

COSMIC REGENERATION RUN

It is 2123. Earth has become inhospitable to life. Humans, broken into competing groups, travel throughout the universe in search of a new home. Each group forms exploration teams to different planets. Will your group reach the planets first?

COMPONENTS



1 Game Board



4 Tech Cards



4 Score Tokens



6 Meteors



20 Crystals



7 Dice



24 Ships



12 Honor
Markers



18 Infodere
Tokens



30 Aliens



4 Tools
(for Co-op game)



30 Meteor
Cards

1. Place the game board in the playing area.
2. Shuffle the alien card deck. Place it face-down above the board. Flip 3 alien cards and place in a row.
3. Prepare the meteor deck as follows:



Starting
Meteor Cards



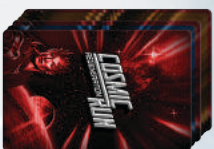
Regular
Meteor Cards



Miss
Cards

- Find the 6 starting meteor cards. Place any 4 of these aside, face-down, without looking at them. Add the other 2 to the 18 regular meteor cards, creating the meteor deck.
- Find the 14 miss cards. Add 3/6/14 miss cards to the meteor deck for 2/3/4 players. Put unused miss cards back in the box.
- Shuffle the meteor deck and place the 4 starting meteor cards, previously set aside, on top of the deck.
- Place the completed meteor deck face-down near the game board.

4. Place the meteor tokens, red die, crystals and honor markers in a "supply."
5. Turn the Infodere tokens face-down, mix them, and put in the supply.
6. Place 1 Infodere token (face-down) on each of the 10 designated spots on the game board. Leave remainders in the supply.
7. Players choose a color and take the tech card, ships, and score token of their color.
8. Players stack the score tokens, in any order, on space 10 of the scoring track.
9. Determine a starting player. This player places one of her ships on the first space of Planet 6's track. Going clockwise, each player places a ship in the next space, so the final player's ship is furthest along this track.
10. All players place the rest of their ships on the space stations at the base of the other 5 Planet Tracks.
11. The second, third, and fourth players take 1 free movement on a specified track. The second player moves 1 space toward Planet 1. The third player moves 1 space toward Planet 2. The fourth player moves 1 space toward Planet 3.
12. Each player takes crystals based on starting position. The first player takes 1 crystal, the second takes 2, and so on.
13. The first player takes the 5 white and 1 yellow dice.



2



3



4



1

8

9

13

Player 1



11

Player 2



10

7

Player 3



12

6 x10



OVERVIEW

The object is to score the most victory points (VPs) by advancing your ships, collecting Infodere tokens, and recruiting aliens. Beware! This region of space is quite dangerous because meteors frequently strike the planets. Reach the planets before they are destroyed and set up a forcefield to protect them. The game ends when all planets have been discovered or destroyed. The player with the most VPs is the winner. The rules for the competitive game are presented first, followed by the rules for solo and cooperative play.

PLAYING THE GAME

The starting player goes first, then play goes clockwise.

TAKING A TURN

The player taking a turn is the “active player.” Each turn has 3 steps:

Step 1: Meteor Strike

Step 2: Roll and Assign Dice

Step 3: Perform Actions

STEP 1: METEOR STRIKE

- The active player flips the top card of the meteor deck.
- A meteor hits the planet matching the top number shown, unless the card is a “miss” card (with no numbers). For miss cards, proceed directly to Step 2.
- The first time a meteor hits a planet, place a meteor token, with the side showing 1 meteor, on the planet.
- If a planet is hit a second time, flip the token to show 2 meteors.
- After a third hit, the planet is destroyed, then pause the game for scoring [See “Planet Scoring” p. 9].
- If the top number of a meteor card matches a scored planet, a meteor strikes the planet indicated by the second number on the meteor card.
- If the second number matches a scored planet, a meteor strikes the planet matching the third number.
- If all 3 numbers match scored planets, no meteor strike occurs.

METEOR STRIKE EXAMPLE

The active player flips the meteor card, showing 3-1-4. If we assume Planets 3 and 1 have already been scored, the meteor hits Planet 4. Planet 4 was already hit once, so the meteor token is turned over to show a second hit.



- After resolving the meteor card, discard it from the game.
- Players may not look at discarded meteor cards.

STEP 2: ROLL AND ASSIGN DICE

The active player rolls 6 dice (5 white and 1 yellow). After each roll, the player must “assign” at least 1 die by placing the die (or dice) at one or more locations. Unassigned dice are then rolled again. There are 3 location types to assign dice:

- Planets (to move ships)
- Alien Cards (to recruit aliens)
- Tech Card (to gain crystals)

GENERAL RULES FOR ASSIGNING DICE

- Place assigned dice directly on the planet, alien card, and/or tech card.
- Once assigned, a die cannot be moved for the rest of the turn.
- After at least 1 die is assigned, the active player rerolls all unassigned dice, i.e., if a die is not assigned to a location, it must be rerolled.
- After each roll, the player must again assign 1 or more dice.
- The player continues to roll and assign dice until all dice have been assigned. Thus, a player may roll from 1 to 6 times per turn, depending upon the number of dice assigned after each roll. If using a special power, the number of rolls may be increased (see “Alien Cards” and “Using Crystals,” p. 10 and p. 12).

Important: the active player takes no actions at the time of assigning dice, but performs all actions in Step 3.

ASSIGNING DICE TO PLANETS

The active player assigns dice to planets to move ships. Each planet has its own dice requirements.

- For Planet 1, the active player’s ship will move 1 space toward the planet for each die assigned that shows exactly 1 pip.
- For Planet 2, the ship will move 1 space for every pair of matching dice (i.e., “2 of a kind”) assigned.
- Similarly, for Planets 3-5, the ship will move 1 space for every three-of-a-kind, four-of-a-kind, and five-of-a-kind, respectively, that are assigned to the planets.
- For Planets 2-5, the required dice need not be placed as a group simultaneously. For example, if the first roll shows three-of-a-kind, these may be placed at Planet 5 with the hope of getting two matching dice later to make five-of-a-kind. However, if the player fails to do so on that turn, the previously assigned dice are wasted, since assigned dice cannot be moved.

- Planet 6 is a special case. In this case, a ship will move 1 space for each different white die assigned. Also, if the yellow die is assigned to Planet 6, the ship will move the number shown on the yellow die.

SPECIAL RULE FOR THE YELLOW DIE

If the the yellow die is assigned to Planet 6, Step 2 ends immediately. Thus, all other dice should be assigned prior to assigning the yellow die to Planet 6. If the yellow die is assigned to another location, the turn continues normally.

ASSIGNING DICE TO ALIEN CARDS

Dice are assigned to alien cards to “recruit” the alien. Aliens provide special powers and may be “retired” to score Victory Points (see “Alien Cards,” p. 10).

- Each alien card shows 1 or 2 dice icons with a specified number of pips.
- A player may assign dice to an alien card if the dice match the card.
- For alien cards requiring 2 dice, both dice need not be placed simultaneously. A player could place one die, then place the second die later during the same turn. However, if the second die is not placed, the first die is wasted.
- The yellow die may be used to recruit aliens.

ASSIGNING DICE TO THE TECH CARD

Dice are assigned to one’s tech card to earn crystals, which provide special powers (see “Using Crystals,” p. 12). For each die assigned, regardless of the number of pips showing, the player earns 1 crystal.

Point of Emphasis

The active player must assign at least 1 die between rolls, but may assign more. Thus, the player may have from 1 to 6 rolls per turn, unless special powers allow more. Players do not move ships, take aliens, or earn crystals until all dice have been assigned.

STEP TWO EXAMPLE

Green rolls the dice at the start of her turn, which show a 6-4-4-3-2-1. She assigns the die showing 1 pip to the 1st planet track and she assigns a die showing 4 pips to the first alien card. She must reroll the remaining dice since they have not been assigned.



The roll results in a 6-6-4-2. She assigns the two 6's to Planet 3.

She rerolls the 4 and 2, hoping to get a 6 to complete a 3-of-a-kind at Planet 3.



The result of the next roll is 1-2. She places the 1 at Planet 1, adding to the die already placed there.

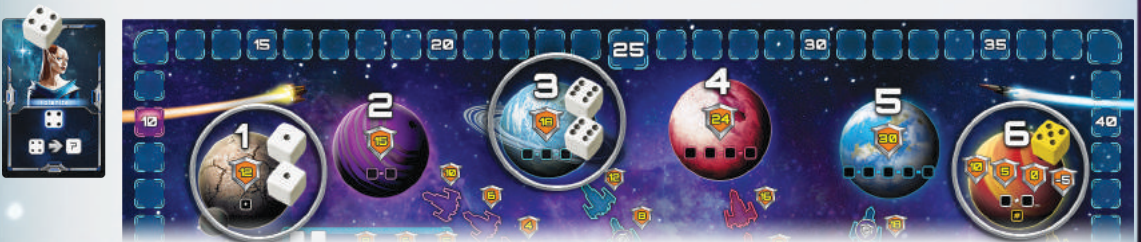
She rerolls the 2, hoping to get a 6 to add to Planet 3 (to make 3-of-a-kind).



The result is a 5. She assigns it to Planet 6. Step 2 is now complete, as shown here.



In Step 3, this player will recruit the Alien card, move 2 spaces toward Planet 1 due to the 2 dice with exactly 1 pip, and move 5 spaces toward Planet 6 due to the yellow die with 5 pips. The dice on Planet 3 provide no benefit.



STEP 3: TAKE ACTIONS

The active player now performs actions based on the assigned dice:

- Move Ships
- Recruit Aliens
- Gain Crystals

MOVE SHIPS

- For each die with exactly 1 pip on Planet 1, the player moves her ship 1 space.
- For each set of appropriate dice at Planets 2-5, the player moves the ship 1 space. For example, for 2 sets of three-of-a-kind at Planet 3, the ship moves 2 spaces.
- For dice at Planet 6, the player adds the number showing on the yellow die (if assigned there) with the number of different white dice assigned there, then moves the ship that many spaces.

ADDITIONAL RULES

- **Planet Discovery and Scoring:** When a ship moves onto a planet, the planet is “discovered” and the game is paused for scoring (see Planet Scoring, p. 9).
- **Stacking Ships:** Ships occupying the same space may be stacked in any order except on the Planet 6 track. If a ship lands on a space occupied by another ship on this track, the ship arriving later goes on top. When scoring Planet 6, ships lower in the stack are considered ahead.
- **Earning Infodere Tokens:** A player earns the Infodere token at a space if the player’s ship stops movement on that space. A ship must move the complete amount as dictated by the assigned dice, even if it means passing by a token (in which case, it is not earned).
- **Infodere Tokens Kept Hidden:** Infodere tokens are worth Victory Points as shown on the token, the values of which may be kept hidden from other players. The tokens score at game end.

RECRUITING ALIENS

- A player “recruits” an alien if the assigned dice match the card.
- Place recruited aliens face-up in front of oneself for future use.
- After recruiting an alien, a new alien card is put in its place.
- If the alien deck is exhausted, remaining aliens may be recruited, but are not replenished.
- A player may recruit up to 3 aliens per turn.
- A player may possess up to 5 alien cards.
- A player may “retire” aliens to make space to take more (see “Retiring Aliens,” p. 12).

GAINING CRYSTALS

- For every die assigned to one's tech card, the player takes 1 crystal from the supply. The number of pips or dice color does not matter.
- A player may assign multiple dice to the tech card.
- A player may possess a maximum of 5 crystals.
- Crystals are used in different ways [see "Using Crystals," p. 12].

PLANET SCORING

If a planet is destroyed [in Step 1] or discovered [in Step 3], pause the game to score the planet.

- Players gain or lose Victory Points [VPs] based on their ship's progress. The VPs are shown on each space for Planets 1-5.
- Negative numbers refer to lost VPs.
- Planet 6 is an exception; it is scored based on relative position. The player in the lead scores 10 VPs, second place scores 5 VPs, third place scores 0 VPs, and fourth loses 5 VPs.
 - Special Scoring for 2 players on Planet 6: In a 2-player game, the first position scores 5VPs + 1 VP for every space he is ahead of the other player. The second player scores nothing.
- Players move their score tokens along the scoring track accordingly.
- A player may not go below zero on the scoring track. There are no negative consequences for those who would otherwise go below zero.
- After scoring, stack the ships on the planet to indicate it has been scored. The order does not matter, except on Planet 6, where you must stack the ships in order from first to last place [to be used as a tie-breaker at game end].

SCORING EXAMPLE

Green discovers Planet 2, so players score based on their progress.

Green: 15 VPs

Red: 6 VPs

Blue : 4 VPs

Yellow: -8 VPs



GAME END

Players take turns in clockwise order until all planets are scored.

- If the game ends because the final planet is destroyed, the active player's turn ends immediately and the planet is scored, as normal. However, the active player is given 1 opportunity to retire 1 set of aliens [see "Retiring Aliens", p. 12].
- If the game ends because the final planet is discovered, the active player's turn ends normally, then the planet is scored.

FINAL SCORING

- Players with Infodere tokens reveal and score them.
- Players score 1 VP for each alien card.
- Players score 1 VP for each crystal.

The player with the most VPs wins. In the event of ties, the player who finished in a better position on Planet 6 wins the tie.

ALIEN CARDS

Alien cards provide special powers, often used before assigning dice after a roll.

UNDERSTANDING ALIEN CARDS

Each alien card has 3 important pieces of information:

- Race
- Recruit requirement
- Power

RACE NAME

For distinguishing sets

RECRUIT REQUIREMENT

Dice required to recruit

POWER

A one-time special power



USING ALIEN CARDS

- After recruiting an alien, place the card face-up in your area.
- Face-up aliens are "active."
- The active player may use an active alien anytime during the turn.
- After use, turn the alien card face-down, making it "inactive."
- Players keep inactive aliens and may "retire" them [see "Retiring Aliens," p. 12].
- A player may possess a maximum of 5 aliens, whether active or not.

ALIEN RACES AND THEIR POWERS



TOLENITES

Tolenites are used to change a die showing a specific number to any other number.

This Tolenite allows you to change a die with 2 pips to any other number.



MONASHIANS

The Monashians provide you with a virtual white die of a specified number. It is used as if it were a die, but it cannot be manipulated.

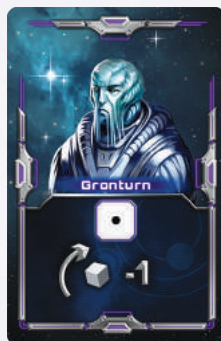
This Monashian may be used as if it were a white die with 1 pip.



CHRONIX

The Chronix allow you to reroll a certain number of dice (or fewer).

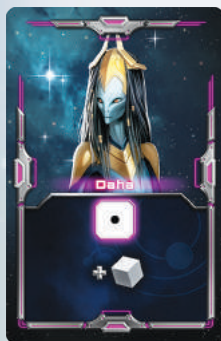
This Chronix allows you to reroll from 1-3 dice before assigning a die.



GRONTURNS

The Gronturns allow you to adjust a specified number of dice by 1 pip in a specified direction.

This Gronturn allows you to turn 1 die down by 1 pip.



DAHAS

The Dahas allow you to use the red die for a turn, as if it were a white die. You may play the Daha at any time during your turn.

All Dahas provide the same power to use an additional die for a turn.



INFODERES

The Infoderes give VPs. For each VP icon on the card, draw an Infodere token and keep it hidden from other players until game end. *Infoderes are used immediately upon recruiting.*

This Infodere allows you to draw 2 Infodere tokens from the supply.

RETIRING ALIENS

- Anytime on a turn, the active player may “retire” aliens to score VPs by discarding them from the game.
- The aliens may be active and/or inactive.
- A player may retire individual aliens or sets.
- Score 1 VP for retiring an individual alien.
- Sets score different values as shown by the “honor board” on the game board. There are 4 set types, going from top to bottom:

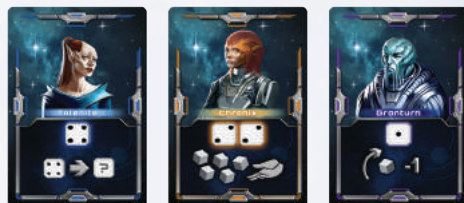
- 2 of the same
- 3 of the same
- 3 different
- 5 different



- When retiring a set, place an honor marker over the corresponding spot on the honor board and score the highest value available.
- Each kind of set may score up to 3 times per game.

RETIRING ALIENS

Green retires a set of 3 different aliens. This is the second time such a set was retired, so Green scores 6 VPs and places an honor marker over the 6 VP symbol.



USING CRYSTALS

The active player may spend crystals to perform a special power during Step 2. Spent crystals are returned to the supply. A player may possess up to 5 crystals.

- 1 crystal - Reroll up to 2 dice
- 2 crystals - Reroll up to 5 dice
- 3 crystals - Adjust 1 die up or down 1 pip
- 4 crystals - Turn 1 die to any face
- 5 crystals - Add a die for the turn



MAXIMUM OF 7 DICE

A player may only use 1 additional die for a maximum of 7 dice per turn.

SOLO PLAY

The game can be played by 1 player for a solitaire challenge. The object is to discover all the planets before any is destroyed and the meteor deck runs out. Use the standard rules with the following changes.

SET CHALLENGE LEVEL

When preparing the meteor deck, set the level of challenge.

- Cadet: Use 3 miss cards in the meteor deck.
- First Officer: Use 1 miss card.
- Captain: Use no miss cards.

You may also increase/decrease the levels by beginning with fewer/more VPs.

FORCEFIELDS

- Before flipping a meteor card, you may pay 5 VPs to protect a planet of your choice with a forcefield. If the planet would be struck, the meteor moves to the next planet on the meteor card, as if the protected planet had been scored.

Example: you pay 5 VPs to protect Planet 3 and flip a 1-3-5 meteor card. Assuming Planet 1 was previously scored, the meteor would hit Planet 3. But, since it is protected, the meteor hits Planet 5.

- Before flipping a meteor card, you may pay 10 VPs to protect all planets. Flip the meteor card, but ignore its effects.
- Forcefields last for 1 turn.

DISCOVERING PLANETS

- When discovering Planets 1-5, score the full amount if it has not been hit by a meteor. If the planet has one hit, score the VP value one space below the planet. If twice, score the VP value two spaces below.
- When you discover Planet 6, score 10 VPs (no hits), 5 VPs (1 hit), or 0 VPs (2 hits).

INFODERE TOKENS

When gaining an Infodere token, immediately score the VPs.

RETIRING ALIENS

When retiring a set of aliens, place an honor token *on the lowest available value* and score that amount. Future sets score more VPs, until a set is scored 3 times.

GAME END

You win if you discover all 6 planets by the end of the turn when the meteor deck is exhausted. If any planet is destroyed the game ends immediately and you lose.

COOPERATIVE PLAY



In this variant, all players play as a team to win or lose collectively. The object is to discover all planets before any is destroyed and before the meteor deck is exhausted. Use the rules for solo play, but with the following changes.

SET CHALLENGE LEVEL

Set the challenge level.

- Cadet: Add 2/4/6 “miss” cards to the meteor deck for 2/3/4 players.
- First Officer: Use 1 fewer miss cards than the cadet level.
- Captain: Use 2 fewer miss cards than the cadet level.
- Admiral: Same as Captain level, but start with 5 VPs.

TWO SHIPS ON EACH TRACK

Each planet track has only 2 ships, regardless of the player count. Each player uses a number of ships equal to 12 divided by the number of players, e.g., 4 ships for 3 players.

- For 2 players, each player places a ship at each track.
- For 3 or 4 players, players collectively decide where to place their ships, making sure there are 2 ships (of a different color) at each track.
- For Planets 1-5, both ships start on the space stations.
- For Planet 6, both ships are stacked, in either order, on the first space.

NO CRYSTALS

Players receive no crystals during setup.

TEAM SCORING

Use only 1 score token on the scoring track to represent the team’s score.

CHOOSE TOOL CARDS

Each player chooses a tool card to use for the game (see “Using Tool Cards,” p. 15).

PLAYING THE GAME

- Players take turns, as normal, but they may discuss strategy.
- Each player moves their own ships and collects their own aliens/crystals.
- If a player has no ships to advance (i.e. her ships are on discovered planets), she may advance other players’ ships, as if they were her own.
- Only the active player may retire her aliens, following the scoring method for the solo game, i.e., lower values on honor board first.
- As in the solo game, before flipping a meteor card, the team may utilize a forcefield by spending VPs.

SCORING PLANETS

- When scoring Planets 1-5, average the two ships' scores (round down). For example, if a ship reaches Planet 2 and the other ship is on the space station, score 3 VPs (15 minus 8, divided by 2).
- When scoring Planet 6, score 10 VPs minus 1 VP for each space the second ship is away from the planet. You may score negative VPs on this track. If losing more VPs than you have, you lose the game.

USING TOOL CARDS

Each player has a tool providing a unique power.



TELESCOPE

On his turn, the player with the telescope may look at the top meteor card. The player may then move it to the bottom of the deck and flip the next card, which does take effect. If the player does not move the first card to the deck bottom, resolve it according to the normal rules. The team may decide to use a forcefield after the player with the telescope looks at the first meteor card, but not after a second card is flipped.



WARP DRIVE

On her turn, the player with warp drive may use dice assigned to a track to move another player's ship, even if her own ship is not on that planet track. The player may move only 1 other player's ship and only 1 space per turn. The remaining dice may be used for her own actions.



TRANSPORTER

On his turn, the player with the teleporter may give and/or take aliens from other players. The aliens may be active or inactive; they keep the same status (e.g., an inactive alien stays inactive). This player also may hold a maximum of 10 alien cards.



STORAGE

On her turn, the player with the storage container may take crystals from any other player(s). At any time during the game, this player may give crystals to any other player and may hold a maximum of 10 crystals. Other players are still limited to 5 crystals. The team is limited to 20 crystals.

GAME END

Your team wins if you discover all 6 planets before the end of the turn when the meteor deck is exhausted. If any planet is destroyed, your team loses. Also, when scoring Planet 6, if you lose more VPs than you have, your team loses.

COMPETITIVE GAME SUMMARY

Players take turns in a clockwise manner. Each turn has 3 steps.

STEP 1: METEOR STRIKES

Flip top meteor card. Meteor hits first planet listed, unless already scored. If already scored, the meteor hits second planet. If already scored, the meteor hits third planet. If all 3 planets have been scored or it is a miss card, there is no meteor strike. If a planet is struck a third time, score the planet. Stack ships on scored planets.

STEP 2: ASSIGN DICE

Roll dice. Assign at least one die. Repeat process of rolling unassigned dice and assigning at least 1 die until all dice have been assigned. If yellow die is assigned to Planet 6, Step 2 ends.

STEP 3: TAKE ACTIONS

Move ships, recruit aliens, and collect crystals, based on dice assignments. If a ship reaches a planet, pause for scoring.

SCORING PLANETS

Score a planet when discovered or destroyed. For Planets 1-5, players score as indicated on the space reached. For Planet 6, leader scores 10 VPs, second scores 5 VPs, third scores 0 VPs, and the fourth loses 5 VPs. Stack ships on planets after scoring. On Planet 6, stack in order of finish.

GAME END

The game ends immediately if the final planet is destroyed or at the end of the turn when the final planet is discovered. In either case, the active player may retire 1 set of aliens.

POINTS OF EMPHASIS

- After assigning at least 1 die, unassigned dice must be rerolled.
- The yellow die may be assigned anywhere, but if assigned to Planet 6, Step 2 ends immediately.
- Earn Infodere tokens from the board only if you end stop movement on the space at the turn's end. Simply passing a token does not earn it.
- Aliens may only be retired by the active player.
- You may possess a maximum of 5 Aliens, whether active or inactive.

THANKS

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