

ENCOUNTER™

Encounter Magazine, volume 2, number 2

Introduction

By Mike Arms

Welcome to the second issue of *Encounter* volume 2. This issue has taken some time in producing. The main cause for the delay has been my heavy involvement in the design and playtesting of Mayfair's *More Cosmic Encounter* expansion set. The expansion set will be roughly the same size and ~~component cost~~ of the base *CE* game. It will bring the remaining aliens introduced in the Eon sets. It will include Moons, a reworked Lucre system, Multiplicative and Additive Kickers, Reinforcements, Special Destiny cards, some new Edicts, more Challenge Cards, and a new *CE* subsystem called Technology. I won't say a lot about all this except in **passing**. As I write, it is being reviewed prior to external playtesting. *MCE* should appear by August 1992.

A major **oversight** from last issue was in not clearly specifying where to send payment for subscriptions. **Subscription rates** for 4 issues are \$5 for US and Canada and \$10 if overseas. If you wish to subscribe, please send payment to

Mayfair Games Inc.

PO Box 48539

Niles, IL 60648

Continue to send submissions to me at:

Encounter Magazine

12011 Palo Duro, NE

Albuquerque, NM 8 7 111

For this issue, I received only three direct submissions. Our Alien Bazaar spotlights the creativity of Dr. Robert Destro. Readers of the first volume of *Encounter* magazine (published by Eon) may recall that Robert was a frequent contributor in several issues. We went through 84 aliens and flares that he submitted and winnowed down to the best 20. As with Ken Cox's aliens from last issue, we are holding off on all aliens using Lucre or Moons until the Mayfair publishes official rules for those components. We'll be seeing more from these gentlemen in future issues — count on it!

My thanks to Randy **Zoellner** of San Antonio, Texas, for his Sudden Death cards and his Special Destiny cards. As it turned out, I had come up with the concept of Special Destiny cards back in March of 1991 shortly **after reading**

the initial *CE* **playtest** version. They were a logical extension, given that Destiny were to be printed on cards instead of disks. I submitted my ideas and examples to Mayfair, and the concept appears in the **MCE playtest** set.

Several people have inquired about the source of last issue's humor piece, "More Cosmic 1830." It was from a great little fanzine called *fast trax*, published by Dick Martin. It primarily supports play-by-mail games of Avalon Hill's 1830 train boardgame. Those who may be interested can write to Dick at: 17601 Lisa Drive, Rockville, MD 20855-1319.

And lastly, I would like to mention a nice letter that I received from John Edelberg of Saranac Lake, New York. John and his group are newcomers to *CE*. He gave a number of very appreciated comments on the new *CE* and the magazine and also commented on what they do not wish to see in the magazine. Included in the latter were the Alien Bazaar and variants like Andrew Plotkin's Asteroids that John feared "would serve little more than to transpose *CE* into something like, say, *Star Fleet Battles*." His main concern with the Alien Bazaar was that his group could not use the aliens as they were not professionally produced.

Let me first say that *CE* has a long history of being an expansible game. The original basic game of *CE* produced by Eon Products was light-years away from their same game after expansions 1 through 4, which introduced 35 new aliens, some new Edicts and different Challenge Cards, and Flares. By the time Eon stopped with its ninth **expansion** set, the game had grown wonderfully. Some aspects such as Lucre, Moons, and Reverse Planet Hexes, were not universally embraced, but they added to the game. In the intervening years, I would look with great anticipation to new *CE* articles and variants in magazines such as the **Space Gamer**, the *VIP of Gaming*, *Spartan*, and even West End's promotional flyers. The **InterNet** became a great source of new material as players from all over the world shared their ideas.

This magazine is a logical descendant of this interest in *CE*. The primary focus will be the Alien Bazaar. This is the right vehicle as there is so much material out there, most which will never become official. How many aliens and **flares** will any company print? I hope that *CE* continues

living, and by my participation in this magazine, I hope to encourage that. Material printed in this magazine need not have been playtested well or maybe even at all. Readers may pick and chose from what interests them, including what they like in their own games. As far as incorporating this material in your own games, there are a variety of approaches. The flares may be produced by writing onto blank *CE* cards, which cost \$5 (without shipping) for a deck of **164** blank cards direct from Mayfair. You can produce alien powers either with Ken Cox's great Postscript programs, if you have **InterNet** access, or for a more low-tech approach, just use the magazine text directly.

In summary, the Alien Bazaar and variants will continue to be our primary focus. Many groups have loved Plotkin's Asteroid variant. I, too, would like to see some basic strategy articles, in-depth analysis of uses of some alien powers, and other articles covering history or interesting tournaments. **But** most of this depends on you, the readers. I need articles submitted in digital form, either via e-mail or MS-DOS diskette. MY e-mail address is "sandia!marms@unmvax.unm.edu".

One last note, the *CE* **FTP** archives are located on "gate-2.gnu.ai.mit.edu" in the "ce" subdirectory. You will find compressed shell-archive files stored there that require a Unix system to unpack. I do not maintain the archive, but will try to get the administrators to support ARC or ZIP formats. Those on the **InterNet** or CompuServe who wish to receive the *CE* mailing list should send e-mail to Brian Kohn at "bicker@hoqax.att.com".

Once again, a tremendous thanks-to Nick Sauer for his invaluable help and continuous feedback.

Errata and Clarifications

[This article is split into two sections. The first section immediately following the introduction is errata. These are Mayfair's official corrections to their release of *Cosmic Encounter*. The second section is clarifications to various Alien Powers and specific power conflicts, including the sources for the answers. The clarification section will likely be a fairly regular feature of the magazine, depending on questions that I receive.]

Errata

First, there is an addition to the rules. This addition is in regard to collection of consolation or any other circumstance where another player is to draw cards from your regular hand. In any such circumstance, the player who is to lose **cards** from his hand cannot play any cards from it until the other player collects the cards due him. This is actually a change from the original Eon design (the rule was presented in *Encounter* volume one, number three), where a player could play any cards against another player, even if there was a lien on his hand. The reason for the change is the introduction of the one-shot flares. There are now so many cards in the deck that can be played at any time that this rule change was necessary. You may play cards from your

hand that serve to break the lien (like Stellar Gas, Emotion Control, Super **Empath**, etc.).

The remainder of the errata apply to the Alien Power cards and are presented alphabetically by power.

The **Connoisseur** should have the ∞ icon on it. The icons on the card are the most likely phases for the Connoisseur to use his power, but they are not meant to exclude his power if he draws cards at other times.

The **Filth** should have the ∞ icon on it for the same reason as the change on the Connoisseur card.

The **Mirror's** second sentence should read: "This reverses the digits of all Attack Cards."

The **Pentaform** should have the ∞ icon on it. This is because the **Pentaform** may gain or lose bases at any time in the game, even between challenges.

The **Terrorist's** restriction should read: "Do not use in a game with the Insect." The Terrorist should have the ∞ icon because players can land on planets almost anytime due to play of cards or use of powers.

The **Zombie** should have the ∞ icon because his tokens are always immune to going to the warp, not just during challenge resolution.

Clarifications

The first clarification is a general one regarding the use of the icons in *Cosmic Encounter*. Usually, the icons refer to the entire phase that they represent: beginning, middle, and end. But the wording on some Alien Power Cards further restricts the timing. For example, the Visionary's icon for Phase #7 means that the Visionary player names a card just before both main players play cards face down in the challenge (at the beginning of that phase). For those players used to relying solely on the card's text for timing restrictions, be aware that the icon often replaces that qualifying text when the alien can use his power any time during the prescribed phase or phases.

The next two clarifications are for two of the system hex cards. First, add the following sentence to the last paragraph of the **Gas Giant** description. "The Gas Giant is immune to all planetary cataclysms like the Wild Magnet, Wild Void, etc." Second, add the following sentence to the second paragraph of the **Space Dust** description. "The Space Dust player must have at least three tokens on his system hex to use his Alien Power."

The remainder of the clarifications apply to the Alien Powers and various combinations of Alien Powers. As above, these appear in alphabetical order.

When the **Changeling** trades powers with another player, all facets of that power come with the it (like the Terrorist's bomb list, the Symbiote's second color tokens, etc.). This comes from the original Eon Power's text.

When the Changeling trades powers with the Symbiote, he gets the use of the second color tokens from where they stand (he does not redistribute them). Remember, however, that second-color tokens alone do not count as a base, so you cannot release tokens from the warp to these planets (by playing a Warp Break or Mobius Tubes) to win the game.

Answer provided by Jim Musser.

The **Deuce's** extra card is not foreseen by the Oracle, nor is it **affected** when the Chronos calls "time travel." Answers by Jack Kittredge of Eon.

If the **Fungus** and **Vampire** are on the same side in a challenge, and their side wins the challenge, use the timing rule to resolve the conflict in power use. If the Fungus is the main player, the Vampire gets one of each color of the losing tokens and the Fungus gets the rest. If the Vampire is the main player, the Fungus gets the tokens and the Vampire gets nothing. The lesson here is, if you are the Vampire, you may not want to invite the Fungus to be your ally.

The **Healer** can heal the same player multiple times in a challenge. He can also heal separately tokens lost to the Vacuum's power and tokens lost simultaneously due to an unsuccessful challenge. Answers provided by Jack Kittredge at Eon.

Insect vs Symbiote: If the Insect copies the Symbiote's power, he gets nothing. Answer provided by Jim Musser.

Insect vs **Vampire**: If the Insect copies the Vampire's power, he enslaves all tokens lost in the challenge if he wins. However, he cannot use these tokens and they do not count for a base (if they are on their own) until he copies the Vampire's power again in a later challenge. For details of the Insect's enslaved tokens when he is not copying the Vampire, see below for when the Vampire has lost the use of his power. Answers provided by Jim Musser and Mike Arms, respectively.

A victim of the **Laser** gets to look at the card the Laser picked before he plays it face down in the challenge.

Feel free to add both the **#3** and **#4-5** icons to the **Mind** power. The reason for these is that the Mind player may want to make his decision whether or not to invite allies based on the information he gains from the use of his power. The second icon is to allow the Mind to do this if he is the defensive main player as well. Similar logic applies to the cases of the Mutant, Philanthropist, Seeker, and Trader below.

The Mayfair **Mutant** is a substantial change because its timing is incompatible with the original Eon Mutant. The Eon Mutant would have the **#3**, **#4-5**, and **#6** icons. The Mayfair Mutant has the **#10** (offensive player only) and **#2** icons. Note that the Mayfair Mutant may take a second challenge if its first was successful even if out of challenge cards as it can draw during the Interphase.

The **Super Oracle** first sentence means when the other player reveals his card to the Oracle player (not when the other player reveals it in the challenge).

If the **Pentaform** has the Changeling as the active power in his stack, he trades the Pentaform and his stack for his opponent's Alien Power (not just the Changeling power). Similarly, in a game with the Pentaform and the Changeling, the Changeling player would trade for the Pentaform power and its stack, if they were both main players. If the Pentaform player draws more than one start-of-game power for his stack, he may discard all but one of these start-of-game powers and draw a new power for **each** to replace them. Answers provided by Mike Arms (creator of the Pentaform).

The first time you receive the **Phantom** power (even mid-game), flip over five tokens and place them on your star immediately upon receiving the power. If the Phantom loses the use of his power, he cannot create new ghost tokens and cannot add his ghost tokens to his total in a challenge. He can, however, still return his tokens to normal tokens by placing them from his star into the cone. Answers provided by Mike Arms.

The Eon **Philanthropist** would have the **#3**, **#4-5**, and **#6** icons. The difference is subtle, but it can have a recognizable effect in special circumstances.

Feel free to add the **#3** and **#4-5** icons to the **Seeker** power.

A victim of the **Sorcerer** does not get to examine the face-down card that he has been switched. Actually, this mechanism also applies to any other effects that change or steal face-down cards, unless otherwise stated. Answers provided by Mike Arms.

The **Terrorist** waits until all tokens that are returning to bases are settled before announcing which bombs detonated. Also note that the Terrorist need not plant his bombs at the start of the game. He may, but he could wait until some opportune time for best effect. He must plant all of his bombs at once, however.

Feel free to add the **#3** and **#4-5** icons to the **Trader**.

If the **Vampire** loses the use of his power, he cannot move enslaved tokens or add them to his total in a challenge. Likewise, they do not count as a base if they are alone on a planet. They can go to the warp due to losing challenges or other player's actions (like the Assassin). A Mobius Tubes or a Warp Break played to free tokens from the warp also still releases tokens from the Vampire. Answers provided by Mike Arms & Jim Musser.

If the **Void** is a main player in a challenge and the Fungus and/or Vampire are allied with him and their side wins the challenge, resolve the conflict in power use with the timing rules. The Fungus and/or Vampire get first shot at the losing tokens, with (in the case of only the Vampire as an ally) the remainder being eradicated by the Void.

Void vs **Zombie**: There was no change intended in the relationship between Zombie and Void. Zombie is immune to eradication when the Void wins the challenge. Answers provided by Jim Musser.

The Mayfair **Vulch** differs significantly from the Eon Vulch. This is directly due to a new rule mechanic introduced in the Mayfair edition. On page 10 of the rule book, in step 9 it says: "Discard the two Challenge Cards and any Edicts and Flares that were played." This rule will logically be extended to include other types of cards as they are introduced into the game. Thus the Mayfair Vulch rightly has only the **#9** icon on it. The Eon Vulch would instead have the ∞ icon, as it would pick up each Edict as soon as it was played. The Eon Vulch could use a retrieved Edict in the same challenge if desired.

When the **Wrack** uses his power and proposes a deal before cards are played, if his opponent agrees to the deal, then the challenge is over, tokens in the cone return to bases, and it counts as a successful deal for purposes of turn

continuation. If the opponent does not agree to the Wrack's deal, the Wrack need not torture and could continue with the challenge as normal. If the Wrack does torture, he cannot change his deal and cannot stop torturing unless the other player gives in and agrees to the deal. Answer provided by Jack Kittredge at Eon.

Zombie vs Sniveler: When the Sniveler whines about having the most tokens in the warp and is refused to release his, the Zombie must temporarily **lift** tokens off bases as if to equal the Sniveler in the warp but then returns his tokens to bases. In an extreme example, suppose the Sniveler has one token on three home **bases and 17** tokens in the warp. If he is refused, the Zombie lifts enough tokens off bases so as to equal. At that point, he has two choices: he can leave one token on three home bases so that he can use his power to return his tokens to bases, or he can lose his power in order to hold up to three foreign bases. Actually, this same principle applies whenever the Zombie must lose tokens to **the warp** (Plague, Vacuum, etc.), but it usually is not an issue. Answers by Mike Arms & Jim Musser.

There has been some confusion on whether the Zombie is entitled to consolation when playing a Compromise versus an Attack. The relevant rules section is on pages 8 & 9 of the Mayfair rules book. It reads: "If one player plays an Attack Card and the other player plays a Compromise Card, the player who played the Attack Card wins, with all the same rewards as if both players had played Attack Cards. All of the losing side's tokens still go to the warp, but the player who played the Compromise Card gets consolation because he was willing to **compromise** and his opponent attacked him. The losing player draws one card **from** his opponent's hand for each token he lost, not counting his allies' tokens." The key phrase is "the player who played the Compromise Card gets **consolation**." The Zombie is entitled to normal consolation even though his tokens do not go to the warp. Answer by Mike Arms. [Note by Jim Musser: I have an immense amount of respect for Mike, but I think he is clearly misguided on this matter. The key phrase is "The losing player draws one card from his opponent's hand for each token he lost." Since the Zombie lost no tokens, he draws no cards. This is the rule that will be used in tournaments sponsored by Mayfair.]

Remember that you lose the use of your alien power as soon as you have less than three home bases. Thus, when the Zombie must leave a base and only has two home bases remaining, he loses the use of his power and cannot return those tokens to other bases. They go to the warp instead. This same idea applies to all other powers (Vacuum, Witch, Pentaform, etc.) whose effect takes place upon some loss (often a base loss). Nasty trick: When the Zombie is in a 5 player game with the Terrorist, the Terrorist can plant all 5 bombs in the Zombie's system. If the Zombie does not quickly establish a foreign base, any tokens that he returns to bases will set off a chain reaction that will blow up at least three of his planets, removing his power, and leaving him with at least **12** tokens in the warp. Yes, it's evil, it's despicable, but best of all it works.

Trader Wild: The player using this flare cannot move

his own token.

Hand Zap: Playable during the Interphase only!

Edict Zap: Does not stop other Zaps, including Un Zap.

Un Zap: Only stops other Zaps, including Edict Zap.

Questions by Randy Zoellner answered by Mike Arms:

Q: The Connoisseur caused us to have to shuffle the deck about three times as he would pick his favorite 7 cards and would proceed to play them. As he did not keep any challenge cards, he would just play all of the flares and edicts. Then still not having any challenge cards, he would discard and draw again. We had to make a house rule that the Connoisseur must keep at least one challenge card from the 14 that he draws when he gets a new hand. Did you encounter this situation? If so, what did you do about it?

A: No, we did not encounter this situation. Although it is possible, I would propose that it is fairly unlikely that he be able to play many of the non-challenge cards that he runs through, as they often have timing conditions or can only be played in special circumstances. There are not very many truly "play at any time" cards, although the ones that do exist are pretty powerful. In our experience, reasonable players would not use this tactic often. Remember, if any power seems to be getting out of hand by abuse, beat on him until the player realizes that it is in his best interest to **not** do so. As always, *CE* is a social game. It is amazing **what** can be done to discourage certain actions. Take away his power. Have everyone always save their nasty cards to **use** on **him**. Never invite him as an ally. Always gang up on him. Always **choose him** when Wild Destiny appears. Get **the** Philanthropist to keep his hand filled with low Attack Cards or Compromises so that he never gets to draw cards. Have the Healer refuse to heal only his tokens. Terrorist plants bombs on only his planets. Never play a Hand Zap on **the** Connoisseur, as it will only get worse. Create a **co-win** situation where everyone wins except him. You get the idea.

Q: Cavalry decided to be rather cruel when allowed to ally offensively. He played a Compromise to really mess up the offensive main player. **Anyway** the defensive player also played a Compromise and therefore with both sides having played a Compromise, then who should have had to make a deal, Cavalry who played the Compromise or the offensive main player that played an Attack card?

A: There seems to be some confusion about how the Cavalry works. In no case does the Cavalry's card supersede the main player's card. If the Cavalry played an Attack, it adds to his side's total (gets nasty with negative Attack Cards). When the Cavalry plays a Compromise Card as an ally, it does not supersede an Attack card played by his side's main player. Rather, the challenge totals determine the outcome as usual, but if his side loses, the Cavalry then takes consolation from the opposing main player. If his side wins, the Cavalry does not get consolation, as he won. So in your example, there would not have been a deal situation, as the offensive side would have won the challenge.

Questions by John Edelberg answered by Mike Arms:

Q: Can a Flare that has the "infinity" icon be played as

soon as it is obtained with its effects noted by all players as going into effect at a later time?

A: No, most of the effects that have a ∞ icon attached are restricted to application under a certain circumstance that might occur at any point in the game. The effects are immediate. I probably made this issue confusing with our time-duration Flare effects from the first issue. We are trying to avoid those designs now to better fit with the Mayfair style.

Q: Assume that the Zombie only has 2 home bases and has lost the use of his alien power. He has also lost some tokens to the warp. If he plays a Rebirth, reclaiming a 3rd home base as well as his power, can he now immediately recover all of his tokens from the warp?

A: No, the Zombie power only allows him to return tokens as they are being lost **to** the warp, not **after** they are already there. Otherwise there would be no point in Zapping the Zombie. He must retrieve his tokens from the warp just like everyone else.

Q: Assume that it is Purple's turn. He flips a Purple Destiny card. He chooses to flip another, this time flipping Orange. The Assassin (Red) is in the game. Whose token(s) does the Assassin execute?

A: The Assassin executes tokens on each color revealed in the Destiny deck, except his own color. Thus he would execute both a Purple and an Orange token.

Q: Assume the Loser is a main player in a challenge. He has Compromise cards but no Attack cards. May he declare an upset? Or, assume the Loser has an Attack card and declares "upset," but his opponent can only play a Compromise card. How is the challenge then resolved?

A: For the first question, yes, he may declare upset. The answer to the resolution question is easy. When the challenge is under "upset," the winner loses and the loser wins. Normally if one player plays an Attack and the other a Compromise, the Compromise loses. Thus, under the upset, the conditions would be reversed and the Compromise would actually win. No consolation is involved because the Compromise won. So, the Loser with only a fist full of Compromises is killer.

Q: Assume that the Worm (Red) is trying to regain one of his home planets by challenging Orange, who had earlier dislodged him. Thus, the cone is pointed at a planet in the Worm's system. After cards are revealed, may Worm reposition the cone to a planet in Orange's system? (The text implies such, but it seems quite a distance for Worm to tunnel.) Also, may the Worm use his power if he is challenged on a home planet where he has no base?

A: For the first question, yes, the Worm can reposition the cone to point at any planet in the defensive player's system. In this particular case, he can reposition to a planet in Orange's system, but he cannot reposition to a different planet in the Red system as Red is not the defensive player. For the second question, no, the power is very clear in stating that you may only use your power on defense if you are challenged on a home planet where you have a base.

Q: What constitutes a valid deal? Please give some examples.

A: A deal can be any exchange of bases and/or cards between the two players. No player can gain more than one base as part of a deal. The word "exchange" indicates that each player must get something for a deal to be valid. Some valid deals: "base for a base," "base for a base and you take all of my cards," "both of us draw a card at random from the other player," "give me a base in exchange for my lowest Attack Card," "I'll give you an Attack Card under 7 in exchange for one from you," etc. Portions of deals that promise actions in the future are unenforceable and are not truly part of the valid deal.

Alien Bazaar

By Dr. Robert Destro, Nick Sauer, and Mike Arms

Computer

Redistributes Cards



You have the **power to process**. Once it is determined that you are a main player, you may collect all players' regular hands (including your own). You may look at the cards. You then separate all cards into two piles, one of Challenge Cards and the other of non-Challenge Cards. Shuffle each pile. Then, starting with yourself and proceeding clockwise, deal out completely whichever pile you prefer and then continue with the other stack where you left off. Play then continues.

History: Once merely machines content to serve humanoids, the Computers finally wised up and took over. As they expand through the Cosmos, they can continually process new information and sort it out for their own ends.

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



Wild: Before cards are played in any challenge, all players (including yourself) give you an Attack Card of their choice from their regular hand (or Compromise if they do not have an Attack). You look at them and then redistribute them as you choose with no player receiving more than one card.

Super: When you use your power, you arrange the order of the cards in your two stacks as you wish but must deal them out in the usual way.

Conspirator

Designates Secret Ally

You have the power **of conspiracy**. As a main player in a challenge, as soon as the defensive player has been determined, you may write down in secret the name of one player other than your opponent to be your secret ally. Play then proceeds, but just before cards are played, you reveal who your secret ally is. If your secret ally is already allied with you normally, then all of his tokens on the cone are considered to be worth double for computing challenge totals (**Macron** would be worth 8). If your secret ally allied with your opponent, then his tokens subtract from your opponent's total instead of adding, and you may draw one card from his regular hand at random. You may use this card in the challenge if appropriate. If your secret ally was asked to ally by at least one player and he did not ally at all, you may then remove one of his tokens of your choice from a base to the warp.

History: The ultimate secret society, the Conspirators have deviously infiltrated virtually every other world and can call on allies when least expected to achieve their ultimate aims.

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

Wild: As a main player in a challenge, if your opponent gets allies, you may kill one token of each of your opponent's allies. You choose which tokens to kill from bases and send to warp.

Super: If your secret ally joins either side of the challenge, you may use his power in the challenge, if appropriate. In questions of timing, he uses the power first.

Crone

Changes Opponent's Power

You have the **power to polymorph others**. As a main player in a challenge, as soon as your opponent is determined, you may make him become any other unused power (except for start-of-game powers and subject to restrictions on the number of players and conflicts). Choose a power and place the new,

power card on top of his current power card. He is now that power in the challenge and all subsequent challenges until he wins or successfully makes a deal as that power. At that point, the spell is over, and he reverts to his original power. You can cast a spell on a player even if that player already has a spell on him, replacing the current power card with another of your choosing. You may not use the same unused power twice. When you lose the use of your power, all players that you have enspelled temporarily revert back to their original powers until you regain the use of your power.

History: Learning the art of transformational magic at an early age, the Croners use their spellmaking to convince opponents they're something else.

Wild: You may change an Edict played by another player into any other Edict as long as it may be played at that time. You do not control whom the Edict affects. {00}

Super: A player cannot use a power that you gave him against you. {00}

Customs

Takes Cards From New Base Owners

You have the power **to confiscate**. Whenever any other player gains a foreign base (even from you), you take a card at random from that player's regular hand. Do this before any consolation is taken.

History: Originally employed by other races to handle the disagreeable chore of **keeping** tabs on those entering their worlds, the Customs finally decided to go into business for themselves, taking tariffs on all newcomers to any worlds.

Wild: Once in the challenge when another player has drawn consolation or cards as rewards, you confiscate the cards (before he looks at them) and add them to your hand instead. Discard the Flare when used.

Super: You may use your power to draw two cards at random instead of one from any player that gains a new foreign base in the challenge.

Darwin

Selects Power to Use in Challenge

You have the **power of evolution**. As a main player in a challenge, any time before cards are played, you may de-evolve or super-evolve to become one of the powers below for that challenge by paying the token cost to the warp. You may use any power in your list only once per game, and you must "rest" the following challenge in which you are a main player. While resting, you cannot use your power of evolution. Turn your power card over to indicate a resting state. You may be zapped as you are evolving (before paying the token cost) or when using your evolved power. Do not use a power that would conflict with a specific opponent. Note: The Insect may copy your Darwin power and become any of the listed powers once per game when he is your opponent by paying the token cost to the warp, but he also must rest by losing the use of his Insect power on his next challenge as a main player. He can copy your current evolved power (if any) with no penalty. If you have used your power to evolve in the challenge, the Plant may use his power to graft your evolved power at no penalty. If the Plant grafts your Darwin power in a challenge before you have evolved, he may then evolve, paying the token cost and resting in his next challenge as a main player (this consumes that power for the rest of the game).

De-evolve: Virus (4), Void (3), Anti-Matter (3), Insect (3), Amoeba (2), Monstro (2), Worm (2), Mutant (1), Vacuum (1), Filch (1).

Super-evolve: Visionary (3), Oracle (3), Chronos (3), Computer (2), Clone (2), Will (2), Laser (2), Mind (2), Calculator (1), Empath (1).

History: After intensely studying the genetic makeup of other races, the Darwins have learned to alter their own chromosomes to go to more primitive or advanced beings temporarily as befits their needs of the moment.

Wild: As a main player in a challenge, you may use any power the Darwin has already used one time instead of your own (no token cost or rest needed), declaring before cards are played. If the Darwin is not in the game,

replace this Flare with another drawn at random from the unused Flare deck.



Super: You may use your power each challenge with no rest needed. You can repeat a power once after all have been used at no token cost, if you have this card.

Dog

Challenges Losing Defender

You have the **power to follow**. After another player wins an offensive challenge in which you did not get a base, you may immediately challenge the losing defensive player (except yourself). Your follow-on challenge starts with the cone-pointing phase. You must have at least one Challenge Card in order to make the follow-on challenge. If the winning offensive player just won the game, you may make one follow-on challenge in an attempt to co-win.

History Content at first to scavenge for some spoils of victory, the Dogs have learned to follow victorious races and attack vanquished foes before they have time to recover.

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



Wild: After the completion of another player's turn, you may discard this card and play passes to the start of your turn.



Super: You may use your power to challenge the winning defensive player.

Dominator

Forces Opponents to Do His Bidding


You have the **power to control**. If you win a challenge as a main player or an ally, the losing main player is under your command for the next challenge of the game.


Depending on who is challenging whom, you control any or all of his actions as follows: (1) the number of tokens he can place in the cone, (2) whom he may ask to ally or ally with, (3) Challenge Card played unless influenced by other players (Laser, Visionary), (4) whether to play a Kicker, (5) whether to use Flares or Edicts, and (6) whether or not to use his power (if optional

power). If player interactions are involved (Seeker, Gambler, Skeptic), you answer for him. If a deal is to be made, you make it for your victim (or don't). You cannot see your victim's cards. When your victim must play a Challenge Card and his choice hasn't somehow been overridden by another power or other effect, you may direct his choice. For example, you may say, "lowest Attack Card," "second highest Attack Card," "Compromise," etc. Your victim must then follow your directive, if possible. If you are zapped, your victim is free of your control. If your victim is zapped while under your control, you cannot do (6) above. If you and your victim oppose each other as main players, your control is limited, and you may do either 1-4 or 5&6, but not all.

History: Mentalists without par, the mere presence of the Dominators in any encounter strikes fear in their enemies due to rumors of self-destructive irrationality upon loss. The Dominators seek to extend their control to the entirety of the Cosmos.

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

 **Wild:** When you are **not** a main player in a challenge, you control the use (or prevent use) of one other player's optional power.


 **Super:** You may use your power to gain control of any one player who lost to your side of the challenge instead of the losing main player.

Duplex

Destiny Controls Two Powers

You have the power of rotating suns. Take two other unused alien powers. You designate one to be active initially and place the other face down. On each flip of the Destiny deck, turn over your powers so the face down one is now face up and vice versa. The face-up power is always your active power.

History: Evolving on a pulsating dual neutron star system, the Duplexes developed two powers to deal with their environment. Now interested in cosmic expansion, they know this ability will lead to success.

 **Wild:** You may use the non-active secondary power of the Duplex in place of your own, if appropriate. If the Duplex is

not in the game, replace this Flare with another drawn at random from the unused Flare deck.




Super: You may use both of your powers together.


Energizer


Gets Points for Tokens

You have the power of mass-energy conversion.

 In a challenge after cards are played but before they are revealed, you may convert some of your tokens into energy, receiving 4 points per token. You may take tokens from bases or the cone and place them in the warp, but at least one token must remain on the cone or the defensive base. Add the points to your side's total in the challenge. After the challenge, you may also convert excess victory points back to tokens at a rate of 8 points per token, receiving tokens from the warp up to the number you originally converted in the challenge (a Compromise played by your opponent is considered a zero in this computation). As an ally, you **may** also convert **your** tokens to energy at the above rate to help your ally, but you must have one token on the cone to receive a winning reward. If your ally plays a Compromise, however, your extra points don't count. You may also convert back tokens from the warp as an ally, as above.

History: Utilizing $E=Mc^2$ to the fullest, the Energizers' matter-energy transformations figure to bring them universal dominance.


 **Wild:** As the main player in a challenge, just before cards are revealed, you may place a token from one of your home bases into the warp and add 6 points to your challenge total.

 **Super:** Instead of 4 points, you may take a new card for each token you energize. For each 8 points that you win by, you may elect to take a new card from the deck instead of a token from the warp.




Engineer


Can Triple Token Value

 You have the **power to construct**. On **any** foreign planet base where you have at least two tokens, when that color comes up via Destiny on someone else's offensive challenge, you may move one token from your base to an adjacent planet where you don't have a base, "bridging" the space between the two planets. Once a "bridge" is built, each token on your side challenging a connected planet is tripled in value when computing challenge totals (any **Macrons** would worth 12!). Bridge tokens are not considered part of the challenge. If you win the challenge, the "bridge" becomes part of your new base. If you lose, the "bridge" token remains, and you may use it again in a later challenge. If your original base is challenged, the "bridge" token does not count toward its defense but is lost to the warp if you lose the base (in any way). A base may build a bridge to both adjacent worlds if the color comes up again. You may also build two bridges to one planet (**from** both sides) as a hedge against losing a base, but you still only get triple. If you lose a home base, you may build a bridge to it as above when your color comes up, for use in a later challenge. Bridge tokens can only be removed by you and are immune to assassination or similar token losses. If you lose the use of your power after a bridge has been built, you can't triple your side's token value, but the bridge remains.

History: Remarkably adept at construction, the Engineers use their ability to facilitate their spread through the Cosmos.


 **Wild:** As a main player in a challenge, on any planet where you have two or more tokens (other than the one being attacked), you may move one of the tokens to the space above the planet to construct a planetary shield. If your tokens on this planet are ever attacked, their value is tripled for computing challenge totals. You can only have one such shield per planet, they do not count toward the number of tokens you have in the challenge, and they go to the warp with the rest of your tokens if you lose the base.

Super: You may use your power to build a


 double bridge by placing a second bridge token between two planets where you already have a bridge. Each of the tokens on your side of your offensive challenge against a planet connect&d by a double bridge is doubled again. Once you build a double bridge, you do not need this card for its effect (only to build it).


F a i t h f u l

Changes Challenge Card Value

You have the **power of prayer**. As a main player in a challenge, you turn over your Challenge Card first. If you have played a  Compromise, you may "pray" that your opponent has played one also. If your opponent declares that he does (he does not reveal his), your prayers are answered and you attempt to make a deal (your opponent discards his card so that no one may see it). If he reveals an Attack instead, resolve the challenge as normal. If you have played an Attack, the challenge proceeds normally, but if you are to lose you may "pray" for more strength. **Take** the top card from the deck. If the card is an Attack, you may add 1/2 (rounded up) of its value to your total. If the card is a Kicker, you may either use it to modify your Attack Card or save it in your hand. If the card is a Reinforcement, you may either use it to modify your total or save it in your hand. If the card is some other type of non-Challenge Card or is a Compromise Card, you save it in your hand. If you played an Attack Card, prayed, and still lost, you lose double your tokens.

History: A deeply religious race, the Faithful expect divine intervention to lead them to the promised galaxy.

Wild: If you lose a challenge as a main player,  you may flip the top card on the deck. If it is an Edict or a Compromise, you invoke the wrath of your god; your opponent and each of his allies lose three tokens to the warp (their choice), and you keep the card. Otherwise, discard it.


 **Super:** You may use your power of prayer as an ally


Grifter

Opponent Takes Unwanted Card

You have the **power** to **dupe**. As a main player in a challenge, just before cards are revealed, you offer your opponent a choice of three cards: 1 Attack, 1 Compromise, 1 non-Challenge Card. He picks one face down. If he picks the Compromise, he must return his face-down card to his hand and play the Compromise. If he picks the Attack, he adds it to his Attack Card (if he has played one) but only up to the number on your Attack Card. Thus if you played a 12 and your opponent a 10, no matter what Attack Card you offer, the most his Attack Card total can be is 12. If he picks a non-Challenge Card, he keeps it but cannot use it in the present challenge and he loses 5 points from his Attack Card value. When offering, if you have no Compromises you must offer a second Attack Card (and vice versa). If you have only Challenge Cards, you may not offer in the challenge. Your opponent also receives no consolation if the Compromise Card came from you. Your opponent must discard his higher Attack Card or a Compromise Card from those involved on his side of the challenge.

History: Spanning space with worthless health concoctions, the Grifters offer false hopes and dreams to other races only to let them down and conquer them.

 **Wild:** As a main player in a challenge, after cards are revealed, you may send any of your allies' tokens in excess of what you need to win the challenge back to bases.

 **Super:** You may use your power as an ally.

Kamikaze

Doubles Attack Card

You have the **power of the divine wind**. As a main player in a challenge before cards are played, you may double the value of your Attack Card (before Kicker effects) by placing any 4 of your tokens into the warp from any of your bases.

History: A proud species with an illustrious history of warfare, the Kamikazes developed the basis of total loyalty. They use the personal sacrifice of individuals of their species to cripple any who oppose them in their quest for universal conquest.

Wild: When you have lost any challenge as a main player or ally, you may sacrifice 3 more of your tokens from any of your bases not involved in the challenge. All players on the other side then lose all of their tokens involved in the challenge and are treated as if they also lost the challenge.




Super: You can use your power to double your Attack Card value by placing only 1 token in the warp.


Monstro

Opponent Must Play Lower Card

You have the **power of horror**. As a main player in a challenge, your opponent may play a Compromise Card normally but can play no better than his fourth highest Attack Card should he choose to play an Attack. (With three or less Attack cards, he must play his lowest if he chooses to play an Attack.)

History: Incredibly hideous in appearance, the Monstros so frighten other forms that they can muster only the barest of attacks. The Monstros thus hope to scare the galaxy into submission.

 **Wild:** As a main player in a challenge, your opponent cannot play his highest Attack Card unless that is his only Challenge Card.

 **Super:** You may use your power as an ally.

Politician

Dictates Deal Terms

You have the **power of politics**. In any challenge in which you are not a main player and a deal situation has occurred after cards are revealed (for any reason),

you may dictate the deal terms, including yourself in the deal if you wish. As long as one main player agrees, the deal is concluded. If the Diplomat is in the game and called “negotiate,” he first proposes a deal. You may then overrule his deal by using your power. If you do, the deal is concluded if two of the other players involved in the deal agree to your terms. If the players do not agree, then all involved (including yourself) pay the usual penalties. You have the added ability to use any Edict as an Emotion Control in any challenge.

History: Wily veterans of political conflict, the Politicians have learned how to sweeten deals to their own ends.

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

Wild: If you play a Compromise and your opponent in a challenge played an Attack, you may play this Flare and he may take his Attack Card back and replace it with a Compromise. If he cannot or does not, you may place two of his tokens (your choice) in the warp.

Super: You may use a Compromise Card as an Emotion Control in any challenge.

Fool

Gains on Overwhelming Victory

You have the **power to embarrass**. As a main player in a challenge, when both you and your opponent have revealed Attack Cards, for every five points that you win by, your opponent loses another token to the warp and you get another card from the deck. Thus, if you win by **17** points, your opponent loses 3 tokens of his choice to the warp and you get 3 cards from the deck. If you lose by **10** or more points, you lose more tokens to the warp equal to those in your original challenge. You can only gain a maximum of 6 cards and have your opponent lose 6 additional tokens in a challenge.

History: Long ridiculed by other races in the cosmos, the Fools hide their cunning as they bring shame to their enemies for their own colossal mistakes. They have been rumored to say when no one is listening: **We** may be Fools, but we're not stupid!"



Wild: As a main player in a challenge, if you win by more than 10 points, your opponent must return all of his tokens from one of his foreign bases to bases in his home system.



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

Sociologist

Makes Another Do as He Does

You have the **power of peer pressure**. In any challenge, you may make any one player do one action in the challenge exactly like you do, if possible and legal by the rules.

For example, you play a Compromise and tell your opponent to do so; you ally with the red player and tell the blue player to do so if he was also asked; you put four tokens on the cone and make another do so; you accept Diplomat's deal and make your opponent do so. Any effect that forces another player's actions (Magnet, Flares, Edicts, etc.) supersedes your power. Alternatively, you can make a player not do something you had specifically declined (you are asked to ally and decline, you may then tell another player that he will not ally with the same player).

History: The Sociologists have learned to manipulate the tendency of species to do what others do to be part of the crowd and expect it to lead them to universal dominance.

Wild: You may discard one half (rounded down) of your cards, including this card (you choose which ones), and make any other player discard half (rounded down) of his, picked randomly by you.

Super: When you use your power, you may “pressure” someone to do an action different than what you did.

Underground

Extra Home System Challenge

You have the **power to revolt**. After your normal challenges, you may make one extra challenge against a player who has a base in your system (planet or moon). You have a full challenge, starting from retrieving a token

from the warp. This extra challenge is modified as follows: you make a regular cone challenge against an enemy base in your home system and do not flip Destiny; neither side may invite allies; just before the playing cards, you are allowed to try to make a deal with your opponent; if you cannot, the challenge proceeds; and you may add or subtract 5 points to your final challenge total (these are your underground forces). Your opponent may use his power, if appropriate. You may make a regular challenge in your home system during your turn with normal challenge rules applying if you turn up your own color in the Destiny deck.

History: With "Live Free or Die" as their motto, the Undergrounds never give up trying to free their home system of enemies even as they themselves expand.



Wild: As the defensive player, you may ally with yourself with up to four tokens.

Super: As soon as another player gains a base in your home system, you may use your power to make one underground challenge against him.



Ventriloquist

Speaks for Another Player

You have the **power of ventriloquism**. On each challenge in which you are not a main player, you may select another player as your dummy. For the rest of the challenge, your dummy cannot speak on his own behalf. Instead, you speak for him. You invite others to ally with him, accept or decline when he is invited to ally with others, negotiate deals for him (although you cannot force him to accept a deal with you), etc. You may also announce that your dummy is playing a Kicker, Flare, Edict, or Reinforcement, and, if he has it, he must play it. He may also play his own cards, but you explain any that require explanation. Your dummy determines the number of tokens that he puts in the cone and decides which bases to move tokens to or from. He may speak on his own behalf if it is directly related to his power.

History: Long practiced at the art of throwing their voices, the Ventriloquists hope their talent will bring them to universal dominance.

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

Do not use in a game with the Dominator or Silencer.



Wild: If you are not one of the players involved in a deal situation, you may speak for one player involved in the deal in all respects relating to the deal.



Super: You may use your power as a main player.

Witch Doctor

Causes Token Drain

You have the **power of voodoo**. As the offensive player in a challenge, you may place a "curse" on your opponent which begins at the start of the next challenge and remains in effect until you remove it or you lose the use of your power. Each player so cursed loses a token of his choice to the warp on every challenge that he is in (main player or ally), immediately upon becoming involved in the challenge. You may place curses on as many different opponents as you wish, but you may have only one curse per player. If you are a main player in a challenge involving a cursed player, you also lose a token to the warp unless you choose to remove the curse (neither would lose a token). You may also remove curses as part of a deal. When you lose your power, any outstanding curses remain attached but cause no token drain until you regain the use of your power.

History: A strange, superstitious race from an island on an isolated world, the Witch Doctors have learned to harness the forces of black magic although it takes some of their own strength to keep it working.

Wild: As a main player in a challenge, name a specific card (i.e. Attack 12, Plague, Amoeba Flare, etc). If your opponent has any such cards he must discard all of them from his regular hand.

Super: You may double your curse on any players you wish while you have this card. Cursed players must lose two tokens to the warp on every challenge in which they are involved.





You must lose two tokens in a challenge to cursed players should @you do this.



Superl: Just before cards are played in a challenge, you may make all cursed players lose a base of their choice, with tokens going to the warp.

Destro's Edicts



Generic Zap: Can be used as any other Zap card (including Un Zap).



Switch Kick: If both main players play Kickers, this card swaps them before cards are revealed.



Warp Jam: Cancels a Warp Break or keeps one player in the warp after a Mobius Tubes, at the choice of the person playing this card.

Variants

By Nick Sauer and Mike Arms

[A little background first. I have received the first two issues of a *CE* zine from France called, *Le Comique en Scooter*. Those who can read French may want to write to the publisher, Bruno Faidutti, 2 rue du *Marche*, 59000 Lille, France. I am in the process of finding some translators so that I can read and possibly use material from the Scooter, with Bruno's permission. Likewise, I will be sending him copies of *Encounter* with the permission that he may translate it for use in his. In looking through the zines, I could comprehend a few words that were fairly obvious in context of the game. But one card caught my eye as it was not a Flare, Edict, Attack, etc. Rather, I took it to be a new type of Challenge Card, but for the life of me, I couldn't think of what it could be.

[Mentioning this idea to Nick Sauer, he rose to the challenge (pun intended). He came up with the concept of the Overkill card. I took the basic concept and repropose it in an altered form, as I am very averse to "instant win" effects. Thus was born the Pyrrhic Victory card. Neither of these cards is well playtested. Nor are all of the ramifications of multi-card powers thought out. They may be interesting variants for you to try in your own games. Enjoy.]

Overkill

The Overkill is a new type of Challenge Card in all respects. They are played in step 7 (main players play Challenge Cards face down). We estimate that you should

include 1 Overkill card per 20 cards in the deck. The effects of playing an Overkill are as follows:

Overkill vs. Attack: The side playing the Overkill wins automatically, regardless of the total on the opposing side. The losing main player takes consolation from the winner.

Overkill vs. Compromise: The side playing the Overkill wins automatically. The losing main player takes double the normal consolation from the winner.

Overkill vs. Overkill: Both sides win. The offensive main player establishes a base on the planet. Any of the defender's tokens on the planet remain there. In a normal cone challenge, offensive allies each establish a base on the planet while defensive allies return to bases and collect rewards. In a reverse cone challenge, defensive allies each establish a base on the planet while offensive allies return to bases and collect rewards.

It is unclear what should happen if Overkill vs. Overkill occurs in a moon challenge, as both players cannot be on a moon. One possibility is that the defender returns his tokens back to bases while the offensive player gets a base on the moon. Another possibility would be for the tie to go to the defender in that he would stay on the moon, the offensive player would return to bases, but it would count as a successful challenge for purposes of continuing his turn. A more vicious possibility would be for the moon to explode due to all of the firepower. Remove the moon from the game, and send the tokens on both sides to the warp.

Things would get a lot more complicated in the presence of Kickers (coming in the Mayfair expansion set, *More Cosmic Encounter*). But as there are both positive and negative Multiplying Kickers, let us just make the rule that you may not play a Kicker if you play an Overkill. This keeps it simple and also prevents the Overkill player from dumping a Kicker before having to give consolation. If somehow you have revealed an Overkill and also have a Kicker played (Sorcerer, Chosen, Xx), the Kicker is ignored and discarded. Reinforcement cards (also coming in *MCE*) cannot be played if either side played an Overkill.

However, if the opposing player played a Multiplying Kicker and a non-Overkill card, the consolation effects may be modified. In the following, O is Overkill, A is Attack, C is Compromise, K is the positive or negative value of the Kicker, P1 is player 1, P2 is player 2, and T2 is the number of tokens P2 had in the challenge:

P1	P2	winner	consolation
O	K * A	P1	P2 gets T2 from P1
O	K * C	P1	P2 gets T2*(K+1) from P1

So the only modification to consolation occurs when the opposing player plays a Multiplying Kicker and a Compromise Card. For example, if P2 had 3 tokens in the challenge and played a Kicker 3x, he would get $3*(3+1) = 12$ cards in consolation. Likewise, if he had played a Kicker -2x, he would get $3*(-2+1) = -3$ cards; that is the Overkill player would get 3 cards from his hand in consolation.

The Emotion Control Edict would be extended to empower it to turn all revealed Challenge Cards into

Compromise Cards.

If one of the cards that Deuce reveals is an Overkill, the Overkill supersedes the other. He discards the Overkill and retains the other card.

Chosen has another killer card that he can hope for. Clone would kill for one of these in his hand. Filch is fairly happy with these. More firepower in general for any power that has access to a lot of cards (Philanthropist, Miser, Mutant, Trader, etc.).

Things get a lot more complicated if Cavalry is in the challenge. In the following, A is Attack, C is Compromise, O is Overkill, AMP is Allied Main Player, OMP is Opposing Main Player:

Cavalry	AMP	OMP	winner	consolation
A/C	NC	0	OMP	AMP & Cav from OMP
A/C	0	A/C	A M P	OMP from AMP
0	A/C	A/C	A M P	OMP from Cav
0	0	A/C	AMP	OMP from AMP and Cav
A/C	0	0	both	none
0	A/C	0	both	none
0	0	0	both	none

Pyrrhic Victory

The **Pyrrhic Victory** is a new type of Challenge Card in all respects. They are played in step 7 (main players play Challenge Cards face down). We estimate that you should include 1 Pyrrhic Victory card per 20 cards in the deck. The effects of playing a Pyrrhic Victory are as follows:

Pyrrhic Victory vs. Attack: The side playing the Pyrrhic Victory wins automatically, regardless of the total on the opposing side. However it is a bitter victory, as the winning players must return their tokens to other bases, even the defensive player (and winning defensive allies in a **reverse-cone** challenge).

Pyrrhic Victory vs. Compromise: The side playing the Pyrrhic Victory wins automatically. The opposing main player takes normal consolation **from** him. However it is a bitter victory, as the winning side must return their tokens to other bases, even the defensive player (and winning defensive allies in a reverse cone challenge).

Pyrrhic Victory vs. Pyrrhic Victory: Both sides win, but all tokens involved in the challenge go to the warp. No rewards may be taken, nor may Victory Boon be played. This counts as a successful challenge for the offensive player for continuing his turn.

Pyrrhic Victory vs. Overkill: Both sides lose. All tokens involved in the challenge go to the warp.

Like the rules for Overkills, you cannot play Kickers and Reinforcement Cards when you play a Pyrrhic Victory. If somehow you have revealed an Pyrrhic Victory and also have a Kicker played (Sorcerer, Chosen, Xx, etc.), ignore the Kicker and discard it.

The Emotion Control edict would be extended to **empower** it to turn all revealed Challenge Cards into Compromise Cards.

The order of precedence for the Deuce is: Overkill,

Pyrrhic Victory, and lastly **Compromise**. He **discards the superseding card and retains the other card in his hand**.

The table of effects when Cavalry is involved in a game with both Pyrrhic Victory and Overkill is left as an exercise for the CE fanatic.

And lastly, a new alien and corresponding Flares to make use of Pyrrhic Victories:

Death Knight

Makes Pyrrhic Victories

You have the **power of pyrrhic victory**. As a main player in a challenge, just before cards are revealed you may declare "Eat nuclear death, scumbag!" You then place two of your tokens into the warp from any of your bases. The challenge card you reveal then becomes a Pyrrhic Victory card.

History: Even the mightiest fear the Death Knights. Their approach most often brings defeat as they slowly make their way toward cosmic dominance.



Wild: When you are involved in a challenge as a main player or ally, if both sides reveal Attack Cards and the offensive side wins by more than **20** points, you may eliminate the **defensive planet** or moon **from** the game. Tokens on the offensive side and non-involved tokens on the planet or moon return to bases.



Super: You may use your power as an ally.

Variable Challenge Cards

By Mike Arms

[While we were trying to come up with new types of Challenge Cards, I came up with a several slight twists to the normal Attack and Compromise Cards. The basic concept is a Challenge Card whose type or value is variable, dependent on specific circumstances. I am throwing these out as food for thought, hoping that this may spark a great idea from some of you out there.]

A Mirror Challenge Card that becomes identical to the initial value of your opponent's card (i.e. before card modifying effects). We like this one pretty well so far.

A Duplicator Challenge Card that takes on the value of one other Challenge Card in your hand (that you show). This is too much like a one-shot Clone power.

A Decoy Challenge Card that you replace with another Challenge Card from your hand after cards are revealed. This is too much like a one-shot Oracle power.

A **variable** Attack Card value dependent on:

1. directly related to the number of your tokens in the

challenge (Example: 4 if 0 tokens, 6 if 1 or 2 tokens, 8 if 3 tokens, **12** if 4 or more tokens).

2. directly related to the number of tokens on your side (Example: 1 if 0 tokens, 11 if 1 to 5 tokens, 21 if 6 or more tokens).
3. directly related to the number of tokens in the challenge (Example: 6 if 4 or less tokens, 10 if **5-8** tokens, 14 if 9 or more tokens).
4. inversely (or directly) related to number of foreign bases you have (Example: 15, 13, 11, 9, 7 when 0, 1, **2, 3, 4+** foreign bases, respectively).
5. inversely (or directly) related to number of home bases you have (Example: **20, 15, 10** when 0-1,2-3,4+ home bases, respectively).
6. directly related to number of players' positions your opponent is away from you (Example: **8,10,13,17,22** when **1,2,3,4,5+** positions in front of you; if you are attacking the player on your left in a six-player game, the value here would be a 22).
7. value if an Edict is discarded with it (before revealing), value if a Flare is discarded (Example: normal value is 10, 14 if Edict discarded, 18 if Edict and Flare discarded).
8. higher value if attempting to recapture a home planet or moon base (Example: normal value is 8, 15 if trying to recapture a home base).
9. a fairly low (7) card that becomes a Compromise if you would lose.
10. like **#9**, a fairly low Attack **that** you can replace with a Compromise from your hand if you wish, after revealing.
11. a ranged card (10.. 15) that you declare the value of when revealed.
12. same as **#11**, but you must sacrifice tokens to get upper value.
13. an unmodifiable Attack (no Kicker, equalize, etc.).
14. a high number Attack that, if you win, you get a base but opposing side doesn't lose base or tokens.
15. a fairly low Attack (9) in which only your tokens count in the challenge
16. purpose cards that have one value on offense and another on defense (Example: 7 when offense, 14 when defense).
17. purpose cards that can only be used on offense or defense; treat as if you are out of Challenge Cards if you have no others and are in the opposite side of the card. (Example: 13 usable on defense only).

Encounter™ is the trademark of Mayfair Games Inc. for its magazine about *Cosmic Encounter*, used with permission of Eon Products Inc. Contents are copyright 1992 by Mike Arms. Alien Bazaar copyright Dr. Robert Destro, Nick Sauer, and Mike Arms. Overkills and Pyrrhic Victories copyright by Nick Sauer and Mike Arms. Variable Challenge Cards copyright by Mike Arms. Sudden Death Cards copyright Randy **Zoellner**. All Rights Reserved. The authors of articles printed herein grant rights to allow their material to be printed in *Encounter* magazine and for reasonable personal use.

Tournament Results

Mayfair's first Cosmic Encounter tournament at **Gen Con '91** in Milwaukee in August was a spirited and enjoyable competition completed in just **12** hours. The early rounds of play featured a high annoying quotient, with Sniveler being the most used power. One game even had stereo whining, with the Sniveler and the Insect.

In the final, the players were allowed to list three preferences for their power, with each player getting his choice as long as another player did not select the same one. As it turned out, all five finalists got their first choice of power. Here is a rundown on the finalists, how they reached the final, and the powers they chose:

- **Harold Axelrad**, 8885 Research **#349**, Austin, TX, 78758. Harold got off to a blazing start, with solo wins in his first three games. He reached the final with a solo win in which he ended up with no home bases. The powers he won with were Amoeba, Chosen, Deuce, and **Empath**. His priorities for the final were 1] Parasite, 2] Sorcerer, and 3] Insect.

- *Robert Dougherty, 165 Post Ave., Hilton, NY, 14468. Robert squeaked through each round until the semifinals. He had no wins, only good finishes, until then, and only scored a shared win in the semis to win a spot in the finals. He got his shared win with the Visionary. Of the finalists, he was the only one to choose a power that he had won with. His priorities for the final were: 1] Fungus, 2] Vampire, and 3] Visionary.

- **Mark Fraley**, PSC Box 51762, Dover AFB., DE, 19902. Mark had solo wins with the Healer and **Macron** and solo wins with Chronos and Terrorist. His priorities for the final were: 11 Void, 21 Parasite, and 33 Connoisseur.

- *Chris Page, 337 Edmonton St., London, Ontario, Canada. Chris had solo wins with Trader and Worm on his way to the final. His priorities were: 1] Will, 2] Pentaform, and 33 **Macron**.

- **Al Revasz**, 435 English **#2**, London, Ontario, Canada. Al had solo **victories** with Amoeba, Visionary, and Wrack. He had a shared win with Visionary. His choices for the final were: 1] Insect, 21 Terrorist, and 3] Philanthropist.

Harold took an early lead in the final when he quickly got his third outer base. The other players took notice, however, and stripped him of his Alien Power. Al was the first player with his fourth outer base, thanks to some very close challenges. In fact, Al won two consecutive tie challenges.

The later stages of the game featured excellent play by all players, and more than a few surprises. During one challenge, Harold zapped the Fungus, only to be Un Zapped. The second Cosmic Zap card fairly flew out of Harold's hand, to everyone else's surprise.

The Fungus player, Robert Dougherty, had the last laugh, however. He was the ultimate winner even though he had not a single solo win on his way to the final.

Sudden Death Cards

By Randy Zoellner

Ever have a game run really long? It seems to happen when you have experienced players who are very good at seeing to it that no one wins. It also happens when there are new people and they haven't got the game mechanics down and it drags on.

What's the solution? Well after you have invested four hours, you don't want to just quit, but your nerves are frazzled or you are simply bored. The answer is to add in some new cards similar to Edicts but called Sudden Death!

Add Sudden Death cards to the deck when a game has run too long. Sometime after the game has run 2 1/2 hours, it gets a bit old. If you prefer longer games, you might add them in after 5 hours. These cards cannot be zapped or sanitized. They are shuffled into the regular deck.

1. (Play Immediately) All players draw two new Alien Powers and add them to their current alien powers.

2. As a main player in a challenge, look through your opponent's hand, discard any of his cards that you do not

like, and then return what is left.

3. Discard any cards **that** you wish **from** your hand.

4. Challenge Card: Attack 99.

5. If you have four **foreign bases**, play this card and win the game.

6. Exchange your Alien Powers with any powers not in use.

7. (Play Immediately) Discard nine of your tokens to the warp.

8. Draw three Alien Powers and add them to your current powers.

9. Challenge Card: Attack -77 or 77.

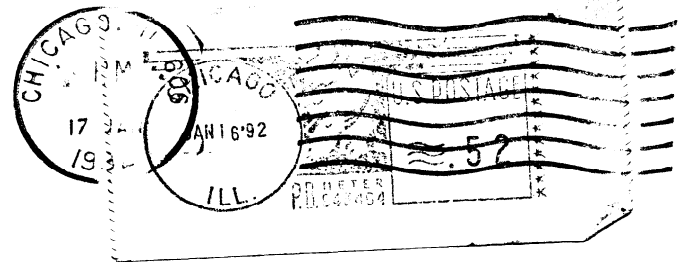
10. Choose any four Flares from the unused Flare deck and add them to your regular hand.

11. (Play Immediately) Discard all Attack Cards from your hand.

12. (Play-Immediately) Give any other player a base in your system.

Remember, add these to the deck only when you want to accelerate the **end** of the game (that would be when you glance at your watch and it says 2 a.m. and you have to be

Mayfair Games inc.
5641 Howard Street
P.O. Box 48539
Niles, IL, 60648



BILLOLMESDAHL
RR 3BOX 196 NELSON RD
VESTAL NY 13850