

# XENOFERA GALACTIC MARKET

Every decade, the Royal Society of Xenofera Huntsmen holds the Great Galactic Hunt to find out who is the greatest huntsman in the galaxy. Huntsmen from every world, including you, compete to capture the most desirable collection of xenofera, alien creatures, from across the galaxy. To win, you must have the most valuable collection of xenofera at the end of the hunt. But hunting xenofera is a dirty and dangerous job, so instead you head out to the Galactic Market. You know they auction off anything there, including rare and exotic xenofera. And there's more than one way to acquire the most valuable collection of xenofera.

Of course, some of the other competitors have the same ideas. So you'll need to outbid and outwit them if you are going to acquire the most valuable collection and win the hunt!

## Objective

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

## Components



## Basic Rules

### Set up:

**1** Have each player select a set of starting cards.

**2** Shuffle the Xenofera cards, remove the top five and place them back in the box without looking at them. They are out of the game.

Put the remaining Xenofera cards face down in a pile to one side of the playing area.

**3** Sort out all Special Action cards (see section on Special Action cards). **Select 7 of the 9 types of Special Action cards**, 4 cards of each for a total of 28 cards. **The remaining 2 types of Special Action cards**, 8 cards total, should be placed back in the box. **They will not be used**.

**4 (Optional Rule)** Shuffle the 28 Special Action cards together, then deal each player 1 Special Action Card face down.

**5** 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.

**6** Select a starting player and give them the "Bid Winner" 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 aside



Xenofera deck  
Resource deck

## Bidding and resolution

**1** The player holding the "Bid Winner" marker turns over the top card of the Xenofera pile.

**2** Each player selects their "silent bid" and places it on the table face down.

**3** All players reveal their silent bid, simultaneously.

**4** Resolve any "Lose" cards, starting to the left of the player with the "Bid Winner" 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 "Bid Winner" 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 bid 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 round of bidding.



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 a **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 making a **no bid**, 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".



- 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.

## 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)

- 36 - 9 types of Special Action cards (4 each)

(See below)



## Special Action Cards

### Played when value 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.



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

- 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.



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

## 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
- Advanced rules – Buy, Double, Keep, Lose, Multiplier, Peik, and Steal

### Played when no bidding.....

- 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.

