



Contents

- 100 Cosmic Color Cards
 - 5 colors
 - 5 shapes
 - 4x each combination
- 4 Wild Cards



- 6 Instruction Cards



- 76 Point Cards



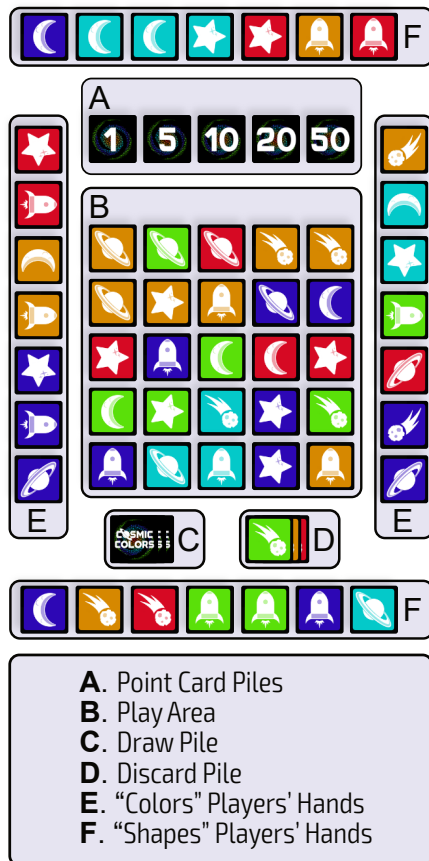
Summary

Humankind has always searched for patterns in the vast cosmos. Stars, planets, swirling nebulae—but where one person points to the night sky and sees the shapes of constellations, others might see the colors of the Aurora Borealis...

Cosmic Colors is a card game for 2 or 4 players where players select and place cards to control the play area. Will you go for the most points or play defensively to prevent your opponent from scoring big?

Setup

1. Shuffle the 100 Cosmic Color cards and place them face down next to the play area. This is the Draw Pile.
2. Place 25 cards from the Draw Pile in a 5x5 grid, face up. This is the Play Area.
3. Each player draws 7 cards (10 cards in a 2 player game) and places them in front of themselves face up. This is the player's hand. All cards in the players' hands are public knowledge.
4. Place the point cards in piles that everyone can reach.



Gameplay

The Goal: To gain the most points.

Start of Game: One team will play as shapes, the other as colors. In a 4 player game, players across from one another will be on the same team. The player who has most recently looked to the stars in wonder decides who plays as shapes and who plays as colors. The next player clockwise goes first. Play continues clockwise.

Turns: Each turn the following actions will be taken:

1. Play Cards (up to a full hand)
2. Count Points
3. Discard or Swap (up to 2 cards)
4. Redraw (back to a full hand)
(Actions expanded on the other side.)

End of Game: The game ends immediately when the draw pile is gone *and* either team (Shapes or Colors) has no cards remaining in their hand(s).

Winner: The winner is the team with the most points at the end of the game. In case of a tie, the team with cards remaining in their hand(s) wins.

Actions Expanded

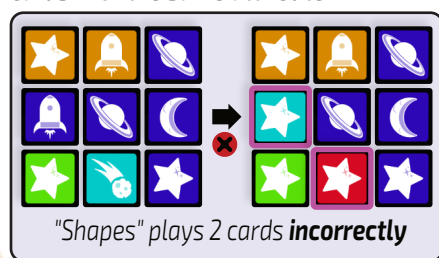
1. Play Cards:

1a) Cards played must all be one shape or color depending on the player's side.



1b) Place selected cards directly on top of other cards in the play area.

1c) The played cards must be touching each another orthogonally (⬆️⬆️), not diagonally (⬆️⬆️), and must be touching *each other* directly, not through other cards with the same attribute.



1d) Players may play as many or as few cards as they want on their turn as long as "1a-1c" are followed. Order of card placement doesn't matter.

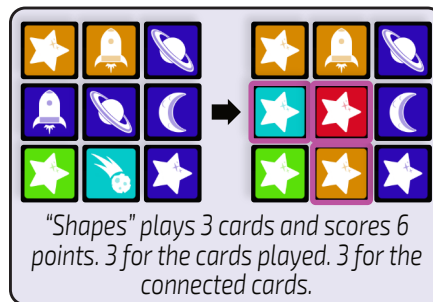
2. Count Points:

2a) 1 point is earned for each card played and for each card already in play where the following are both true:

1. Matches the attribute of the played cards
2. And is orthogonally connected to the cards played this turn or other cards that scored points.

2b) 3 bonus points are earned for only playing 1 card. 1 bonus point is earned for only playing 2 cards.

2c) Claim point cards equal to the points earned. Point totals are secret.



3. Discard or Swap:

3a) The player may discard up to 2 cards remaining in their hand into the discard pile.

3b) (4 Player Only) Or the player may swap up to 2 cards remaining in their hand with cards in their teammate's hand. Cards must be swapped, not given for free.

4. Redraw:

Redraw back to 7 cards (10 in a 2 player game).

Variants

Wild Cards: Play as normal but each player starts with 1 Wild card (2 Wilds in a 2 player game) that can be used during any turn. The Wild cards count as whatever the player needs for that turn.

A Wild card can be used by everyone as a wild every turn until it's covered up.

Short Game: After setup is complete, remove half the cards remaining in the draw pile.

Jr (Ages 4-7): Shuffle the Cosmic Color cards. Split the deck into 9 approximately equal piles forming a 3x3 grid, face up. Decide who goes first; play continues clockwise from there. On each turn the player will point to one of the top cards and say either the color or shape on that card. They will take all the connecting cards (orthogonally and diagonally) that share the stated attribute. Once 2 piles are gone, finish the round so everyone had the same number of turns. The player with the most cards wins. In case of a tie, the players share the victory.

Credits

Game Design.....William Miller
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inanimate
PUNK