

Xe\$Pro

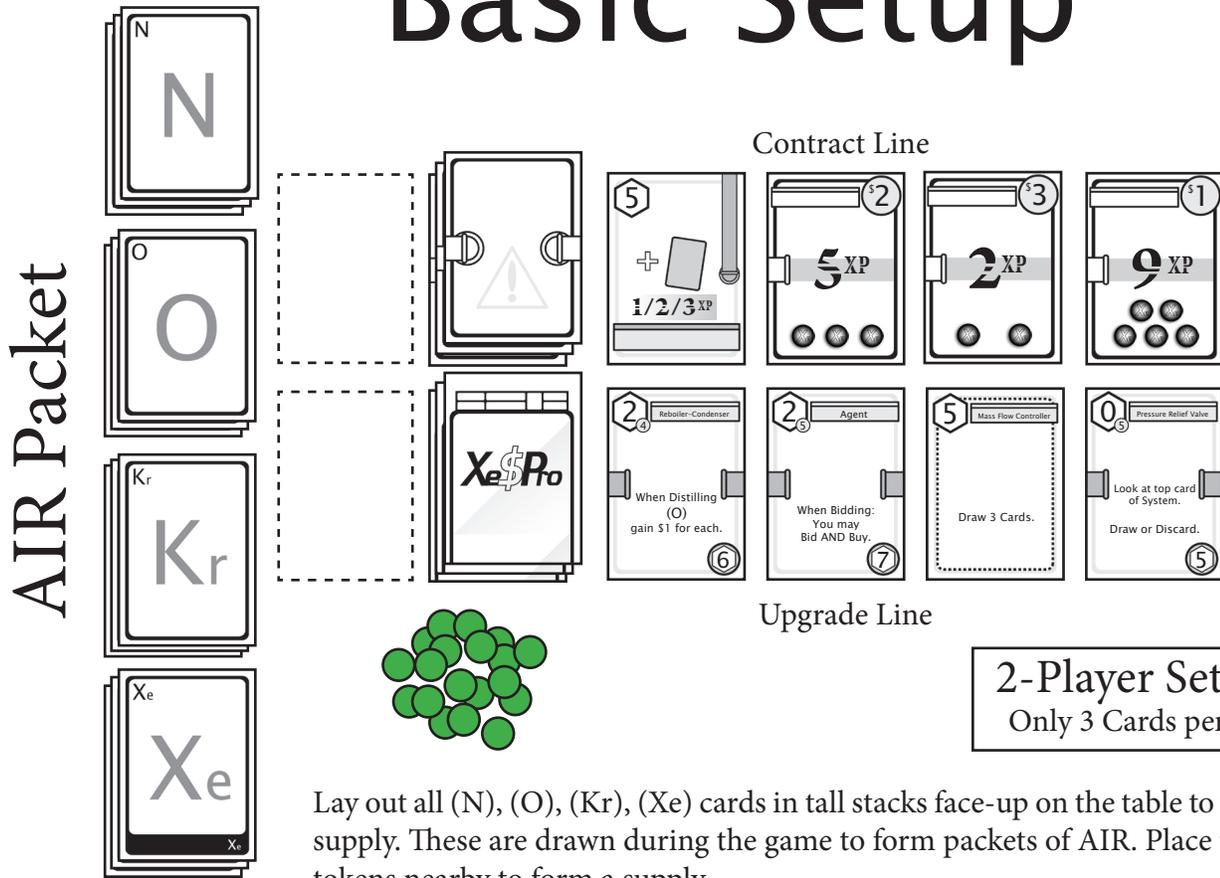
Xenon is a valuable noble gas that is found in very trace amounts in Earth's atmosphere. Due to the difficulty and expense of isolating high-purity Xenon for various technological advancements in recent years, the need for Cryogenic Distillation of Xenon is on the rise. Having an entrepreneurial spirit, and an engineering background, you and several other similarly-minded individuals cobble together basic Air Separation Facilities to hopefully capitalize on this emerging market. By combining and upgrading new equipment to improve your System, while competing for the most lucrative long-term Xenon supply contracts, you will quickly expand your Xenon empire. Do you have the ingenuity, strategy, and tactical fortitude it takes to be recognized by several reputable business publications as the owner of the most influential domestic supplier of Xenon?

Welcome to Xenon Profitier, a highly thematic card game about isolating Xenon.

Components:

- 27 Contract Cards
- 27 Upgrade Cards
- (N),(O),(Kr),(Xe) Cards (104)
- 8 Starter Upgrade Cards (Feed & Reflux)
- 4 Distillation Tower Bases
- Xenon Privilege Token
- Pile of Tokens (\$)
- 5 discs (Bid Tokens) in 4 different colors.

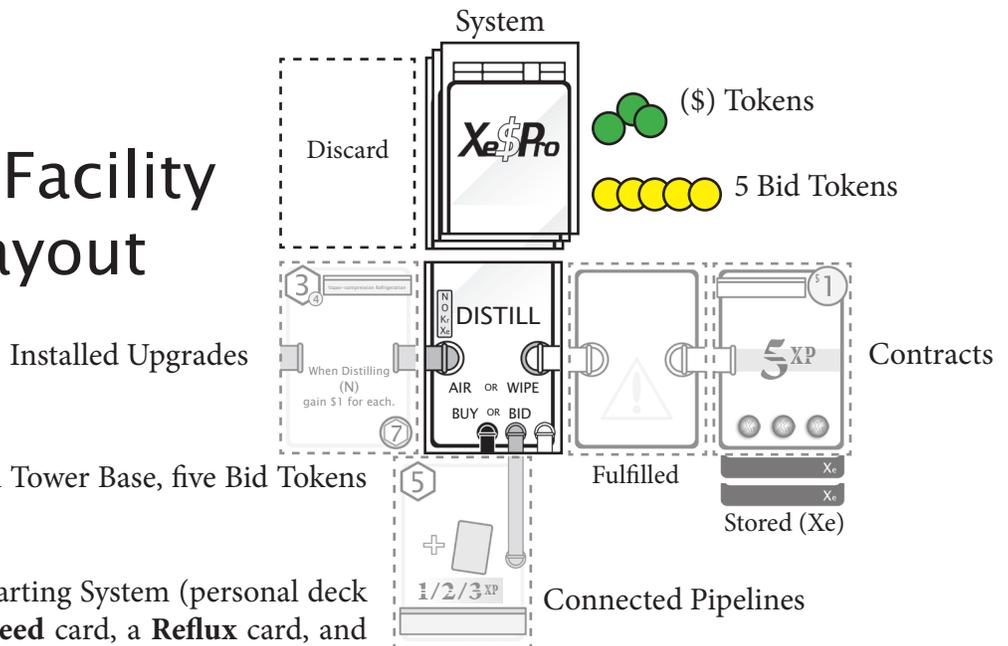
Basic Setup



Lay out all (N), (O), (Kr), (Xe) cards in tall stacks face-up on the table to form a supply. These are drawn during the game to form packets of AIR. Place the (\$) tokens nearby to form a supply.

Shuffle the Contract Deck and Upgrade Deck separately and place them face-down in the center of the table. Draw 4 cards from each deck and form a line of cards (in a 2-player game, draw and form a line of 3 cards).

Distillation Facility Standard Layout

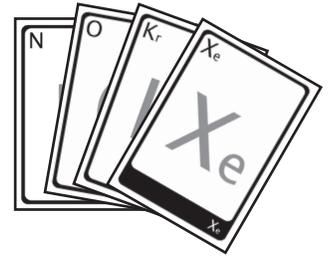


Give each player a Distillation Tower Base, five Bid Tokens in their chosen color, and \$3.

Then, to form each player's starting System (personal deck of cards) give each player a **Feed** card, a **Reflux** card, and two packets of AIR. When complete, each player's System will consist of 10 cards. Each player shuffles separately, and then draws their starting hand of 5 cards.

AIR

Anytime a player Introduces AIR to their System during the game, they receive one (N) card, one (O) card, one (Kr) card, and one (Xe) card, then place them into their discard pile. This is called an AIR packet. This represents the elements present in AIR that players will then Distill in an attempt to isolate the lucrative element Xenon (Xe).



Determine a starting player randomly.

Goal

Players are racing to upgrade their System and isolate the element Xenon in order to complete Contracts and collect valuable Xenon Points. The player with the most XP at game end from a combination of Upgrades, Pipelines, and fulfilled Contracts will be the winner.

The game ends when a player has either built 5 Upgrades or completed 5 Contracts. The player that triggered the game ending, receives a Xenon Privilege token, and either places it face-up or face-down. All other players receive one final turn and then tally points to determine the winner (see *Game End and Scoring*).

Order of Play

The starting player begins the game by taking a turn. When her turn is complete, play continues in clockwise order to next player and so on. Each part of a player's turn is described on the Distillation Tower Base and each action must be taken in order. On the backside of each Distillation Tower Base is a new set of actions that represent "Overtime." When a player chooses to take "Overtime," she must follow this set of actions instead (see Overtime).

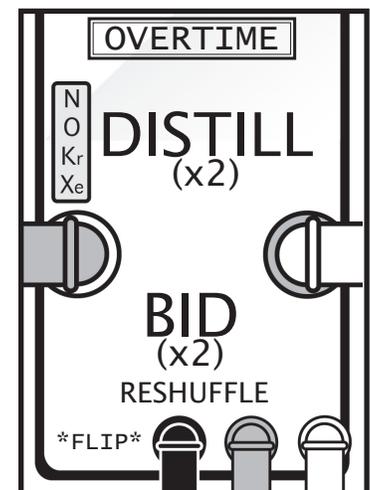
When your turn begins, lay your entire hand face-up on the table.



From Top to Bottom

A player's turn consists of taking the actions listed on the Distillation Tower Base in descending order (from top to bottom).

Each Base is double-sided allowing for a player to take OVERTIME which is a slightly altered turn sequence (see Overtime below).



1. DISTILL

The first part of your turn is Distilling and involves removing element cards from your hand, returning them to the general supply. The goal of this part of the turn is to remove all elements except (Xe), or if that is impossible, attempt to remove the most elements at once.

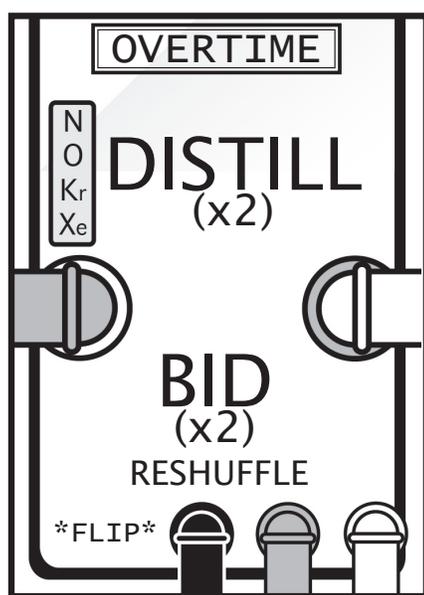
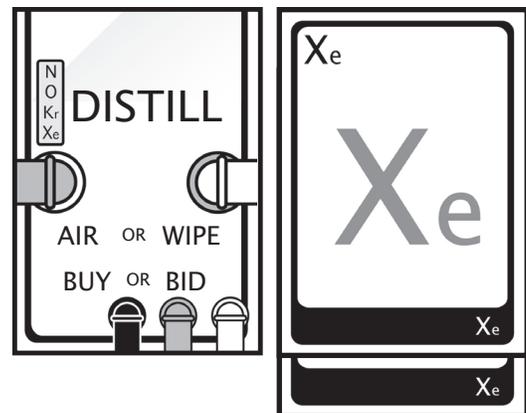
On each Distillation Tower Base, elements are ranked from top to bottom in Distillation priority. An element that would be removed from AIR first in the real process of Air Separation is always removed first when Distilling (in descending order (N), (O), (Kr)). ALL cards representing this element are removed and returned to the supply.

For example, if you draw a hand of (N), (N), (O), (Kr), (Xe), you will return both (N)'s to the general supply. Keep in mind that some Upgrade abilities may also be used to help aid in Distillation.

Isolating Xenon

When you have no other elements besides (Xe) in your hand, you have isolated Xenon. Immediately take any (Xe) and place it face-up to the right of your Distillation Tower Base (or underneath any attached Contracts). These (Xe) cards are in cold storage, waiting to be used to fulfill Contracts.

Upgrade cards do not count as elements when Distilling or isolating Xenon. For example, if you draw a hand of (O), (Xe), (Xe), ("Feed"), ("Reflux"), on your first turn, you must return (O) to the supply. Since, you do not have any elements other than (Xe), place both (Xe) to the right of your Distillation Tower Base.



OVERTIME

As mentioned above, you may look at your hand and decide that Distilling once will not be enough to isolate Xenon or remove enough key elements from your System. You may, before Distilling, decide to flip your Distillation Tower Base to the reverse side. This will allow you to DISTILL twice in one turn, but you then MUST take the restricted actions listed in order on the card (Bid x2, Reshuffle).

Overtime is good to use when extra Distillation is needed and will also allow you to reshuffle cards from your discard pile, giving an opportunity to draw key Upgrades near game end.

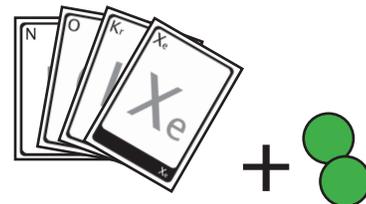
However, Overtime may not be taken two turns in a row. To note this, leave the Distillation Tower Base flipped to Overtime until the beginning of your next turn when the card will be flipped and your next turn will be performed as normal.

2. AIR or WIPE

After Distilling, you must then decide whether you will Introduce AIR into your System for 2 (\$) or WIPE a line of cards face-up beside the Contract or Upgrade deck. You must only take one of these actions.

AIR

Add a packet of AIR to your System ((N),(O),(Kr),(Xe)) by placing it into your discard pile to the left of your System. **Anytime that you Introduce AIR into your System you will also receive 2 (\$).**



WIPE

Choose the Contract or Upgrade line of cards. Remove all cards from that line, with the exception of any cards that have a Bid Token on them, and place all cards into a discard pile nearby that deck. Then, draw cards from that deck to refill the line back up to 4 cards (3 cards in a 2-player game).

Overtime Note:

You cannot take the AIR or WIPE actions during Overtime.

3. BUY or BID

Then, you must decide whether to BUY a Contract, Pipeline, or Upgrade, OR BID by placing a Bid Token onto any card in either line-up. You must only take one of these actions.

BUY

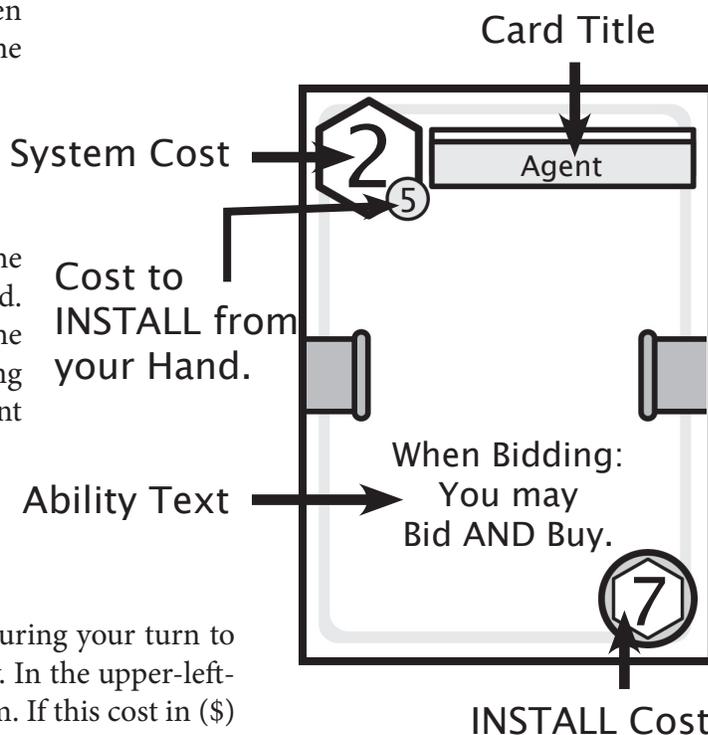
In the upper left-hand corner of a card, within the hexagon, is the price in (\$) tokens to purchase that card. To buy a card, return (\$) tokens equal to the cost on the card and retrieve that card from the line-up. Depending on the type of card, it will then be placed into a different area of your Facility.

Upgrades

Upgrades are cards with abilities that may be used during your turn to increase the efficiency of your Air Separation Facility. In the upper-left-hand corner is the cost to add this card to your System. If this cost in (\$) is paid to the supply, place the card directly into your System discard pile.

Upgrades that are placed into your System, along with the two starting Upgrades (“Feed” & “Reflux”), can be played for their ability when they are drawn into your hand. To play an Upgrade for the ability text on the card, simply place it into your discard pile when appropriate and perform the ability.

ANATOMY OF AN UPGRADE CARD

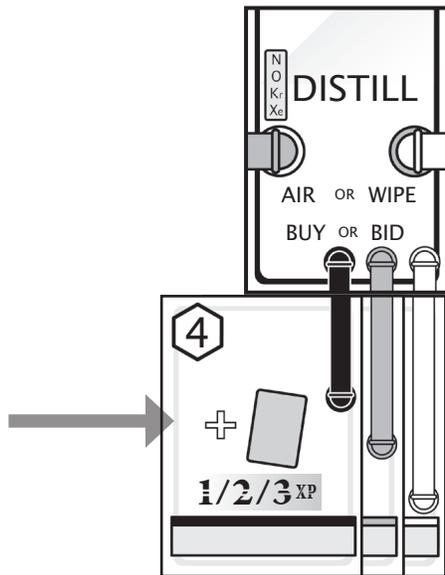
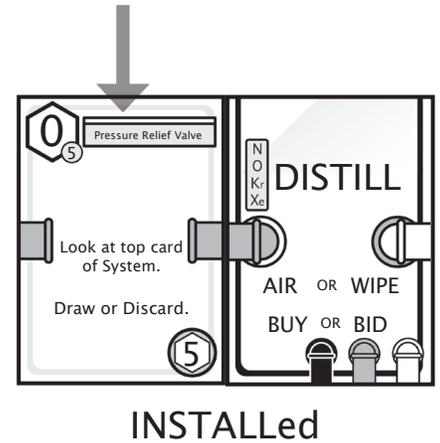


Installing

Most Upgrades will also have a cost in the lower-right-corner. This is the total cost to **INSTALL** the Upgrade. If the Upgrade has this cost, you may **BUY** the Upgrade for this higher price from the Upgrade line and immediately **INSTALL** it to the left of your Distillation Tower Base (connected by gray pipes). You may use the ability of an Installed Upgrade every turn, for the rest of the game.

Upgrades with a cost in the lower-right corner, including the Starting Upgrades, may also be Installed from your hand on a future turn for the difference in price between the upper-left and lower-right amount. This cost is conveniently noted in a small circle in the upper-left corner (see Abilities and Upgrades for more details). Simply pay the required cost in (\$) tokens and **INSTALL** it to the left of your Distillation Tower Base.

Each Installed Upgrade is worth 1XP at game end.



1/2/3 XP

Pipelines

Pipelines represent underground pipeline contracts with local businesses created to transport Nitrogen (white), Oxygen (gray), and Argon (black) respectively. A Pipeline may be purchased for the cost in the upper-left corner and is immediately attached to the underside of your Distillation Tower Base.

Once attached, your hand size increases by one card. There are three types of Pipelines, represented by white, gray, and black, and you may not have a duplicate of any one color. This will allow you to increase your hand size up to a maximum of 8 cards during the game. Splay them to the left as you attach them, to note what colors you have collected.

Pipelines also become increasingly more valuable as you collect more of them. If you have 1 Pipeline at the end of the game, you will score 1XP. But, if you have 2 Pipelines, you will score 2XP for each Pipeline (thats 4XP total, or 9XP total if you own 3).

Contracts

Contracts are electronics, medical, and government customers that require your valuable, highly-purified Xenon as raw material to create their specialty products. Contracts are the main source of XP and can be highly lucrative. When completed, by collecting enough (Xe), they will provide a certain amount of XP at game end, and you will immediately collect (\$) equal to the number in the circle at top-right.

Contracts have zero cost and simply require a BUY action to take from the line. When taken, they are attached to the right of your Distillation Tower Base (connected by white pipes). As noted by the single Pipe opening on each card, you may only work on ONE Contract at a time. Splay any stored (Xe) cards underneath the Contract to denote how close you are to completing the Contract. You do not need to have any stored (Xe) in order to BUY a Contract.

When you have enough stored (Xe) to complete a Contract, immediately take any (\$) listed in the top-right circle, and flip the card to the backside. This will open another connection to the right and allow you to later BUY another Contract. Return all (Xe) used to complete the contract to the supply.

BID

You have five Bid Tokens in your color. When taking a BID action, you must place (or move) a Bid Token onto a card in either line. Each Bid action allows you to place one Token. However, there is no limit to the amount of Bid Tokens that may be placed onto a card and several players may have Bid Tokens on the same card.

Bid Tokens have multiple advantages:

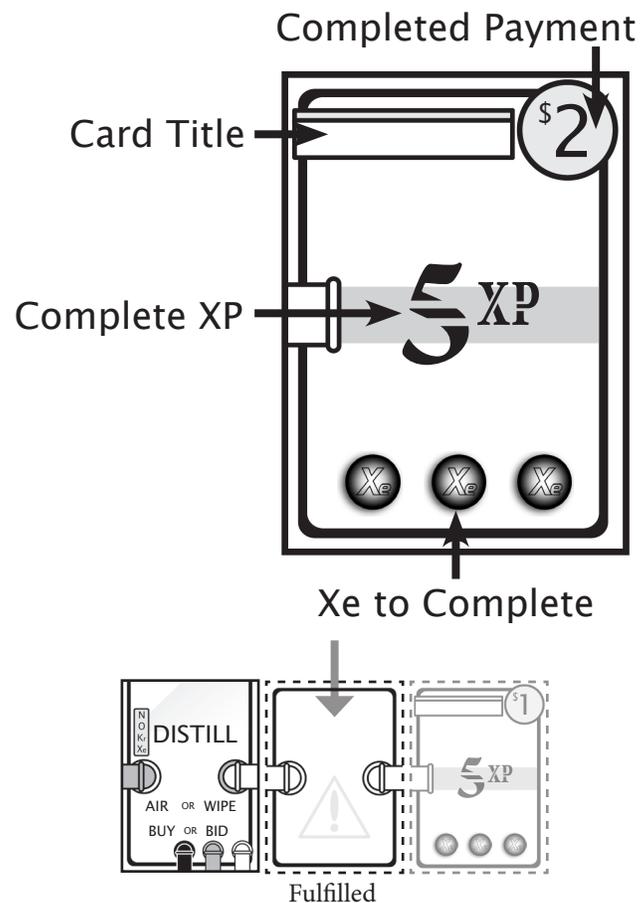
- When a Bid Token is placed onto a card, that card is not discarded when a player takes the WIPE action.
- Also, if another player would like to BUY a card with one or more of your Bid Tokens on it, she must pay you 1 (\$) for each Token on the card.
- Finally, if you decide to BUY the card, you receive a discount of 1 (\$) for every Bid Token of yours on the card. This means that if you BID on a Contract which has a cost of zero, sometimes you will receive (\$) for BUYing that Contract on a later turn.

If you, or another player ever BUY a card with your Token on it, return that Token to your personal supply.

Overtime Note:

During Overtime, you must Bid twice. This is two separate Bid actions and you must place a Bid Token for each action.

ANATOMY OF A CONTRACT CARD

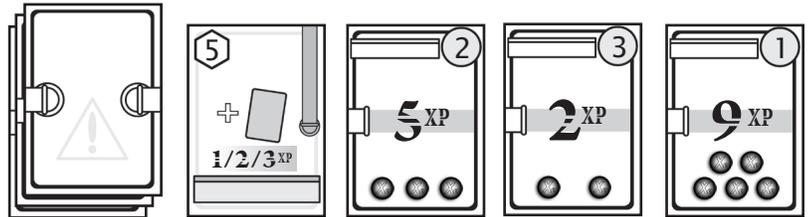


End of Turn

Once you have taken all necessary actions listed on your Distillation Tower Base, your turn is over and play passes to the next player. To prepare for your next turn, you must decide which, if any, cards to discard and redraw from your System back to your hand size.

Restock

Fill in any empty spots in the Contract or Upgrade lines with newly drawn cards until there are a total of 4 cards in each line (3 cards in a 2-player game).



Discard(?)

You do not have to discard the remaining cards in your hand. **You may keep or discard any number of cards.**

Redraw

At the start of the game, a player's hand size is 5. Draw cards from the deck until you have 5 cards. If this would cause the deck to become depleted, shuffle your discard pile to form a new draw pile and continue until you have drawn 5 cards (or have no cards left to draw in your deck). If you have built a Pipeline, increase your hand size by one card for each Pipeline attached to your Base.

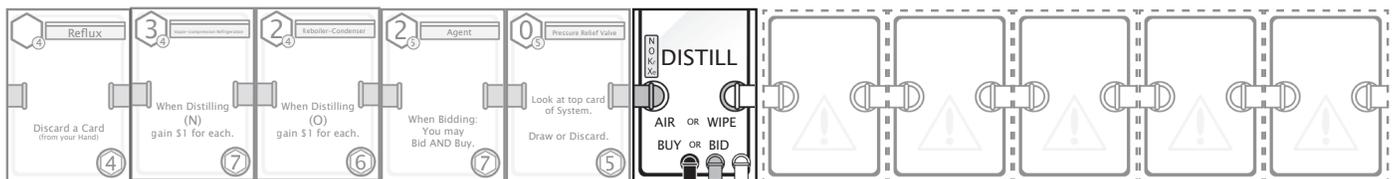
Overtime Note:

Before drawing to your hand size, Reshuffle your discard pile and System together to form a new Draw pile.

The next player then begins their turn, and the game continues.

Game End and Scoring

The game end is triggered when one player builds 5 Upgrades or completes 5 Contracts.



5 Upgrades

OR

5 Contracts

Xenon Privilege



The player that triggers game-end completes their current turn and is given the Xenon Privilege Coin. Before Redrawing, that player must immediately decide to place this coin onto her Distillation Base with one of the two sides face-up. No matter which choice, all other players will receive one final turn.



+2XP side: If the player decides to place the coin with this side face-up, they will receive 2 extra Xenon Points when calculating their XP total when Scoring.



(Xe) side: If the player decides to place the coin with this side face-up, they will instead receive one Final turn after all other players.

Each other player then receives one final turn and Scoring begins.

Scoring:

All players flip their Completed Contracts face-up and tally points as follows:



All INSTALLED Upgrades are worth 1XP.



All Pipelines are worth 1, 2, or 3XP, depending on how many that player has collected. For example, if a player has built 2 pipelines, each of her pipelines is worth 2 XP (for a total of 4XP).



All Contracts are worth XP equal to the value printed on the Card.



Receive 1XP for every \$5.



Check for any special Card text that may award additional XP.



Award 2XP to the player with the Xenon Privilege Token if that side is face-up.

Note: No points are awarded for incomplete Contracts.

The player with the most XP wins! If there is tie, the player with the most remaining, isolated, Xe in their Facility wins. If there is still a tie, the player with the most remaining Money wins.

Appendix: Clarifications

Abilities and Upgrades

Upgrade cards, for the most part, have special text with abilities that can be activated during a player's turn. If an Upgrade is drawn into a player's hand, as a free action, she may then place it into the discard during the appropriate part of her turn to use the ability.

For example, John has completed his DISTILL action for the turn and decides that he would like to Introduce AIR into his System (instead of WIPE) since he needs some money. John discards the "Feed" card from his hand, which allows him to Introduce AIR Twice when Introducing AIR. He then collects two packets of AIR, placing them into his discard pile and collects a total of 4 (\$).

INSTALL

Also, some cards, when Installed directly from the Upgrade line will allow a player to immediately use that ability the same turn. For example, John decides to pay 6 (\$) for the "Expansion Turbine". Since the Expansion Turbine allows John to "add (Kr) + (Xe)" to his System any time on his turn, he may then immediately retrieve a (Kr) and (Xe) from the supply and add it to his discard pile.

Installing an Upgrade from a player's hand is a free action, in that it can be performed at any time on her turn. It does not count as a BUY action. Again, like in the previous example, if a player has the (\$) to INSTALL an Upgrade, this Upgrade may be used immediately. If John were to instead pay 4 (\$) at the start of his turn and he had the "Reflux" card in his hand, he could INSTALL the card (by connecting it to the left pipe extending from the Distillation Tower Base) and immediately use it before taking the DISTILL action. Or, in some cases, it makes more sense to DISTILL first, then discard another card from his hand, allowing him to isolate (Xe). Whichever order is the most beneficial for the player is the correct order.

However, a player cannot Install an Upgrade and retroactively apply it to an action earlier in the turn. In other words, a player cannot BUY and Install an Upgrade, and then use that Upgrade to Distill All (N) in Hand with "Pressure Swing Absorption".

Also, a player cannot INSTALL the same Upgrade twice. That player may Buy a duplicate Upgrade card, possibly to block others from Buying it, and keep the card in her System, but this card can never be Installed.

Reshuffling

When a player uses an ability that causes her to draw extra cards, but the appropriate deck runs out, immediately shuffle all cards in the discard pile to form a new draw pile and continue drawing the correct card amount. However, if a card was just played to cause a System to reshuffle, do not reshuffle the card that was played into the System. This card will form the start of a new discard pile.

Hand Size

If abilities would cause a player to draw more cards than her hand size, she is not forced to discard and continues her turn as normal. Hand size is only used to determine how many cards are redrawn.

Bid Tokens

Bid Tokens, especially when a player runs out of Bid Tokens, may be moved from one card to another. To avoid small exceptions, a player does not have to place or move a Bid Token if they have none left in their supply to place.

The last page of the rule-book.