COSMIC SPORES

2 to 4 players, 30-60 minutes

A game about rescuing as much as you can, when you know you can't save it all.

GAME COMPONENTS

- 54 Cards
- Elements Tracker Sheet
- Upgrade Chart
- 4 Player Tokens ("Mothership" Position Markers)
- 16+ score tokens per player
- Score Sheet

Download all needed game sheets here: https://let-off.neocities.org/bgdesign/mapemounde2021/cs.zip

OBJECT OF THE GAME

You and your opponents are piloting rescue ships and have descended to a planet that has become infected with a malefic, cosmic spore colony. You want to rescue as much as you can before the spores overrun everything on the planet's surface. Fly from one location to the next, harvesting planetary Elements that you will eventually use to create a new space colony for the planet's previous inhabitants.

Present your collection of Elements to the Universal Preservation Council. The pilot with the most impressive collection of harvested Elements will lead the Planetary Parliament in its next phase of existence. Good luck!

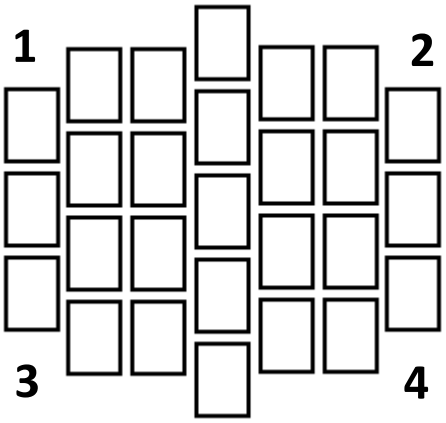
HOW TO PLAY: A SUMMARY

Players take turns using their limited Action Points: **Moving** across the planet, **Harvesting** planetary Elements, and **Upgrading** their Mothership with additional capabilities and bonuses. When Elements are Harvested, the cosmic spores overrun that portion of the planet and it disappears forever from the planet's surface. The players continue across the planet's hemisphere, collecting an assortment of planetary Elements until the entire hemisphere is consumed by the spores.

The second round of the game is on the second hemisphere of the planet, and the players scramble once again to Harvest as many planetary Elements as they can. When the players have rescued all they can from the second hemisphere of the planet, they present their collected Elements to the Universal Preservation Council. **The player with the highest score wins the game.**

SETUP

1. Shuffle the cards face-down. To create the first hemisphere of the game, deal 27 cards face-up in the pattern shown in this diagram:



2. Set the Elements Tracker Sheet and the Upgrade Chart nearby. Players choose a colour to represent them, and place one token matching their colour on the score sheet in each of the six Element spaces: **Water, Minerals, Plantlife, Technology, Animals,** and **Culture**. Set the rest of the player score tokens off to the side of the Bonus Chart.
3. Players choose their starting positions, and place their Mothership token there. The player with the oldest mobile phone chooses first. The starting positions on the map are marked by the numbers near each corner. The numbers indicate the turn order of players for this round. Note that a player may choose first, but that doesn't mean they'll always be the first player to move.
4. Now you're ready to begin!

PLAYER TURNS

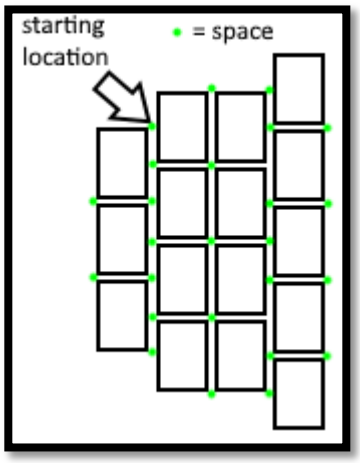
Players have two Action Points, and with each one they can perform one action, shown below:

- **Move** (at the start of the game, players may move one space per Action Point).
- **Harvest** (collect an Element from a card, note it on the Elements Tracker Sheet, and flip the card over).
- **Upgrade** their Mothership.
- **Pass** their turn (this is typically a "sub-optimal" move).

Actions are explained below.

MOVE

Movement across the planet is divided into **spaces**. Each place where a corner of a card meets another card is **one space**. See this diagram for an explanation of spaces.



At the start of the game, you may move from one adjacent space to another for 1 Action Point. You may not move into a space occupied by an opponent's Mothership. You can later upgrade this ability using the **Upgrade** action, below.

HARVEST

When adjacent to an Element shown on a face-up card, you can add it to your collection by increasing your total of that type on the Element Tracker Sheet (use a score token matching your colour in that Element's section of the Tracker Sheet).

If you are adjacent to 2 of the same Element, you can collect them both with a single Action Point. Mark an increase of 2 on the Element Tracker Sheet, and flip over both cards.

This ability can be improved on the Upgrade Chart.

UPGRADE

On the Element Tracker Sheet, there are certain spaces marked with a star: ☆ When one of your score tokens lands on a space with this star marker, you've earned an Upgrade Point. Take one of your unused score tokens, and set it off the bottom edge of the Upgrade Chart.

For 1 Action Point, you can set one of these score tokens on one space of the lowest row of the Upgrade Chart that doesn't have one of your score tokens on it.

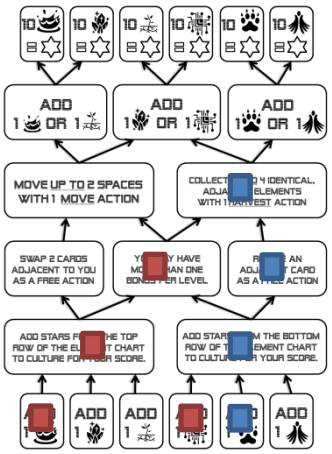
For the first Upgrade Point, place a score token on one of the six spaces on the bottom row, and add the bonus Element to your Element Tracker Sheet (note that this might lead to you earning an additional Upgrade Point).

When you place your second Upgrade Point, place it on the Upgrade Chart in a space linked by an arrow pointing from one of your previous Upgrades. So for example, if you first chose the "+1 Water" Upgrade, your next upgrade would be the space labeled, "Add stars from the top row of the Element Chart…"

For each Upgrade Point you add to the Upgrade Chart, you must have a box linked to it from below. Note that if you do not choose the Upgrade labeled, "You may choose more than one bonus per level," you must select one upgrade from each row, starting from the bottom and going upward.

EXAMPLE UPGRADE CHART

In this example image, the Red and Blue players have each placed four Upgrade Points on the Upgrade Chart. Note that Blue must choose a single upgrade from each row, since they did not choose the upgrade from the center of the third row.



PASS

You may also choose to Pass a turn, in which case you consume an Action Point to do nothing, and your Mothership stays in the same space. This is sometimes a sub-optimal move, but you may want to stay in the same space to "block" an opponent's path to Elements you want to collect on a later turn.

ENDING THE ROUND

The round ends when all cards have been turned face-down. The game ends after the end of the second round.

FINAL SCORING

In **Cosmic Spores**, the connection - or **synergy** - between the different planetary Elements is very important. Final Scoring reflects this. The score for any one Element is mainly based on how many of that Element you collect, but it is modified by two or more other Elements you have collected in the course of the game.

Here's a score sheet with the scores included, followed by an explanation of the scoring process.

ELEMENT	NO.		SCORE BONUSES			TOTAL
WATER	2	×	(✩ + ✩)	0+1	=	2
MINERALS	10	×	(✩ + ✩)	1+1	=	20
PLANTLIFE	4	×	(✩ + ✩)	0+0	=	0
TECHNOLOGY	7	×	(✩ + ✩)	0+2	=	14
ANIMALS	1	×	(✩ ✩)	0+1	=	1
CULTURE	5	+	✩ TOP/BOTTOM ROW	3	=	8
				GRAND TOTAL:		45

For example, here's how you determine your score for the Water Element:

- **How many Water did you Harvest during the game?** Write that number next to Water in the NO. column.
- **How many Stars had you collected from your Plantlife and Animals score**? Write that number in the SCORE BONUSES.
- **Multiply those two numbers together.** In this example, its 2 x 1.
- **The result is listed in the TOTAL column.** In this example, it is 2, and you've earned 2 points from the Water Element.

Follow this same pattern for the first five Elements: Water, Minerals, Plantlife, Technology, and Animals.

To find the total for Culture, you add your total harvested Culture Elements to Stars shown on the Element Tracker Sheet. **The Upgrade Chart points out which Stars you add:** those on the bottom row (Technology, Animals, and Culture), or those on the top row (Water, Minerals, and Plants). If you've Upgraded both categories for modifying your Culture score on the Upgrade Sheet, then you add all the Stars you've collected across all categories on the Element Tracker Sheet.

Compare everyone's Grand Total once you've added up all their scores. The player with the highest Grand Total wins the game!

*Created by Stephen B. Thomas in 5 days for the **Mapemounde 2021 Game Jam** event hosted on itch.io .*
For more information, visit:
https://itch.io/jam/mapemounde2021
www.let-off.com