



FIRST CONTACT

Rulebook

Little do modern researchers know that extraterrestrials have already made First Contact with humans! Travel back to the days of the Pharaohs and help the earthlings and aliens learn to communicate with each other.

First Contact involves two teams: the earthlings and the aliens. The main goal of both teams is to understand each other. The problem is that they speak different languages! How can they make contact?

The earthlings offer various items to the aliens, hoping to get into the good graces of their Celestial Kingdom masters, while the aliens try to explain what they need.

But, the players within each team compete against each other: in the end, each team will have its own winner!

The game is over when one of the aliens obtains all of the items they need.



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Components

- A** Alien language boards — 12 pcs.
Showing 25 basic words and the alien symbols used to represent them.
- B** Alien assignment cards — 12 pcs.
These diagrams show which items from the field each alien needs.
- C** Alien drawing board — 1 pc.
The aliens will write their symbols here.
- D** Alien benevolence tokens — 75 pcs, 3 colors.
An award given by the aliens to earthlings that provide the items they need.
- E** Alien screen — 1 pc.
- F** Earthling note boards — 4 pcs.
Showing the 25 basic words, but without alien symbols. The earthlings will use these to take notes during the game.
- G** Earthling offering boards — 4 pcs.
Showing the layout of the field. Earthlings use them to show which item from the field they want to offer the aliens.
- H** Earthling screens — 4 pcs.
- I** Markers — 5 pcs.
- J** Item cards — 60 pcs.
Representing items found on Earth, they are used to create the "field," measuring 5x5 cards. The field is the main game element: the aliens need some of the items in the field, and the earthlings must study the alien language by showing them items in the field that share a common feature.

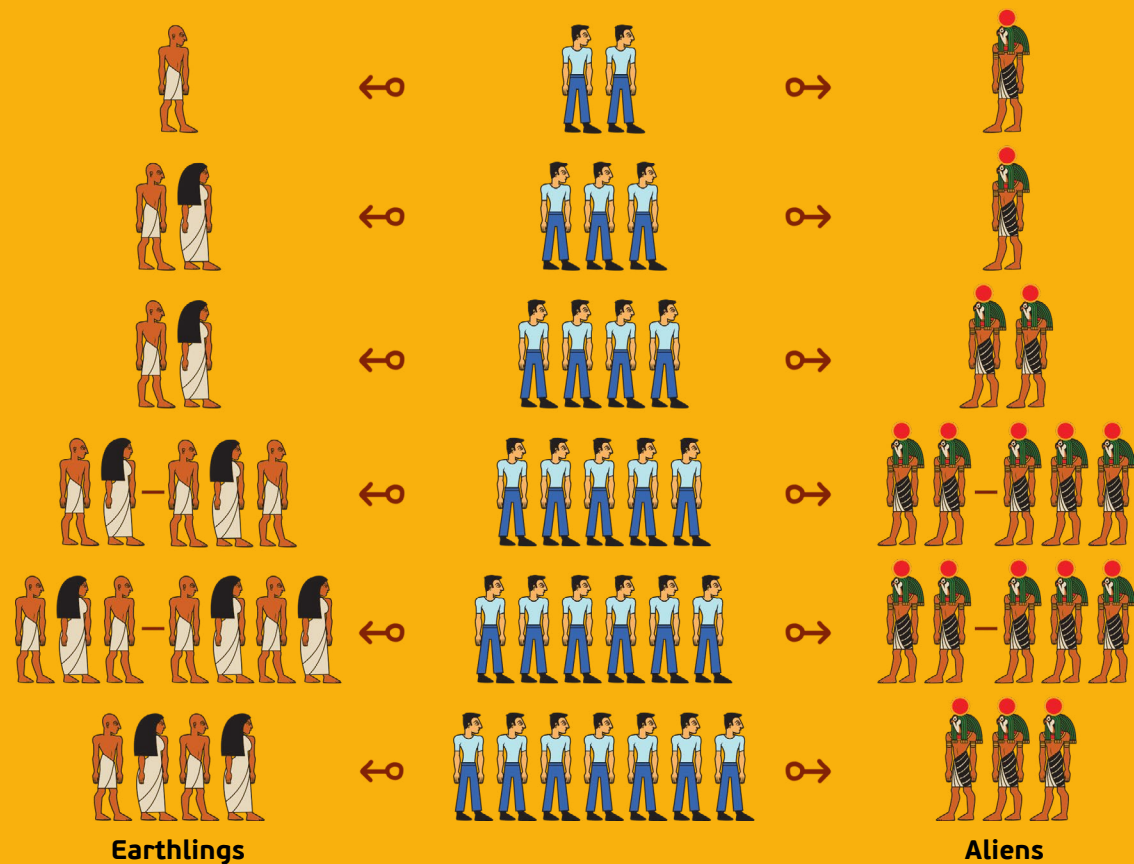


- K** Rulebook.
- L** Stand for alien assignment cards.
I wonder, what is it for?!

Preparing for a 4- to 7-Player Game (for games with a smaller number of players, see "2- or 3-Player Games")

- 1 Divide the players into 2 teams: aliens and earthlings.

Note: The **maximum** number of players on the alien team is three, and on the earthling team, four.



- 2 The teams sit down opposite each other.

- 3 Shuffle the item card deck **J** and place 25 cards in a 5 card x 5 card rectangle in the middle of the table. From now on, we will call this the "field".

- 4 Each alien chooses a color and takes the benevolence tokens **D** of their chosen color.
Note: The **Red** player always takes the first turn during the alien phase, the **Blue** player takes the second turn, and the **Green** player takes the third turn.

- 5 The alien team takes 1 **random** alien assignment card **B**, inserts it into the card stand **L** and chooses which side to play: easy ("A") or hard ("B"). The alien team also takes one **random** alien language board **A**, the alien drawing board **C**, the alien screen **E** and one marker **I**.



- 6 Each player on the earthling team takes an earthling note board **F**, an earthling offering board **G**, an earthling screen **H**, and a marker **I**.
- 7 The earthling team member who knows the most languages always takes the first turn in the earthling phase (if there are several such players, who plays first is up to the game owner).
The player on the alien team who has chosen the **Red** pieces will always take the first turn during the alien phase.
- 8 If this is the first time you are playing the game, we recommend that you take the «Zero Turn» described below. The Zero Turn is optional.
- 9 The game is ready!

Zero turn

To simplify the game process or if there are only two earthlings, each earthling gets to choose one word from their earthling note board and read it to the aliens before the game starts. For example, the first earthling might ask them to show how to write "Tool," the second, "Alive," and the third, "Valuable." In response, the aliens check their language board and draw the symbols that match these words. These starting symbols are now known to **all** players.



Goal of the game

The players' goal depends on whether they are earthlings or aliens. Each team will have only **one** winner.

On the alien team, the winner is **the first** alien to obtain the three items they need from the earthlings (or five items, if the players have chosen the "hard" side of the alien assignment card).

For the earthling team, the winner is the player who has collected **the most** benevolence tokens, which are granted by the aliens in exchange for items they need.

The game is over as soon as **one** of the aliens has collected all of the items they need (depending on the game mode).



Game modes

The game has two modes: easy and hard. The difference is the length of the game: in easy mode, the game is over as soon as one of the aliens obtains **three** items they require; in hard mode, as soon as one of the aliens gathers **five** items. Depending on the selected mode, turn the alien assignment card: **side A** for easy mode or **side B** for hard mode.



Playing the Game

The game is played over several rounds, each divided into two phases: the earthling phase and the alien phase.

The Earthling Phase

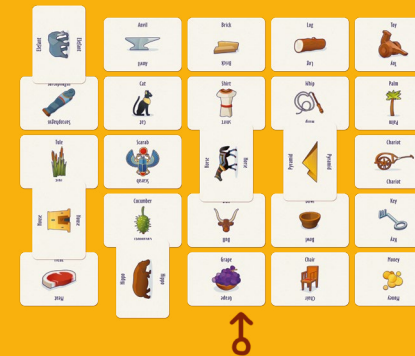
The earthlings take turns trying to learn the alien language, starting with the first player and going clockwise.

On their turn, each earthling chooses a number of item cards that they believe are related to each other by a common word or characteristic listed on their earthling note board, and rotates these cards to the side (without changing their position). The earthling can rotate from 1 to 5 cards.

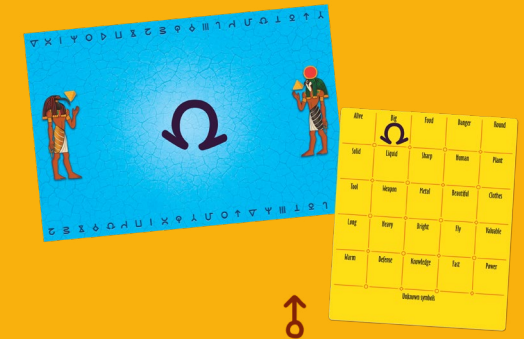
After the earthling has rotated the card(s), the aliens try to figure out which word or characteristic the earthling is thinking of and draw the symbol for it on the alien drawing board in response. **All players can see the cards selected and the symbol drawn.**

If the aliens cannot agree on which symbol to use, they take turns drawing their guesses and showing them to the earthlings.

Important! Players can communicate with each other, but they **cannot** mention the characteristics **out loud**. For example, saying, «I believe he is pointing to large items,» or «I hope I explained 'round' correctly,» is not allowed.



The earthling John wants to know how to say "Big" in the alien language. For this, he rotates all the cards on the field that he thinks show this characteristic: "Pyramid," "House," "Hipo," "Horse," and "Elephant"



The aliens hold counsel and draw a symbol for John on the alien drawing board: now he can write the symbol for "Big" on his earthling note board

To help them remember the alien symbols, each earthling has a note board to write down the symbols drawn by the aliens, with a space for each symbol. In addition, their note boards have a line named «Unknown Symbols» If an earthling is not completely sure of the meaning of a symbol, they can write it down in that line until the meaning becomes more clear.

Important! The earthlings must **never** show their note boards to **anyone**, but must hide them behind their screens so that other players cannot see it.

Playing Hint: We recommend that the aliens mark the symbols on their language board that they have already explained to the earthlings. This information will definitely come in handy during the alien phase.



The Alien Phase

Starting with the **Red** player, the aliens take turns explaining to the earthlings which item they need, using symbols from the alien language board.

To do so, the alien draws one or several symbols denoting the characteristics they believe the required item has. They can describe only **one** item at a time, but they can use multiple symbols to describe it. The aliens may use symbols that the earthlings have not learned yet, which the earthlings can write down on their note boards in the "Unknown Symbols" line.

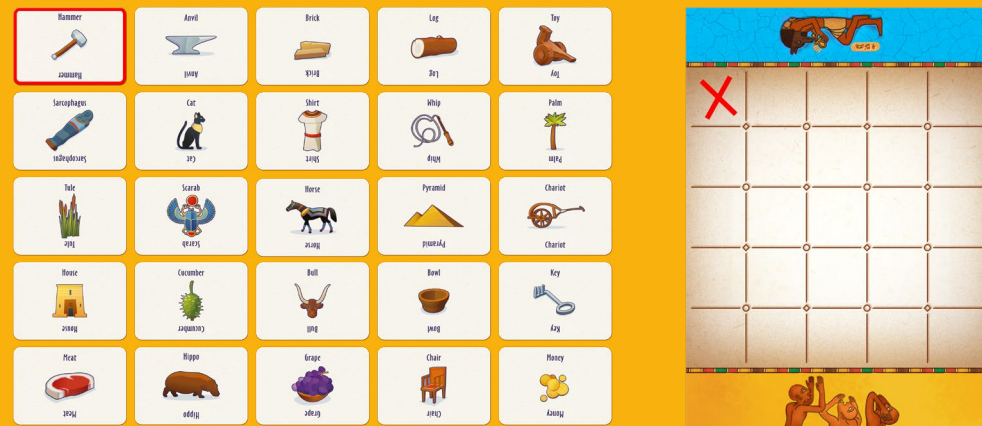
For example, Mike the alien wants the earthlings to bring him a "Hammer." On the board, he drawsthe symbols for "Tool", "Danger" and "Metal". The earthlings may be unaware of some of those symbols, but this information may be useful to them in the long run.



Then, all the earthlings secretly (hiding behind their screens) mark the box on their offering boards that matches the part of the field where they believe the required item is located.

Please note that the offering board must always be oriented correctly, with the blue end pointed towards the aliens and the yellow end towards the earthlings.

For example, the alien Theodore made a request using two symbols: «Heavy» and «Metal». Earthling Nick wants to offer the «Hammer» from the field. For this, he marks the location in the field occupied by that item on his offering board with an "X".



When everyone is ready, the earthlings lay their offering boards down in front of their screens with the marks showing.

There are several possible results:

- 1 If any earthling has offered the required item, the alien gives them a benevolence token and covers that item in the field with another token to show that this item has been received.
- 2 If several earthlings have offered the required item, the alien gives a benevolence token to **each** of them and covers the item in the field with another token.
- 3 If one of the earthlings unintentionally offers an item needed by another alien, nothing happens: they must offer the item during the turn of the alien that requires it. The other aliens are not interested in it.
- 4 Earthlings also receive benevolence tokens if they offer an item that the alien requested in an earlier round or if they accidentally stumble upon an item that the alien needs but has not asked for yet—Obviously, this was not the result of successful communication, but the earthlings have offered a needed item anyway, so why refuse this piece of good fortune?
- 5 If nobody offers the required item to the alien, nothing happens.

In this way, an alien can receive several useful items from the earthlings in the same turn. The alien covers each item they receive with a token of their color and expresses their gratitude by granting benevolence tokens to the earthlings.

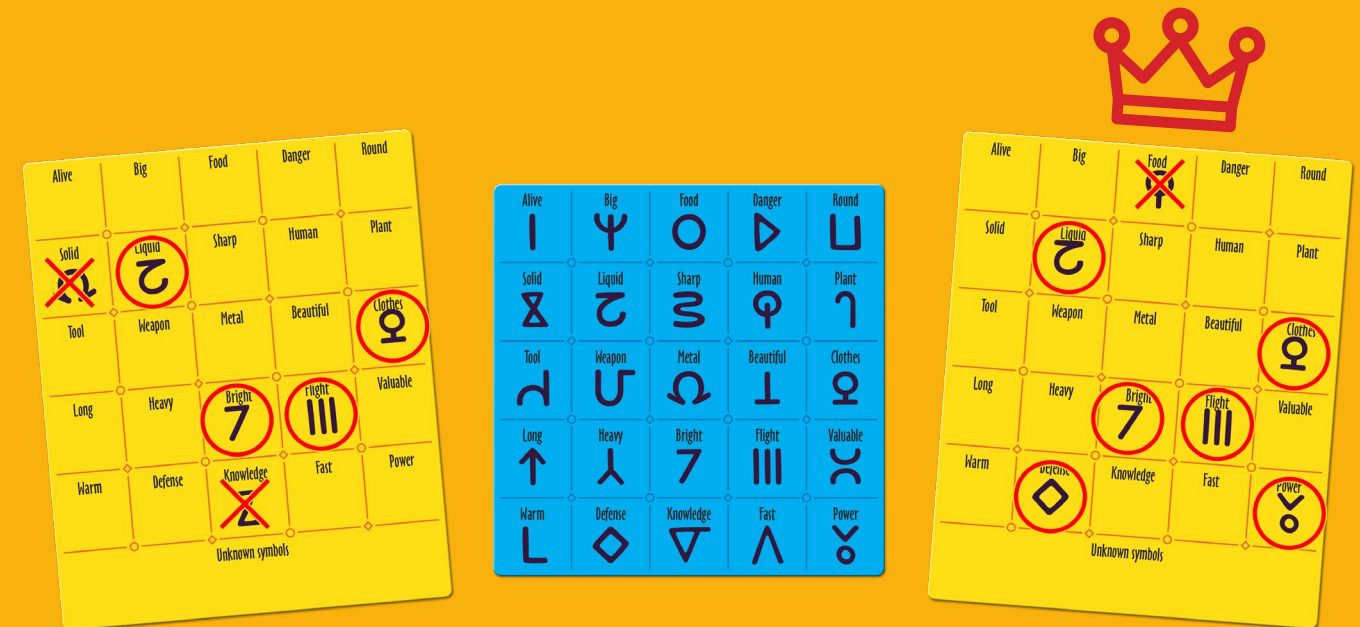
Important! The aliens always take turns in the same order: the **Red** alien always has the first turn, followed by the **Blue** one, then the **Green** one. If there are only two aliens in the game, one of them is always **Red**, and the other is **Blue**.

The End of the Game

The game is over **as soon as one** of the aliens collects the three items they require (or five items in hard mode). This alien is the winner of the alien team!

Now, the earthlings count how many benevolence tokens (of any color) each one of them received during the game. The player who has collected the largest number of benevolence tokens is the earthling winner!

If several earthlings have accumulated the same number of tokens, you need to find out which one has best learned the alien language to determine the winner. The earthlings have a minute to decide if they are sure of all the symbols on their note boards: each space must contain only **one** symbol, and any other symbols must be erased. When the time is up, all players lift up their screens and compare their note boards to the alien language board, counting how many symbols they got right. The earthling who has more correct words than the others knows the alien language better and wins the draw. If several earthlings have the same number of correct words, they share the victory.



The left one have 4 correct symbols and a couple of wrong ones, and the right one have 6 correct symbols and one incorrect symbol.

Antonym Rule

You may feel that you need to use the word «not» in the game. To add this concept to a characteristic, draw a horizontal line above the symbol. For example, alien John wants to use the characteristic «Small» to explain the word «Needle», but there is no such characteristic in the game. So, he draws the symbol for «Big» and draws a line above it, which makes it «NOT Big».



2- or 3-player Games

There is a special cooperative mode for two- and three-player games. If two players play the game, one of them is an earthling and the other one is an alien. If three players play the game, two players become earthlings, and the third one is an alien.

Preparing for the Game

Prepare for the game just like the basic rules with these exceptions:

- 1 The alien takes an assignment card and places it with the "B" side up.
- 2 The alien arranges 9 red benevolence tokens in one line in front of them. This shows that the game will only last 9 rounds. Return the extra red tokens to the box.
- 3 The alien takes all the blue and green tokens. They will use the green ones to cover the items they receive in the field, and the blue ones to reward the earthlings.



Goal of the Game

The goal of the earthlings is the same as in the regular mode: to obtain as many benevolence tokens as possible by correctly guessing items. If there are two earthlings (in a three-player game), the one with the most benevolence tokens wins.

The alien's goal is to collect the 8 items marked in green on the assignment card before they run out of red benevolence tokens. Each round, the alien must discard one token from the line in front of them. Also, if the earthlings offer the alien an item marked in black on the assignment card during the alien phase, the alien has to discard an additional red token.

Gameplay

The game follows the normal rules with one exception: in a two-player game, the earthling will make two attempts to guess what the alien requested instead of just one. The earthling can find an item requested during a previous turn or try to guess a required item without hints. The earthling does not have to make the second attempt if they do not wish to—remember the black items: each of them brings the game closer to the end. If you are not absolutely sure, you can decline the second guess.

The End of the Game

The game is over when either of these two things happens:

- 1 The alien has collected all 8 required items; *or*
- 2 The alien has to discard a red token but they have none available.

Check the table below to see how well you did

Number of items collected	Result
0-3	You seem to come not just from different planets, but from entirely different universes, this is how badly you understand each other!
4-5	Well, what can I say... You seem to use gestures for communication. Perhaps, your races are good at something else.
6-7	You almost did it. You managed to come to an understanding, however, you still make annoying errors sometimes.
8	Amazing! You managed to understand each other quite well! Despite a colossal difference in appearance, it is clear that you are kindred minds.

Acknowledgements

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