

Cosmo;code

Introduction

You are lost in an intergalactic void during your first space trip. After a terrible crash incident, you are isolated in an emergency escape pod alone. You send out the distress signal desperately but nothing comes back. Suddenly, out of nowhere, you detect a faint rescue transmission from somewhere far away. You decide to follow that last hope, to stay alive.

Goal

Successfully receive two long-ranged rescue signals.

Contents

Blue Short-ranged Signal Cards (or Blue Cards), from one(1)-alpha to ten(10)-alpha and one(1)-beta to ten(10)-beta, two copies each.



Green Mid-ranged Signal Cards (or Green Cards), from one(1)-alpha to ten(10)-alpha and one(1)-beta to ten(10)-beta, two copies each.



Red Long-ranged Signal Cards (or Red Cards), from one(1)-alpha to ten(10)-alpha and one(1)-beta to ten(10)-beta, one each.



A Channel Indicator Card.



(Front)

(Back)

A Perk Indicator Card.



(Front)

(Back)

Preparation

1. Shuffle each set of signal cards well. Make three(3) decks of cards, each consisting of forty(40) blue, forty(40) green and twenty(20) red cards respectively.
2. Set a channel indicator card to face alpha-side up.
3. Before the game starts, every player draws three(3) short-ranged cards.

Playing the Game

1. Each players take turn starting from the starting player, which is determined randomly.
2. For every player's turn, one chooses the origin of signal to receive by choosing a deck to try to draw.
3. When the player tries to receive a signal, one does the followings:
 - a. If the player tries to receive a signal from short range, the player reveals two(2) blue cards from the top of the deck. The player takes **every** revealed card **which has the same channel as the channel indicator card indicates**.
 - b. If the player tries to receive a signal from mid range, the player reveals two(2) green cards from the top of the deck. The player takes **one(1)** of the revealed cards if **both of the revealed cards have the same channel as the channel indicator card indicates**.
 - c. If the player tries to receive a signal from long range, the player reveals three(3) red cards from the top of the deck. The player takes **one(1)** of the revealed cards if **all of the revealed cards have the same channel as the channel indicator card indicates and the numbers on each cards form a continuous number sequence** (e.g. 1, 2, 3, or 4, 5, 6). The player may reorder the revealed cards.
4. After revealing cards from the deck, player may use the cards from one's hand to manipulate the revealed cards. These actions may be used multiple times.
 - a. One can use **one(1) blue card** to change the channel of the revealed card with the same number as the used blue card's.
 - b. One can use **two(2) blue cards** to filp the channel indicator card.
 - c. One can use **one(1) green card** to either increase or decrease the number of the revealed card by one(1). One cannot take action 4-a nor 4-b after taking this action.
5. After taking first red card, the player can choose one of the perks of the followings:
 - a. The player now reveals three(3) blue cards instead of two(2) when choosing to receive a signal from short range.
 - b. The player now may use green cards instead of blue cards when taking actions 4-a and 4-b.
6. If the player holds more than eight(8) cards after drawing, the player should discard the cards in one's hand to make the number of cards in one's hand to be eight(8). The discarded cards may not be used to manipulate revealed cards.

End of the Game

If any player draws second red card first, that player wins the game.

Credits

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