Challenge Cards. Some of these, specifically the positive Attack and Compromise Cards, are the same as those presented in the basic set. This set also contains two zero Attack Cards and five negative Attack Cards. When a player plays a negative Attack Card in a challenge, the number on the card is subtracted from his side's total, rather than added. For example, if the offensive player has four tokens on the oval end of the hyperspace cone and plays a -1 Attack Card, his total for the challenge is 3. It is possible to have a negative total: For instance, with four tokens and a -8 Attack Card, the total would be -4. Note that both negative Attack Cards and zero Attack Cards beat a Compromise Card when played in a challenge, even if the player's total is zero or less. If both players have totals that are less than zero, the player whose total is closer to zero has the higher total and wins the challenge. For example, a total of -4 beats a total of -6.

The extra Challenge Cards are provided to preserve the original card mix while incorporating other new types of cards. If you choose not to use the other new cards in this expansion, there is no reason to use these additional Challenge Cards. The mix provided presumes that you will use all the new components. The addition of these Challenge Cards to the original set produces a mix as follows:

Card	C	40	30	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	1	0	-1	-4	-5	-6	-8
CE	17	1	1	2	1	1	1	1	4	2	1	5	2	6	2	8	4	8	2	2	1						
MCE	11			1	1	1	1	1	2	1	3	2	3	3	4	3	3	3	1	3		2	1	1	1	1	1
Total	28	1	1	3	2	2	2	2	6	3	4	7	5	9	6	11	7	11	3	5	1	2	1	1	1	1	1

Kicker Cards

A new kind of card in this set is the Kicker. After all alliances have been made and just before Challenge Cards are played, each main player may play one Kicker card in a challenge, and only main players may play them. To play a Kicker, either of the main players announces that he is playing a Kicker and places it face down. If one main player plays a Kicker card, the other main player also gets the opportunity to do so.

After Kicker cards, if any, have been played, the main players proceed to play Challenge Cards (Attack or Compromise) as usual. When revealing Challenge Cards, turn up Kicker cards as well.

A Kicker acts as a multiplier to the Challenge Card. If a main player played an Attack Card, he multiplies the value on the Kicker card by the value on the Attack Card. This multiplication occurs before any similar alterations take place, such as equalizing by the Calculator or multiplication by the Virus. A negative times a positive gives you a negative result (example: $-8 \times 2 = -16$), a negative times a negative yields a positive result (example: $-8 \times -2 = 16$), and anything times zero gives you a total of zero (example: $12 \times 0 = 0$).

If a player plays a Kicker and a Compromise Card, and the other main player plays an Attack Card, the player who played the Compromise multiplies the value of the Kicker by the number of cards he would normally take as consolation, and

takes that many cards instead. For example, if a main player played a x3 Kicker card and a Compromise Card, and lost three tokens in the challenge, he would take nine cards from his opponent as consolation (3 x 3 = 9). If a player plays a negative Kicker and a Compromise Card, he gives his opponent consolation, even though the opponent won the challenge. In this case, the victor must randomly select the appropriate number of cards from the loser's hand. If a player lost three tokens while playing a Compromise and a –2 Kicker, for example, the winner would draw six cards from the loser (3 x –2 = –6).

If both players play Compromise Cards and fail to make a deal, each player multiplies any Kicker he played by the number of tokens his opponent would normally lose, and his opponent instead loses that number of tokens. Note that if the Kicker is zero, the opponent loses no tokens. If the Kicker is negative, the opponent takes tokens from the warp. Example: the main players fail to make a deal, but the offensive player also played a x2 Kicker card. Normally, the both main players would lose three tokens to the warp for failing to make a deal, but instead, the defensive player loses six tokens to the warp (3 x 2 = 6) and the offensive player still loses three tokens. It is possible for both main players to take multiplied losses if both played Kicker cards.

Reinforcement Cards

Reinforcement Cards add to the total in a challenge after cards are revealed and all other effects are computed. If both players played Attack Cards, any player involved in the challenge can play Reinforcements to raise his own side's total or the opposing side's total. Ignore the timing rule for play of Reinforcements. Players can play any number of Reinforcements in a challenge, and the challenge is concluded and cards discarded only after all players have finished playing Reinforcements.
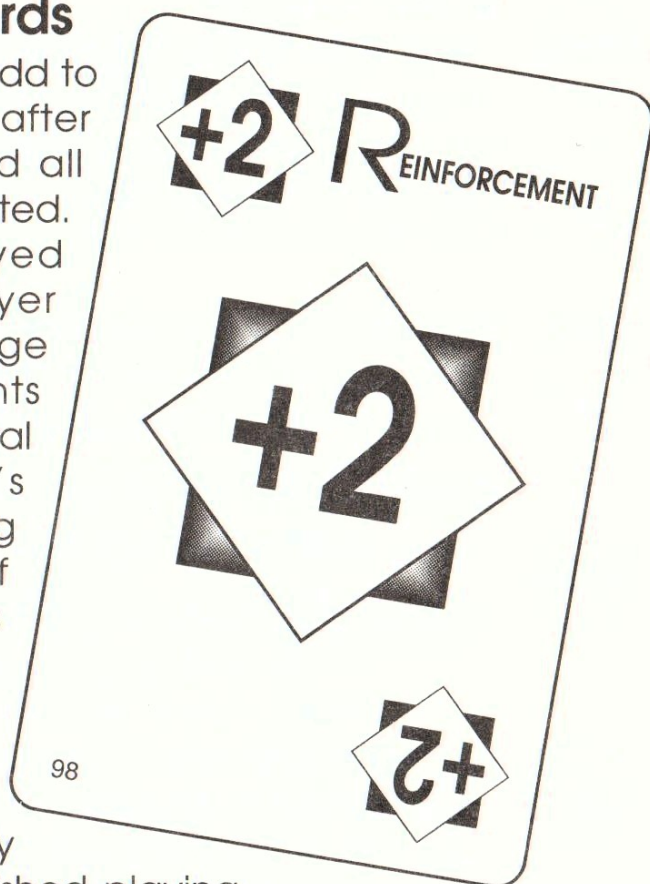
Flare Cards

After drawing Flares to determine your Alien Power, insert 20 Flares, including those just drawn, into the Challenge Deck for play. Use the number 20 regardless of the number of players.

The basic *Cosmic Encounter* set ties the number of Flares in the deck to the number of players. This has the effect of making a six-player game considerably wilder than a three-player game. If you are playing with only the basic set, try including 12 Flares in the deck regardless of the number of players. If you are using only a few cards and components from *More Cosmic Encounter*, try a number of Flares that seems appropriate between 12 and 20.

Edict Cards

The new Edict Cards included in *More Cosmic Encounter* work just like the old ones. The following list is primarily for the benefit of the Mesmer. The number following each description represents the icon that appears on the Edict.

Breach: Cancel a successful deal. Play immediately after a deal is made, with the players suffering the penalties for a failed deal.

Cosmic Gas: No player may receive rewards of cards or tokens as a result of this challenge.

Cosmic Zap: Negate the Alien Power of any player as he attempts to use it. He may not use his Alien Power during the remainder of that challenge. This card cannot be used to negate an Alien Power during game setup. In a multi-power game, this card negates only one power.

Destiny Zap: Cancel the flip of the destiny pile and flip again.

Edict Zap: Negate an Edict as a player attempts to use it. That Edict must be discarded. This card cannot negate another Zap, such as Cosmic Zap, Flare Zap, Un Zap, or Hand Zap.

Emotion Control: Treat all Attack Cards played during this challenge as Compromise Cards. The main players must attempt to make a deal.

Finder: Name a specific card, and look for it in another player's hand. If you find that card, you may take it.

Flare Zap: Negate a Flare just as a player attempts to use it. That Flare must be discarded.

Force Field: Nullify alliances of any or all players. Nullified allies return their tokens to any of their bases.

Hand Zap: One player must discard his entire hand and draw seven new cards. Play on yourself or another player. No cards may be played from the affected hand except the Un Zap.

Keeper: Keep any non-Challenge Cards from your current hand (except this one) when you draw seven new cards. You must expose these cards to use this Edict.

Kicker Zap: Cancel the effects of a Kicker card as it is being played. The player must discard the Kicker but may play another one if he has one.

Mobius Tubes: Free all tokens from the warp. All players return their tokens to any of their bases. Play when you are the offensive player.

New Moon: Replace any one revealed moon with a randomly chosen unused moon. Any tokens on the moon return to other bases. The new moon remains face down until occupied, but the system owner looks at it as usual.

Plague: Force a player to lose three tokens of his choice to the warp and to discard one of each kind of card (Attack, Compromise, Edict, Flare, Kicker, Reinforcement) that he has in his hand.

Rebirth: Regain a home base. One player may place one or more tokens, from any of his bases, onto any one planet in his home system. Play on yourself or any other player.

Sanity: No player may play Flares or other Edicts, except the Edict Zap, for the duration of this challenge. Ignore all moon effects, and each player can use only one of his Alien Powers.

Space Junk: Take the top card from the discard pile and add it to your hand. Play on yourself or another player. When several cards go into the discard pile at the same time, pick any one of them.

Solar Wind: Flip over the cone.

Stellar Gas: Collect no consolation for this challenge. Play whenever a player attempts to take consolation cards at the end of a challenge.

Timegash: Make a challenge now, as if starting your turn. Play is suspended while this challenge takes place and resumes thereafter.

Un Zap: Nullify a Zap. Stop the effect of a Zap Edict, such as Cosmic Zap, Hand Zap, Flare Zap, Edict Zap, or others. Play just after that Zap is played.

Victory Boon: The winning defensive player earns rewards as if he were a defensive ally. This card has no effect when the reverse cone is used.

Warp Break: Free any one player's tokens from the warp. That player returns his tokens to any of his bases.

Destiny Cards

More Cosmic Encounter includes a number of new Destiny Cards that do not have a color on the cone, but have instructions instead. These instructions tell the offensive player whom to challenge. For Alien Powers that relate to the color of the Destiny Card (Assassin or Will, for example), treat the card as if the color of the indicated defensive player had come up. The Dictator can still direct the cone unless more than one player fits the description on the card, in which case it follows the same rules as a wild, meaning the Dictator has no effect.

If the instructions indicate the offensive player, he has the same options as if he had drawn his own color. If more than one player fits the description, the offensive player can choose which to target. The Assassin can choose a different target among those tied, just as he can with a wild Destiny. The cards that

COMET

Anti-Extremist

No player may play an Attack Card below zero or above 15 unless he has no other Challenge Card to play.

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•Draw Again•

Make a normal challenge in the system of the player to your left.

3
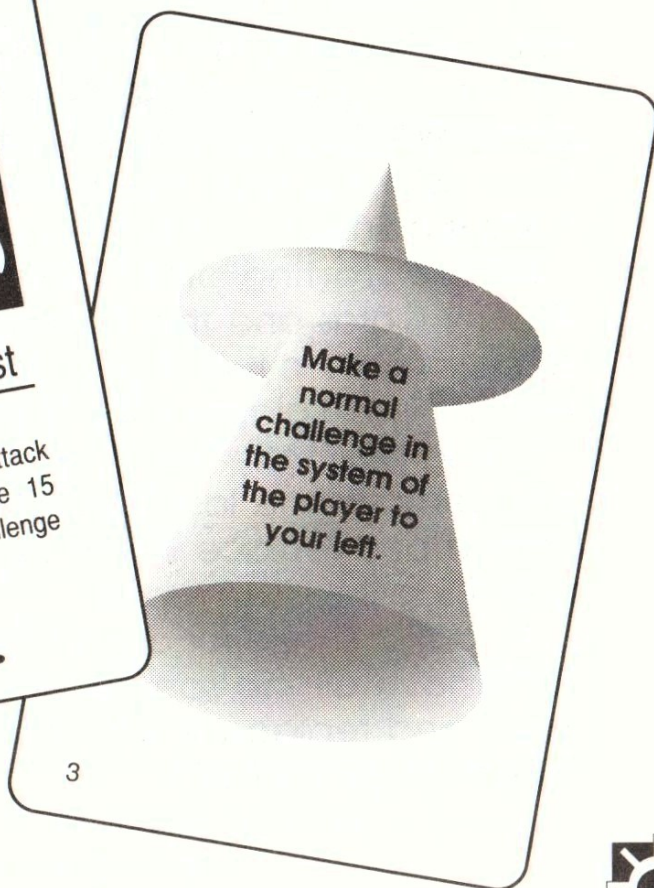
indicate a regular challenge mean that the offensive player must make a challenge in the system of the player indicated, either challenging that player on a planet or making a moon challenge in that system against the moon's occupant (or taking a vacant moon).

The Worldships player can use these instructional Destiny Cards from his hand just as he does normal Destiny Cards, and he can use a card from his hand to override an instructional Destiny Card. If you are using the Reverse Warp, flush the fan section of the color in whose system the challenge takes place or the fan section of the defensive player in the case of a warp challenge.

There is also a new kind of card that goes in the Destiny pile: Comets. These cards modify the rules of the coming challenge. Simply note the effect and draw another Destiny Card to determine the defensive player. If more than one Comet appear on the same challenge, use only the first drawn, ignoring all others.

If a Comet comes up and the offensive player ends up drawing more than once to find the target of the challenge, the Comet still affects the challenge. The Worldships player can play a comet from his hand after the destiny flip but before the cone is pointed to affect the coming challenge.

Before starting play, shuffle the instructional Destiny Cards and the Comets together. From this stack, include in the regular destiny pile one special card for each player in the game.

During play, after each time through the destiny pile, remove the last special card to have been played and replace it with an unused one before reshuffling the destiny pile.

An optional rule for a game with more surprises is to remove all the special destiny cards from the deck and replace them all with new ones every time through the deck.

Lucre

The yellow lucre counters in this box represent Cosmic currency.

Everyone starts the game with a number of lucre equal to his starting position plus three. Thus, the first player starts with four, the second player five, and so on. At the beginning of your turn, before retrieving a token from the warp on your first challenge, take three lucre from the bank, plus one lucre for each home base you hold (moons as well as planets). The Gas Giant and Spacedust players receive seven lucre (plus home moon bases) unless they have fewer than four tokens in their home system, in which case they receive the number of lucre as they have tokens plus three.

You may spend lucre only when you are a main player in a challenge. The timing follows the rule for timing conflicts, i.e., the offensive player plays before the defensive player in each phase. The costs are listed below along with the stage of the challenge when they are allowed.

Amount	Step	Benefit
3	1	Retrieve an extra token from the warp
3	7	Add 1 to your total in the challenge
6	8	Add 1 to your total in the challenge
4	1-6	Buy a card from the deck
10	1-6	Discard a card from your hand
7	1-3	Buy a random Flare from those not in use

There is no limit to the number of times a player can spend lucre for a certain item.

Moons

The 100 moons represent satellites that orbit the planets in each player's home planetary system. When they are occupied, they add new factors to the game. They can be easy to deal with strategically, or they can add an element of chaotic randomness that leaves every alien for itself. To help add a measure of control to moons, they have been divided into four categories:

Quarter moons cause effects that, with skill, can be easily coped with.

Half moons cause effects that require a little bit more luck in their handling.

Full moons cause effects that can turn the whole game around in a matter of seconds. Good luck is essential in coping with Full moons.

Cheese moons are mostly downright silly and frequently have very little to do with the actual game. If you are playing with Cheese moons, make sure your tongue is firmly in your cheek.

It is recommended that you start with the Quarter moons and add other categories one at a time, depending on how random you want moon events to be. Feel free to mix and match until you come up with a combination of moons that you are comfortable with. All four sets of moons use the same rules.

Challenge Extension Moon
Continuing, Play Now

The normal limit of two challenges is extended to three. If this moon Challenge Limitation Moon a occupied, they cancel each

Implosion Moon
Intermittent, Play Now

All tokens in this planetary system that do not belong to the home player go to the warp.
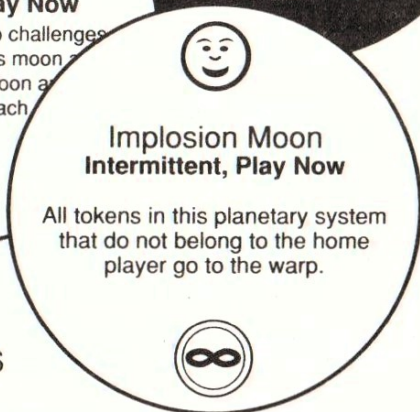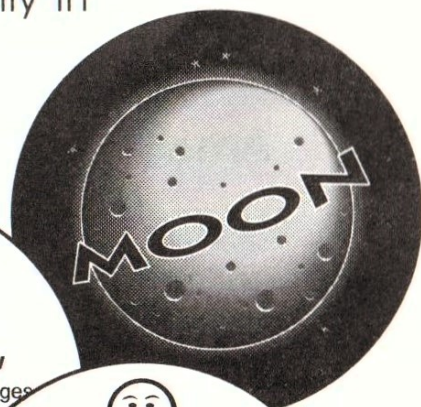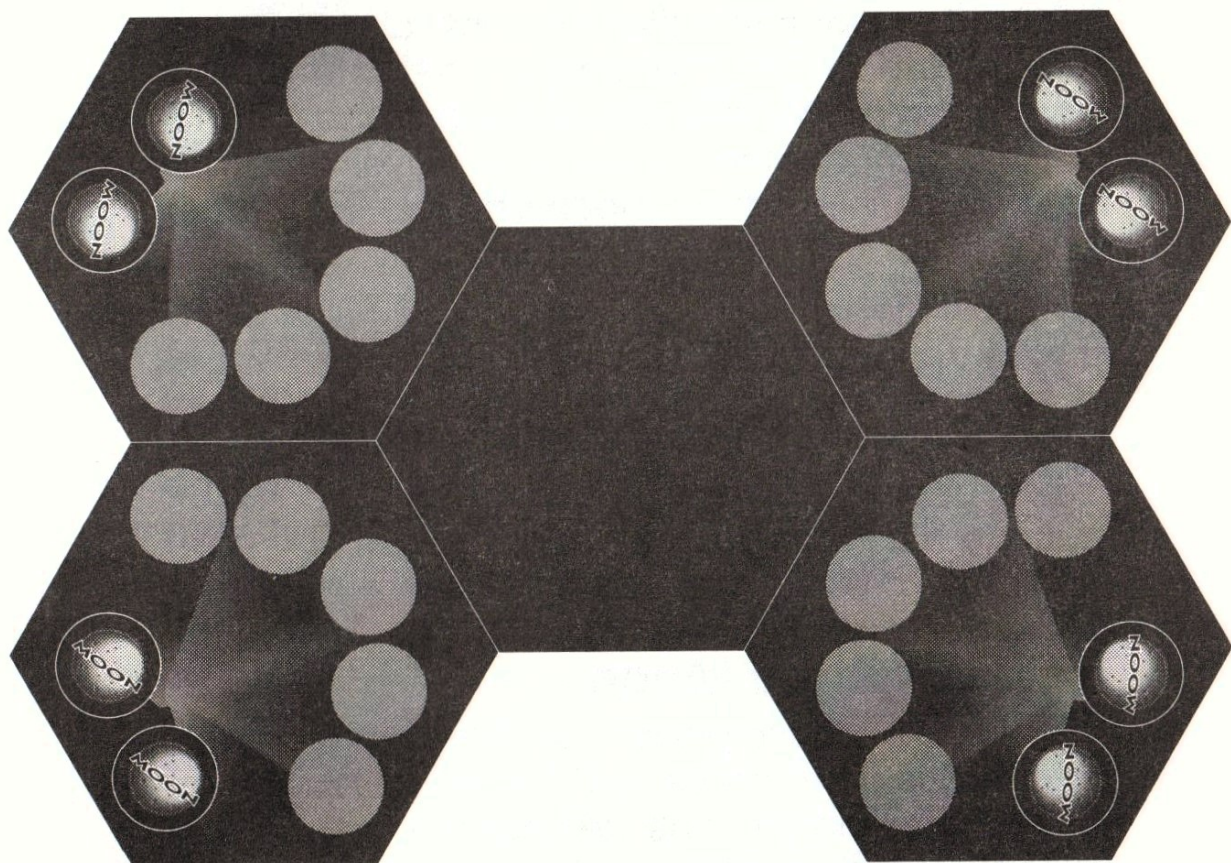
Setup

At the beginning of the game (after each player has receivedhis alien power card), shuffle the moons and deal two face down to each player. Each player may look at his moons and then puts them face down in his planetary system. During the game, a player may look at any face-down moons in his system at any time.

Types of Moons

There are three kinds of moons: Continuing moons, Intermittent moons, and One-Shot moons.

Continuing moons go into effect as soon as the moon card is revealed and remain in effect until the moon is no longer occupied. If another player occupies a Continuing moon, it remains in effect, but its effects may transfer to another player (usually the player occupying the moon).

The effects of Intermittent moons take place as soon as the moon is revealed. After the effects have taken place, they are ended until the moon is occupied by another player. If a player deserts a base on an Intermittent moon and reoccupies the moon later, the moon's effects do take place a second time unless the reoccupation is in the same challenge as when the player abandoned the moon.

The effects of One-Shot moons occur only once. Once these effects have taken place, remove the moon from the game. Do not replace it with another moon.

Challenging a Moon

After the offensive player has determined destiny, he can decide to challenge a moon in that system instead of a planet. If he decides to challenge an unoccupied moon, he simply occupies the moon without going through the challenge process and without using the cone, though this counts as a successful challenge. If he decides to challenge a moon occupied by another player, the defensive player is the one with tokens on the moon, not necessarily the owner of the system. The offensive player cannot challenge a moon where he has tokens. Moon challenges are resolved in the same way as normal challenges, with one exception: neither main player may invite allies, nor can any alliances be made by other means (such as the Magnet or Parasite). If the offensive player wins, he places his tokens on the moon. If the defensive player wins, his tokens remain on the moon. If a player turns up his own color or a wild destiny card when drawing from the destiny pile, he may choose to occupy or challenge a moon in his own system, if possible. Only one player may ever occupy a moon at one time, and any player who

occupies a moon that is being challenged is automatically the defensive player, even if the moon is not in his home planetary system.

Occupying a Moon

When a player first occupies a moon, he must immediately pick up the moon and read the instructions. If the card says Play Now, the player who occupied the moon must reveal it, and its effects take place immediately. If the moon reads Secret, the occupying player may choose to reveal it immediately or he may wait and reveal the moon at any later time in the game, as long as he still occupies it. If a player loses a challenge on a secret moon he occupies before he has revealed its effects, he may not reveal the moon unless he reoccupies it later in the game. A player may make a challenge or occupy a moon that is already revealed, but any moon effects go into effect immediately upon his doing so, whether the moon says Secret or Play Now.

The timing icon on the moon indicates the phase of play relevant to the moon's effects, not when the moon should be revealed.

When a moon has been occupied, it is treated as a base for all purposes except: it does not count toward the five bases needed to win the game, occupancy of a moon cannot be granted as part of a deal, and occupying a moon does not enable the Plant to graft. This means that occupying moons in your own system does count for holding three bases necessary to retain your power and for calculating lucre income. If a player removes all of his tokens from a moon, he has deserted his base there and any Continuing effects of the moon immediately cease, but the moon remains face-up.

Turn Summary

Now that you've incorporated these new rules into your *Cosmic Encounter* game, you may be wondering how they all fit together. To make your life simpler, here is a summary of a player turn with the parts that have changed in bold type, assuming that you are using all of the new rules from this set as well as all the rules from the first *Cosmic Encounter* set.

CHALLENGE SUMMARY
REFERENCE • SHEET

1. Retrieve a token from the warp.
This step now includes earning lucre.

2. Draw from the Destiny pile.

3. Place tokens on the cone and select the planet to be challenged.

4. Offensive player tries to recruit allies.
5. Defensive player tries to recruit allies.

6. Players accept or decline alliance invitations.

7. Main players play Challenge Cards face down.
This step now includes playing Kickers.

8. Reveal Challenge Cards simultaneously, resolve the challenge, apply results.
    If both cards are Attack Cards, the higher total of tokens and cards wins. The defensive player wins ties.
    If one card is an Attack Card and the other is a Compromise Card, the player with the Compromise Card loses but gets to take consolation.
    If both cards are Compromise Cards, the main players have one minute to make a deal.
This step now includes playing Reinforcements.

9. Discard the Challenge Cards that were played.

10. Play passes to the offensive player's second challenge or to the next player. Use cards that say "at the start of the challenge."

OTHER • ICONS

This takes place as you set up at the beginning of the game.

This can go into effect at any time.

Merging New and Old

Certain cards and powers in the basic *Cosmic Encounter* fail to mention parts in *More Cosmic Encounter* but logically would have an effect on them. Following are interpretations on those circumstances.

The **Cavalry** cannot play a Kicker when using his power, but the main player's kicker does affect the Cavalry's Challenge Card. When playing the Cavalry Wild or Super Flare, any Kickers affect each Attack Card played by allies of the player who played the Kicker.

When the **Chosen** is drawing for divine intervention, if he draws a Kicker before a Challenge Card, the first Kicker drawn applies to the Challenge Card he eventually gets. When playing the Super Flare, the Chosen player may also keep any Reinforcements he draws.

When **Chronos** declares time travel, if his opponent played a Kicker, he must set that card aside as well as the Challenge Card he played. The Chronos Wild Flare is not meant to restrict the player to a planet challenge; it applies to a moon challenge as well.

The **Clone** cannot keep the Kicker he played.

A Kicker affects only the **Deuce**'s main card, not his second one.

The **Filch** cannot pick up his opponent's discarded Kicker.

The **Gambler** may keep his Kicker secret with his Challenge Card, and he may lie about them both. The spread mentioned in the Gambler Wild Flare is figured after the effects of Kickers.

The **Keeper** Edict allows you to keep Kickers and Reinforcements as well as Edicts and Flares.

The **Laser**'s opponent may play a Kicker before the Laser draws a Challenge Card for him to play. The

Laser Wild Flare also forces, by implication, the victim to select his Kicker, if any, before asking for allies.

Players may play Kickers after the **Loser** has declared an upset and before playing Challenge Cards.

The **Mirror** reverses the digits after figuring the effect of Kickers.

The **Oracle** does not get to see his opponent's Kicker before playing his Challenge Card.

Except for Moon Base Omega, moon bases do not count for changing the **Pentaform**'s life stage.

The first time you receive **Phantom** (even mid-game), invert five tokens from bases and put them on your star. If you lose your power, you cannot use ghost tokens or create more, but you may still convert them to regular tokens by moving them from the star to the cone.

The **Plague** also forces its victim to lose a Kicker and Reinforcement.

The **Sanity** Edict also voids moon effects and limits each player to using one of his Alien Powers.

The **Seeker** can ask questions about the Miser's hoard and the Schizoid's victory conditions.

When the **Sorcerer** switches Challenge Cards, the Kickers remain where they are.

The **Vampire** Wild Flare is not meant to restrict the player to a planet base; you may switch tokens with a player on a moon base.

The **Visionary** has no power over Kickers, and he specifies which Challenge Card his opponent must play after players have committed themselves on playing Kickers.

The **Void** Wild Flare was not intended to affect only planets; you may take a moon out of the game instead.

If the **Worldships** player has a Comet in his special hand, he can apply it to any challenge.

The **Worm** cannot reposition the cone to point at a moon.

Special Powers

The incredible variety in the effects of the Alien Powers almost guarantees that there will be some confusion and conflicts. In other cases, some powers are vaguely worded in order not to restrict unduly a player's options. Sometimes, this has produced a power that is frequently abused. This section attempts to deal with these kinds of problems.

Artifacts

A number of powers use game components in a special way we call artifacts. An artifact is a special item that other powers don't have, such as the Schizoid's victory conditions, the Symbiote's extra tokens, the Miser's hoard, etc. Most of these powers have the icon for the start of game. The rule is that you cannot gain one of these powers from the deck of unused powers except at the beginning of the game. If you draw one later, with Reincarnator, for instance, simply discard it and draw another. The only time you should gain such a power during the game is through Changeling or with the Pentaform. When such a power changes hands during a game, such as with Changeling, the artifact changes hands with the Alien Power. Thus, if Changeling went against Terrorist, he would get the Terrorist's bomb list along with the power.

The artifact powers are Hurtz, Industrialist, Miser, Pentaform, Queue, Schizoid, Symbiote, Terrorist, Warrior, and Witch.

Ambiguities

Regardless of the untiring efforts of designers, developers, and editors, there are some combinations of powers that are ambiguous. This effort to clarify some obvious examples should be considered a general approach for others that crop up.

Assassin/Dictator/Will

These three powers all relate to the flip of the Destiny pile and can be confusing. The Assassin kills a token of the color flipped, regardless of the eventual system or color attacked. The Dictator points the cone at the system of his choice, regardless of the color flipped, regardless of the color the Assassin assassinates, and regardless of the Will. Then the Will can challenge the color of his choice. It doesn't matter which color the Assassin killed, but the Will is bound by the Dictator's choice of system. The Will can challenge any color within that system.

Loser/Insect

Can the Insect copy the Loser and upset an upset? No. This is a prime example of the timing rules in action. The offensive player would have the opportunity to declare an upset first. If he does, the upset is on and there is nothing the defensive player can do about it. If the offensive player decides not to declare an upset, then the defensive player has the chance to declare an upset. If he does, then there is nothing that the offensive player can do about it.

Silencer

Exactly what does the Silencer's power prevent? In most cases, the power is clear, but there are plenty of times when it isn't. Any attempt at a deal is an automatic failure. Normal play of cards that need no explanation is allowed. Any card or other game part with any ambiguity, such as one that needs the player to specify a target or player of effect (like the Plague Edict) are prohibited by the Silencer because they need some form of communication to identify which player is affected.

The Silencer does stop these powers:

Anomaly (partially)

Aura

Berserker (challenges)

Calculator

Chronos

Crystal

Delegator

Demon

Dictator

Diplomat

Doppelganger

Extortionist

Force

Gnome

Grudge (if choice)

Healer

Hurtz

Judge

Lloyd

Loser

Magnet

Mesmer

Mind

Mirror

Mutant (from other
players)

Negator

Obverse

Pavlov

Phantom

Philanthropist

Pirate

Plant

Prolong

Prophet

Queue (timing)

Seeker

Serpent

Silencer

Siren

Skeptic

Sniveler

Sting

Trader

Visionary

Will (if base has more
than one color)

Witch

Wrack

The Silencer does not stop these powers:

Amoeba

Anomaly (partially)

Anti-Matter

Aristocrat

Assassin

Assessor

Berserker (card value)

Boomerang

Bully

Busybody

Butler

Cavalry

Changeling

Chosen

Clone

Connoisseur

Deuce

Disease

Dragon

Empath

Entrepreneur

Ethic

Filch

Filth

Fungus

Gambler

Ghost

Gorgon

Grief

Grudge (if only one)

Industrialist

Insect (depends on power being copied)

Laser

Machine

Macron

Miser

Mutant (from deck)

Oracle

Pacifist

Parasite

Pentaform

Queue (turn order)

Reincarnator

Reserve

Schizoid

Sorcerer

Spiff

Subversive

Symbiote

Terrorist

Vacuum

Vampire

Virus

Void

Vulch

Warpish

Warrior

Will (if target base has only one color)

Worm

Wraith

Zombie

Abused Powers

Some powers from the original Eon version of *Cosmic Encounter* have been abused by players. These powers tend to be open-ended, giving the players great latitude and creativity in their use. This is good except when it opens the door to abuse. Mayfair has attempted to restrict some of these powers while keeping their flavor. Such is the case of the Schizoid, which now includes a provision that his victory conditions must include at least three outer bases. In the case of other powers, however, to restrict the power would have been to change its very nature. The three powers that fall into this category are Force, Judge, and Witch. These powers are excellent additions to the game, except when they get out of hand. Players should come to a general agreement as to the limits on these powers before they use them. If players cannot agree, leave these powers out of the game.

Two-Player Version

The old saw is that the object of any two-player game of *Cosmic Encounter* is to find a third player. This set of rules for two-player *Cosmic Encounter* will test even the hardiest veterans to seek new strategies.

In two-player *Cosmic Encounter*, each player represents an alien superpower. The imperialist aim of each superpower is to establish eight bases on foreign soil. Four additional Alien Powers play neutral roles in the game. The superpowers vie to control or conquer these neutral powers using diplomacy and challenges in their quest to dominate the universe.

Setup

1. Set up all six system hexes and their tokens around the warp as if preparing for a six-player game. The two players, or superpowers, must be on opposite sides of the warp from each other. The other four systems are for neutral powers.

2. Shuffle all destiny cards. Remove Flares with an L at the bottom of the card, and shuffle the Flare deck.

3. Give each player one Flare card to determine his Alien Power. Then deal one Flare card to each neutral system. Place the Alien Power card corresponding to the Flare in each system near the system hex so that each color is assigned an Alien Power. Each player is responsible for any special setup requirements, such as the Worm, for the two system hexes that adjoin his own.

4. Shuffle the six Flare cards into the Challenge Deck along with six additional Flare cards chosen randomly from the Flare deck.

5. Deal 10 cards to each player and five cards to each neutral system hex.

6. Deal each player three Destiny Cards. Each player keeps these cards in his hand, but they are exempt from consolation (although other card exchanges are possible, such as making deals, the Trader's Alien Power, or the Hand Zap Edict).

7. We recommend that you do not use reverse system hexes or special destiny cards in a two-player game. Lucre and moons are optional (but chaotic). The following powers are prohibited from use in a two-player game: Assassin, Berserker, Boomerang, Busybody, Butler, Cavalry, Crystal, Delegator, Demon, Dictator, Diplomat, Doppelganger, Extortionist, Force, Gorgon, Grudge, Hurtz, Lloyd, Mind, Parasite, Pavlov, Pentaform, Prophet, Queue, Schizoid, Serpent, Silencer, Siren, Sniveler, Symbiote, Terrorist, Witch, and Wraith.

8. Use the Punt Option (described on p. 45). When you exercise this option, you can discard your regular hand, drawing 10 cards from the pile; you can discard your Destiny Cards, drawing three new ones from the destiny pile; or you may do both.

Course of Play

For the most part, the course of play for two-player *Cosmic Encounter* resembles the normal rules of play, with three major alterations: the role of the Destiny Cards, the use of neutral alien powers, and the resolution of deals.

Destiny Cards

Destiny Cards can be used five ways:

1. Initiate challenge — Rather than drawing from the destiny pile to determine the defensive player, the offensive player must play a Destiny Card from his hand in order to initiate a challenge. If the offensive player chooses to challenge a neutral

alien power, his opponent combines his hand with that of the neutral and plays the challenge on behalf of the neutral. Each player's turn still consists of one or two challenges, with the second challenge dependent upon the success of the first.

2. Regenerate — A Destiny Card can be used to free a token from the warp of the appropriate Alien Power. Such action does not count as a challenge.

3. Colonize — The offensive player in the challenge may gain a base in a controlled or conquered neutral power's system by playing the appropriate Destiny Card and placing his token in that neutral power's system. Such action counts as a successful challenge during the turn.

4. Diplomacy — Playing a Destiny Card as diplomacy entitles the superpower to play a Challenge Card in the system. Lay such Challenge Cards face up beneath one of your own tokens, taken from any base. When the superpower player has 15 points of Challenge Cards more than his opponent, or three Compromise Cards in the system, that superpower controls the neutral power (see p. 31 for a description of control). Diplomacy is considered to be a successful challenge.

5. Alliance — In the ally-invitation phase, superpowers may call uncontrolled neutral powers as allies by playing a Destiny Card corresponding to the neutral system's color. This is the only use of a Destiny Card outside the destiny phase. A neutral power's tokens may appear on both sides of a challenge if both superpowers use Destiny Cards to call that power, unlike the regular *Cosmic Encounter* game. Neither player can remove the last token from a neutral's base unless there are no other tokens to bring.

Control of Neutral Powers

The way the superpowers interact with the neutrals is very different from the regular *Cosmic Encounter* game. Although the neutrals never initiate challenges, the superpowers may seek to influence the neutral powers to aid them in their conquest of the universe. Just like in real life, there are two ways to enlist the aid of these beings, through friendship and diplomacy or through intimidation and conquest.

Players may seek to control a neutral through diplomacy. The superpowers simulate diplomatic effort by playing Challenge Cards in a neutral system. To initiate diplomacy with a specific neutral, the superpower player must remove one of his tokens from the board or from the warp (his choice) and place it beside the neutral system. Under this token, the player places Challenge Cards whenever he does any of the following:

1. Plays a Destiny Card from his hand as if to challenge the neutral. This entitles him to play an Attack Card or Compromise Card from his hand to his diplomacy stack for this neutral. Using a Destiny Card to pursue diplomacy in this way counts as a successful challenge for purposes of continuing your turn.

2. Each time a player successfully defends a neutral system against a challenge by the opposing superpower, he can play a diplomacy card in that system.

3. Each time a player challenges a neutral and plays a Compromise Card, entitling him to consolation, he may also place his Compromise Card on his diplomacy stack for that system instead of on the discard pile.

When a superpower has accumulated three Compromise Cards or a number of Attack Cards adding up to 15 more points than his opponent's

Attack Cards, he gains Control of that neutral. Diplomacy can continue, however, and Control can pass back and forth between the players. A superpower that has three Compromise Cards in a neutral power system gains control over the system from an opponent who does not, regardless of the number of challenge points in the system. Once each player has three Compromise Cards in a system, the only way to gain Control is through the 15-point differential.

The benefits for **Controlling** a neutral power are as follows.

1. The Controlling superpower may call the neutral to be his ally at any time without playing a Destiny Card.

2. At the start of a challenge, the superpower may play a Destiny Card of a Controlled neutral and immediately receive a base on any planet in that system containing the neutral's tokens. This is called colonization, and it counts as a successful challenge.

3. The Controlling player may challenge his opponent's base in the controlled neutral system, once again using the neutral's Destiny Card.

When diplomacy breaks down, there is always the sword. To conquer a neutral power, a superpower must have at least three bases in that system. To displace that superpower as conqueror, his opponent must get more bases in the system. For example, if player A conquered a neutral by gaining three bases in the system, player B would need four bases there to displace him. Player A would then need five bases to become conqueror again. Alternately a player can displace his opponent if he destroys one of his opponent's bases and then has more bases than his opponent.

The benefits for **Conquering** a neutral power are as follows.

1. The Conquering superpower takes all of the neutral's cards and places them in his own hand. He may not make a challenge against that neutral until he is no longer its Conqueror.

2. The Conquering superpower takes the neutral's Alien Power card. As long as the neutral remains Conquered, the superpower may use the Alien Power as if it were his own, even if the neutral has fewer than three home bases, as well as using his own Alien Power.

3. In a challenge, the Conquering superpower treats the Conquered tokens as if they were his own for purposes of rewards and consolation.

4. The Conquering player receives all benefits of Control listed on p. 32.

When a superpower loses his status as Conqueror, either by losing his third base in the system or because his opponent becomes Conqueror, he immediately loses all benefits of Conqueror status. In addition, he must discard five cards from his hand to the neutral system and put the neutral's Alien Power card back in the system.

Conquest by one player does not preclude Control by the other. This can lead to an unusual situation in which a neutral power has tokens on both sides of the cone. In such cases, the player who has achieved Conquest can use the neutral's Alien Power and his opponent cannot.

If a neutral power is neither conquered nor controlled, it is uncontrolled. Both players may call an uncontrolled neutral power as an ally in a challenge, but only by using the appropriate Destiny Card. The use of the uncontrolled neutral's Alien Power is under the discretion of the superpower player. If an uncontrolled neutral appears on both sides of the challenge, it cannot use its Alien Power. An uncontrolled neutral never uses its Flares or Edicts as an ally.

Sequence of Play

1. At the start of his turn, the offensive player draws three cards from the destiny pile (if that many remain). A player who starts his turn without a challenge card in his hand does not discard his destiny cards before receiving a new hand.

   In order to initiate a challenge, the offensive player must play Destiny Cards from his hand. The superpower then continues by resolving the challenge, regeneration, diplomacy or colonization as described in the rules on the use of Destiny Cards.

2. The offensive player frees a token from the warp in the usual fashion.

3. Rather than drawing a Destiny Card from the pile to determine the destination of the cone, the offensive player must play a Destiny Card from his hand. Once he plays a Destiny Card, the offensive player chooses one of the following four options in the target system.

   Regeneration: The offensive player releases a token of the card color and places it on a base of that power. This counts as a successful challenge.

   Diplomacy: The offensive player may use diplomacy, that is, he may place a Challenge Card under his color token beside the neutral's system hex. The first time a superpower uses diplomacy with a certain neutral, the player must take one of his tokens from a base or the warp to mark his diplomacy cards in that system. Diplomacy can lead to Control of a neutral power. This counts as a successful challenge.

   Colonization: The offensive player may gain a base in a system he already Controls or

has Conquered, simply moving his own tokens to a planet in the system that contains neutral tokens. Colonization counts as a successful challenge, but a player may not colonize more than once per turn.

Initiate Challenge: The offensive player may use his Destiny Card to direct the cone in the usual manner, starting the normal chain of events in a challenge. If the offensive player is challenging a neutral power, his opponent combines the neutral's cards with his own and plays on behalf of the neutral power.

4. Players now call for allies. The two players may not call each other as allies. They may call uncontrolled neutrals only by playing a Destiny Card of the appropriate color. Players may always call their own Controlled and Conquered neutrals without the use of a Destiny Card. The offensive player calls for allies before the defensive player as usual.

5. Allies commit starting with the neutral to the left of the offensive player and proceeding clockwise. The superpower calling for the ally decides which tokens the neutrals commit. When a neutral is allying on both sides of a challenge, the offensive player chooses tokens first.

6. The players choose cards and reveal them as normal.

7. Resolve the challenge normally, with the following modifications:

Deals: In compromise-compromise situations, the players have more restrictions on the kinds of deals they can make. If one superpower is challenging the other directly, the two players may not exchange bases. In

a deal involving a Controlled or Conquered neutral, the players also may not exchange bases. In a deal involving an uncontrolled neutral, the neutral must always agree to exchange a base for a base.

Consolation: A player who is entitled to consolation may also receive additional benefits. In all cases, a player may add the tokens of a Conquered neutral power that has allied with him for purposes of receiving consolation. If a player played a Compromise Card in a challenge against a neutral, he adds the Compromise Card to his diplomacy stack for that neutral in addition to collecting consolation.

Rewards: The player playing on behalf of a neutral decides what that neutral takes as rewards, cards or tokens. As a special reward to a victorious defender in a neutral system, the superpower player may play a free diplomacy card in that system.

8. Discard all Challenge Cards played. Before continuing play, check to see if the control status of any neutral has changed. In addition, a defender of an unconquered neutral power (who took the neutral's hand at the beginning of the challenge) must set aside any five cards in the neutral system. If he has fewer than five, he sets aside what he has.

The first player to obtain eight foreign bases wins the game.

Advanced Rules

So you've played all the expansion rules in *Cosmic Encounter* — reverse hexes, lucre, moons, Comets, Reinforcements, and Kickers — and you still want more, eh? About the only thing that we haven't messed with yet are the Alien Powers. Let's get to work!

7- and 8-Player Versions

Cosmic Encounter is a game for 3 to 6 players, but what if you have more people and just don't want to settle for playing an inferior game? If you have seven or eight people, probably the best thing to do is to buy another set and split your group into two games. If that doesn't suit your fancy, try this.

With seven people, deal each a card from the deck. The player who gets the highest Attack Card becomes the Zilch. You have the power to kibitz. You get no home system, tokens, cards, or anything else. Secretly write down which player you think will win. At the end of the game, you share that player's win or loss. (For higher stakes, you may also write down how many other players will join your choice in the win. If you are wrong, you lose, but if you are exactly right, you win alone.) To help you mold the outcome, you may look at anything in the game at any time—hands, the deck, hidden powers, secret writings, etc. You may tell anyone anything you like, publicly or privately, including lies. You are not affected by any card or power except Cosmic Zap, which prevents you from using your power for the remainder of the challenge, as stated on the card.

With eight people, deal each a card from the deck as in the seven-player game. The person with the highest Attack Card becomes the Zilch, as before, and the person with the lowest Attack Card

becomes the Shark. You have the power of hunger. You sit out for one challenge, then take over the position of any player who is not a main player. That player sits out one challenge and then cuts in as you did.

Two-Power Version

One of the tried and true variants. At the start of the game, each player receives two Flare cards and draws the Alien Power corresponding to each Flare. He starts the game with the abilities of both powers, each of which may be used once in the course of a challenge. He may use the Super Flares of both powers, should he obtain them in the course of play.

When a player occupies only two planets in his home system, he must turn one of his Alien Powers (his choice) face down. He may not use that power until he regains a third planet base in his home system. When a player is down to one base in his home system, he must sacrifice the use of his second Alien Power until he regains a second home base. Remember, a player who has lost a power must use the wild ability on the power's Flare card.

Cosmic Zap will block the use of one Alien Power, as specified by the player using the Zap.

In addition, certain Alien Powers are confusing when used in combination. Others produce extremely strong combinations. Some partially eclipse one another.

Clarifications

Changeling — May choose which Alien Power to steal, even if the other player has lost the use of it!

Insect — May copy only one Alien Power.

Plant — May graft only one face-up power.

Reincarnator — When you need to reincarnate, take a new power and place it over the

Reincarnator power card. This new Alien Power is considered to be part of the Reincarnator. The player may not use the Reincarnator to replace his second Alien Power.

One of the things about a two-power game is that there can be no guarantee that the players' starting positions will be balanced. Many power combinations interact to form enormous advantages. Here are a few examples to help you understand what we mean:

Mind/Visionary or Aura/Visionary — He looks at your hand and tells you what to play.

Siren/Boomerang — Every challenge is an opportunity to gain a base.

Mesmer/Vulch — Never runs out of Edicts.

Sorcerer/Oracle — Rarely loses a challenge.

Clone/Machine — Never ends a turn!

Other power combinations can be pretty lame in comparison to these:

Zombie/Vacuum — The Zombie never goes to the Warp, so the Vacuum never gets used.

Use the following chart as a guide for not using certain powers in combination. Powers that do not appear on the chart can be used with any other power. Powers with prohibitions against use with other powers are still in effect for use against that other power, but the two can be used in combination unless they appear on the chart. An X indicates that the powers should not be used together because of conflicting mechanics or inherent confusion or ambiguity. A P indicates that the powers are abnormally powerful in combination and should probably not be used together. A W indicates that one power partially steals the other's thunder and therefore the two should probably not be used together. When two powers appear that should not be used together or against one another, use the first one exposed and draw again for the second one.

Amoeba	Entrepreneur (X)
	Macron (W)
Anti-Matter	Deuce (W)
	Gnome (W)
	Phantom (W)
	Virus (X)
	Warpish (W)
Aristocrat	Doppelganger (W)
Aura	Mind (W)
	Visionary (P)
Berserker	Deuce (X)
	Empath (X)
	Pacifist (W)
Boomerang	Dictator (P)
	Siren (P)
Busybody	Demon (P)
	Prophet (P)
Calculator	Oracle (P)
Cavalry	Parasite (P)
Chosen	Chronos (X)
Chronos	Chosen (X)
Clone	Machine (P)
	Miser (P)
	Pacifist (P)
Connoisseur	Doppelganger (X)
Demon	Busybody (P)
	Macron (X)
Deuce	Anti-Matter (W)
	Berserker (X)
	Loser (W)
Dictator	Boomerang (P)
	Siren (W)
Doppelganger	Aristocrat (W)
	Connoisseur (X)
	Machine (P)
	Mesmer (P)
	Philanthropist (W)
	Prolong (W)
	Reserve (W)
	Wastrel (W)

Empath	Berserker (X)
	Pacifist (X)
Entrepreneur	Amoeba (X)
Filch	Machine (P)
Filth	Gorgon (W)
	Spiff (X)
Fungus	Vampire (X)
	Void (X)
	Warpish (W)
Gambler	Silencer (P)
Ghost	Virus (P)
	Warpish (W)
	Zombie (W)
Gnome	Anti-Matter (W)
Gorgon	Filth (W)
Grief	Zombie (W)
Judge	Machine (P)
Laser	Oracle (X)
	Pavlov (X)
	Visionary (X)
Loser	Deuce (W)
Machine	Clone (P)
	Doppelganger (P)
	Filch (P)
	Judge (P)
	Mutant (P)
	Prolong (W)
Macron	Amoeba (W)
	Demon (X)
	Phantom (P)
	Symbiote (P)
Mesmer	Doppelganger (P)
	Vulch (P)
Mind	Aura (W)
	Visionary (P)
Mirror	Oracle (P)
Miser	Clone (P)
Mutant	Machine (P)
Obverse	Oracle (P)

Oracle .... Calculator (P)
                                       Laser (X)
                                       Mirror (P)
                                       Obverse (P)
                                       Sorcerer (P)
Pacifist .... Berserker (W)
                                       Clone (P)
                                       Empath (X)
Parasite .... Cavalry (P)
                                       Zombie (P)
Pavlov .... Laser (X)
                                       Visionary (P)
Phantom .... Anti-Matter (W)
                                       Macron (P)
                                       Virus (P)
Philanthropist .... Doppelganger (W)
Prolong .... Doppelganger (W)
                                       Machine (W)
Prophet .... Busybody (P)
Reserve .... Doppelganger (W)
Schizoid .... Silencer (P)
Silencer .... Gambler (P)
                                       Schizoid (P)
Siren .... Boomerang (P)
                                       Dictator (W)
                                       Virus (P)
Sorcerer .... Oracle (P)
Spiff .... Filth (X)
Sting .... Vacuum (W)
                                       Zombie (W)
Symbiote .... Macron (P)
                                       Vacuum (P)
                                       Virus (P)
Trader .... Visionary (P)
                                       Wastrel (W)
Vacuum .... Sting (W)
                                       Symbiote (P)
                                       Zombie (W)

Vampire............................Fungus (X)
                          Void (W)
Virus.................................Anti-Matter (X)
                          Ghost (P)
                          Phantom (P)
                          Siren (P)
                          Symbiote (P)
                          Warpish (P)
Visionary..........................Aura (P)
                          Laser (X)
                          Mind (P)
                          Pavlov (P)
                          Trader (P)
Void.................................Fungus (X)
                          Vampire (W)
Vulch...............................Mesmer (P)
Warpish............................Anti-Matter (W)
                          Fungus (W)
                          Ghost (W)
                          Virus (P)
Wastrel............................Doppelganger (W)
                          Trader (W)
Zombie ....Ghost (W)
                          Grief (W)
                          Parasite (P)
                          Sting (W)
                          Vacuum (W)

Multiple Powers

Hey, why stop at a mere two alien powers? Why not three or four? Even the Pentaform has five alien powers, albeit never simultaneously. Warning: The Surgeon General has determined that multiple-power *Cosmic Encounter* games are definitely hazardous to your mental health.

Hidden Powers

Another variant in common usage is the hidden-power rule. At the start of the game, you may keep your Alien Power face down. You may not use the power until you reveal it. However, you may reveal your power at any time. The usual effect of this rule is an ambush — you take your opponent by surprise and turn certain defeat into sudden victory. (That's your fourth base? Not anymore, I'm the Filth!)

Another system in common use treats hidden powers as always in effect. The owner reveals the power when it has an effect on the game. Thus, the moment Filth occupies a planet, he must reveal himself, but Virus doesn't turn up until the use of the power would alter the outcome of a challenge.

Another favorite of the *Cosmic* gourmand is combining the two-power game with the hidden-power game. Players start the game with one power face down and one power face up, or with both powers face down.

Rotating Powers

Another variant is called rotating powers. Using this system, players draw a new power at the beginning of their turn and choose whether to keep the new one or the old. This can be played in conjunction with hidden powers or not.

Choosing Powers

You may have noticed that not all Alien Powers have an equal chance of winning the game. Given the choice between the Virus and the Crystal, which would you choose? One way to help the game balance at the start of the game is to deal twice as many Flares as powers to each player (i.e. in a two-power game, deal four flares each.) Each player now chooses his starting

powers based on these flares. Setup proceeds from there. This optional rule is compatible with the hidden-power and multiple-power rules.

Another common variation is to deal each player three Flares and then give out the corresponding Alien Powers. Each player keeps one power, passes one left and one right. Each player then chooses which two of his new three to use.

If you really want to get crazy, have a game where everybody chooses the two powers they want and one power that won't be in the game. Play begins once the dust settles and everybody can come to an agreement.

Bribery

Lucre is usually reserved for purchasing cards and tokens, or increasing challenge totals. There is nothing to prevent the use of lucre for other, more nefarious purposes, such as bribing the Loser to use his power, or bribing the Dictator not to use his. Lucre might be useful in sweetening a compromise deal or influencing an ally. This option can drastically lengthen the average *Cosmic Encounter* game.

The Punt Option

A player may, at his discretion, skip his turn altogether and discard his hand of cards instead, immediately drawing seven cards to replace it. If a player chooses this option, it takes the place of his whole regular turn, and play proceeds to his left as soon as he finishes drawing his new hand.
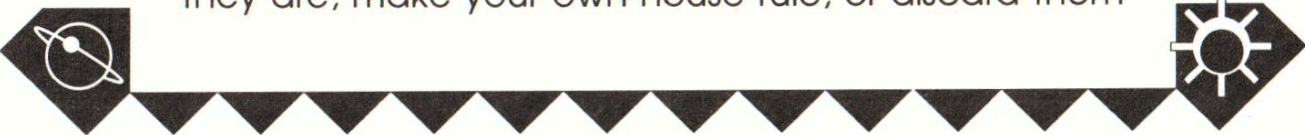
Note for People Who Have Been Playing for Eons

Cosmic Encounter and *More Cosmic* are intended to preserve the flavor of the original Eon Products version while cleaning up ambiguities, enhancing facets that were not well-received, and carrying the game forward by introducing new ideas consistent with the feel of the system. The popularity of the original version made this process more difficult. The great variety of house rules and variations pointed to the necessity of clarification and unification.

Mayfair intended to republish *Cosmic Encounter* as everybody plays it. Then we found out that everybody plays it differently. This complicated our task immeasurably. We started out on the safest grounds possible, including a large number of alien powers, choosing ones that are reasonably balanced and unambiguous, and leaving multi-powers and most other components to *More Cosmic.*

This meant leaving most of the headaches to *More Cosmic.* Most people disliked lucre, but some really liked it. Most people disliked moons, but some people really liked them. Most people really liked multi-power games, but everyone agreed that certain combinations were confusing and needed clarifications. And worst of all: the Alien Powers themselves. Every single one of Eon's powers is somebody's favorite. But many were problematic: some too strong, some too weak, some open to abuse, some too ambiguous.

Here's what we tried to do. We tried to fix the powers that needed help while keeping the essence of the powers. The three that we couldn't fix without fundamentally changing the nature of the power were the Force, Judge, and Witch. Play with them as they are, make your own house rule, or discard them

as you please. For those of you who think we treated your personal favorite unfairly, we're sorry, and please go ahead and use him the way you always have.

On cards, the ones in Eon's set are back in very close to the same proportions. In addition, despite the negative Attack Cards, the mean card is very close to what it was in Eon's set. There was a great temptation to add a gaggle of Edicts, but we kept the number small and the new ones very few so as not to make the Mesmer and Vulch too powerful.

Though some groups of players enjoyed lucre, many more did not. There are various reasons for this, but a primary reason was that keeping the lucre on your star and adding it to your total became the automatic strategy, with the other uses rarely chosen. Lucre became an automatic and permanent advantage for the player who had it versus the player who did not. We tried to give the players more options for their lucre and simultaneously make them spend it to get any benefit. We think the new system is much more interesting. Players who liked lucre the old way can, of course, continue to play with it that way.

And then there's moons. There are a few folks out there who really liked moons, but even they skipped over the moons as often as they used them. This is partly because moons tend to slow down the game. We found no remedy for this. But as for the main problem, that some of the moon effects ruined the flavor of the game in one way or another, we think we found the perfect solution. By splitting up the moons into categories depending on their effect, we allow you to use the ones you want and flavor the game to your liking without necessarily discarding the whole concept.

As for the new stuff, we think it enhances an already-great game. The special Destiny Cards add a nice twist without making the game too random. Reinforcements add one last surprise at the end of a challenge.

Lucre Cost Chart

Amount	Step	Benefit
3	1	Retrieve an extra token from the warp
3	7	Add 1 to your total in the challenge
6	8	Add 1 to your total in the challenge
4	1-6	Buy a card from the deck
10	1-6	Discard a card from your hand
7	1-3	Buy a random Flare from those not in use

There is no limit to the number of times a player can spend lucre for a certain item.