

# KOSMONAVTS

## ADVANCE GAME RULES



A Planetary Race for 2 to 4 Players › Ages 12 and Up › Designed by Yury Yamshchikov and Nadezhda Penkrat

Play basic rules except follow paragraphs:

### Setting up the game

1. Give the Instructor tile to a random player.
2. Three-player game: randomly choose 2 planets (except Earth). Remove to the box and do not use for the current game these planets Landing tokens, Mission I and Mission II cards. During the game players may land on mentioned planets to refuel but without taking Landing tokens. Two-player game: do the same with 3 planets (except Earth).
3. Deal 2 Mission I and 2 Mission II cards to each player.
4. Starting with the current Instructor, and going clockwise (to the left), players take turns placing the Planet chips on any Planet Space of the matching orbit, one at a time, until all Planets are on the game board. First planet should be Earth, other planets may be chosen by players.
5. Players choose 2 any Mission cards from 4 they have and discard 2 others. They may choose any combination: 2 Missions I cards or 2 Missions II cards or 1 card of each Mission type. Keep your Mission cards secret from the other players until the end of the game.
6. Place Earth Landing tokens near the game board. Also place presented below Landing tokens (except discarded in paragraph 2) in stacks. Put those stacks of Landing tokens on the corresponding planets.

	Mercury	Venus	Mars	Comet	Jupiter	Saturn	Uranus	Neptune
top token	2	2	2	3	3	3	4	4
bottom token	1	1	1	2	2	2	3	3

7. Each player chooses a Spaceship and places it on Earth. Any unused Spaceships can be returned to the game box.
8. Shuffle the Event cards and place 3 cards face up in a row by the board. The rest of the cards create a face down draw.
9. Each player places a Spaceship board in front of him, and places 3 Energy Shield cubes (grey), 2 Hyper-fuel cubes (red), and 8 normal Fuel cubes (yellow) on his board. The rest of the cubes are placed next to the board to create the General Supply. Each player also places his Player token on his Earth space.

Please notice, that during Order phase you may hide your direction rose and fuel tanks using your hands or any suitable screens.

### Refueling Spaceships

There are two types of refuel:

**Light refuel** - It costs nothing. In this case player fill only 5 empty spaces of his Fuel Tank with ONLY normal fuel and do NOT add any hyper-fuel.

**Full refuel** - this costs one energy shield. In this case a player first takes 1 Hyper-fuel from the General Supply and places it in an empty space of his Fuel Tank. Then, he fills all of other empty spaces of his Fuel Tank with normal Fuel.

### Ending the game and scoring

Game ends after Phase 4 of a round is finished if at least 1 Spaceship made final landing on Earth. Before making final landing, player has to collect 4 Landing tokens of other planets or comet. Player can also make final landing if he can't collect any more Landing tokens, even if he has less than 4 ones.

All players who make final landing on Earth during final turn, gets Earth Landing token.

VP are scored as in basic rules. The player with the most VP wins the game. If there is a tie, the tied player who has more energy shields wins.

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