

XENOFERA GALACTIC MARKET™

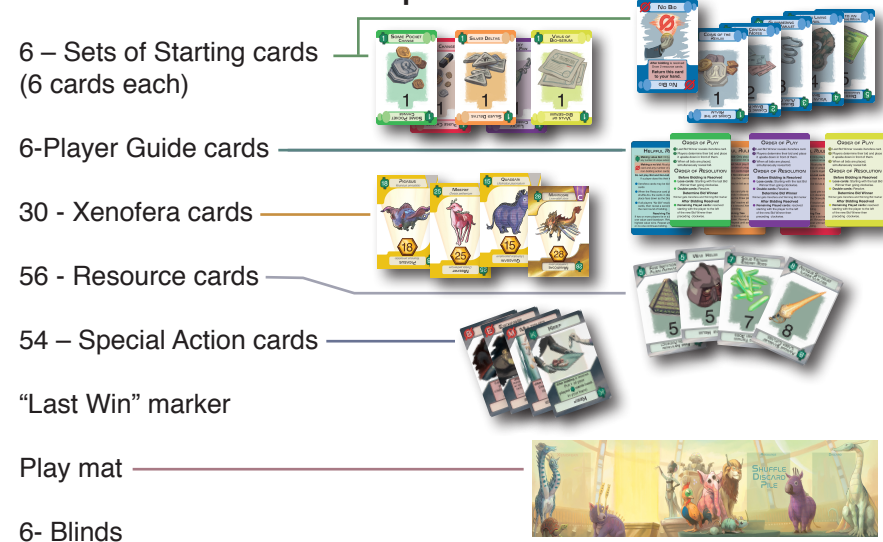
Xenofera: Galactic Market Rules

Return to the universe of Xenofera to experience the Galactic Market - and prove your mettle as a high-ranking agent for a Galactic Noble! In “Xenofera: Galactic Market”, you bid against your competitors to amass the most extravagant collection of alien creatures, known as Xenofera. Use your resources wisely, apply cunning tactics, and amass a collection of otherworldly creatures that will make your noble employer the envy of the galaxy!

Objective

Have the most valuable collection of creatures at the end of the game.

Components



Basic Rules

Set up:

1. Give each player a blind and have them select a set of starting cards.
- 2 Sort out all Special Action cards (see section on Special Action cards). Select 7 of the 9 types of Special Action cards, 6 cards of each for a total of 42 cards. The remaining 2 types of Special Action cards, 12 cards total, should be placed back in the box. They will not be used.
- 3 Shuffle the 42 Special Action cards together, then deal each player 1 Special Action Card face down.
- 4 Shuffle the remaining Special Action cards into the Resources deck, and place the deck face down in a pile on the other side of the playing area.
- 5 Select a starting player and give them the “Last Win” marker.

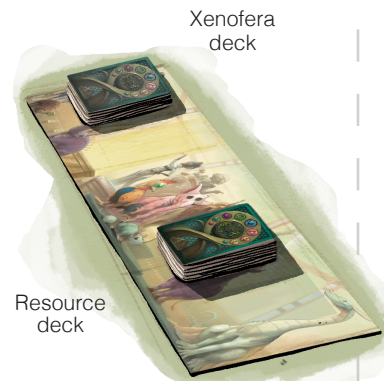


Remove the top 5 Xenofera cards from play and place the remaining stack on one side of play-mat



Chose 7 of the action cards to play with

Set 2 asside



Xenofera deck
Resource deck

Shuffle the Special Action cards and Resource cards together, place face down at the other end of play-mat

Bidding and resolution

- 1 The player holding the “Last Win” marker turns over the top card of the Xenofera pile.
- 2 Each player selects their “silent bid” and places it on the table behind their blind.
- 3 All players reveal their silent bid, simultaneously.
- 4 Resolve any “Lose” cards, starting to the left of the player with the “Last Win” marker, then proceeding clockwise.
- 5 Total all value cards, accounting for any “Double” cards.
- 6 Determine winner of the silent bid.
Winner is the player with the highest total bid.
Give the winner the Xenofera card and the “Last Win” marker.
- 7 Resolve all remaining played cards (Special Action cards that occur after the bid is resolved and No Bid cards), starting with the player to the left of Last Winner.
- 8 Discard any played cards, except “No Bid” cards.
- 9 Any player who has less than 3 cards in their hand, immediately draws back up to a hand size of 3.
- 10 Start the next turn.



Step 1: Turn over top Xenofera Card



Step 2: Place silent bid face down behind their blinds



Step 4: Determine bid winner with highest total

No Bid = 0

2 + 3 = 5



5 + 4 = 9

Winner!

Note: When the Resources Draw pile is exhausted, shuffle the Discard pile and place the cards face down as the Draw pile. Xenofera cards remain in the pile for the reshuffle.

Silent Bid Rules

When silent bidding, players can either make a value bid or get resources (no bid). Players can play any number of cards when making a silent bid with the following exceptions:

- When making a value bid, a player may play any number of Value cards and Special Action cards marked with a ♣. However, the player cannot play a Special Action card alone. They must play at least 1 value card.
- When getting resources, a player must play their “No Bid” card and can play any number of Special Action cards marked with a ⚡. However, the player cannot play a Special Action card alone. They must play their “No Bid” card.



- If a player plays both ♣ and ⚡ cards during a single silent bid or plays a Special Action card without the required accompanying card they will forfeit that turn, draw no cards, and all cards, excluding their “No Bid” will be discarded.



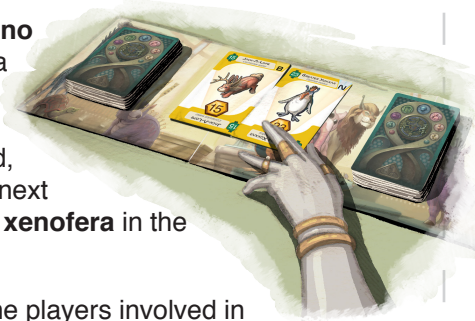
- Only 1 copy of each type of Special Action card can be played by a player per silent bid. If a player plays more than one copy of a Special Action card, only 1 will take effect, but all copies will be discarded.

- Xenofera cards can be used as value cards to bid on other xenofera, but they follow the same rules as any other bid card and are discarded at the end of the turn.



Resolving Ties

If all players tie for a “No Bid”, then **no one wins the xenofera**. The xenofera remains in the bidding area, any remaining Special Action cards are resolved. At the start of the next round, another xenofera is revealed and the next round of silent **bidding will be for all xenofera** in the bidding area.



If there is a **tie for the highest bid**, the players involved in the tie **will each lay 1 more value card** face down on the table, **no Special Action cards allowed**. The cards are then revealed and the player who played the highest value card wins. Repeat until someone wins or no one continues bidding.

- **A player must play a value card to win the xenofera**, even if the other players do not have a card to play or choose not to play another value card.

- If **none of the tied players** play another card, **the xenofera will remain in the bidding area** for the next bid similar to an all “No Bid”.

- The additional **bidding is resolved** before any “**after resolution**” **Action cards** take effect.

- The additional **value cards played** will be **discarded at the end of the round** with the rest of the played cards.

Game end

The game ends after all Xenofera have been bid on and won.

Winning

Each player totals the value of **all the Xenofera cards**, and only the xenofera cards in their hand. The player with the highest total is the winner.

Each player totals the value of all their xenofera cards, and only the xenofera cards in their hand, plus an extra 15 points for each set of three (3) or more xenofera from the same planet. Each xenofera originates from one of six planets: Barren, Calista, Nix, Prairie, Silvestra, or Umida. The player with the highest total is the winner.



+ 15 Points!

Alternate Rules

● Quick Play

Remove any number of xenofera from the top of the deck to reduce the number of bidding rounds.

Rules changes:

- Scoring: Do not score for planet sets, instead only score the value of the xenofera in hand.

- All other rules remain the same.

● Fast Hands Play

If you have fast hands, they can help you...or hurt you.

Rules changes:

- If all players play “No Bid”, the fastest player to grab (cover) the xenofera with their hand wins it. However, if someone grabs a xenofera when there is a value bid on it, then they do not play in the next round, neither bidding nor drawing cards.

- The “Buy” special action cards should not be included in Fast Hands play

- All other rules remain the same.



Thank You

Credits:

Card Index

Starting cards

(green, red, yellow, orange, blue, purple borders)
6 sets (36 total cards)

- 5 starting value cards - valued 1-5 credits
- 1 no bid card - no value instead After bidding is resolved: draw 2 resource cards



Xenofera cards (golden border)

- 30 xenofera cards - valued 10 thru 30 credits



Resource cards (silver border)

- 56 - value cards valued 2-10 credits



Special Action cards (dark Silver Border)

- 54 - 9 types of Special Action cards (6 each)
(See below)

Special Action Cards

Played when bidding.....

- **Double** - Before bidding is resolved: Add the value of your lowest card to your total again.

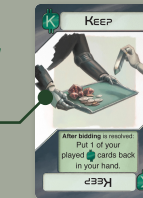
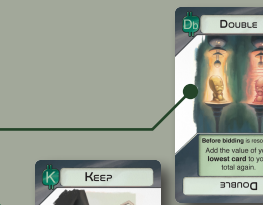
Note: If you have multiple cards tied for the lowest, only 1 of them is affected by Double.

- **Keep** - After bidding is resolved: Put 1 of your played cards back in your hand.

- **Lose** - Before bidding is resolved: All opponents lose their lowest valued played card.

Note: if a player has multiple cards tied for the lowest, only 1 of them is affected by Lose.

- **Steal** - After bidding is resolved: Take 1 value card played by any opponent and put it into your hand.



Suggested sets of Special Action cards

- **Aggressive play** – Discard, Double, Exchange, Keep, Lose, Multiplier, and Steal
- **Non-Aggressive play** – Buy, Double, Keep, Lose, Multiplier, Peik, and Steal
- **Large group play** – Discard, Double, Keep, Lose, Multiplier, Peik, and Steal

Played when getting resources (no bid)

- **Buy** - If all players “No Bid”, you may buy the creature for half its value (no change)

Note: Value is rounded up.

- **Discard** - After bidding is resolved: Choose an opponent, they choose 2 bid cards from their hand and discard them.

Note: opponent cannot discard their “No Bid” card.

- **Exchange** - After bidding is resolved: Give 1 of your cards to any opponent, then randomly take a card from their hand and put it in yours.

Note: opponent should remove their “No Bid” card from their hand before you randomly take a card.

- **Multiplier** - After bidding is resolved: Draw 2 additional resource cards.

- **Peik** - After bidding is resolved: Look at the top 3 cards of the Xenofera pile and put them back on top in any order.

