

COSMO (the original)

Use the "cosmic" side of the deck to challenge players to make the most "triple plays" to win the game.

The five COSMO cards are placed in a circle in front of all the players and the rest of the cards are shuffled and placed dark-side down, inside the circle.

The players then take 5 cards each, from the deck, to create their initial hand.

To begin, a player will draw a card from the deck and attempt to play cards from his hand. To play a card, the player must first put a number card with the value of "6" below one of the five COSMO cards or can place an Infinity wild card. The plus or minus value of the "6" must match the COSMO card it is played to.

After that, the players can play any cards they like to that column as long as they are a number value less than, or equal to, the card above it and has the opposite sign value. For example, -6,+5,-5,+4 .

Once a "1" card is played, only a 1, Sun, 6, or Infinity card can be played. If a 6 or Infinity is placed, then the descending card values would start again.

If a player is ever able to play a triple (the same number three times in a row, with alternating plus or minus value), he has scored and collects all the cards in that row, leaving the COSMO card in place. For example, a +6, -5, +4, -4, +4 would be a triple.

Each pile counts as one point and the player with the most points at the end of the game wins.

**also Solitaire version*



Infinity wild card can ONLY be a number 6

FINAL DRAW Mats

Players attempt to reduce the sum value of their number cards to as close to zero as possible.

First each player is dealt one of the five COSMO cards, then, three cards are dealt to each player from the deck, dark-side down. The players do not look at these cards and they are placed next to their COSMO card.

Then the players are dealt another three cards, which they do look at, and attempt to organize them so the total sum is as close to zero as possible (eg. three cards: +5 + -3 + -1 = +1) .

The COSMO card the player is dealt determines if the end value can be a positive or negative value, but the players are always shooting for zero.

The players take turns revealing one of their cards in their stack they did not look at. If the value would help them get to zero or closer to zero, they can keep it and say "Save". Saved cards remain on the table and stay face-up. Or the player can pass on the card and place it under their COSMO card, hiding it from view. This continues until all the players have gone through their three cards in their stack.

The final turn is the "final draw". If the player has not saved any cards, he must draw one card from the deck. Otherwise, it is optional.

Then all the players reveal their cards and explain their math.

Points are given to each player based on how close they were to a zero value.



Sun wild card can be any number 1 to 5

EQ Math

Players try to get rid of their cards, as fast as possible, by playing three-part equations or canceling number cards.

Fifteen cards are dealt to each player, dark-side down. These are the players' permanent stacks and are used by them during the game. The top card of the stack is turned over.

Then another four cards are dealt to each player, to the side of their stack cards, with the dark-side up.

On a player's turn, he attempts to use the revealed card on his stack and the four cards to its right to cancel a number (for example, +5 and -5) or a three-part equation (for example, $+6 + -2 = +4$... or ... $3 + -2 = -5$).

The final card that is played on the "cancel" or the "three-part equation" remains on top and is now the new value to be played on.

On each round, if a player has less than four cards in his side-by-side cards, he replenishes them from the deck, and the play continues.

Once a Sun card is played, that pile of cards is removed from play and that player will try again to cancel a card or make a three-part equation from his stack or side-by-side cards.

The first player to use all of his stack cards, wins

*also Solitaire version

COSMO 6

Players attempt to organize their hand so they have a complete number sequence of 1 through 6 that are all of the same positive or negative value.

The five COSMO cards are placed in a line on the table and then 6 cards are dealt to each player, dark-side down.

The remaining deck is then placed on the table with the top card flipped over to start the discard pile.

The players look at their hand and decide if they want their sequence to be all positive or all negative and take the corresponding COSMO card that shares that value. The COSMO card is placed in front of the player.

Once the COSMO cards are selected, players take turns. On a player's turn, he can either draw a card from the deck or take the top most card on the discard pile. The player will then discard a card to the discard pile leaving their hand with only 6 cards.

Once one player has a sequence of 1- 6, the round is over. The winning player would lay down his six cards in front of him and collect one of the cards from the sequence. This counts as one point regardless of the card's number value.

All the played cards are placed to the side, and the five COSMO cards are placed back to the center of the table in a straight line.

The game continues until one player has collected 4 point cards.

ALL FIVE

Use the letter side of the deck, and collect five of the letters to spell the word "COSMO".

The five LETTER cards are placed in the middle of the playing area to spell C-O-S-M-O, and then five cards are dealt to each player from the deck.

The rest of the deck is placed with the white-side down, the top card is flipped over, and placed next to it to create the discard pile.

On the player's turn, they will either draw a card from the deck or take the top most card on the discard pile, discarding one card to the discard deck at the end of their turn.

The players are attempting to create a winning hand that consists of five cards that are all of the same letter, or four cards that are all the same letter plus an "O" card. When they do, they lay their hand out in front of them and collect one of the cards in their winning hand. The card they can collect is dependent on their winning hand.

If the winning hand is all five of the same letter, the player saves one of the cards from his hand. Or if the winning hand is five of the same letter (excluding having five O cards) the player may, instead, take any of the five LETTER cards placed in the middle of the table. If the winning hand is four of a kind, the player takes one of the cards that made the four of a kind and sets the saved card aside.

The first player to spell "COSMO" with the cards they won, wins the game.

OVER/UNDER

Configure your letter cards to make the most "COSMO" columns.

The five LETTER cards are placed in the middle of the playing area in a diagonal line spelling C-O-S-M-O.

The players are then dealt five cards, from the deck, with their letter side of their cards hidden from their opponents.

On their turn, players attempt to play as many of their cards as they can to the playing area to spell "COSMO".

Cards with the same letters can be played in rows created by the five LETTER cards. And, only when a player spells "COSMO" in a column do they collect the four cards in that column. They place the four cards in a stack, leaving the LETTER card in place.

A player can only play a card if his card is touching the bottom or top of a previous played card or a LETTER card. If a player can not play a card, he draws a card and then attempts to play. If he still can't play, he simply passes.

When the game is over, the player with the most stack piles wins.

Two players go head-to-head to be the first to use all of their letter cards by winning the most “flips”.

The five LETTER cards are placed in a row to the center of the table spelling C-O-S-M-O, separating the two players. Then all the cards are dealt out. One player will have 47 cards and the other player will have 48. These decks remain white-side down in front of their owning player.

At the same time, players reveal the top card of their deck and place it next to the deck. If it is the same letter, this card cannot be played and another card is drawn. If the two cards are different letters, the player(s) place them in a row on their side of the playing area directly underneath one of the five LETTER cards that matches it.

When only one empty space is left in a row on either side of the playing area, a player can place a card on his, or his opponent’s, row to spell “COSMO”.

The row of cards are then collected by the player and he is awarded an extra “flip” of his deck for completing the row, being allowed to play it to either side of the playing area.

Game play continues until one player uses all the cards in his deck and wins the game.



See *What’s Your COSMO? card game rule booklet, included in game box, for detailed, step-by-step instructions, game tips, and diagrams.*

Also, check out the website for quick video instructions and challenging game variations: <http://whatsyourcosmo.com>



COSMO (the original)

The fun circle layout, makes COSMO a concentration challenge. Players attempt to make triples by placing three same-number cards in a COSMO column. The player who makes the most triple plays, wins. Players can block, add, and withhold their cards to make or prevent winning combinations. *Ages 8 +*

FINAL DRAW *Maths*

By using both a player’s stack of cards and his hand of cards, each player calculates them in an attempt to make their sum equal zero. Using the COSMO’s positive and negative number cards, a player can pass, save, and take a final draw to achieve the lowest possible sum. Math poker with an integer twist. *Ages 10 +*

EQ *Maths*

For anyone wanting to sharpen or show-off their quick math skills, EQ is the game to choose. Each player has stack cards and four table cards to work from. The first player to use all of his stack cards, wins. This game challenges a player to cancel his cards (eg. +2/-2) or make a 3-part equation (eg. +6+-2=+4) with the five positive or negative number cards one has been dealt. EQ is a great “math challenge”. *Ages 10 +*

COSMO 6

Kids’ favorite COSMO game! Choose the COSMO card with the sign you need to build a winning straight. Make straights (+ or – 6 5 4 3 2 1), and win. Great for 2-6 players of all ages. Cosmo 6 is a quick and easy game to play over and over for hours of fun. *Ages 8 +*

ALL FIVE

This game starts out as a no-brainer trying to win letters to spell the word C-O-S-M-O. As the game progresses, strategic decisions are needed whether to go for “all five” of the same letter cards to gain a winning advantage. *Ages 8 +*

OVER/UNDER

Attempt to use your letter cards to complete COSMO columns, and the trick is in the placement of those cards. A card can only be played if it is directly above a LETTER card or directly below a LETTER card. The unique game format requires attention and sorting skills. *Ages 8 +*

FLIP

Remember the classic kids’ game: “WAR”? This is the “COSMO” version. Two players turn over their deck, one card at a time. The player with the most flips, wins. Focus and patience is required to win this game. Fun and easy. *Ages 8 +*

