



COSMIC CHAINS

RULEBOOK

In the CHILLY VOID of space,
the STRUGGLE for DOMINANCE is UNFOLDING.

The Earth needs the BEST communication
coverage possible, and ONLY the one
who offers it will remain in orbit.

It doesn't matter who you are—
an omnipresent AI BLOB or a cute kitten ...
You just have to be the COOLEST.

No hard feelings.
Just business.



Overview

Cosmic Chains is a dueling card game of silly but powerful satellites. You will launch your satellites to form a chain, move them around, and disrupt your enemy's plans by destroying their satellites.

Will your internet constellation be the one with the best service?

Objective

The goal is to gain the most Victory Points (VPs) by launching the longest uninterrupted chain of satellites into orbit. It is simple: the longer the chain is, the better internet coverage Earth gets.

The game is over when one of the players launches the last satellite from their deck and the other player performs their last action.

Game setup

- 1 Choose the direction to build your chain. One player will launch satellites to outer space from left to right, and the other player from right to left. **You cannot change direction during the game!**
- 2 Choose a Satellite deck and place it face down next to you. Both players have identical Satellite decks regarding satellite types and effects. In the base game, only the characters are different.

We recommend you mark the first card's place with your Satellite deck—you will place your first card right above it. In that case, you will always see where the first satellite of your chain must be during the game.

- 3 Draw three cards from the top of your Satellite deck. You will launch one of them on your first turn. **Do not show your cards to the opponent!**

If your initial hand does not fit your plans for the first turn, you may return any number of cards into your Satellite deck and shuffle it, then draw the same number of cards. You may only do this once.

Cosmic Chains has modes!

For the best **first** experience with Cosmic Chains, we recommend playing the base game.

Then, to add even more variety and challenges, try the **Superpowers** and **Space Debris** modes (separately or together).

Read more about modes on p. 8.












Taking turns

The player who most recently saw a satellite takes the first turn. After that, the order does not change.



Types of satellites






There are three types of satellites in the game:

-  Connects to the adjacent  or .
-  Connects the adjacent , , or other  in the chain.
-  Breaks your chain unless it is properly connected. Can be connected by a  called "Buddy Buddy" or s. *Read more about s on p. 6-7.*

The types of satellites indicate each one's ability to connect with the others. These capabilities can be copied by certain satellites.



In addition to types, most satellites have **effects**:

-  Marks a **spendable effect**. You can use it on your turn as an action or not use it at all. Spendable effects **can be copied** by certain satellites.
 - There are two kinds of spendable effects:
 -  means that this effect is limited to one-time use. You can use this effect as an action, but only once in the game.
 -  means that this effect can be used repeatedly, but only once per turn.
-  Marks an **instant effect** that may be used right away when the satellite is launched, without spending an additional action. It is up to you whether to use this effect or not. Just remember that you are **not allowed to use it later or repeat it**, and this effect **cannot be copied** by any satellite.
-  Marks a **background effect** that automatically activates when the satellite is launched and stays active until this satellite is destroyed. This effect **can be copied** by certain satellites.

On a turn, a player performs one of these three actions: **launch**, **swap**, or **use a spendable effect** .

At the end of the turn, a player draws cards from the top of their Satellite deck until they have a hand of three cards. Then the opponent takes their turn.

Actions

1 **Launch** a satellite into orbit.

To launch a satellite into orbit, place a card from your hand on the table face up right next to your other card and according to the chosen direction. The satellite is launched!

If an empty slot in your chain appears due to another action, you must fill it with the next satellite you launch.



2 **Swap** the position of your satellite with an adjacent one.

Move a satellite one space forward, backward, upward, or downward, swapping its position with one of your adjacent satellites. By doing so, you can move your satellites around inside your chain.

If there is an empty slot inside your chain, you can use the swap action to move an adjacent satellite there.

The first and the last satellite in your chain (if they are not destroyed) are/can be connected. Imagine it is an orbit, so it is looped.



3 Use a spendable effect of your satellite.

This action allows you to use a of any satellite you have already launched. s are written on satellite cards.



At the beginning of the game, the orbit is empty, so both players have only one available action—launch the first satellite.

But that's not all ...

The competition is real.

Disrupt your opponent's plans!

Break their chain and make yours longer !

How to destroy enemy satellites

Only can destroy the opponent's satellites. To do so, place your on your opponent's card, according to what the effect of your says.

After that, the satellite you have destroyed is inactive and hidden under your card. Each can destroy only one enemy satellite per game.



How to connect 📡s and make your chain longer

By default, 📡s are not communication satellites—they are weapons meant for protection and battle. That is why they **break your chain unless they are properly connected to it.**

You can connect your 📡 to your chain . . .

- #1 by placing any 📡 right **below** this 📡 (↓);
- #2 by the 📡 📡 combination (2);
- #3 or by placing a 📡 called “Buddy Buddy” **next to** this 📡.

3 ways to connect your 📡



count your VPs!

it isn't Looped :c



it's Looped! c:

Game end

The game ends when one of the players launches the last satellite from their deck and the opponent performs their last action. After that, the scoring takes place.

Count VPs in the **longest uninterrupted segment** of your chain.

You gain 1 VP for each **connected** 📡, 📡, and 📡 in your chain (and you still count VPs for your satellite bugged by the enemy's Spy in the Sky if it is in the largest chain segment, too).

In case of a tie, players count the number of satellites they destroyed. The one who destroyed more enemy satellites wins. If it is still a tie, players count the number of satellites in the second-largest segment of their chain—the one who has more wins.

Modes

#1—The Superpowers mode

Try this mode if you have already played the base game and want a fresh experience with more room for strategizing.

In this mode, each Satellite deck has its own Superpower tokens that give players special abilities they can use to turn the tables on each other.

Superpowers setup

Do the base setup. Then take three **Superpower tokens** that match the color of your Satellite deck and place them next to it in the correct order (from 1 to 3).

Superpowers do not cost any actions, and you can perform them **at any moment on your turn**.

There are three Superpower tokens. You can use each Superpower only once per game and per turn and only in the correct order (from the 1st to the 3rd). After using a Superpower, flip over the corresponding token.



#2—The Space Debris mode

A teapot, an energy drink sample, and a frozen loaf of bread . . . Wow, it's pretty messy in orbit. But you can recycle all this Space Debris to your advantage (and for the greater good, of course)!

In the Space Debris mode, each player gets three Space Debris cards (one face up and two face down). All Space Debris will give players extra VPs at the end of the game if the conditions written on the cards are met.

Space Debris setup

Do the base setup. Then take the eight **Space Debris cards**. One player instantly gets the Energy Drink Sample card with four Can tokens, and the other player gets the Chaotic Blender with four Milkshake tokens.

Shuffle the remaining six Space Debris cards. One player draws two Space Debris cards, chooses one of them, and shuffles the other one back into the Space Debris deck. The other player does the same. Each player does this twice.

At the end of the setup, **each player must have one face-up Space Debris card (the Energy Drink Sample or the Chaotic Blender) with tokens and two more secret face-down Space Debris cards**.

There will be two more Space Debris cards left in the deck. Do not look at them and return them to the box.




Copy-combos (examples)

By copying satellites with Copycats, you can start a **chain reaction**, as in the following examples:

- 1 A Copycat combo with both your and your opponent's satellites.



- 2 A Copycat satellite copying the  type of a Helper satellite.





Remember that you cannot copy instant effects  !

FAQ




A couple of terms to clarify

A card under a Bug token **"cannot move or function."** This means that you cannot perform the swap action with this card or use its effect. Copycats cannot copy the effect of this card. The type can still be copied for scoring at the end of the game.

"Discard" in Cosmic Chains means that the card or the token is removed and cannot be used again during this game. Discarded cards count as destroyed.

- Q Can I launch a satellite that doesn't instantly connect to my chain and breaks it?
- A **Yes, you can.** You only count points at the end of the game, so you can break your chain if you need and connect all the satellites later.
- Q What does "or" on Copycat cards mean?
- A It means that during the game, Copycats copy background  and spendable  effects, but at the end of the game, while scoring, they copy the satellites' types instead.
- Q Can I swap positions with an empty slot at the end of the chain?
- A **No, you cannot.** The chain is looped—its beginning is connected to its end. So, the first or the 0000000000 satellite can be swapped with the last satellite in your chain. Even if your opponent's chain is longer, creating an illusion of empty slots in your chain, it does not mean these empty slots are really there for you.

FAQ

- Q** How do I perform the swap action with my  that has already destroyed something (has other cards underneath)? Does the opponent get their destroyed satellite back?
- A** No, the opponent does not get their destroyed satellite back. When you swap with your  that has cards underneath, you move the entire stack with your card on top. This way, you will not forget that you have already used the effect of this , even if it ends up in your own chain after swapping.
- Q** I launched a 0000000000 satellite, then moved it so that there is an empty slot in its place. Can I launch another satellite there or swap a satellite with this empty slot?
- A** **No**, because this 0th slot **disappears when empty**. As a rule, you count the satellites in your chain starting from the first one, which is right above your satellite deck. A 0000000000 satellite serves to create an exception that you can use to your advantage, for example, to restore the loop of your chain when your first satellite is destroyed.
- Q** If my Spy in the Sky satellite is destroyed, do I have to remove my Bug token from the opponent's satellite?
- A** **No**, you do not remove your Bug token. Your Bug token stays in the game until **the bugged card** is destroyed.
- Q** What happens to Can/Milkshake tokens if the cards where I placed them are destroyed?
- A** You must remove and discard Can/Milkshake tokens from destroyed cards. You cannot place these tokens again.

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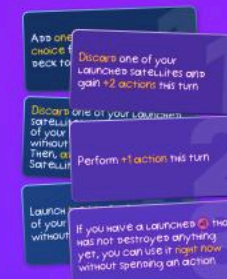
15
"Cats"
Satellite cards



15
"AI"
Satellite cards



2
Bug
tokens



6
Superpower
tokens



8
Space Debris
cards



8
Can & Milkshake
tokens



2
Player aid
cards



2
Holofoil Teams
promo cards

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Watch our How-to-Play video!



Read the digital version of the rulebook and card texts in other languages!



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The background is a deep purple space filled with small, colorful stars in shades of blue, pink, and white. Two thick, dark purple, wavy lines resembling cosmic filaments or chains curve across the frame. Each filament has a glowing yellow lightning bolt at one end, indicating a point of energy or connection. The text "COSMIC CHAINS" is centered in a white, bubbly, sans-serif font.

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