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COLONIZE

1 PER

ACTION

Reveal icons and take a planet with that cost.

You may look at your planets, but keep them face down in front of you. You may reveal a planet at any time to gain its benefit (leave it face up).

WARFARE

1 PER

ACTION

Choose a planet (owned or not) and reveal it.

Reveal icons equal to the Defense value to put the planet into your spoils.

NOTE

Spoils do not provide planetary benefits.

POLITICAL SCIENCE

1 PER SPOILS

ACTION

If there is a tech card in the center, take one. Return 1 card from your discard pile to your hand.

While this card is in your discard pile, opponent may not peek at your planets with Survey cards.

POLITICAL POWER

1 PER

ACTION

You may play this before drawing. If you do, play another action this turn. Cycle any number of cards from the supply to the bottom of the deck and replace them from the top.

While this card is in your discard pile:

RESEARCH

1 PER

ACTION

Take 1 tech card from the center OR opponent discards 1 tech card of your choice to the center.

NOTE

Reveal 3 to repeat this process.

WARFARE

1 PER TECH

ACTION

Choose a planet (owned or not) and reveal it.

Reveal icons equal to the Defense value to put the planet into your spoils.

NOTE

Spoils do not provide planetary benefits.

SURVEY SWEEP

1 PER

ACTION

Peek at a facedown planet (owned or not).

Play another action.

SURVEY MISSION

1 PER

ACTION

Peek at a facedown planet (owned or not).

You may place this card into an opponent's discard pile. If you do, take a card from that discard pile into your hand.

COLONIZE

1 PER PLANET

ACTION

Reveal icons and take a planet with that cost.

You may look at your planets, but keep them face down in front of you. You may reveal a planet at any time to gain its benefit (leave it face up).

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RESEARCH

PER SPOILS

ACTION

Take 1 tech card from the center OR opponent discards 1 tech card of your choice to the center.

NOTE

Reveal 3 to repeat this process.

COLONIZE

PER SPOILS

ACTION

Reveal icons and take a planet with that cost.

You may look at your planets, but keep them face down in front of you. You may reveal a planet at any time to gain its benefit (leave it face up).

WARFARE

PER SPOILS

ACTION

Choose a planet (owned or not) and reveal it.

Reveal icons equal to the Defense value to put the planet into your spoils.

NOTE

Spoils do not provide planetary benefits.

POLITICAL INTRIGUE

PER TECH

ACTION

Look at opponent's hand and choose a card. They discard that card.

While this card is in your discard pile, you may peek at the top card of the deck before drawing.

RESEARCH

PER TECH

ACTION

Take 1 tech card from the center OR opponent discards 1 tech card of your choice to the center.

NOTE

Reveal 3 to repeat this process.

COLONIZE

PER TECH

ACTION

Reveal icons and take a planet with that cost.

You may look at your planets, but keep them face down in front of you. You may reveal a planet at any time to gain its benefit (leave it face up).

WARFARE

PER PLANET

ACTION

Choose a planet (owned or not) and reveal it.

Reveal icons equal to the Defense value to put the planet into your spoils.

NOTE

Spoils do not provide planetary benefits.

POLITICAL PARTY

PER PLANET

ACTION

Pick up and immediately play 1 card from your discard pile.

While this card is in your discard pile, opponent may not draw off the top of the deck.

RESEARCH

PER PLANET

ACTION

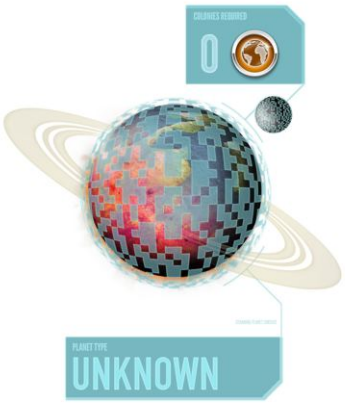
Take 1 tech card from the center OR opponent discards 1 tech card of your choice to the center.

NOTE

Reveal 3 to repeat this process.

SURVEYING ALIEN WORLD|

SURVEYING ALIEN WORLD|



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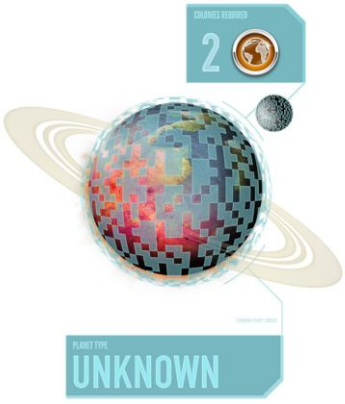

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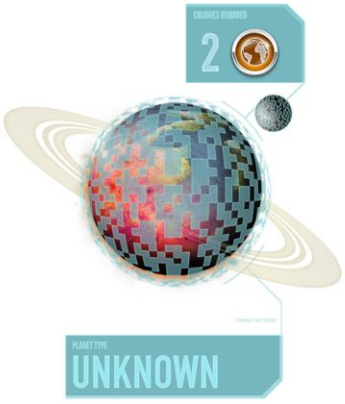

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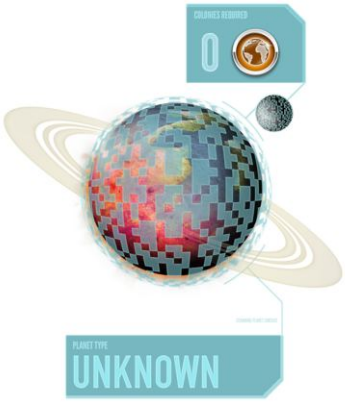

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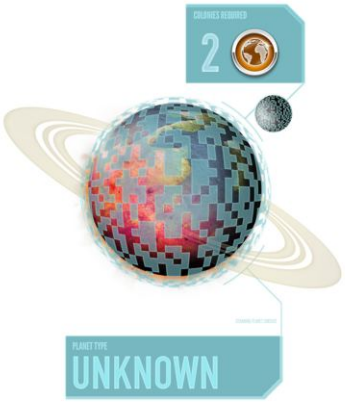

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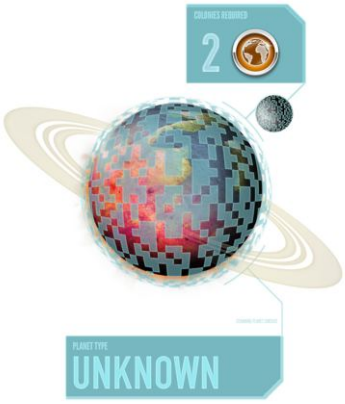

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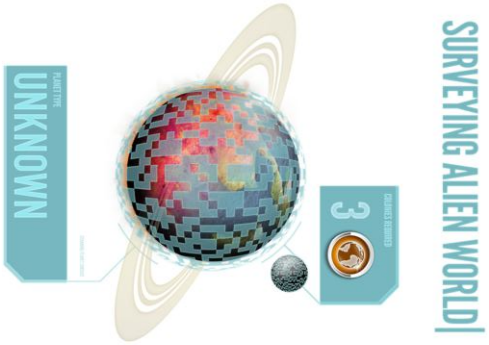

SURVEYING ALIEN WORLD|

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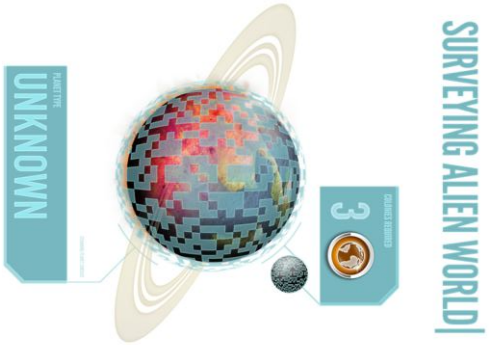

SURVEYING ALIEN WORLD|

IMPROVED COLONIZE

IMPROVED RESEARCH

CAPITAL

IMPROVED WARFARE

MOBILIZATION

SETH JAFFEE

EMINENT DOMAIN

MICROCOSM

2 players. 10 minutes. The entire cosmos.

Setup

- Shuffle the 18 Domain cards and deal 3 face up to the center of the table to create the supply.
- Mix the Planet cards face down (with costs showing)
- Place the 5 Technology cards in the center of the play area, face up (with symbols showing).
- Randomly determine a start player.

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GAME DESIGN Seth Jaffee, **GRAPHIC DESIGN** Ariel Seoane
CONTENTS 34 cards
PlayTMG.com
Made in China. Product Code: TTT3003

Game Play

Beginning with the start player, take turns adding cards to your hand and playing actions to colonize and attack planets and research technologies to increase your Influence. On your turn, you do the following:

1) Draw a card from the supply. Then, if cards remain in the deck, re-fill the supply from the deck. If you don't like what's in the supply, you may draw the top card from the deck instead.

2a) Play a card from your hand and resolve the action printed on it, then place it into your discard pile. Some actions allow you to reveal additional icons (from your hand, planets, or technology) in order to get a better effect. Once revealed, cards in play remain face-up, cards in hand return to your hand. You may "reveal" face up cards.

OR

2b) Return all cards from your discard pile to your hand.

Game End

When the deck is exhausted, continue play without refilling the supply when cards are drawn. After the last card is drawn from the supply, the active player finishes their turn and the game ends. Players collect all cards from their hands and discard piles and determine their Influence (score):

Each card has a scoring condition at the top, indicating its Influence value:

- 1 Influence per colonized planet
- 1 Influence per planet in Spoils
- 1 Influence per capital icon (🏛) on cards, tech, and planets controlled
- 1 Influence per tech owned
- 1 Influence for each card and each planet of a particular type (color)

The player with the most Influence (⭐) wins!

Example:

TOTAL = 27 ⭐

3 ⭐ per Planet	3 Planets	9 ⭐
2 ⭐ per Spoils	0 Spoils	0 ⭐
1 ⭐ per Capital icon	5 Capital icons	5 ⭐
1 ⭐ per Exotic Planet	2 Exotic Planet cards	2 ⭐
1 ⭐ per Fertile Planet	4 Fertile Planet cards	4 ⭐
1 ⭐ per Advanced Planet	4 Advanced Planet cards	4 ⭐
3 ⭐ on the Planet cards		3 ⭐

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