

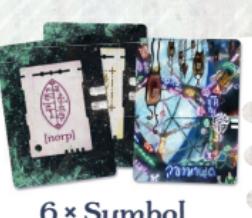
## Story:

Civilizations from all across the universe are meeting to trade and sell goods. A wealthy alien client has sent you to the grand bazaar of Orp to acquire a list of rare and obscure items. There's only one issue: these items are so obscure that you have no idea how to translate the names of the items on your list so that you can buy them!

## Components:



36 \* Locked Container (L.C.) Cards



6 \* Symbol Key Cards



5 \* Wealthy Client Request Cards



5 \* Item Key Cards



2 \* Player Aid cards:  
Turn Overview &  
Distribution of items  
on the Request Cards



1 \* Pad of Logic  
Matrix sheets

## Setup:

1. The player who most recently sold something goes first.
2. Deal 1 Symbol Key card, 1 Item Key card, and 1 Wealthy Client Request to each player face-down. Players may look at their own cards.
3. Deal Locked Container cards face-up to each player. All players can see what Locked Container cards each player has, cards 'on hand' should lay face up on the table in front of the respective player. Refer to the table to the right for number of cards each player is dealt at game start.

## 1st 2nd 3rd 4th 5th



4. The remaining Locked Container cards form a deck. There will be 23/18/16 L.C. cards left with 3p/4p/5p.

5. There will be Symbol Key card(s) and in a 3 & 4p game Item Key card(s) left over.

- a. **3 PLAYER GAME:** Make 2 pairs out of the unused Symbol & Item key cards. Reveal 1 Symbol key in the first pair, 1 Item key in the second, and the lone Symbol Key card.



- b. **4 PLAYER GAME:** Take 1 of the unused Symbol Key cards and pair it with the unused Item Key card. Flip the paired Symbol Key card to its front side (keeping the unpaired Symbol Key card separate and face-down).



- c. **5 PLAYER GAME:** Keep the unused Symbol Key card face-down.



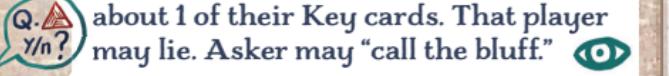
**NOTE:** The unpaired/leftover Symbol Key card represents an item that isn't valuable to anybody.

- d. **OPTIONAL:** Deal 1 Logic Matrix sheet and 1 pencil to each player. This is recommended for your first time playing.

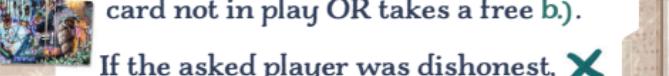
On your turn first take 1 a.) action, then take any 1 of these actions:

### a.) Investigate:

Ask any player a Yes/No question about 1 of their Key cards. That player may lie. Asker may "call the bluff."



If honest, asker discards 1 L.C. card from hand & answerer looks at 1 Key card not in play OR takes a free b.).



If the asked player was dishonest, they must discard 1 L.C. card.

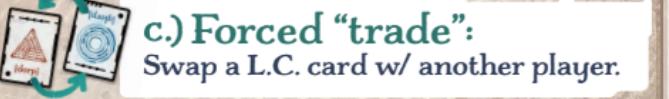
### b.) Collect Container:

Draw 1 L.C. card from deck, then discard down to 5 cards.



### c.) Forced "trade":

Swap a L.C. card w/ another player.



### d.) [w/ 3-4 p] Uncover:

Discard 2 L.C. hand cards to look at 1 Key card not in play.



## FAQ:

- \* The first Investigate action is optional.
- \* When the asker "calls the bluff," the card in question is flipped face-up for the rest of the game.
- \* "Key cards not in play" refers to any of the Key cards that were not dealt to a player.
- \* Yes/No questions must regard the identity of a Key card and 1 of its possibilities.

### EXAMPLE OF A LEGAL QUESTION:

"Is your Symbol Key card a Forp?"

### EXAMPLE OF ILLEGAL QUESTIONS:

"What is your Symbol Key card?"

"Is your Item Key card a Bathrobe or an Insect?"

\* **VARIANT:** Allow OR questions like the one directly above, it speeds up the game, but makes the deduction more complex.

\* **Empty L.C. Deck:** If the L.C. deck is empty, shuffle the discarded L.C. cards to form a new deck.

## Game End:

At **any point** during their turn, even after taking their action(s), a player may **claim victory**. They flip their Wealthy Client Request card face-up. Then, they **secretly** take a look at all face-down cards and determine whether they have won.

If the **five Locked Container** cards in their hand match the **5 items** listed on their **Wealthy Client Request** card, then they **win!**

If **not**, they are eliminated. From now on, skip their turn and discard all of their **Locked Container** cards.

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**MANY THANKS TO THE PLAYTESTERS:** Jacob Isaacson, Adam Bozonne, Jaron Berman, Paul Angel, Ben Hafner, Lilith Hafner, Arthur Brown, Michael Brown, Lynne Mastrud and Carl Strohmeyer.

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**NOTE FROM THE ARTIST:** My inspiration for the alien alphabets is: Glorp - soundwaves from 5 Sci-Fi songs. Norp - Sumerian Cuneiform. Dorp - Binary code defining the frequency of pulsars from the Voyager probe golden plate. Morp - Nüshu, 17th-century "women's script" derived from Chinese. Forp - Nordic runes from the Elder Fupark. Snorp - Tifinagh, a 2200 years old Tuareg Berber alphabet. All text in the symbols are real words, this is meant by me as a homage to the diversity of human languages.

