

Tri Tac Games CD PDF

#9201 CD

*A Fantastic War in Space*

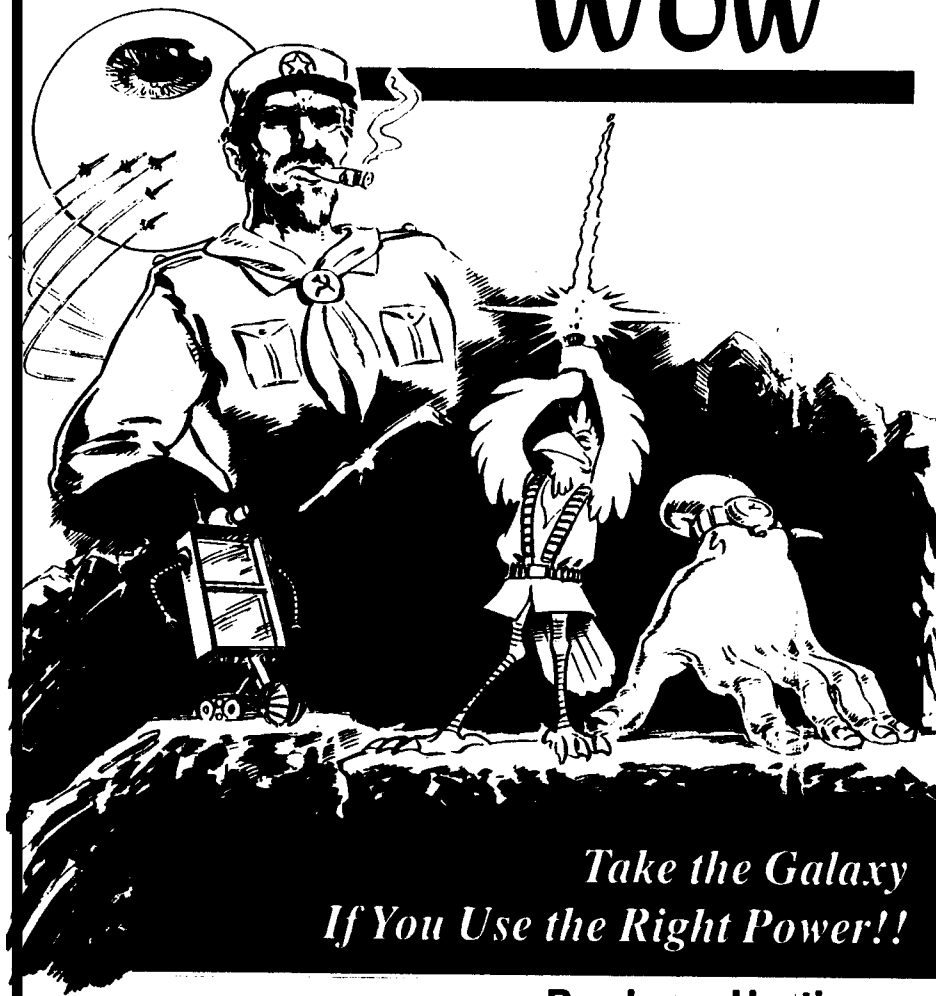
# Cosmic Wow™



*The Game of  
Weird Galactic Conquest*

*From the Depths of Space*

# COSMIC Wow™



*Take the Galaxy  
If You Use the Right Power!!*

**By Larry Hastings  
& Richard Tucholka**

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The Galaxy at War



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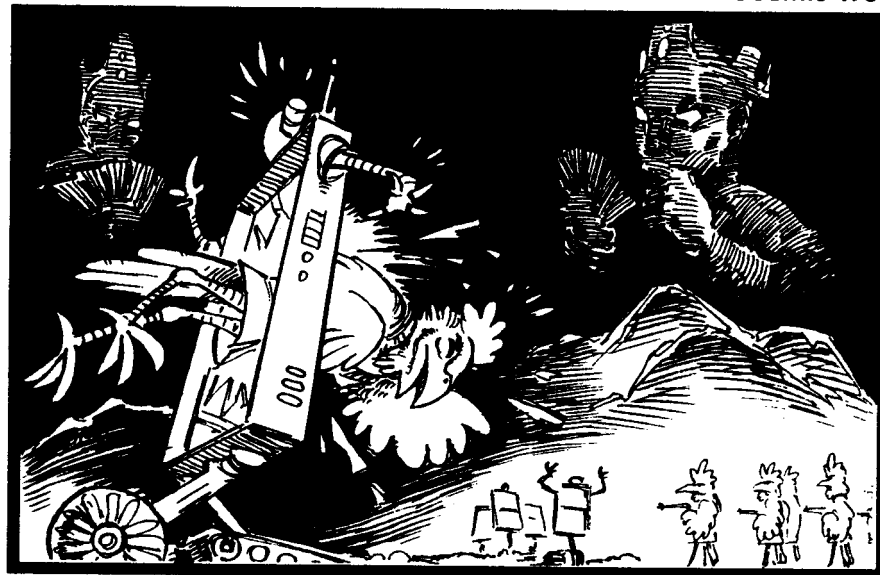
Steve Hastings & Caroline Hastings

Cosmic Wow © 2001 by Richard Tucholka.

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**Cosmic Wow**  
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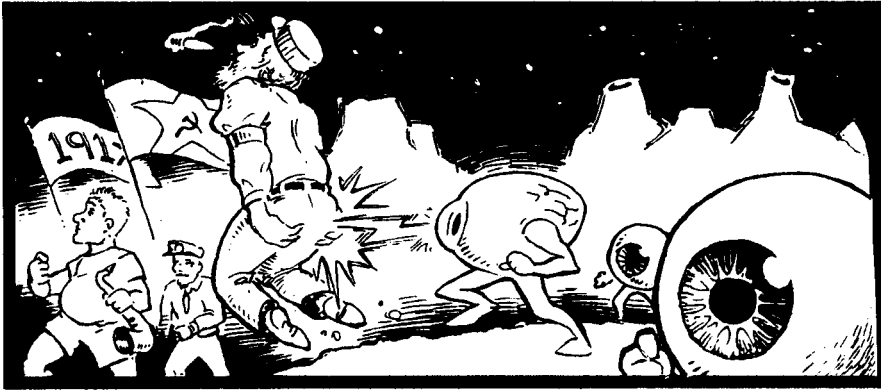


It is the year 4399. Five mighty races, A Handful of Powerful Overlords - one desperate race for the Galactic Throne in the war at the end of time itself.

Who will be your mercenaries ? Will it be the **Rooster Lords** of Poultron IV, with their row upon row of elite warriors, their lethal beaks gleaming in the light of a thousand dying stars ? Could it be the **Occular Emprle**, evolved into perfect orbs, their membranes glistening a sad farewell to the beautiful home world they shall never see again ? Might it be the macabre "**window**" robots of Ceti Alpha VI, the grim legacy of technology gone wild ? Possibly the **Cuticlorians**, that handful of homeless horrors, severed from the body of their race when they PUSHED THE BUTTON ? Or might it be the **Communist Menace**, that red fog of fear gnawing relentlessly at the tormented souls of all freedom-loving, god-fearing races, clear back to the dawn of time ?

Yours is the final decision in this milestone of gaming!! Fight the final battle for the future. Take the worlds and become the Ruler of all time and space!

**COSMIC WOW!**



# Cosmic Wow

**Cosmic** is a fast and easy tactical board game resolved with just 5 cards. The goal of **Cosmic Wow** is simply to survive and exterminate the opposite sides.

## MATERIALS NEEDED

For **Cosmic Wow** you need a small number of materials common to any game store or the floor under a gamer's bed.

## DICE

Dice are not used in this game. You will need a copy of the 5 cards, one Map, and chits in the back of this book. Copy them onto a bright stock of paper. The designers recommend the cards be copied onto Astrobright paper and slipped into an inexpensive 'Toploader' baseball card holder. You are going to use them a lot and the plastic holder protects them. Remember you need one set of these cards per player.

## GAME BOOK

You will need at least one copy of **Cosmic Wow for the Combat Resolution Card**. Don't even think of photocopying this to save a few bucks. We've got a gaming attorney that works inexpensively, and he **LOVES** copyright infringement cases. So there!

## COPIES

Copy the Cards, Counters, and Map, and Combat Resolution Chart if you need it. Make as many as you want. (There - you have our written consent, but **ONLY** for these specific items.)

## MISCELLANEOUS

Little Starship Miniatures are nifty but could get expensive. We also recommend you laminate the board to protect it from spills. Just look out for parents or spouses who think this sort of thing is a little off the wall.

## SETTING UP THE GAME

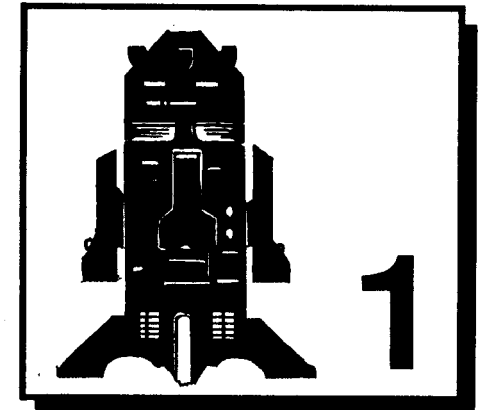
- 01 Create a map, any size. Preferably use hexes but you can use squares. We have included a map that can be copied multiple times.
- 02 Galactic Overlords start on their home planet.
- 03 You get one Chit or Army per 3 planets you own. You start with 6 Chits.

## MEASUREMENT

The game board is in hexes or can be a miniatures battle. Remember that all movement is from Planet to Planet.

## COUNTERS

Most data you need to play is on your combat cards. You will need to copy several sets of the cards and counters in some bright color of cardstock. Cut out carefully. Multiple players will require multiple sets of colors.



## Pre Play Phase:

This is the Phase in which the Players may move around; reorient themselves, head for the bathroom, get a Diet Pepsi™ or whatever. It is recommended that the Players form a semicircle or circle to play. Each should have a copy of the set of cards included in this game (No Booster Packs, 20,000 cards, and everybody has an even chance to win.) The designers again recommend the cards be copied onto Astrobright paper and slipped into an inexpensive 'Toploader' Baseball card holder. You will also need a handful of similar stones, beads, chits, coins, or lint balls to mark your territories. A little table space to set your cards down will help too.

## PHASES

There are five Phases in Cosmic Wow!:

<b>ARM</b>	<b>Get Ready for Battle</b>
<b>BET</b>	<b>Think You May Win?</b>
<b>LOAD</b>	<b>Get Ready</b>
<b>COMBAT</b>	<b>Fire!</b>
<b>MOVE</b>	<b>Occupy or Retreat!</b>

### ARM

For Every 5 Worlds you occupy you get 1 additional Chit. These chits are your planetary forces. For every extra world you take, you get an additional chit the next turn. Chits can be placed anywhere on a players worlds.

### BET

You can bet one to 6 Chits (from anywhere else) that you will win the World. If you win you get 6 up to 6 extra chits on your next **ARM** phase. If you loose you lose them immediately.

### LOAD

Place a card face down

### COMBAT

Turn up the card and the winner removes an enemy chit. This process continues (**LOAD** and **COMBAT**) until the attacker quits or the defenders world is unoccupied. If both cards are the same, each player loses a Chit.

### MOVE

Move one or all remaining chits on the unoccupied world. Move any other chits 1 space, that's one planetary jump. This way worlds can be reinforced or abandoned.

'By the great Red Manifesto! You have been defeated!'

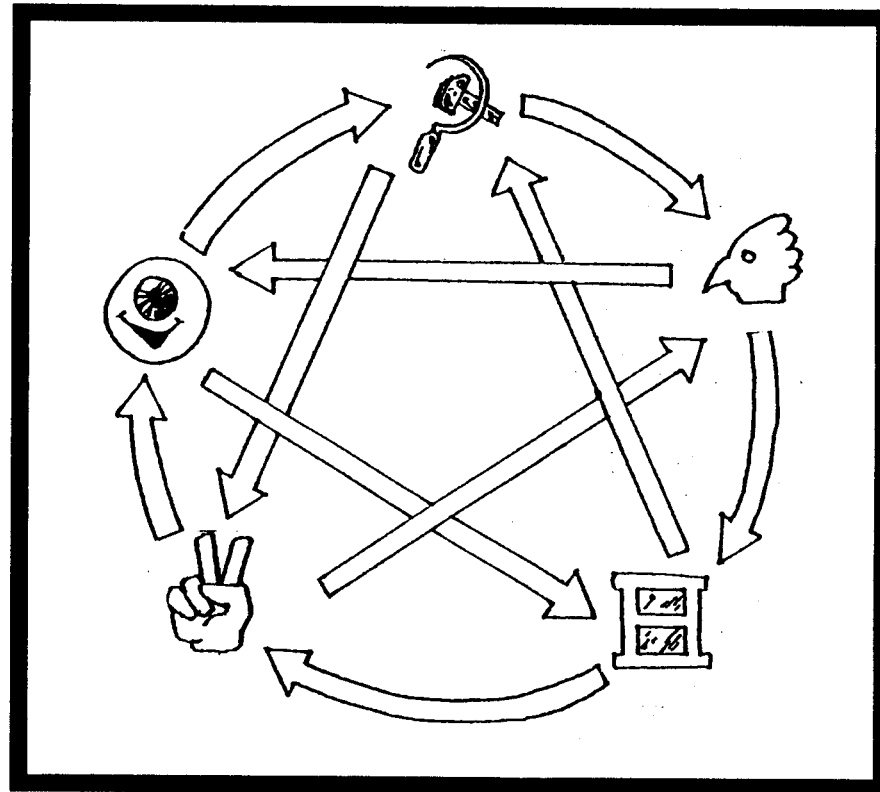
Communist Menace

'Cluck Cluck Pekakkkk!!!'

Rooster Lords of Poultron IV

## COMBAT RESULTS CHART


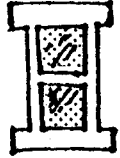








<b>ROOSTER EMPIRE</b>	Defeats <b>Occular</b> and <b>Window Robots</b>
<b>COMMUNIST MENACE</b>	Defeats <b>Rooster Empire</b> and <b>Cuticlorians</b>
<b>OCCULAR EMPIRE</b>	Defeats <b>Window Robs</b> and <b>Communist Menace</b>
<b>WINDOW ROBOTS</b>	Defeat <b>Cuticlorians</b> and <b>Communist Menace</b>
<b>CUTICLORIANS</b>	Defeat <b>Rooster Empire</b> and <b>Occular Empire</b>



### COMBAT RESOLUTION (Without cards)

Each Player secretly chooses which Mercenary (Eyes, Fingers, Roosters, Windows, or Communist Menace) they wish to represent in the upcoming combat. When all Players have decided, each Player should extend one of their arms into the center of the circle, hands formed into fists. Then, all the fists should be shook up and down three times, simultaneously, in approximately a 45 degree arc. Starting at the top of the third shake, the Players should each form their hand into whatever shape represents their Empire, completing it by the end of the third shake. Players then compare their symbols, and resolve combat as per the next chart..

# HAND SIGN REPRESENTATION





















				
				
EYE	WINDOW	ROOSTER	HAND	Menace
L'Oculo	L'Window	L'Capon	L'Digits	L'Menace
Der Eye	Der Vindow	Der Blrd	Der Digits	Der Reds
333	ωαηδζεθ	←■□▷T3←	←ηδ	ηδζεθ3

# Emergency Combat Resolution Card



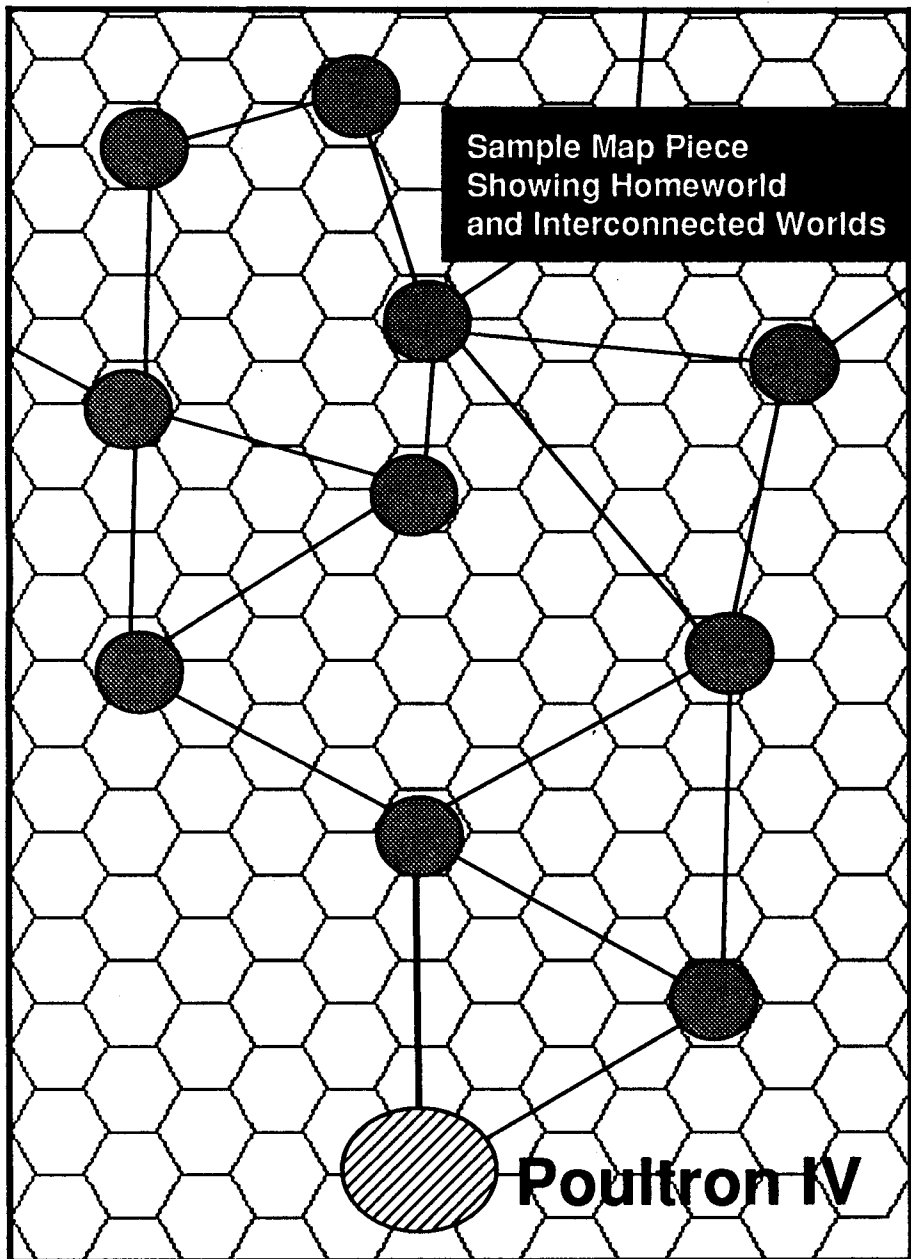
Copy this handy Tac Card for players who need a reference while playing. It's not that we needed to throw it in, but the art was kinda cute and we really needed some more filler to turn this product into a much classier game.

# Combat Resolution Card

COSMIC WOW					
	BOTH LOSE ONE				
	Finger Pokes Out Eye	BOTH LOSE ONE			
	Eye Sees Through Window	Window Slams On Finger	BOTH LOSE ONE		
	Rooster Packs Out Eye	Fingers Punch Rooster	Rooster Packs Through Window	BOTH LOSE ONE	
	Eye Spies Red Communist	Communist Slices Fingers	Window Blocks Menace	Communist Chases Rooster	BOTH LOSE ONE



## Cosmic Wow

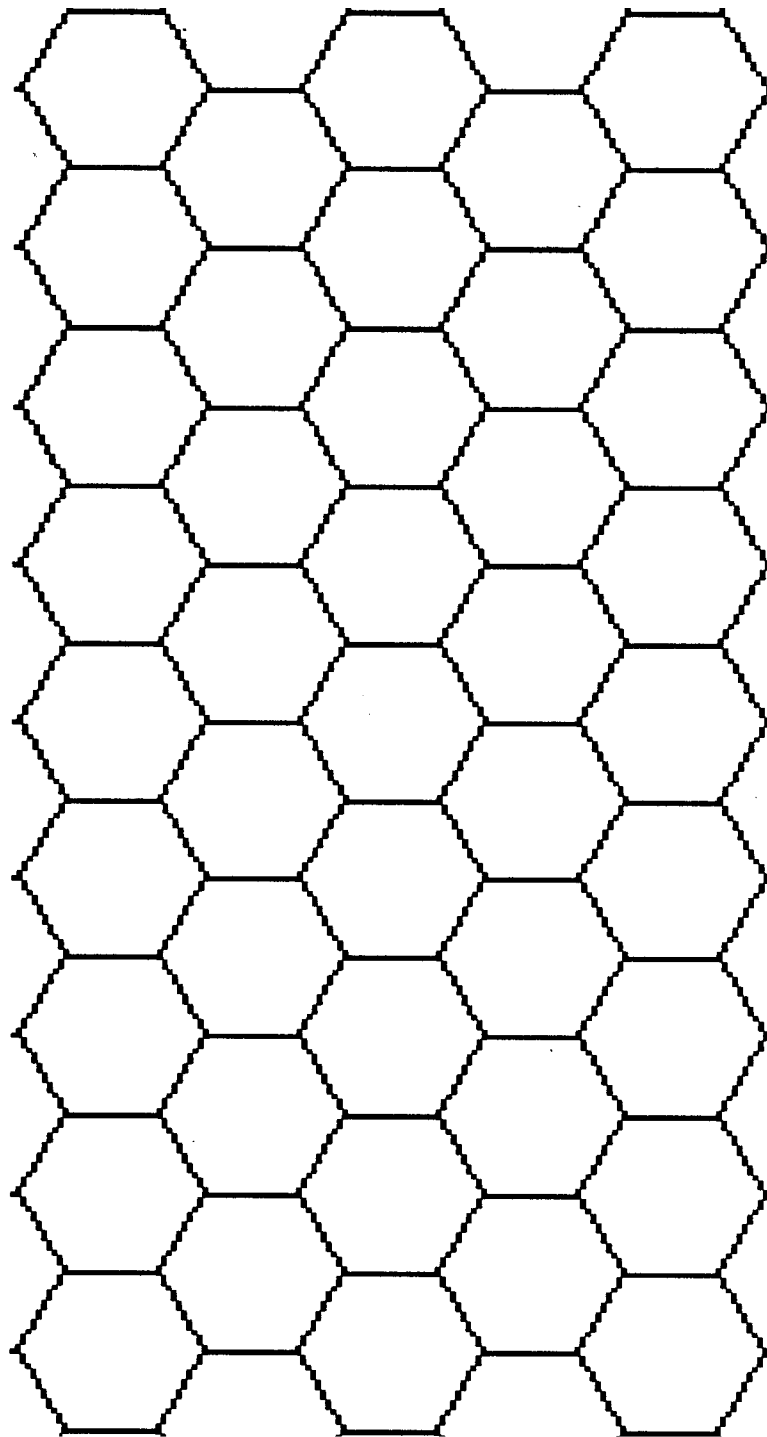


### Remember

Fortify your Home World. If you lose it you don't get additional Chits. You are only eliminated from the game when your Home world is taken and your last Chit is eliminated. Chits move from world to world, not hex to hex.

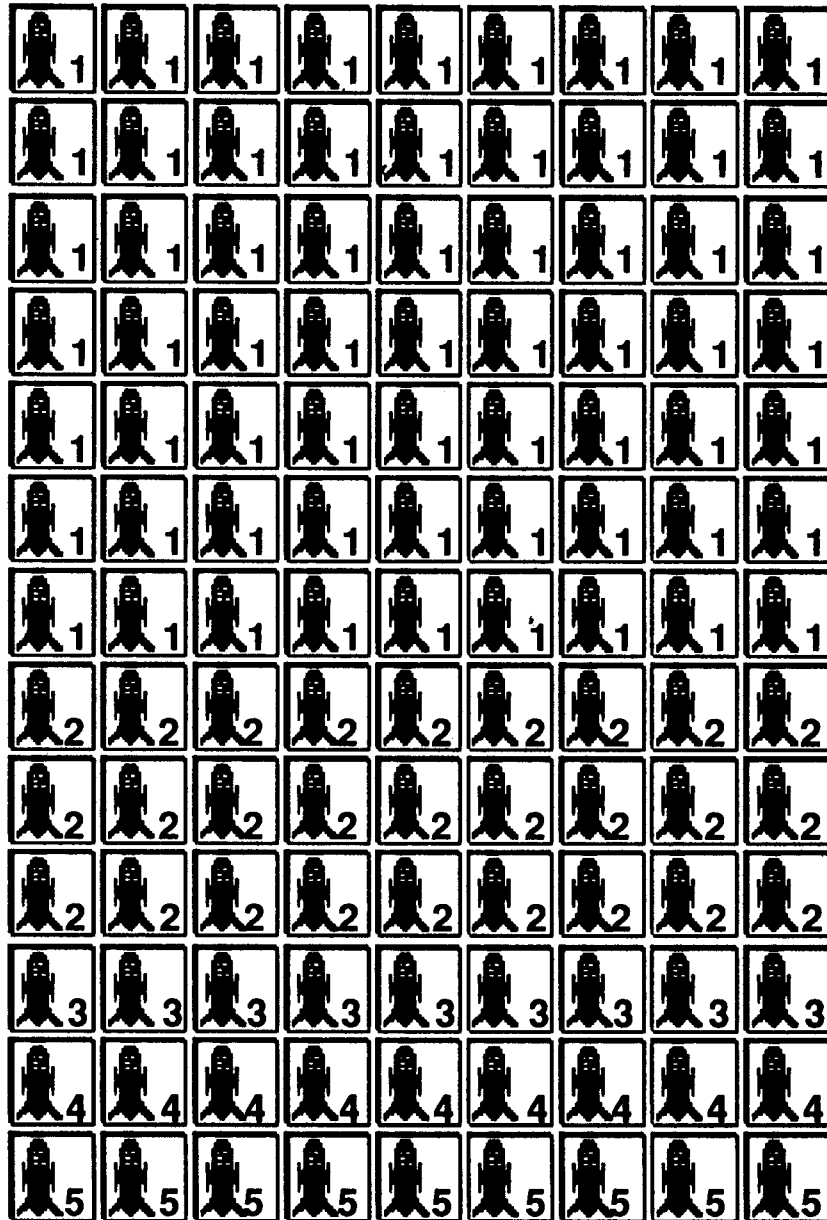
8

**BUILD YOUR OWN HEX MAP**



9

# COMBAT CHITS



Copy one set of each of these for every player.  
Be sure to match the color to the players cards.

## The Galaxy at War!



### 5 Powers at War!

Who will be the victor? You have the powers but which of the powers will be right to take another world?

**Cosmic Wow** is a fast Micro Game of combat on the move as Humans and Alien Powers try to eliminate each other.

**Cosmic Wow!** is a futuristic, multi-player, interactive space fantasy wargame, suitable for two or more gamers of any age.

- \* A Complete Micro Game
- \* Fast & Inexpensive
- \* Hours of Fun
- \* No Booster Packs
- \* No Collectable Cards
- \* Brains Not Included

### Tri Tac Games

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No..Don't look for intellectual content or deep meanings in these cheap games.

**Cosmic Wow**

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Cosmic WOW

# CUTICLORIAN FISTS

of Radius VII



**Defeats**  
Rooster Lords  
Occular Empire

Reaching out for the power to rule the Galaxy, these fingers of fate will fight for their Overlord. They hope to hand the Galaxy to one ruler and share the spoils.

**Cuticlors**  
Name



Symbol

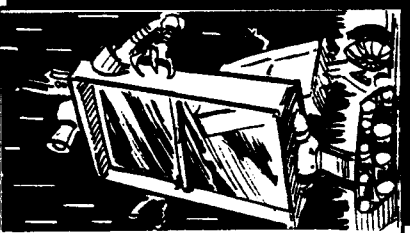
Mercurary ID  
TIS-EDS-00-033

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Cosmic WOW

# WINDOW ROBOTS


of Cetr Alpha XI



**Defeats**  
Communist Menace  
Cuticlorian Fist

Strange Trans-Dimensional Robots that have finally found a purpose for existence. They are ready to battle the other races for the rule of the Galaxy.

**Window Robots**  
Name



Symbol

Mercurary ID  
TIS-EDS-00-022

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Cosmic WOW

# COMMUNIST MENACE

of Sol III



**Defeats**  
Rooster Lords  
Cuticlorian Fist

From their shadowy beginnings, the Communist Menace has spread across the Galaxy. Now waging war to help a single Overlord create a Workers Paradise.

**Communist Menace**  
Name



Symbol


Mercurary ID  
TIS-EDS-00-041

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Cosmic WOW

# ROOSTER LORDS


of Poultron IV



**Defeats**  
Occular Empire  
Window Robots

With their Beaks gleaming in the light of a thousand stars, the Rooster Lords of Poultron IV stand rank after rank, waiting to fight and die for their Overlord.

**Rooster Lords**  
Name



Symbol

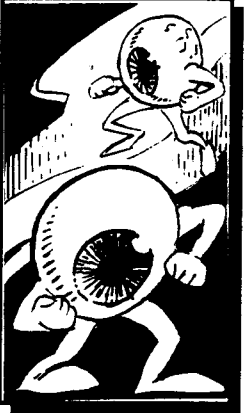
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Cosmic WOW

# OCCULAR EMPIRE


of Retinar II



**Defeats**  
Window Robots  
Communist Menace

The Eyes Have it as they scan the heavens for enemies of their Overlord. They know all and see all as they prepare to 'ocular' blast their way to Victory!

**Occular Empire**  
Name



Symbol

Mercurary ID  
TIS-EDS-00-011

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Copy Several sets on Bright Paper Stock  
These Cards are Designed to be cased by a common Toploader Card Protector



# BUILD YOUR OWN HEX MAP

