# XENOFERA™
## RULES OF THE HUNT

## Background

Once a decade the Royal Society of Xenofera Huntsmen sponsors The Great Galactic Hunt. Members, representing the various Royal Families, compete to gather the most magnificent collections of xenofera, alien creatures, from across the galaxy. Creatures are given points based on their appeal with bonus points awarded for specific collections of creatures. The member with the most appealing collection at the end of the hunt is the winner. Members, being Royals, rarely participate in the hunts themselves. Instead they hire the most experienced huntsmen from throughout the galaxy to lead their expeditions.
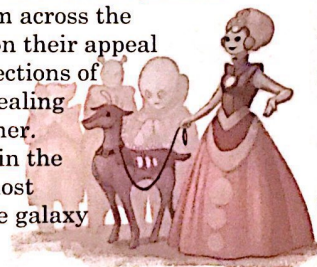
You have been hired by one of the Royal Families to represent them in this decade's hunt. They have supplied you with a ship, but you will need to recruit your own crew and build your own cages before you can capture the creatures. While you'll want to capture the most appealing creatures you can, your Royal Family has requested try and capture a specific collection of creatures they feel will give them an edge during the final tally.

You will be competing for crew, cages, and creatures against some of the greatest huntsmen in the galaxy. And no huntsman is above stealing from or sabotaging another's expedition. You will need to be vigilant and cunning if you are to capture the best collection and prove that you are the Greatest Huntsman in the Galaxy.

## Objective

To win, you must have the highest number of points at the end of the game. Points are gained by capturing creatures and completing special collections.

**Number of Players:** 2-5      **Play time:** 45 to 75 mins

## Components

12 Huntsman cards   15 Collection cards   5 sets of 7 Battle cards
52 Xenofera cards   148 Utility cards   5 Player Turn cards

## Set up

### ❶ BATTLE CARDS/PLAYER TURN CARDS
• Have each player choose a set of Battle cards and its corresponding Player Turn card

### ❷ HUNTSMAN DECK
• Shuffle the Huntsman deck, then deal each player **2 Huntsmen.**
• **Each players selects one** Huntsman to keep and places it face up in their Crew Quarters.
• Shuffle the other Huntsman back into the Huntsman deck and place the deck to the side of the play area.

### ❸ XENOFERA DECK
• Shuffle the Xenofera Deck, then reveal the **top 5 Xenofera.** These are the starting "Line of Sight".

### ❹ COLLECTION DECK
• Shuffle the Collection deck then deal each player **2 Collection cards.**
• Each player **selects one** Collection to keep and places it face down to the left of their Huntsman.
• Shuffle the other Collection back into the Collection deck and place the deck to the side of the play area.

## SET UP DIAGRAM

### Play Area

① Utility Deck
② Utility Deck Discard
③ Xenofera Deck
④ Xenofera Discard
⑤ Line of Sight

### Players Area

⑥ Collection Cards
⑦ Huntsman
⑧ Crew Quarters
⑨ Cargo Bay
⑩ Cage
⑪ Captured Creatures
⑫ Unused Battle Card
⑬ Spent Battle Card

### ⑤ UTILITY DECK

• **Remove all Starter Utility cards.** Sort the starting cages from the starting Expedition Members.
• For 2 player games: **Remove all cards marked +3.** [+3 Player]
• Deal each player **1 starting Expedition Member,** put the remainder aside. Each player places their starting Expedition Member in their Crew Quarters to the right of their Huntsman.
• Shuffle the starting Cage cards.
• Deal each player **1 starting Cage card,** put the remainder aside. Each player places their starting cage in their Cargo Bay.
• Shuffle the Utility Deck.
• Deal each player **7 cards from the Deck.** Place the remainder of the deck in the middle of the play area.
• If a player is dealt a Stampede, shuffle the Stampede back into the Utility deck and draw a replacement card.

### ⑥ CHOOSE A STARTING PLAYER

Play will proceed clockwise from the starting player.

## PLAYER TURN

Each player's turn contains 5 phases: Action (A), Build (B), Capture (C), Draw (D), and Renew.

### Ⓐ ACTION PHASE

**Play up to 2 Action cards to either recruit crew members or perform other actions.**

#### Recruiting crew

• Both Action cards may be used to recruit crew members.
• Players should place any recruited crew in their Crew Quarters.
**Note:** Each player is **limited to a maximum of 5 crew members** in their Crew Quarters.
• Once a crew member is recruited, the player may not discard them unless specified by an Action.

#### Performing other Actions

• Both Action cards may be used to perform other actions.
• Played Action cards are placed in the Utility discard pile.
**Note:** Played Actions take effect immediately unless another player plays a Reaction card, then the Reaction card must be resolved first.

### Ⓑ BUILD PHASE

**Build any number of cages or items from their hand.**

• Each crew member or huntsman can only build one cage or item per turn.
• To build, the crew member/huntsman must have enough build ⬛ points to meet the cage's or item's build ⬛ cost.
• More than one crew member/huntsman can be used to meet a single cage or

items build cost. But any remaining build points they contribute may not be used to build an additional cage or item.

• **Once a crew member/huntsman has been used to build, they cannot be utilized again this turn.** Slide the crew member/huntsman up to indicate they have been utilized.

• If building a cage, place the built cage in the player's Cargo Bay.

• If building an item, place the item onto a built cage in the player's Cargo Bay.

**Note:** Each cage may only have **1 of each item type** placed on it.

• Each player is **limited to a maximum of 10 cages in** their Cargo Bay.

• Once built, a cage or item cannot be discarded unless specified by an Action.

## C CAPTURE PHASE

Capture any number of xenofera from the "Line of Sight."

### Capture Creatures

• Each crew member or huntsman can only capture one creature per turn.

• If a crew member or huntsman has previously been utilized to build this turn, they cannot capture this turn.

• To capture a creature, the player must have a built cage in their Cargo Bay of sufficient ▯ size to hold the creature and crew members or huntsman with enough capture ◯ points to meet the creature's capture ◯ cost.

• More than one crew member/huntsman can be used to meet a single creatures capture cost. **But any remaining capture points they contribute may not be used to capture an another creature.**

• **Once a crew member/huntsman has been used to capture, they**

## CARD TYPES

### Huntsman
1 Huntsman's name
2 Huntsman's special ability
3 Build points the Huntsman contributes
4 Capture points the Huntsman contributes

### Collection
❶ Collection name
❷ Collection requirements
❸ Collection characteristic icon
❹ Success bonus

### Xenofera
1 Creature's name
2 Creature's size
3 Creature's capture cost
4 Creature's characteristics
5 Characteristic's icons
6 Creature's value

### Battle
Contains the cards value in a battle. Decoy card is worth zero (0).

### Player Turn

Starting Utility

## CARDS FROM THE UTILITY DECK

### Regular Action
❶ Card name
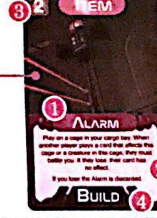❷ Description
❸ Phase the card is played during, **Action**

### Cage
❶ Cage name
❷ Size of Creature(s) the cage can hold
❸ Build cost
❹ Phase the card is played during, **Build**

### Item
❶ Item name
❷ Description
❸ Build cost
❹ Phase the card is played during, **Build**

### Reaction
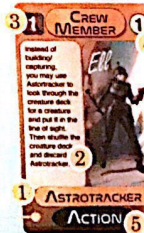❶ Card name
❷ Description
❸ Designation as a Reaction card

### Immediate
❶ Card name
❷ Description
❸ Designation as an Immediate card

### Crew Members
1 Crew Member's role
2 Crew Member's special ability, if they have one
3 Build points the Crew Member contributes
4 Capture points the Crew Member contributes
5 Phase the card is played during, **Action**

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cannot be utilized again this turn. Slide the crew member/huntsman up to indicate they have been utilized.

**Note:** After capturing a creature, if less than 5 creatures remain in the "Line of Sight" place another creature from the top of the Xenofera deck into the "Line of Sight".

## Ⓓ DRAW PHASE

### Either

• Discard any number of cards from their hand and **draw back up to a hand size of 7.**

### Or

• **Draw 2 new Collection cards, keep one,** then shuffle the other back into the deck.

## ◯ RENEW

Slide any crew members or huntsman utilized this turn back down. They are available to be used again next turn.

## BATTLES

Battles are triggered when a player **plays a Reaction card** in response to another player's Action card or when a player plays an Action card against a cage with an **item on it that will trigger a battle** in defense.

## When a battle is triggered:

### The Defender

• **Selects 2 Battle cards** from their unused Battle cards, excluding the Decoy, and places the cards face down in front of them.

### The Attacker

• **Selects 2 Battle cards** from their unused Battle cards **plus the Decoy** and places the cards face down in front of them in any order.

### Resolution

• **The Defender selects one of the Attackers cards to be excluded from the battle.**
• The Attacker places the selected card back with their unused Battle cards. **If the selected card was the Decoy, they must reveal it to the Defender.** Otherwise, the card does not have to be revealed.

• Both players then reveal the remaining played Battle cards.
• The player with the **highest total wins the Battle.** In the case of a tie, the Attacker wins the battle.
• All Battle cards utilized in the battle are placed in the players' used Battle cards pile, except the Decoy.
• At the end of a battle, if a player has 2 or fewer remaining unused Battle cards including the decoy, then all used Battle cards are returned to the unused Battle cards pile.
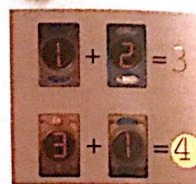
## END GAME

The last round of the game is triggered either:
• When the **last card is drawn** from the Utility deck

### Or

• When a player choose to call last round. A player may choose to call last round if they have met or exceeded the minimum number of occupied cages
**An occupied cage, is any cage with one or more Xenofera in it.**

| Number of Players | 2 | 3 | 4 | 5 |
|---|---|---|---|---|
| Number of Occupied Cages | 9 | 8 | 7 | 6 |

When the last round is triggered **each player gets one more turn,** except if a player calls last round. In that case, **all other players get one more turn** except the player who called last round.

**Note:** A player is **not required to call last round** if they meet the minimum number of occupied cages. However, they must currently meet or exceed the minimum number of occupied cages to call last round.

### Scoring and Winning

At the end of the game each player calculates their score by adding the total value of all the creatures ◯ in their cargo bay to the total **bonus points** for any collections successfully completed **minus any crew member ⬡ costs** for crew members in their Crew Quarters.

The winner is the player with the highest score. In case of a tie, the winner is the player who captured the most creatures.

Xenofera was created by Liz Gattra and Jeff Porter
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www.Xenofera.com