# Prepare for a Cosmic Battle!

You are an Emperor battling for Cosmic Crowns, playing cards against your foes by winning as many crowns as possible. Whoever holds the most Cosmic Crowns wins the title of 'Ruler of the Universe' at the end of the game.

## COSMIC CROWNS CLANS

You will play with 4 clans.

**EAGLE**  **FROG**  **DOG**  **RAPTOR**

## CARDS RANKING

HIGHEST

**Divine**
Highest power cards, each with a special effect.

**Emperor/Empress**
Leader of the Clan armies.

**General**
Lowest (one star) to highest (3 stars).

**Soldier**
From 2 to 10.

**Assassin**
Value of 1, with special effect.

**Thief Cards**
Value of 0, with special effect.

LOWEST

## DIVINE CARDS

When a Divine Card is played, its effect takes place immediately.

Only the first Divine Card played in a trick has any effect. Any Divine Card played after that during the same trick is ignored. This resets at the start of the next trick.

**Falling Star**
You win the trick and are granted a wish: you may change the Battleground Clan to any clan you choose. Take your desired clan from the Battleground stack and place it on top. All remaining players must discard a card from their hand accordingly.

**The Devil**
You win the trick and sell your soul. The Devil changes the Battleground Clan. Reveal the top card of the Battleground stack and replace the current Battleground Clan with it. All remaining players must discard a card from their hand accordingly.

> **Battleground Clans cannot trump Divine cards.**

### DIVINE CARDS AS BATTLEGROUND

If the Dealer reveals **Falling Star** as the Battleground card, the Dealer chooses the Battleground Clan for the round, then leads the trick.

If the Dealer reveals **The Devil** as the Battleground card, the player to the Dealer's left chooses the Battleground Clan. The Dealer leads the trick.

## EMPEROR, GENERAL AND SOLDIER CARDS

All Emperor, General and Solider cards have no special effect. They are ranked just as shown.

## ASSASSIN CARDS

The Assassin has a value of 1.

Choose one player who hasn't played this trick yet. Take one random card from their hand and play it into the trick right away. That player loses their turn. Assassination may succeed or fail. If you are the last person in a trick and play an Assassin card, there's no one left to assassinate as it only counts as a value of 1.

### ASSASSIN CARDS AS BATTLEGROUND

If the Dealer reveals an Assassin card as the Battleground card, the player to the Dealer's left randomly chooses one card from the Dealer's hand and plays it as the first card of the trick. The dealer got 'assassinated' (loses their turn). The revealed Battleground Clan is to be followed for the round.

## THIEF CARDS

The Thief has a value of 0.

When you play it, take one Cosmic Crown from any player who has crowns (if none, take one from the crown pile). If no one beats your Thief card or trumps it with the Battleground Clan, you win the trick and take another crown from the pile, as with any normal trick win.

### THIEF CARDS AS BATTLEGROUND

If the Dealer reveals the Thief as the Battleground card, the Dealer has been robbed. Return one Cosmic Crown (if any) to the crowns pile. The revealed Battleground Clan is to be followed for the round.

# EASY MODE
Win without breaking a sweat.

Command the four clans, plan your strategy, and gather as many crowns as you can to claim the throne!

## GAME SET UP

For the first round, deal 10 cards to each player. These are your hand cards (do not reveal them). Place the remaining cards face-down in a stack on the table, along with the Cosmic Crowns pile. Flip the top card of the stack to reveal the Battleground Clan for the round, which will be the trump-wielding power clan for the current round.

play area

BATTLEGROUND STACK     CROWNS PILE

## BATTLEGROUND CLAN vs LEADING CLAN

The **Leading Clan** is the first card played in the trick. All players must follow the Leading Clan if they have it, regardless of rank. If they don't, they can play a Divine card, the Battleground Clan (the trump clan) or any other card.

The **Battleground Clan** cards always trump and beat the Leading Clan cards.
Important note: the Battleground Clan cannot trump Divine cards!

Example:

PLAYER 1
was trying to win with a high rank

PLAYER 2
did not have any Frog to play or a Dog to trump

PLAYER 3
outranked player 1 but...

PLAYER 4
No Frog!
Played Dog Soldier and won using trump Battleground Clan highest in this trick.

BATTLEGROUND CLAN (DOG)

LEADING CLAN (FROG)

## GAMEPLAY INSTRUCTIONS

You know the ranks, the difference between Battleground Clan and Leading Clan, and how special cards work. Now it's time to play Cosmic Crowns! The game is played over 10 rounds, starting with 10 cards in the first round and reducing by one card each round until each player has 1 card.

1 In the first round, the Dealer takes the first turn, followed by the player to their left, continuing clockwise.
The Dealer plays the first card (unless a revealed Battleground Clan's special effect changes this). That first card sets the **Leading Clan** for the trick.

2 All players **must** follow the Leading Clan if they have it. If not, they can play:

- Any Battleground Clan card to trump the Leading Clan.
- A Divine card to absolutely win the trick and change the game.
- Any other card.

**IMPORTANT**

3 At the end of the trick, the player with the **highest-ranked card wins**.

The winner takes **one Cosmic Crown** from the pile and leads the next trick.

**Continue playing tricks until all hand cards are used. This ends the round.**

4 Shuffle all the cards, deal 9 cards to each player, and repeat the gameplay process. Then continue with the next rounds with 8 cards, then 7, then 6… until the final round is played with only 1 card each.

Reminder: the new dealer (clockwise) leads each new round.

5 At the **end of the game**, the player with the most Cosmic Crowns becomes the

### Ruler of the Universe!

If there's a tie, check out the **'Tie Brawl'** special rule to settle it!

## TIE BRAWL

At the end of the game, if there's a tie, prepare for the **Tie Brawl**, the final and absolute way to settle the score. All players, including those who already lost, will play one last round. Each player is dealt one card. The winner of this round wins the entire game, no matter how many crowns anyone has. A loser could steal victory. A winner could lose it all. Anything goes. Whoever wins this showdown becomes the Ruler of the Universe.

## CLANS

**DOG (RED)**
Full of power and love, you belong to the pack and you will be strong as it is.

**FROG (BLUE)**
Versatile clan that thrives in two worlds, full of mystery and surprises.

**RAPTOR (GREEN)**
Fierce earth-bending clan with sharp minds, just like their claws.

**EAGLE (YELLOW)**
Soaring high and mighty, no sky is too far when your feathers can take you.

## HARD MODE
Beware - not for a faint heart!

Want higher stakes? In Hard Mode, you'll bet your crowns each round for a shot at bonus rewards or painful losses.

The core game rules stay the same, with one big twist. At the start of each round (from 10 cards down to 1), players **stake the number of crowns they think they'll win that round or none at all**. If you hit your exact bid, you take your staked crowns and earn 1 bonus crown. If you're wrong, you lose what you staked. If you bet 0 and end the round with 0 wins, you still get a bonus crown for playing cautiously.

Think of it as Cosmic Poker.

- **Win your stake?** Take your crowns and get a bonus crown!
- **Lose?** You don't get to keep your staked crowns.

**Key rule:** Staking starts with the dealer and continues clockwise. The last player may not place a stake that makes the total staked crowns equal the number of cards in the round.

Examples:
- 2 players: With 10 cards, the dealer stakes 5 crowns. The second player cannot stake 5, because 5 + 5 = 10. They must choose any other number.
- 4 players: With 10 cards, the first three players stake 8, 1, and 1. The last player cannot stake 0, as this would make the total 10. They must stake a different number.

**P.S.** Are you a thrill-seeker? After 10 rounds, turn the game upside down, play it backward from 1 to 10 cards!