Xenon Profiteer

Goal

Have the most points (✩) at game end.

Tactics & Profiteers expansion rules are italicised.

Setup

Lay our all gas cards (N, O, Kr and Xe) in stacks of that type to form the general supply.

Shuffle the contract Deck (pink blogs at edge) and the Upgrade Deck (white edge) and ... disc). Lay out a line of four face up by each deck.

Each player: take a Console card, five Bid tokens *and one Profiteer card* in your chosen colour, *a Tactics card to be kept face-down*, and $3. Your initial deck is one *Feed*, one *Reflux*, and two of each of the four gas cards. *Choose a side of the Profiteer card, either a start-game bonus or a persistent ability.*

Each player: shuffle your deck and draw your initial hand of 5 cards.

Play turns in rotation.

Turn

If your Console is in Overtime, turn it to the standard side. Otherwise, you may choose to turn it to Overtime.

Place your hand face-up on the table.

Do the actions on the Console in order from top to bottom. Some Upgrade cards may be used at any time during your turn; others may be used only when you do certain Actions, but they may be activated before, during or after the action. Using an Upgrade from your hand moves it to the Upgrade discard pile. *You may use the Once Per Game ability on your Tactics card similarly.*

Distill: remove all of the highest-priority gas cards from your hand, returning them to the supply. (E.g. if you have any N, you must remove all N; if not, but you do have O, you remove all O; etc.) If at the end of the action you have no N, O or Kr, set aside the Xe. (In Overtime, you do this twice.)

Air: take from the supply one of each of the four gas cards (N, O, Kr, Xe) and add them to your discard pile. Also take $2.

Wipe: choose either the Contract or the Upgrade row. Remove all and discard the cards from it, except those that have at least one bid token. Replace cards from the deck.

Buy: You may buy a face-up Upgrade. The large number at top left is the cost to take it into your discard pile. The smaller number below it, if present, is the cost to Install it, placed to the left of your Console and made permanently available. If you have five installed Upgrades, this triggers game end,

You may Buy a face-up Pipeline; this is not Installed, but placed below your Console, and adds one to your hand size. You may not have two Pipelines of the same type.

You may Buy a face-up Contract. This has a cost of zero. Place it face up to the right of your Console, until you have the Xenon to fulfil it; then turn that in to take the central reward ($ *or a bonus action to be taken immediately*) and flip the card face down. You may not have more than one face-up contract at a time If you have five completed Contracts, this triggers game end.

Whatever you Buy, decrease its cost by $1 for each of your Bid tokens on it and take back the token; but for each other player's Bid token, pay them $1 and return the token.

Bid: place one of your Bid tokens (either from in front of you or from another card) on a face-up card.

At the end of your turn, restock any empty spaces in the Contract or Upgrade lines. Discard any number of cards from your hand, and draw from your deck until you have your hand size, reshuffling discards if needed. If you are in Overtime you *must* shuffle deck and discard before you draw.

Game end

When you trigger game end, take the Xenon Privilege token and choose a side: either 3 points or a final turn.

Every other player plays one more turn.

If you chose Final Turn, you play the last turn.

Each player:

Discard any incomplete Contract.

Add the ✩ value of each complete contract.

Add one point per installed Upgrade.

Add any ✩ value mentioned on the card of installed Upgrades.

Add one point for every full $5.

Add one, four or nine points for one, two or three Pipelines.

Add three points if you took the 3✩ side of the Xenon Privilege token.

If you didn't use your Tactics card's Once Per Game ability, gain its End Game score.

Break ties in favour of *least* Xe cards in hand, deck and discard.