COSMOS
Rule Book

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GameDesign : 3 Peace

✦ Contents

· Cards : 65pieces (Planet Cards 56, Black Cards 8, Break Card 1)

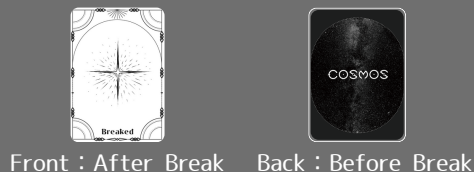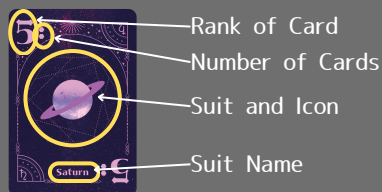【Planet Cards】14pieces of 4types (1,2,3,9 : 1piece each, 4-8 : 2pieces each)

Saturn Earth Sun Moon

1,2,3,9 : 1piece each   4,5,6,7,8 : 2pieces each

【Black Cards】8pieces of 1type   【Break Card】1piece

Collapsar

1～8 : 1piece each

Front   Back

✦ Explanation of Cards

· Planet Cards / Black Cards

- Rank of Card
- Number of Cards
- Suit and Icon
- Suit Name

· Break Card

Front : After Break   Back : Before Break

✦ Overview

Each player takes turns playing one card from their hand. After everyone has played a card, the player who played the "Best Card" takes all the cards on the table (this set of cards is called a "Trick"). the goal of the game is to take the fewest tricks each round while utilizing the unique mechanic called "Collision".

✦ Round Preparation

1. Place the Break Card face down in a visible spot for all players.
2. Shuffle the remaining cards face down, then reveal the top four cards and place them in a visible spot for everyone (these four cards are not used in games with an even number of players).
3. Distribute the remaining 60 cards equally among the players.
4. Each player keep their cards as a hand that others cannot see.
5. In the first round, decide the Starting player by any appropriate method. From the second round onward, the player with the fewest accumulated tricks becomes the Starting player.

【Initial arrangement(for 4 players)】

A

B

Break Card

D

C

【Number of cards】

Player	3	4	5	6
Cards in a hand	20	15	12	10
Cards in a field	4	4	4	4

✦ Round Progression

1. Starting from the Starting player and proceeding clockwise, each player takes their turn by choosing one card from their hand to play, following the "Must-Follow" rule.

   【Must-Follow】
   If a player has a card in their hand with the same suit as the face-up card played by another player, they must play a card of that suit (if there are multiple suits, they can choose any card of that suits). If they don't have a card of the same suit, they can play any card, including Black Cards.

   When a card is played, if it has the same rank as a face-up card played by another player, immediately resolve "Collision."
2. Once everyone has played cards, determine "Who takes the trick".
3. The taken tricks should be grouped and placed face-down in front of the player who take tricks so the number of tricks they have is clear.
4. The player who takes the trick becomes the next Starting player.
5. Repeat steps 1-4 until all players have no cards left in their hands.

✦ Who takes the trick

1. The player who played the card with the Highest Rank in the Most Numerous Suit among the face-up cards takes the trick (if there are multiple cards with the same number of suits, the Highest Rank card among them wins).
2. If there is face-up Black Card, regardless of suit count, the player who played the Highest Rank Black Card takes the trick.

【Example】

①If there are no face up Black Cards
Player B, who played the card with the Most Numerous Suit (Sun) and the Highest Rank (8), takes the trick.

②If there are equal number of suits
Player C, who played the Highest Rank card (8) among the cards with the Most Numerous Suits (Sun and Saturn), takes the trick.

③If there are face up Black Cards
Player D, who played the Highest Rank Black Card (3), takes the trick.

✦ Collision

When a player plays a card, if a card with the same rank has already been played, those two cards are immediately turned face down. The face-down cards do not affect the "Must-Follow" rule and the determination of "Who takes the trick". When playing with an odd number of players, there may be one card remaining face up. If the remaining face-up card has the same rank as any card among the four cards prepared in step 2 of "Round Preparation," those two cards are turned face down (if there are multiple matching cards among the four, one of them can be turned face down).

【Example】
①In the case of "Collision" occurs
1. Player A plays (7) of (Sun)
2. Player B plays (5) of (Sun)
3. Player C plays (7) of (Saturn) "Collision" occurs
4. Since Player D's Saturn 6 is no longer subject to the Must-Follow rule, Player D can play any card.

After Break, can be played

②If there are no face-up cards at the start of a turn
1. Player A plays (7) of (Sun)
2. Player B plays (7) of (Sun) "Collision"occurs
3. Player C can play any card (although they must still follow to Restrictions of Black Cards).
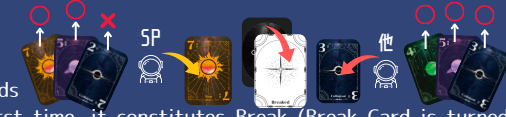
✦ Restrictions of Black Cards

If Starting player and all cards played by other players are face down at the beginning of a turn (*1), players cannot play Black Cards until the Break Card is turned face up (Except when their hand consists entirely of Black Cards). When a Black Card is played for the first time (including when a player plays a Black Card with a hand that consists entirely of Black Cards), Break Card is turned face up. (This is called "Break").After Break, players can play Black Cards even in the situation described in (*1).

【Example】
①Before Break
1. Staring player cannot plays Black Cards
2. When Black Card is played for the first time, it constitutes Break (Break Card is turned face up).
②After Break
Even in the case of (*1), players can play Black Cards (Must-Follow is valid).

✦ Big Bang

When all players have played their cards, all cards may be turned face down due to "Collision" (this is called "Big Bang"). If Big Bang occurs, the starting player takes that trick.

【Example】
①When Big Bang occurs with an even number of players
1. Player A plays (7) of (Sun)
2. Player B plays (5) of (Sun)
3. Player C plays (7) of (Saturn) "Collision" occurs
4. Player D plays (5) of (Collapsar) "Collision" occurs
5. Big Bang occurs and Player A takes the trick.

②When Big Bang occurs with an odd number of players
1. Player A plays (7) of (Sun)
2. Player B plays (6) of (Sun)
3. Player C plays (7) of (Saturn) "Collision" occurs
4. Player B's card with the same rank as the remaining one is among the four cards in "Round Preparation 2." "Collision" occurs.
5. Big Bang occurs and Player A takes the trick.

Cards in a field

✦ End of Game

The round ends after "Who takes the trick" when all players have no cards left in their hands, and the end of the game is determined as follows:
1. Count the number of tricks taken in the round.
2. Add the number of tricks counted in Step1 to the total number of tricks taken in previous rounds to calculate the overall total number of tricks.
   a. If any player's overall total number of tricks is equal to or more than the end game trick number → The game ends. The player with the fewest overall total tricks wins.
   b. If not (a) → Proceed to the next round (Return to Step1 of "Round Preparation").

Player	3	4	5	6
end game trick number	20	15	12	10

✦ Null (Additional Rule)

If the tricks taken at the end of the round include a total of four 9 cards, the total number of tricks taken in that round becomes 0(Null).

【Example】
1. At the end of the round, check the contents of the cards in taken tricks.
2. Confirm that all four 9 cards have been taken and show them to everyone.
3. Count the number of tricks taken in that round as zero (the number of tricks from previous rounds remains unchanged).

A 3 tricks   B 2 tricks   C 4 tricks

【This Round】
6 tricks → 0 trick

【total number of tricks】
5 + 0 = 5 tricks