COSMIC ENCOUNTER

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20 Tech Cards

20 Destiny Cards

Flap 1

Flap 2

Flap 3

Flap 4

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72 Cosmic Cards
(55 Encounter, 6 Reinforcement & 11 Artifact)

40 ENCOUNTER

ATTACK

+5 REINFORCEMENT

ARTIFACT

COSMIC ZAP

Stops Power. Play this card at any time to cancel one *use* of any alien's power, including your own. That power may not be used again during the current encounter.

AS ANY PLAYER

| Start Turn | Regroup | Destiny | Launch |
| Alliance | Planning | Reveal | Resolution |

ARTIFACT

Flap 4

Flap 1

Flap 3

Flap 2

COSMIC ENCOUNTER

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5 Purple Player Planets

Flap 2

Flap 3

Flap 1

Flap 4

Flap 4

Flap 1

Flap 3

Flap 2

51 Flare Cards
(including Alternative Filch Flare)

FILCH
TAKES OPPONENT'S USED CARD

CLASSIC EDITION

WILD
(IF YOU ARE NOT THE FILCH)

You may cheat and take your ships from the warp (to colonies) or cards from the deck or discard pile, even when you are not entitled to them. If caught in the act, you lose one ship to the warp and return the items you were caught filching. You don't have to reveal this card unless you are caught, but once it is revealed the deck and discards are placed next to you for easy access.

AS ANY PLAYER | Any Phase

SUPER
(IF YOU ARE THE FILCH)

You may filch any other player's used encounter card whether you were involved in the encounter or not.

AS ANY PLAYER | Reveal

COSMIC
ENCOUNTER

5 Blue Player Planets

COSMIC
ENCOUNTER

Flap 2

Flap 3

Flap 1

Flap 4

COSMIC
ENCOUNTER

COSMIC
ENCOUNTER

Flap 4

5 Red Player Planets

COSMIC
ENCOUNTER

Flap 1

Flap 3

Flap 2

COSMIC
ENCOUNTER

COSMIC ENCOUNTER

5 Yellow Player Planets

COSMIC ENCOUNTER

Flap 2

Flap 3

Flap 1

Flap 4

COSMIC ENCOUNTER

Flap 4

COSMIC ENCOUNTER

5 Green Player Planets

COSMIC ENCOUNTER

COSMIC ENCOUNTER

Flap 1

Flap 3

Flap 2