

FEBRUARY 2023

REVISION .95

BETA RULESET



CYSMIC

GAME MANUAL

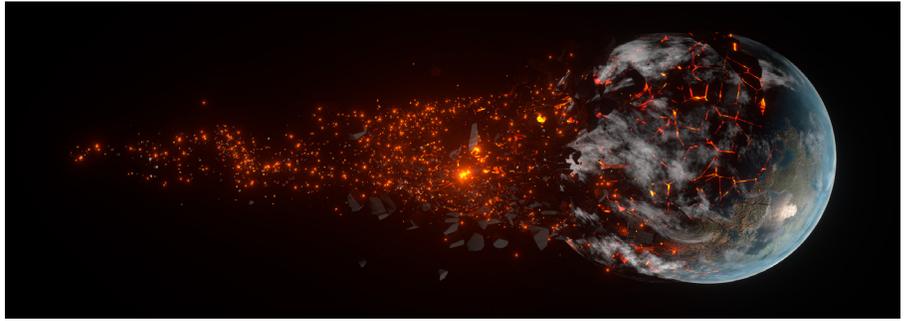


Designed By:

Jason Blake



WELCOME TO THE WORLD OF CYSMIC



Earth's world council selected several leaders in various fields to lead an odyssey to Kepler-62e for terraforming and civilization planning. Some of the members were chosen and funded by the World Council while others self-financed their way to have influence or presence in the new world. Industry experts, religious leaders, entertainers, scholars, businessmen, politicians, and entrepreneurs all took part in the mission. Once there, the project worked beautifully... at first. The different groups of people lived and worked together as a familiar society with all of the benefits and growing pains one would expect from a newly formed civilization. It had its share of



infighting and corruption, but even those issues never threatened the delicate balance of this new world. It was slowly becoming the utopia many had hoped it would.

As the project moved forward, an unexpected instability in the terraforming process started wreaking havoc on the landscape. The news broke quickly that their efforts to terraform and create a better world had destabilized the planet. Their new Eden was doomed.

When the colonists realized there was no hope in saving their dream of a new civilization, chaos broke out among the hundreds of thousands of people as they turned to their respective leaders for salvation. Those in leadership roles... either voted in by public opinion, volunteered at will, ascended through capitalism, or

ordained by faith... now rise to the occasion as wartime leaders.

Massive Terraformers that once bent the landscape to their will have now been taken over by powerful organizations and converted into colony ship construction and launch platforms. These rival factions compete for information and resources across the dying planet as their last hope to escape off-world in the original Colony Ship plans that brought them there to begin with.

After society splintered, the information splintered with it. Each faction holds part of the module plans to build the colony ship but must retrieve the others to finish their build. Instead of working together, they now battle for resources and information. Workers and civilians are hastily trained in combat to protect the individual faction bases from each other while still performing their regular job duties. Soldiers are tasked with capturing enemies with the knowledge of providing blueprints for the construction of the colony ship modules.

Once the leaders obtain the blueprints and construct their colony ship, they must launch it before the impending destruction of their homeworld. The immense energy exerted from a single colony ship launch will likely doom the rest. Which faction will gain the resources necessary to escape first?

If the new world war doesn't destroy this utopia, the planet itself surely would...



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19.) Alternate Endings

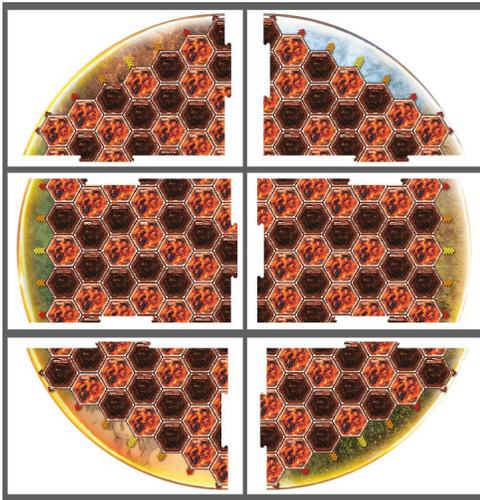
CUSTOMER SUPPORT

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COMPONENT LIST



Planet Game Board - 6 Pieces (x1)



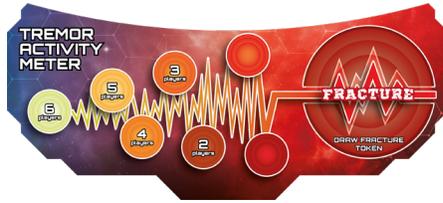
Landscape Hexes (x127)



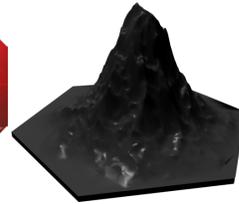
Fracture Tokens (x42)



Fracture Bag (x1)



Tremor Activity Meter Board (x1)



Mountain Terrain Miniatures (x18)



Relic Token (x30)



Tremor Tracker Tokens (x8)



Combat Markers (x20)



Player Board - 3 Pieces (x6)



Blueprint Tokens 6 Per Player (x36)



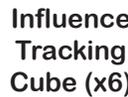
Crystal Ore Token (x60)



HABITATS
Level 1 - Camp (x18)
Level 2 - Outpost (x12)
Level 3 - Settlement (x6)
Level 5 - Colony City (x1)



Control Flags 7 Per Player (x42)



Influence Tracking Cube (x6)



Faction Board (x18)



Espionage Cards (x29)



Command Cards 10 Per Player (x60)



Discovery Cards (x106)



Relic Cards (x54)



Humanity D6 Die (x1)



Red Combat D12 Die - (x6)



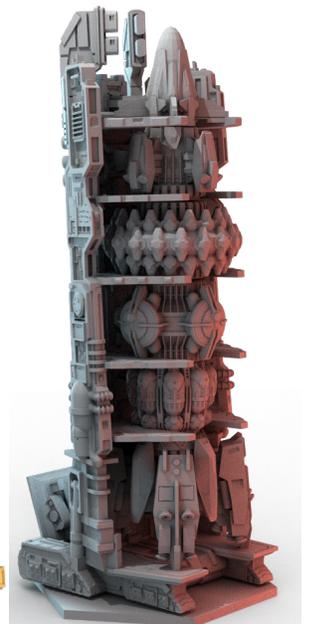
Yellow Combat D12 Die - (x5)



Harvester (x12)



Powermech (x12)



Colony Ship with 6 Ship Modules (x6)



Blue Attacker D6 Strike Die (x2)

Green Defender D6 Strike Die (x2)



First Player Launch Button Token (x1)



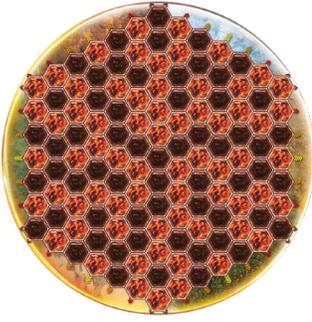
Miner (x36)



Soldier (x60)



Speaker (x30)



GAME SETUP:

1.) Construct the Planet Game Board and place the Colony City tile in the center. Make 6 stacks of terrain tiles based on the same terrain label. Shuffle each stack of 21 hexes and place each individual hex group face up randomly in each of the six triangular pie slices that correspond with the terrain types on the planet edges.



2.) Place all Habitat miniatures on the appropriate locations. Habitat miniatures can be identified by the height as well as the number of pipes on the back of the structure. Camps are placed on habitat icons with 1. Outposts are placed on habitat icons with 2.

Settlements are placed on habitat icons with 3. Colony City is placed on the colony city center hex. 3D Mountain pieces are placed on all mountain tiles.

3.) Place the Tremor Activity Meter board against the edge of the game board. Place one tremor token on each space higher than the current player count. Then stack all of the rest of the tokens together on the current player count.

4.) Place all of the Fracture Tokens inside the Fracture Bag and place the bag near the Tremor Activity Meter board.

5.) Place the following within reach of all players:

Shuffled Discovery Card deck, Shuffled Relic Card deck, and Shuffled Espionage Card deck.

Supply of Relic tokens and Supply of Crystal Ore tokens

Supply of Combat Markers

Yellow Combat Dice, Red combat Dice, Blue Strike Dice, Green Strike Dice, and Humanity Die.



CONSTRUCTION BOARD

PRISON: Place captured enemy troops beside the player board here.

SALVAGE: Place captured enemy vehicles beside the player board here.

The holding capacity is based on the number of uncovered **HOLDING CAPACITY** icons. Each icon shows you have a capacity of 2. Prisoners take up 1 capacity and vehicles take up 2 capacity.

In this example, the player has a holding capacity of 8 (4 holding capacity icons) and is currently holding a total of 4 (2 prisoners and 1 vehicle).



RELIC CARDS
Each Active Relic slot may hold one faceup card.



ANATOMY OF A PLAYER BOARD



1. **COMMAND COLUMNS:** Place your burned and played Command Cards in the leftmost empty Command slot above the player board. The icons at the bottom of the Command Cards refer to the available Bonus Actions listed in each column.

2. **BONUS ACTIONS:** There are 6 options in each column available as a bonus action based on the icons on your played Command Card.

3. **LAUNCH:** This is an available action at the end of each of your turns when you meet the criteria listed on the board between the bonus actions and Launch Button icon.

a.) The information at the top of the board about relics is for quick rules reference.

b.) The entire section below the Launch section is for quick rules reference and Command Card quick references so that you don't have to pick up burned Command Cards to view information.

c.) Resources are listed just below the quick reference section as an additional reference.



CONSTRUCTION BOARD

BLUEPRINT SLOTS: When a player gains a blueprint, flip the blueprint token to the "known" side up (without the Red X).

When you install that module on your Colony Ship, slide the blueprint to the leftmost section revealing the green **MODULE ACTIVATED** icon. Once all tokens are slid to the left revealing all green icons, the ship is completed and ready for launch.

- The icons underneath the slots show how much Crystal Ore the blueprint costs to build. It also shows how much influence in units to be removed from the board, if performing a Manual Construction action.
- The icon between the Holding Capacity and Module activated shows the **CYBER ATTACK** value for each blueprint. The module values are listed as 1 thru 6 from top to bottom in red.
- The Robotic Construction/Manual Construction information at the bottom of the board is for quick rules reference.

FACTION BOARD

The left side consists of the Faction Leader, their backstory, and the unique setup information for that faction at the beginning of the game. The starting units are listed next to the starting resources. The right side will list 3 or 4 special abilities unique to that Faction.

RESOURCE BOARD

HUMAN RESOURCE INFLUENCE TRACK: The orange cube will only move on this track based on a changing total of your starting faction influence and the number of habitats you control. This is not a currency that is spent or gained.

CRYSTAL STORAGE CAPACITY GAUGE: When gaining Crystal Ore, place them in the bottom-most empty space. The amount of ore storage is based on the current location of your Influence cube. When crossing a threshold (orange line), the Crystal Ore storage capacity increases to the next maximum value listed in that section.

- The section below the Influence and Crystal Ore sections is for quick rules reference regarding Habitats.

PLAYER SETUP:

1.) Each player receives a player board, a resource board, a construction board, all units of a single color, an Orange influence tracker token, 6 blueprint tokens matching the locations on the construction board, 10 Command Cards, and 3 random starting Faction boards (selected based on minimum number of players in the upper left side of the Faction board) Select one and place the Faction board in the appropriate location within the assembled player board.

2.) Each player places their blueprint tokens with the “missing” side faceup (red X) in the matching locations on their construction board, placing them to the rightmost side covering the green icon. Based on the colored border of the token, flip the token to the “known” side that matches your player color. Do this with any other player colors not in play. In essence, this means your blueprint tokens with the “missing” side faceup should match the player colors of your opponents. All tokens should still be on the rightmost side covering the green “module activated” symbols.

3.) Each player in clockwise turn order selects one terrain type not already selected by another player and places their Colony Ship on one of the six inner hexes of that terrain. Colony Ships may not be placed on Mountains or Lakes. If placed on a space containing a Habitat, that habitat is destroyed. Remove it from the board.

Designer Note: Any space where the Colony Ship resides is unusable and will be collapsed once the Colony Ship activates in the future. Choose wisely.



4.) Each player then simultaneously finishes their unique setup according to their Faction Board setup section such as: Draw Discovery cards (Reshuffle any yellow Event cards back into the deck for setup draws). Draw Relic cards. Take control by placing your colored flag on any listed Habitats closest to your Colony Ship. Collect Crystal Ore and place them on the Resource Board spaces.

5.) Players place their influence token on the appropriate space on their Resource Board based on the total of their Faction influence and the influence value of any Habitats they start with. Your Faction influence can never be lost.

6.) Players finally place their starting units listed on their Faction Board in valid Deploy Locations. These are spaces adjacent to their Colony Ship and/or in spaces with their controlled Habitats, if any. A single space can hold a limit of 3 friendly units.

See Maximum Hex Occupancy.

7) The First Player is the person who shares the most in common with their Faction character. You may also choose randomly.

OBJECTIVE/WINNING THE GAME

There are no points in Cysmic.

The first player to successfully launch their completed Colony Ship is the winner.

To win, you must have a completed Colony Ship, evacuate all of your troops to your reserves, and be able to launch at the end of your turn. If you cannot evacuate all of your units, you may choose to roll the Humanity Die to see if your conscience will allow you to leave those units behind. However, you will face consequences for this action the next time you play Cysmic. *See Launch and Humanity Die.*

HOW DO YOU COMPLETE THE OBJECTIVE?

1.) Use Speakers to gain Influence over populated areas to increase your Crystal Ore Storage and Recruit new troops.

2.) Use Miners and Harvesters to search for Discoveries and mine Crystal Ore from deposits on the planet surface to build Colony Ship Modules and Upgrade Troops to Vehicles.

3.) Use your Soldiers and Powermechs to attack and capture enemy units to exchange them for the Blueprints required to build the Colony Ship.

4.) Use your Colony Ship to build multiple Modules at a time and evacuate your units so you can be the first one to Launch.

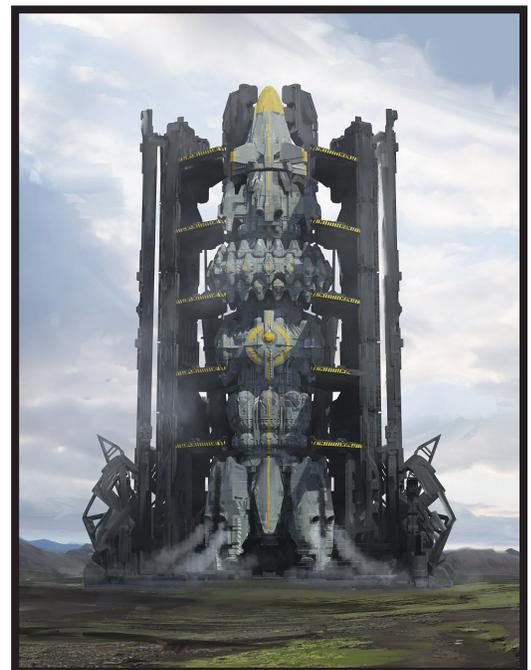
WHAT OBSTACLES STAND BETWEEN YOU AND THE OBJECTIVE?

Human Vs. Human:

Players will be fighting each other for resources and prisoners to be used as leverage to gain each other's blueprints. Defensive measures and passive tactics will typically end in doom.

Human vs. Nature:

As the planet destabilizes, the landscape collapses around you constantly throughout the game. The longer you play, the more accelerated the planet's instability becomes. Try to avoid terrain collapses and fracture events to save your troops and your colonists from falling into the abyss.



HOW TO PLAY: Turns and Rounds

Players start with all 10 of their Command Cards in their hand. The set of 10 cards is the same for each player.

URNS:



1.) **BURN A CARD:** The player will choose one of their 10 Command Cards to *BURN* which means they will place it facedown in the leftmost Command space above their player board and not have access to that card this round. This is hidden information.

2.) **PLAY A CARD:** The second card they choose will be the card they *PLAY* which is placed faceup on top of the *BURNED* card. From top to bottom, they may play one action from each section of the faceup card unless the card specifies they **MUST** perform that action. If the card is a Unit card, **EACH** of your active Units of that type performs all of the actions on the card independently.

ACTION: A card Action is represented by a Gear icon.

SECTION: A card Section is separated by lines across the card.

3.) **BONUS ACTION:** After performing actions on the *PLAYED* card, the player has the option of performing a single Bonus



Action listed on the player board in that column. Available bonus actions for that column are based on matching the colored symbols on the bottom of the *PLAYED* card with the colored symbols next to the actions in the column underneath the card. If the player selects a Grey symbol, then they may only choose one of those options.

4.) **LAUNCH:** If the player has a completed Colony Ship at the end of their turn, they may try to Launch. If all of their units have been able to evacuate and are returned to their reserves, then they may Launch immediately and the game ends. If some of their units remain on the planet surface or captured by enemies, then they may choose to roll the Humanity Die to see if they may Launch. [See Launch and Humanity Die.](#)

DISCARD A RELIC: At the beginning of successive turns, players may discard a Relic Card from one of their active relic slots or from their hand to reclaim either a Burned or Played Command Card from a previous turn and use that Command Card immediately on the current turn.

END OF TURN: Other players may gain resources or lose influence during the active turn. Because of this, when the active player completes the bonus action and ends their turn, **ALL** players must discard Discovery Cards in excess of their hand limit (5), discard Relic Cards in excess of their Relic limit (5 including active and inactive), and return excess Crystal Ore to the supply beyond their storage capacity. Play then passes to the left.

ROUNDS:

When all players have played 5 turns, everyone reclaims all of their used Command Cards to their hand and play starts again with the player that holds the First Player Marker. (Launch Button)

Designer Note: A typical game lasts around 6-9 turns for low player counts (2-4) and as many as 10-15 turns for high player counts (4-6).



UNITS

TYPES:

Units are defined as either Troops, Vehicles, or a Base. These terms are used on the associated Command Cards as a player reference.

For gameplay purposes, the Colony Ship is not considered a Troop or a Vehicle but instead is your Base of operations where you are building your colony ship. Effects applied to Troops or Vehicles will never affect Colony Ships however they are still considered Units for gameplay purposes.

- 1.) Troops are classified as Support Troops (Speaker), Resource Troops (Miner), or Combat Troops (Soldier).
- 2.) Vehicles are defined as Resource Vehicles (Harvester) or Combat Vehicles (Powermech).
- 3.) The Colony Ship is a mobile base and is never considered a vehicle nor can it be destroyed during gameplay.



SOLDIER • SPEAKER • MINER • POWERMECH • HARVESTER • COLONY SHIP

ATTRIBUTES:

Unit cards have attributes at the top of the card specific to that type of unit.



COST:

If the unit is a Troop, then the cost to RECRUIT is listed as Influence (orange). If the unit is a vehicle, then the cost to UPGRADE is listed as Crystal Ore (purple).



MOVEMENT:

Each unit card lists the maximum number of hexes each unit of that type can move on one turn displayed as a blue arrow.



HEALTH:

Each unit has a heart icon followed by a numeric value. This is the minimum value that must be met on a single combat die after modifiers to defeat the unit. Units with more than one numeric value are only defeated when both values are achieved on multiple combat dice during a single strike.



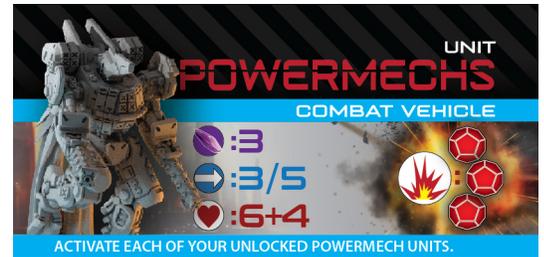
COMBAT:

The dice rolled by each of these units in combat is displayed as yellow or red dice icons next to a target icon. Some units roll multiple dice per unit in combat.



SPECIAL:

Some units may have special attributes such as Shield or Early Warning and are shown to the left of the combat symbol. Refer to the quick reference section in the middle of your player board or see the Table of Contents for sections describing these abilities.



MAXIMUM HEX OCCUPANCY:

Each hex may hold a maximum of 3 friendly units, only one of which may be a vehicle. To clarify further, each hex may hold up to 3 Troops of any combination (Recruiter / Soldier / Miner) or up to 2 Troops and 1 Vehicle (Powermech / Harvester). However, if combat is initiated in a hex, that location may have Maximum Hex Occupancy from two different factions. For example, 2 Soldiers and 1 Powermech from one faction may be locked in combat with 2 Miners and 1 Harvester from another faction.

Colony Ships always encompass an entire hex and may never share a hex with any other unit.



MOVEMENT

STANDARD MOVEMENT:

Units move a single hex per 1 movement value of their unit type. They may only move into adjacent hexes based on the six sides of their origin hex. They may pass through a hex with your Colony Ship as long as they don't stop on that hex. Units may not move onto or through Mountain or Lake hexes on the planet surface.

When the lower terrains are revealed, units may not move onto or through Abyss hexes but may pass through and stop on Devastated terrain.



GLOBAL MOVEMENT:

Units may move off the board edge and enter any other edge hex with the same color arrow marker. All edge hexes with the same color arrows are considered adjacent to each other. It is best to think of the map as spherical.



CAVE NETWORK:

Hexes with Cave symbols are considered adjacent for all units except Colony Ships. Troops and Vehicles may move through a cave and exit any other cave on the map as if it were adjacent. Units may also end their movement or move over caves. When units end their move on a hex with a cave symbol, they are considered to be in that hex. *Note: Units may not use Caves when using Jumpjets to move.*

ENEMY-OCCUPIED LOCATIONS:

Units may not pass through hexes with enemies. Combat units may move into an enemy-occupied hex thereby initiating Combat through the ENGAGE action. *See Combat.* Other units of *any* type from each opposing side may move into that hex until maximum occupancy is reached. Once two opposing Factions occupy one hex, other Factions may not enter that hex or pass through that hex.

JUMPJETS:

Powermechs have the inherent ability to use jumpjets during the movement phase. Other units may gain this ability through other means.

Jump movement is unimpeded by obstacles such as enemies, combats, mountains, lakes, and abyss hexes but they must still land on a valid hex. Combat Units may initiate combat by landing in an enemy-occupied hex. *Note: Units may not use Caves when using Jumpjets to move.*

LOCKED VS UNLOCKED UNITS

When units move, they can become Locked in Combat. This typically happens when a Combat Unit moves into a hex with an enemy unit. All of the units in that hex are now Locked. When other units move into a hex with an existing Combat, those units will also become Locked.

Locked units may not Move or perform any actions.

Special abilities such as Early Warning are also not functional when the unit is Locked.

A Locked unit is no longer Locked when the Combat is resolved or the units flee the hex. It's easiest to think of "Locked in Combat" as the idea behind Locked. *See Combat.*



COMBAT

Combat is defined as the conflict between two opposing factions in one hex. Three or more factions may never participate in battles in one hex. Combat is only initiated by units who possess the ENGAGE ability. Each player involved in the combat may continue to move more units of **ANY** type into the hex until they reach Max Hex Occupancy. Units without ENGAGE may never enter a hex with an enemy unless they are joining an existing Combat.

ATTACKER vs DEFENDER:

In each Combat scenario, there is an Attacker and a Defender. The Attacker is the player who entered an already occupied hex during a move that ended with ENGAGE. The Defender is the player that occupied the hex first.

When a Combat Unit enters a hex occupied by an enemy, place a Combat Marker in the unit that moved in. Combat Markers indicate which Faction is the Attacker in that hex. All units in that hex are now Locked in battle until the combat is resolved.

FIRST STRIKE:

Resolving Combat in Cysmic is turn-based. A single combat is made up of one or more turns referred to as STRIKES.

The Faction playing their BATTLE Command Card will gain FIRST STRIKE in **ALL** of their combats regardless of whether they were the Attacker or Defender. Their units will fire first. *Note: Players choosing to resolve a combat on their turn using other methods are also considered to have FIRST STRIKE unless otherwise noted.*

At the beginning of each Strike, the player decides to Strike or Flee. If the player Strikes, they gather their combat dice and roll their First Strike. If they choose to Flee, follow the rules for Flee while the opposing player gathers their combat dice to roll a Strike.

TACTIC BATTLE
RESOLVE ALL OF YOUR COMBATS

FIRST STRIKE

- 1.) Select One of your Combats to Resolve**
- 2.) Choose to Strike or Flee**
 - Flee: Players may flee to an adjacent neutral space. The enemy performs a normal strike against the fleeing player.
- 3.) STRIKE: Determine Your Battle Dice**
 - Gather combat dice for each of your units and the applicable Attacker or Defender Strike Die.
- 4.) Roll Your Battle Dice**
 - Resolve Strike Die effect first including Tremors and any resulting Fracture event.
 - Starting with the opposing player, each player may take turns discarding up to one Discovery per die to modify its value.
- 5.) Resolve Hits and Capture Defeated Units**
 - If units remain, the opposing player starts back at step 2.
- 6.) Return to Step 1 until all of your Combats are Resolved.**

FLEEING:

A player may choose to flee as their strike action in lieu of a combat roll.

To Flee a battle, your units must be able to move into a neutral or unoccupied adjacent hex that will not exceed maximum occupancy or initiate a new combat. All remaining units must flee together. The opposing player resolves a normal strike against the fleeing player.

Any surviving fleeing units are then moved into the chosen adjacent hex and the combat resolves.

A strike where remaining units cannot defeat an enemy will force the units to Flee. For example, a unit rolling a single combat die cannot defeat an enemy vehicle that requires two hits on a single roll. Therefore, they must Flee.

STRIKE DICE:

Each time a Strike happens in combat, players roll a Strike Die along with their other combat dice.

Attackers roll the Blue Strike Die. Defenders roll the Green Strike Die. The Strike Die may affect Combat Dice rolled at the same time. Always resolve the Strike Die before all other die results or modifiers. A Tremor can be triggered in the middle of a strike. This may result in a Fracture event. Always resolve Tremors and/or Fractures before resolving that strike. *See Tremors and Fractures.*

Blue Strike Die Symbols:

- Move the Tremor Tracker one space.
- Re-roll One Red or Yellow Die.
- +1 to a Single Die value.
- +2 to a Single Die Value.

Green Strike Die Symbols:

- Move the Tremor Tracker one space.
- Re-roll a single Yellow Die.
- +1 to a Single Die value.
- Re-roll a single Red Die.



COMBAT DICE:

There are two kinds of 12-sided Combat Dice available for units involved in a battle. The yellow combat die is weaker and used by support units and the red combat die is stronger and used by combat units. The highest natural value available on a yellow die is 4 and the highest natural value available on a red die is 6. The type of die each unit rolls is dictated on their Command Cards or the reference area on the Player Board.



COMBAT DICE MODIFIERS:

The die values may be modified by Unit Abilities, Discovery Cards, Espionage Cards, Faction Abilities, and Relic Cards. Some common examples are:

SHIELD:

Units with the Shield ability may reduce the value of one enemy die roll in a battle by -1. Each Shield ability must be assigned to one enemy die and may never compound on the same die. However, they may be compounded with other combat card modifiers on a single die. Speaker units inherently have this ability. Apply this ability after the Strike Die but before adding other modifiers.



DISCOVERY CARD MODIFIERS:

A player may always play one Discovery Card per combat die. This means they may be playing multiple cards at once but have to assign each card modifier to a specific die. Modifiers from Discovery Cards are always played by the Attacker first and then the Defender. As modifiers are applied, players may continue to play one Discovery Card per Combat Die alternating back and forth between the two players during a single Strike several times. Once both players choose to no longer play cards, resolve the final values and discard all of the played cards.



COMBAT RESOLUTION:

In each Strike, players roll the total battle dice of all of their units involved in the attack along with an Attacker or Defender Strike Die.

Each die is considered to be a single shot fired at an enemy. You never combine Combat dice values.

Each die is capable of hitting a single enemy unit. Single die values are compared to the health values of enemy units when considering an enemy unit to be captured/destroyed. The health values of each unit type are defined on the Command Cards next to the heart symbol. Vehicles require multiple dice to defeat.

If the final value of a die is equal to or greater than an enemy unit in combat, then you defeat that unit and capture it immediately unless otherwise dictated elsewhere. The active player determines how to allocate hits against enemy units.

If the unit was a Troop, place it in your prison. If the unit was a vehicle, place it in your salvage.

ALTERNATING STRIKES:

If there are still opposing units remaining, the enemy will then perform a Strike with their remaining units. This continues alternating until only one faction's units remain in the hex. Remove the Combat marker if still present.

If a fracture event was triggered during the combat and that space was affected, the combat may not be resolved and the units will suffer the consequences of the fracture event. It is possible that a combat may yield nothing for either side and the hex will collapse destroying all the units in the process. Note: Early Warning is inactive if units are locked in combat.

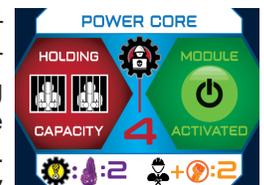
SPECIAL COMBAT

CYBER ATTACKING:



Cyber Attacking is the ability to gain a blueprint through hacking an enemy Colony Ship's database system. All Troops and Vehicles inherently have the Cyber Attack ability. The unit must be unlocked and adjacent to an enemy Colony Ship.

To perform Cyber Attack, a player must play the Negotiate Command Card or use an alternate method such as the dedicated bonus action. When performing Cyber Attack, a Troop or Vehicle adjacent to an Enemy Colony Ship rolls their corresponding Combat Die or Dice (no Strike Die). Both sides may choose to modify the die value using Discovery Cards alternating back and forth the same as in combat. If a final die value is *EQUAL* to that player's native Blueprint (their player color) Cyber Attack value (the red value), you immediately gain that Blueprint. If a unit rolls more than one die, there could be multiple successful outcomes. Modifiers played by opponents would need to defeat each of these results.



TREMORS & FRACTURES

TREMORS:

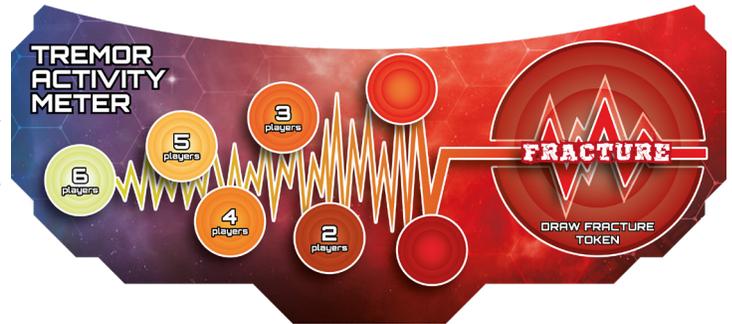


During the game, various events may cause Tremors across the planet. The Tremor symbol appears next to specific Command Card actions and on Strike Dice.

When a Tremor happens, immediately advance the current stack of Tremor Tokens forward one space closer to the Fracture Event location on the Tremor Tracker board. When this stack reaches the Fracture Event location, the player that caused the stack of tokens to move must immediately draw a Fracture Event token from the Fracture Bag.



Once the Fracture Token is resolved, take the top token from the stack and place it on the leftmost empty location available on the Tremor Track. Then immediately move the stack of tokens to the newest leftmost empty location available on the Tremor Track. This process creates an accelerating Tremor Track that advances the frequency of fracture events the longer gameplay continues. As each Fracture Event takes place, the stack of tremor tokens will decrease in size and end with the final token being on the Fracture Event location. When this happens, all tremors will immediately result in Fracture Events until the game ends.



RESOLVING FRACTURE EVENTS:

When drawing a Fracture Event Token from the Fracture bag, the player will pull a token and view both sides. One side will refer to the Terrain section that will be affected. The other side will refer to the ring of hexes that will collapse in that terrain section.

First, determine the Terrain on the map that will be affected. Once you have identified the terrain, flip to the other side of the token and then collapse (remove from the board) all of the highlighted hexes on the layout of that terrain section. The placement of the number always dictates the outside edge of the board which is displayed as a curved edge.



The terrain section is made up of rings. Colony City is not on a ring but is considered the center. Each hex adjacent to Colony City is ring 1 and consists of 1 hex from each triangular terrain area. Ring 2 is the next 2 hexes and so on up to ring 6. The outermost ring is the most devastating to the planet because 6 hexes are removed from the board at once.

When hexes are collapsed, all of the tokens, units, and Habitats are destroyed. The only exceptions are unlocked units with the Early Warning ability. Place the drawn token in a discard location next to the board.



Note: The Devastated Token applies the same result to all of the Devastated spaces but does not remove any board hexes.

EARLY WARNING ABILITY:



The Early Warning ability allows units to escape from collapsing hexes because their equipment allowed them to predict what was going to happen. To perform Early Warning, move units to an unaffected adjacent neutral or unoccupied hex to escape a collapse. This may not cause Engage.

When a unit uses Early Warning to escape a collapse, it may also take any or all other accompanying friendly units with it to the adjacent hex. If there is no valid hex to escape to, then they are destroyed like units without the ability. The Colony Ship can never be locked so its Early Warning ability is always active.

RELICS:



When hexes are collapsed, the spaces revealed are Abyss or Devastated. When a Devastated terrain hex is revealed, a Relic token is immediately placed on that location.

When any Troop or Vehicle passes through or stops on that hex, they immediately remove that token from the board and place it back into the Relic token pool. Then they draw two Relic cards from the top of the deck. They choose one to keep and discard the other.





Relic cards are persistent abilities that enhance or add abilities to the player's faction. Factions can only have two active relics at a time as signified by the left-hand side of their player board though they may hold more relics in their hand to activate later on their turns or use as resources for trading.

Once they select a Relic, they may immediately activate the Relic by placing it faceup in an empty Relic slot. If the player wants to activate a new Relic card but does not have an empty slot, they must discard one of their active Relics to be able to activate a new one. Activated Relics may never be deactivated and placed back in a player's hand unless otherwise noted.

A player may have up to 5 Relics in their possession including active relics and their hand. Relics do not count against the Discovery card hand limit.

Relic Cards may also be discarded at the beginning of a player's turn to reclaim a previously used Command Card. Just discard an active Relic or one from your hand and pick up any previously burned or played Command Card used prior to your current turn. You may immediately use that card on this turn.

DISCOVERY CARDS

Discovery Cards come in 3 types of cards: (Yellow) Events, (Grey) Actions, and (Green) Reactions.

EVENT: When drawn, they are immediately revealed, resolved, and discarded. The active player always draws another card to add to their hand after resolving Event cards.

ACTION: Action cards have an action gear icon and can typically be played during the "Play A Discovery Ability" Grey Bonus Action.

REACTION: These cards state on the card itself when it can be played and in what kind of scenario. They may be played at any time when the conditions are met.

Action and Reaction cards include 3 usable abilities.

In the upper right, there are Yellow/Red Combat Die Modifiers that may be played during Combat Dice Rolls to increase or decrease dice values during Combat Strikes or Cyber Attacks.

In the middle of the cards are Grey Bonus Actions on Action cards and Green Reactions on Reaction cards. **Actions** are played as the Grey Bonus Action during the "Play Discovery Card Ability" Bonus actions of a player's turn.

Reactions are played when the card describes the scenario to play it. The text is generally self-explanatory.

At the bottom of both Action and Reaction cards, there is a Grey Rewards section. During the "Play Discovery Card Ability" Bonus Action of a player's turn, the card can be discarded to gain that ability, action, or resource.



REWARDS:

Perform any action that matches this colored symbol. You are not limited by your current column.



Deploy the unit(s) shown for free at a valid Deploy location.



Take Control of any neutral or unoccupied enemy habitat matching the Influence value shown.



Gain Crystal Ore. Gain a Relic. Gain a Discovery Card.



"AND"=Take both rewards - "OR"=Take either reward

ESPIONAGE CARDS

Espionage Cards give players two options that either enhance their own ability through the EXPLOIT option or negatively affect all other players through the SABOTAGE option.

When gaining an Espionage Card, the player draws the top card, reads both options aloud, and then selects one option and hides the unselected option under their player board in either the Sabotage slot or the Exploit slot to show which option is currently enabled.

Each player may only have one card active under their player board at a time. Only one Espionage Card may be active for 2/3-player games. Two Espionage Cards may be active during 4/5-player games. Three Espionage Cards may be active for 6-player games.

When successive cards are drawn, the active player must choose which active Espionage card to discard if necessary. If they have one active, they must choose their own. This continues every time a new card is drawn.



LAUNCH/WINNING THE GAME

At the end of a player's turn, if their colony ship has all modules built and installed, they have the option to Launch. In most cases, the player will be launching after playing the Colony Ship Command Card which provides the option to Evacuate. *See the Colony Ship Command Card.*

If all of your units other than the Colony Ship are in your reserves, you may Launch successfully and win the game. The game ends immediately.

If units remain (locked in combat, unable to move far enough to reach the Colony Ship location, or captured by opponents), then these units will prevent you from being able to launch.

HUMANITY DIE:

When a player has completed their Colony Ship and wants to LAUNCH, they must have evacuated all of their units from the planet surface and any captured by enemies. If they haven't, they may choose to roll the Humanity Die allowing them to leave behind some of their followers. This six-sided die is your key to escaping the planet early... but at a cost.

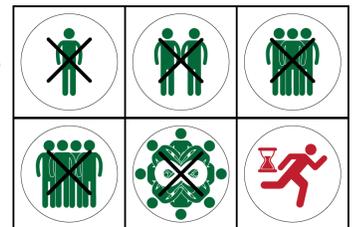
The Humanity Die is a reflection of your conscience and whether you are willing to abandon those individuals who helped you build the very ship you are about to launch. You may roll this die each time you try to Launch.

Sides Defined Left to Right:

- 1.) Leave up to 1 unit behind.
- 2.) Leave up to 2 units behind.
- 3.) Leave up to 3 units behind.
- 4.) Leave up to 4 units behind.
- 5.) Leave ANY number of units behind.

- 6.) You may not leave any units behind and must wait for all of them to evacuate.

If you leave units behind, you must notate what types of units and how many were left behind on the included *Historical Consequences notepad*. The next time you play Cysmic, remove those units from your starting reserves and place those back in the box. This is the price you pay for your guilty conscience. Good luck on your next game.



COMMAND CARDS

Each player has the same 10 Command Cards. These cards are how the majority of the game is played. Each card has multiple actions listed on the card.

There are two types of Command Cards: Unit(6) and Tactic(4). The type of the card is shown at the top right showing either Unit or Tactic. Then the name of the Card is displayed next.

All 10 Command Card actions are always played from top to bottom.

When playing Unit cards, you perform the actions on that card for EACH unit of that type you have active on the game board. The actions each unit takes do not have to be the same. For example, when you play the Miner card, you may move each of your Miner units on the board, then each Miner may either Mine or Explore based on their location.

ACTIONS: Actions are represented by GEAR icons and provide the key mechanisms to play the game.



TREMORS: Several cards have the tremor icon associated with certain actions. When this action is performed, move the tremor activity stack one space ahead. Multiple units taking the same action on the same turn will each trigger a tremor. See the Tremor Activity Meter for more details.



COMMAND CARD QUICK SUMMARY:

UNITS

Troops

SOLDIERS: Start Battles.
MINERS: Gain Crystal Ore and Discovery Cards.
SPEAKERS: Gain Influence and Gain Storage Capacity for Crystal Ore.

Vehicles

POWERMECHS: Start Battles.
HARVESTERS: Gain Crystal Ore and Discovery Cards.

Base

COLONY SHIP: Build Modules. (Spend Crystal Ore.)

TACTICS

RECRUIT: Gain Troops. (Based on Influence.)
UPGRADE: Gain Vehicles. (Spend Crystal Ore.)
BATTLE: Gain Hostages. (Resolve Battles.)
NEGOTIATE: Gain Blueprints. (Return Hostages.)

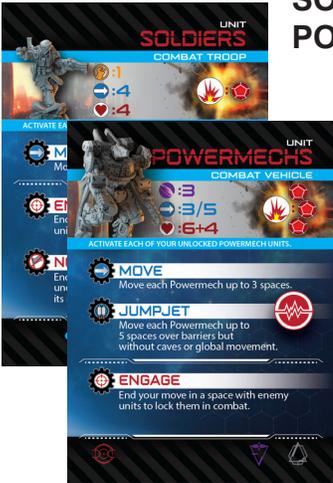
COMBAT UNITS:

SOLDIERS: (Combat Troop) POWERMECHS: (Combat Vehicle)

Play these cards primarily to initiate combat and capture enemy units. Captured units can be traded for blueprints and are your primary game goal.

NOTE: At the end of each move, Soldiers and Powermechs can exist in 3 scenarios.

- 1.) If these units enter the same hex as an enemy unit, they must ENGAGE. This is also known as initiating Combat. This is not Resolving Combat. *See the Battle Command Card.*
- 2.) If a Soldier ends in a hex with an unoccupied Habitat controlled by an opponent, it may NEUTRALIZE that Habitat by removing the enemy flag. This action does NOT replace the flag with your own. Only Speakers may actively take control of a Habitat.
- 3.) If these units end their movement in any other hex, they remain unlocked and do not perform any action.



RESOURCE UNITS:

MINERS: (Resource Troop) HARVESTERS: (Resource Vehicle)

Play these cards to gain Crystal Ore and Discovery Cards for each of unlocked Miner and Harvester units.

CRYSTAL ORE:

Crystal Ore is the main resource in the game. It is used to upgrade troops into vehicles but more importantly, it is used to construct Colony Ship Modules from their blueprints. Crystal Ore is gained through a variety of methods but most commonly from Miners and Harvesters during their activations.

DISCOVERY CARDS:

See the Discovery Cards section to see how useful they can be.



your

INFLUENCE TROOPS:



SPEAKERS: (Influence Troop)

Play this card primarily to increase your influence. Influence increases your ability to Recruit more units as well as increase your Crystal Ore storage capacity.

Action: PERSUADE

For each of your Speakers occupying the same hex as a Habitat, they may place a control flag on that building to show it is under the influence of your faction. For each Habitat you add to your control, increase your influence gauge by the influence amount from that Habitat value.

Action: FIELD PROMOTION

For each unlocked Speaker unit, the active player may switch the role of any of their unlocked troops to a troop of another type. You must have those units in your reserve to do so and you may perform this step in any order of promotions. The promoted units may be anywhere on the board and do not have to be present in the same hex as your Speaker as this is performed by a remote command from the Speaker. Newly-spawned Speakers do not activate on this turn.

PRO TIP: Deploy Soldiers during the DEPLOY action and then Field Promote them with the Speaker to Miners to save Influence points.

COLONY SHIP:



COLONY SHIP: (Mobile Base)

Play this card primarily to build multiple Colony Ship Modules at once rather than wasting bonus actions to build them one at a time. This also does not require influence costs so units do not need to be returned to your reserve to be used as workers. Also, playing this card is a great end move to ready your ship for Launch by Evacuating your units.

Action: STABILIZE

The player **MUST** move the Colony Ship to an adjacent location per the standard movement rules and collapse the original hex. The Colony Ship may pick up relics but destroys all other units and/or habitats on the destination hex. It can also move to a devastated hex but can never Launch from a devastated hex. Each time a Stabilize movement is used, move the Tremor Tracker Stack one step forward.

Action: MOVE

You may move your Colony Ship unit up to 1 hex per the standard movement rules.

NOTE: Whenever this unit moves for any reason, the Colony Ship destroys ALL units and Habitats on the destination hex. This move can be used offensively by moving into a combat hex to destroy all units in that hex, including your own.

Action: ROBOTIC CONSTRUCTION

You may construct as many colony ship modules as you can afford based on their Crystal Ore cost. You must have the blueprints for any modules you would like to build. There is no limit to the number of modules you may build. This is different than building one at a time during the Grey Bonus Action and also doesn't require units to return to reserves as workers.

Action: EVACUATE

If your colony ship has all modules built and installed, you may choose to evacuate your units back to your ship. Move each unlocked unit one at a time to the hex where your Colony Ship is located based on their movement speed and return it to your reserve. After units are evacuated, the player may try to Launch. *See Launch/Winning the Game*

RECRUIT:



Playing this card adds more units from your reserve onto the gameboard at valid recruiting locations.

Action: RECRUIT

Players may select Troops from their reserves Each unit costs a certain amount of Influence to spawn. Select Troops from your reserve to Recruit. Add the total Influence costs of the units. The sum of all of these units must be equal to or less than your current Influence value.

Sub-Action: DEPLOY

Once you have selected the units you wish to recruit from your reserves, you may Deploy those units onto the gameboard in valid recruiting locations.

DEPLOY LOCATIONS:

Valid Deploy locations include hexes with Habitats you control or valid hexes that are adjacent to your Colony Ship, even if occupied by enemy forces.

NOTE: If a Deploy location is occupied by enemy forces, you may still Deploy new units there if they can ENGAGE. However, both friendly and enemy units would be immediately locked in combat until the Combat phase. The Deployed units are considered the ATTACKERS for combat purposes. *See the COMBAT section for more details.*

UPGRADE:



Play this card to replace troops with their equivalent upgraded vehicle. To upgrade a Miner to a Harvester, replace the Miner with a Harvester from your reserve and pay the Crystal Ore cost to the reserve. To upgrade a Soldier to a Powermech, replace the Soldier with a Powermech and pay the Crystal Ore cost to the reserve. You may upgrade as many units as you can afford. This is the main way you will create Powermechs and Harvesters during the game.

Action: STANDARD UPGRADE

This action upgrades unlocked troops to their equivalent vehicle type at valid Deploy points.

Action: DROPSHIP UPGRADE

This action upgrades unlocked troops to their equivalent vehicle type at any location on the planet. Remove the troop and replace it with the vehicle at that location and pay the Crystal Ore cost along with one additional Crystal Ore per vehicle upgraded this way. For each vehicle upgraded by dropship, move the Tremor Tracker forward one space.

NEGOTIATION:



Play this card primarily to gain multiple blueprints from players on a single action in lieu of using your bonus action to gain one blueprint on a turn. However, the card also offers flexibility to accomplish a wide variety of tasks and comes with the benefit of gaining the first player initiative for the next round.

Action: INITIATIVE

Take the first player marker from the current owner and place it in front of your player board. You will become the first player at the start of the next round (see Rounds) unless it is taken by another player afterward. The first player marker may change hands multiple times between each round.

Action: RESOURCE TRADING

The active player may trade Crystal Ore, Relics, Discovery Cards, Habitat Control, Salvage, and Prisoners in any quantity. Blueprints, modules, and players' own units are explicitly not eligible

for trading. **DESIGNER'S TIP:** Trade excess units not required to gain a blueprint to other players for resources.

Action: GAIN BLUEPRINTS

If the active player possesses 2 or more troops or 1 or more vehicles from the same player, then the active player must trade either 2 troops or 1 vehicle to the owner for their Colony Ship Blueprint. The active player must perform this exchange for all players where they possess 2 or more troops or 1 or more vehicles from an opponent. If they already own the blueprint for that player, then they may use those units to trade to other players or to the owner for other resources during the Resource Trading action. They may also hold on to those units as long as they have the Prison/Salvage capacity to do so. See the Anatomy of a Player Board for Prison and Salvage capacity.



BLUEPRINTS:

Blueprints are the main focus of your early gameplay. You may gain enemy blueprints through hostage exchanges and by hacking enemy Colony Ships. A blueprint token has two sides. At the beginning of the game, each Blueprint starts on its "missing" side (the red X) except the blueprint that matches your player color (and for other player colors not in play). When you gain blueprints from enemies, flip the token onto the "data" side. When you construct that particular module, slide the token left to reveal the MODULE ACTIVATED green symbol, and then install that module on your Colony Ship on the game board.



BATTLE:

Playing this card provides First Strike which heavily weighs the odds in your favor when resolving your existing combats, even ones you didn't start. *See the COMBAT section for more details.*

ALTERNATE ENDINGS:

Game groups consist of many different people and personalities. One person may feel ecstatic about how a game ended but that same result can be polarizing to the next person.

Cysmic aims to provide a cinematic ending to the experience it brings to your gaming table. While the Humanity Die is a fun way to end the game according to hundreds of playtests, it may not be the preferred ending for a group of gamers looking for a more predictable outcome in lieu of a “die roll”. Please try these alternate endings if you are looking for a different experience.

COUNTERS TO THE HUMANITY DIE

IF YOU BUILD IT, YOU WILL LEAVE: *(No Evacuation Necessary, No Humanity Die Roll)*

In this variant, the first player to completely build their Colony Ship wins the game. There is no evacuation. There is no Humanity Die. When the active player completes their Colony Ship, they will launch at the end of their turn. They win and the game ends immediately.

GUILTY CONSCIENCE: *(Evacuate Units, No Humanity Die Roll)*

In this variant, the first player to completely build their Colony Ship and Evacuate all of their units wins the game. There is no Humanity Die. When the active player has all of their units in their reserves, they may successfully launch and the game ends immediately. There are many mechanics in play to make this happen but it could cause the game to be much longer. However, deciding on this game variant upfront adds another layer of strategy to the game where you may be far more tactical with your Recruiting and Movement to make sure you have your units close by when you are ready to launch. Players may also agree at the beginning of the game to ignore units held by enemies and only focus on evacuating active units on the board to keep the game length more manageable.

COUNTERS TO TURN ORDER DETERMINING THE ENDING

SIMULTANEOUS ENDINGS: *(Ending Triggered, Potentially Multiple Winners)*

In this variant, when a player launches successfully either by the normal ending or a variant ending, each other player gets to take one more turn in order. This means some players may take one more turn than others. If other players successfully launch during their last turn, then there will be multiple winners. The launches are considered to be simultaneous and all players who launch successfully win together. The game ends after every other player performed one last turn.

EQUALITY FOR ALL: *(Same Number of Turns, Potentially Multiple Winners)*

In this variant, each player performs the same number of turns. When a player launches successfully either by the normal ending or a variant ending, other players left in turn order get to perform their last turn. If other players successfully launch during their last turn, then there will be multiple winners. The launches are considered to be simultaneous and all players who launch successfully win together. The game ends after every other player performed their last turn.

