

This sector of the expanse is rich in colorful materials for building, but it's also alive! Will the Scavengers secure this area's resources or can Cosmos shrug off these pests?

COMPONENTS

-  **16** Cosmos tiles (2 plain, 4 red, 4 blue, 4 yellow)
-  **15** Materials cubes (5 red, 5 blue, 5 yellow)
-  **3** Black holes
-  **3** Scavenger ships (1 purple, 1 orange, 1 green)
-  **3** Quantum bases (1 purple, 1 orange, 1 green)

SETUP

First, choose who will play as **Cosmos** and who will play as the **Scavengers**:

- Cosmos moves tiles and pulls objects towards black holes
- Scavengers push objects around on top of tiles and collects cubes

First time playing?

Follow the **Setup** steps first, then give the **Cosmos** and **Scavengers** booklets to their respective player. Each role has unique gameplay. Read those booklets aloud to one another to best understand both roles.

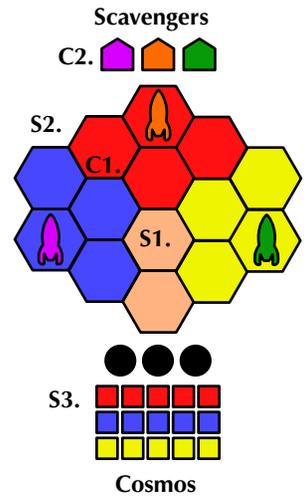
Next, **Cosmos** sets up:

- S1.** Place the two unpainted tiles together, one above the other.
- S2.** Place tiles in groups of four by color as shown.
- S3.** Set the supplies of material cubes and black holes within reach.

Lastly, the **Scavengers** set up:

- C1.** Place the orange ship on the outermost red tile, the purple ship on the outermost blue tile, and green ship on the outermost yellow tile as shown.
- C2.** Set the Quantum Bases within reach. (These are unbuilt bases, not yet in play.)

Setup complete! **Cosmos** moves first.

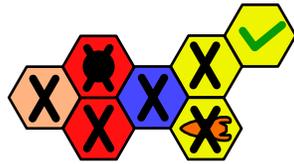


Setup example

ON YOUR TURN

Do the following, in order:

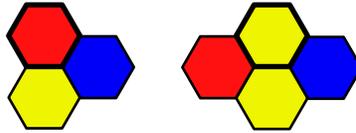
1. If all three black holes are already in play, gather them.
2. Move a tile and place a black hole on it.
3. Activate any black holes in play to pull objects.
4. Place cubes matching the color of the moved tile on all empty tiles of the same color. (For example, after moving a yellow tile, place yellow cubes on all empty yellow tiles.)



Example of tiles that can't be moved

TILE PLACEMENT

You can place a tile anywhere such that its edges align with the edges of at least two other tiles.



NOTE: You must move the tile to a different spot, no sliding it out and back to the same place!

CHOOSING A TILE TO MOVE

The tile you move must meet **all** conditions:

- Not one of the two plain tiles
- Not the same color as tiles that have black holes on them
- It's empty
- Can be slid out without having to move other tiles
- Won't leave any tiles detached

ON YOUR TURN

Do the following, in order:

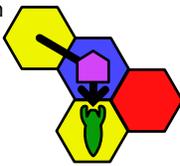
1. Move at least one ship, optionally moving other ships.
2. When you've collected the correct cubes, build a base by placing it on a qualifying tile.

MOVING A SHIP

Each ship gets to move to an adjacent tile, and you must move at least one ship on your turn.

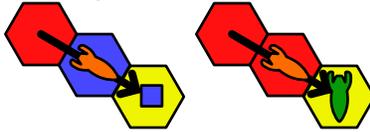


When you have quantum bases in play, you can move *any* ship or push a cube through them, choosing which adjacent tile you want the object to land on.



PUSHING OBJECTS AROUND

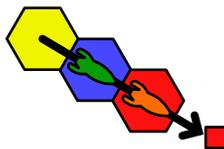
Move a ship to a tile that has another ship or cube on it to push that object in a straight line.



THE DOMINO EFFECT

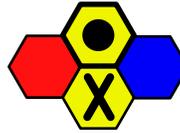
When you push a ship or cube into another ship or cube, that object is also pushed one tile in the same direction.

A pushed ship can still take its normal movement.



CAN'T MOVE COLORS W/ BLACK HOLES

The color of the tile you move can't have a black hole on it. For example, if you moved a yellow tile last turn, you can't move yellow tiles again until you retrieve your black holes.

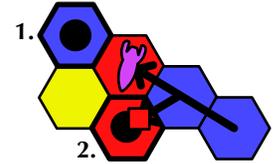


RETRIEVING BLACK HOLES

Once you've moved and placed a black hole on a tile of each color, you'll retrieve all black holes on the following turn before you move a tile.

PICKING A LANE TO PULL

After moving a tile and placing a black hole on it, pick a lane and pull *all* ships and cubes one tile towards the black hole in a straight line. You can choose to do this for all black holes in play.



1. The blue tile was moved, its black hole pulling a blue cube and the purple ship toward it.
2. The red tile was moved last turn, but its black hole can still be triggered to pull the red cube into it, preventing the Scavengers from collecting it on their turn.

COLLECT CUBES TO BUILD BASES

When you push a cube out of play, meaning onto the table, you collect it. Set it somewhere next to your bases that aren't in play yet.



BUILD QUANTUM BASES TO WIN

To tame this wild Cosmos, build all three of your quantum bases.

Each base requires two specific Material Cubes to be built.

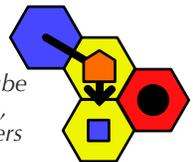
Purple	Orange	Green
 	 	 
Red & Blue	Red & Yellow	Blue & Yellow

At the end of your turn, when you have the right cubes, **build a base** by placing it on an empty compatible tile, meaning a tile that matches the color of one of its materials cubes.

For example: The orange base can be placed on a red or yellow tile, but not a blue tile.

Quantum bases aren't just for show, they allow you to control where objects land when pushed or pulled by either player. Any ship, regardless of color, can pass through a base.

Cosmos tried pulling a blue cube into a black hole, but the Scavengers redirected it to a yellow tile



GENERAL GAMEPLAY NOTES

- At the end of any given turn, tiles should have only one object of any kind on them.
- Ships can only push cubes out of play. Another ship can only be pushed as far as an edge tile.

CREDITS

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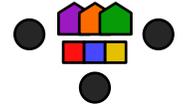
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SPECIAL THANKS

Thanks to PlaytestNW, Ashwin
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GETTING STARTED

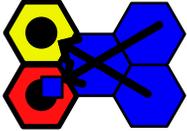


Here you'll find the introduction, first time player recommendations, game components, setup, and gameplay notes.

V2.0

PULL OBJECTS WITH BLACK HOLES

When you move a tile and place a black hole on it, you trigger a gravitational effect, pulling all ships and cubes towards all black holes in play.



NOTES:

- All ships and cubes in the lane must be pulled
- The lane must consist of a line of tiles, objects can't be pulled through gaps.

WHAT CAN BE PULLED

Ships, even stuck ones, and cubes can be pulled towards black holes, but bases and other black holes can't be pulled.

BUILD QUANTUM BASES...(CONT.)

When a ship or cube travels through a base, you as the Scavengers player always get to decide which tile adjacent to the base that object lands on, even when Cosmos pulls an object on their turn.

Once in play, a base can't be moved or destroyed. The tile it's on can't be moved, either.

SHIPS CAN GET STUCK IN SPACE

When a ship lands on a tile of an incompatible color, whether you moved it there or not, it becomes stuck.

When a ship becomes stuck, turn it upright.

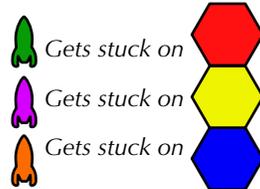
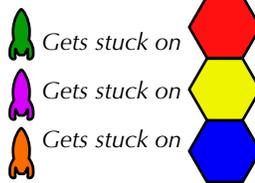
PULL CUBES INTO BLACK HOLES

Only cubes can be pulled into black holes. When this happens, return the cubes to the supply. This is a great way to deny the Scavengers a cube they might need.

GET SHIPS STUCK TO WIN

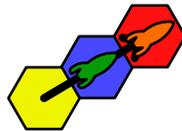
Although Scavengers can resist black holes, they can't resist the odd reactions to your color space!

Pull a ship to its incompatible color to get it stuck. It can't move until it's pushed or pulled out of that tile. When a ship becomes stuck, turn it upright.



UNSTICKING SHIPS

A stuck ship can't move on its own, but it can still be pushed by another ship, or pulled by a black hole. When a stuck ship is pushed or pulled back onto a compatible tile, it becomes unstuck.



Once a ship becomes unstuck, it can still take its normal movement.

SHIPS CAN'T BE DESTROYED

Unlike materials cubes, even a stuck ship automatically resists being pulled directly into a black hole — they can only be pulled as far as the adjacent tile.

ENDING YOUR TURN

Once you've moved a tile and placed your black hole, activated any black holes as desired to pull objects, then placed cubes on qualifying empty tiles, your turn is over.

HOW TO WIN OR LOSE

Get all three Scavengers ships stuck on incompatible tiles before they can put all three of their bases in play to win. If they can get all three bases in play beforehand, you lose.

*Note that the two plain tiles are compatible with all ships.

TIP: There might be opportunities when moving a ship to a tile that will get it stuck is advantageous to you; to collect a cube, for example.

ENDING YOUR TURN

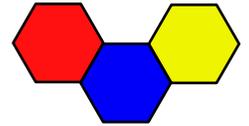
Once you've moved at least one ship and built any possible quantum bases, your turn is over.

HOW TO WIN OR LOSE

Build all three of your quantum bases while having at least one ship that isn't stuck. Once you're able to build your third base, you immediately win.

When all three ships become stuck, you immediately lose.

COSMOS



You are sentient space, a rare formation of primary colored materials. The Scavengers are flies on your back. Trap their ships before they can build their bases!

V2.0

SCAVENGERS



This place is rich in precious resources, but it's dangerous. Tame space itself—build your three quantum bases before your ships get trapped!

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