

COSMOCLASM



Category: Card game, SF
Mechanic: Area Control
Players: 2-5
Time: 45 minutes
Age: 14+

Components:
12 planet mats,
90 cards, 149 markers

WHAT IS THE GAME ABOUT?

The fate of the solar system is at stake as several cosmic factions struggle for supremacy. As a commander of a star fleet, you must position your forces at the right time at the right planet to claim it for your faction.

HOW DO YOU WIN?

The solar system consists of 12 planets, each of them surrounded by six grid points where battle stations may be placed. Some grid points border several planets, hence making their battle stations more powerful. You claim a planet if you have the most battle stations at the end of a round. You win if you claim 3/4/5 planets (5/4/3 players).

HOW DO YOU PLAY?

Each round you compete for the next planet in order. You do so by playing cards representing either two forces (black) or one force (white). One black card may be played each turn together with none or one white card. The black cards must follow suit while the white cards may be played together with any suit.

When you pass you take the tricks of all forces with a majority and places one battle station for each trick. Also, an early pass gives you an early pick of new cards from a drawing row. However, it makes the remaining tricks easier to get for the other players.

When the round ends, you claim the planet if you have the most battle stations around it. Also, any previous planets that were tied in previous rounds are reassessed to see if the majority has changed. (Remember that a battle station may reach more planets.) One of the tricks allows you to change the order of the planets to take advantage of well positioned battle stations.

WHAT MAKES THE GAME SPECIAL?

The mechanism of playing the right cards and placing the battle stations at the right place at the right time creates a double majority game where you must manage both cards and board to get the upper hand. Also, the fact that a battle station counts for majority in several planets may turn tactical losses at one planet to a strategic victory as other planets are claimed instead.

