

IN THE YEAR 2175

reckless corporations discover a solar system full of extraterrestrial life. The faeces of the aliens are excellent for interstellar flight. Some aliens taste good but most are best sold as

EXOPETS

However some dangerous creatures mimic Exopets perfectly.

To unmask them only one of every species of Exopets is taken on a return flight to Earth. Should a Mimicry incident occur, it is the crew's job to unmask the doppelgangers!

THE WAY OF EXOPETS



Unfreeze one of 20 crewmates in the
◀ **HSC (HYPER SLEEP CHAMBER)**

To keep your crewmates safe you must find the
CREW ESCAPE POD ▶

Before your crew gets permission to start, you must
evacuate two fully loaded **EXOPETS ESCAPEPODS** ▶

Find Exopets and
test them in the
LABOR ▶



UNTESTED and **DIRTY**
(infected) Exopets
can be flushed
away in the **LOO** ▶



You only get
access to an
Escape Pod as
long as only
CLEAN Exopets
are in your **ELMA** ▶



16 EXOP.



10 EXOP.



ELMA: EXOPET LOOT
MANAGING AUTMAT

Be careful! There is constant threat of
Mimicry attacks and **SABOTAGE**. Some can
be prevented if the respective
FUSE CONTROL ▶



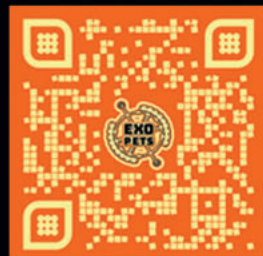
is blown off.



Reach all goals before the ship
AI Ursula blasts all hexagons
into space after 16 or 19
◀ **VDL** rounds.

Do not worry! If you die your ELMA defrosts another
crewmate from hyper sleep.
Good luck!

VIDEO-TUTORIAL



exopetsandmimicry.com

HOW TO PLAY



There are **TWO VERSIONS** of Exopets: the SMART GAME and the **KOMPLEX GAME**, both of which can be played cooperative or semi-competitively. Exopets is played in rounds, which are divided into phases and in which actions can be taken and effects triggered.



ROUNDS:

The game is played in rounds. There is a maximum number of rounds, depending on the number of players and indicated on the respective VDL board side. The game ends before the final round if you reach your goals or

you run out of crewmates.



PHASES:

Each round consists of phases. It always begins with the PLAYER PHASE and ends with the VDL PHASE, which closes the round. In the **Complex GAME**, the **MIMICRY PHASE** is added as a second phase if there is a Mini Mimicry or Boss Mimicry on the playing field.



PLAYER PHASE:

Theoretically, anyone can start in the player phase, as there is no turn order. Players can exhaust ALC for actions in parallel whenever they want. Not all ALCs have to be exhausted at once or one after the other. This phase ends when no more players want to take an action, even if there are still ALCs left!

THE ONLY EXCEPTION is drawing and collecting EXOPETS from the EXOPET DRAW POOL. Never do this at the same time, otherwise triggered effects cannot be dealt with properly. To avoid this, the player should take the **ACTIVE EXOPET COLLECTOR** and signal to the other players that he is now drawing exopets and that everyone else must pay attention.



MIMICRY PHASE:

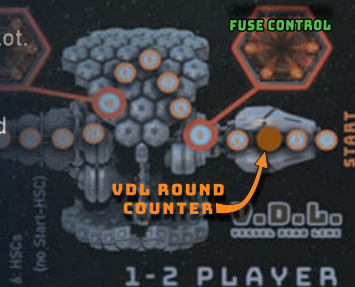
This phase is only available in the **KOMPLEX GAME**. It comes into play if there is a Mini-Mimicry or BOSS-Mimicry on the playing field. The NEST only counts as part of the playing field after it is connected as last hexagon to the playing field on which the ELMA figures are moving. If there are Mimicrys on the playing field, they move and can attack when confronted on the same Hexagon field.



VDL PHASE:

The **ROUND COUNTER** is moved forward to the next round slot. If the round counter comes to a slot that is connected to the image of a **FUSE-CONTROL** hexagon, it must be determined whether this optically identical field has already been detected and removed.

If both conditions are not met, a **MIMICRY SABOTAGE** is rolled. The effect removes only hexagons named by the effect but not neighbouring ones, even if they are not connected anymore. After this phase, the next round begins again with the player phase.



ELMA (EXOPET LOOT MANAGING AUTOMAT):

Each player controls an ELMA. Each player uses it to manage their **ALC**, **EXOPETS**, **LOOT** and the **CREWMATE** escorting it. In addition, ELMA automatically awakens CREWMATES in the next round if a player has lost his escorting crewmate.

Attention: ELMA can only enter an escape pod if it has nothing but clean Exopets stored. ELMA does not fly with an escape pod!

ALC (ACTION LIFE COIN):

Each player exhausts his ALC to be able to perform **ACTIONS** in the **PLAYER PHASE**. In addition, ALC are also life points which, when lost, reduce the action possibilities more and more until the death of the escorting CREWMATE.



DEATH OF AN ESCORTING CREWMATE:

If a crewmate dies of a lack of ALC, the player can defrost a new crewmate from a HSC (Hyper Sleep Chamber) of his choice in the next round and continue playing without losing all his EXOPETS or **LOOT**. Each player can only lose one crewmate in a round.



NEXT ROUND:

All players refresh exhausted ALC (turn over to green side). Lost ALC remain next to the ELMA-BOARD. Players whose crewmate was frozen, flew away or died in the previous round may draw a new crewmate from the HR-STACK and place 3 fresh ALC on their ELMA-BOARD. If the HR-STACK is empty so that a player can no longer draw a crewmate, the game ends and everyone loses!!!



COMPLEXITY

AS TUTORIAL START WITH A:

▶ SMART GAME



Ignore yellow text if you want to play the smart game only!

IF YOU ARE BORED ADD THIS :

▶ COMPLEX GAME



add this game material to make the game even more exciting, strategic and varied!

WIN

The AIM of the game is to start 3 ESCAPE PODS. Only when the 2 EXOPETS ESCAPE PODS are fully loaded and launched can the CREW ESCAPE POD be launched with the active CREWMATES!



If all HEXAGONS are uncovered the game goes on till the players win or lose.

LOSE

If a player does not have a CREW ID CARD he must draw a new CREW ID CARD in the next player phase. If he cannot do this because the HR stack is empty, everyone loses the game at the same time. Or if the VDL ROUND COUNTER reaches the end of the VDL ROUNDS on the VDL BOARD.

E.L.M.A.

EXOPET LOOT MANAGING AUTOMAT

In this game, the player controls ELMA and not the crewmate. ELMA is used to manage and transport collected EXOPETS and LOOT.

If a crewmate dies, nothing is lost as long as ELMA can wake up a new crewmate in a HSC of your choice.

IMPORTANT NOTE:

ELMA with
unclean

Exopets can not enter the ESCAPE PODS!!!

TIP:

All Exopets (dirty and check) can be flushed away in the LOO at any time!

In the **SMART GAME**, the **LOOT** slots of the ELMA are left empty.

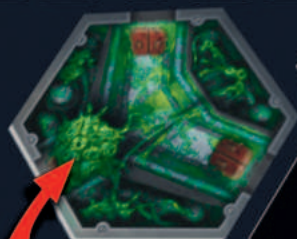
HEXAGON LEVEL



LEVEL 1
clean



LEVEL 2
slime TENDRILS



LEVEL 3
EGGS covered door

HEXAGON LEVEL TRIGGER:

- New ROOM FUNCTIONS unlock. Study the HEXA-BOARD (LOOT-BOARD backside)
- DOPPELGANGER and Mimicry Attack DAMAGE increases that cost players ALC. See page 09 DAMAGE.
- From LEVEL 2 on every DOPPELGANGER CASE results in a MINI MIMICRY placed in the NEST and waits there for his attacks.

GAME SETUP

- 1 Choose VDL and put the VDL ROUND COUNTER on the first right field.



VDL
1-2 PLAYER

or

VDL
3-4 PLAYER



VDL
ROUND
COUNTER

CREW-DRAW-STACK

If you playing SOLO-GAME, we recommend using at least two ELMA-Boards.

- 2 Shuffle all CREW ID CARDS into a CREW-DRAW-STACK. Draw facedown 6 CREW-ID-CARDS. These 6 cards are your face-down and shared HR STACK (HR).



Each player receives an ELMA-BOARD, ELMA FIGURE, 3x ALC. The ALC are placed on the ELMA-BOARD with the coloured side facing up!



Each player draws one ID CARD from the HR-STACK! Not from the CREW-DRAW-STACK! The selected card is inserted into ELMA

- 3 Build the HEXAGON-DRAW-STACK



- 4 1. Put the Exopets in the game box well shuffled (EXOPET DRAW POOL)
2. Place e.g. a cloth, paper or blanket over them so that the Exopets are well covered.
3. Place the Active Exopet Collector on top.



Place the START HSC (Hyper Sleep Chamber) in the centre of the table.

All players put their ELMA figure on top of it.



use the back of the START HSC



all players start here

7



Each player receives one HEXA-BOARD (backside of the LOOT-BOARD). It describes room functions you can use with ALC.

8

COMPLEX GAME ONLY

Each player receives one LOOT-BOARD (backside of the HEXA-BOARD). It describes what you can craft with the looted LOOT. Study them during the Game.

8

Shuffle the LOOT under the cloth in the gamebox next to the Exopets.



LOOT-TOKENS



9



Place Mimicry figures at the side of the playing field.



NEST

This is where all Mimicry that are created during the game are placed. The NEST is not connected directly to the playing field until the last hexagon has been drawn from the HEXAGON DRAW STACK.

10

When the HEXAGON DRAW STACK is gone, the NEST is docked at an EGG covered door through which first player with a FLAMETHROWER passes.

PHASES

Each game round is divided into up to 3 phases, which are played in a fixed order:

1. PLAYER PHASE

2. VDL PHASE

3. MIMICRY PHASE

1 PLAYER PHASE

Players can perform 3 types of ACTIONS:

A. ALC ACTIONS: Exhaust **ALC** (Action Life Coin) for the



**EXPLORING
MOVEING**

**ROOM-FUNCTION
LOOTING**

B. LOOT ACTIONS can be performed at any time in this phase.

LOOT ACTIONS are: **PICK UP-**, **PLACE-** and **USE LOOT**.

C. Most of a crewmates SPECIAL skills do cost 1 ALC.

Check the CREW-ID-CARD. Special skills can be performed at any time in this phase.

COMPLEX GAME ONLY

2 VDL PHASE

The VDL ROUND COUNTER moves one number field to the left on the VDL board.

MIMICRY SABOTAGE

If the ROUND COUNTER lands on a field connected to a **FUSE CONTROL**, a **mimicry sabotage** is triggered. If the respective **FUSE CONTROL** and **GOO** (GOO only in 3-4 Player-Game) have not yet been discovered and blown off, make a **DICE ROLL**. The result decides which rooms or corridors are ejected into space. Crewmates and Mimicrys standing on ejected fields die!



Only the hexagon fields that are named under the **mimicry sabotag** are removed. So no neighbouring hexagons. Even if they then lie loose on the table with no connection to the rest. Empty spaces can be filled again with new discovered hexagons.

1-2 PLAYER: 3 Fuse Controls.
3-4 PLAYER (backside):
3 Fuse Controls
and 1 GOO!

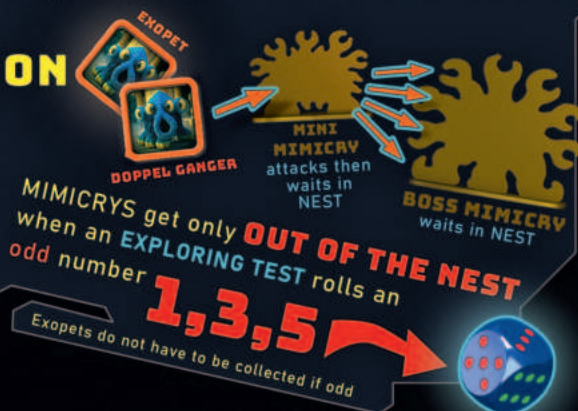
AT LEVEL 2!

3 MIMICRY PHASE

If there is NO MIMICRY on the playing field, this phase is skipped even if there are MIMICRYS in the NEST.

MIMICRY EVOLUTION

At LEVEL 2 - If a player draws an EXOPET that he or a fellow player already has, this DOPPELGANGER is a MINI MIMICRY! It attacks the owner and then disappears into the NEST. Should a 4th MINI MIMICRY appear, a BOSS MIMICRY replace all previous Mini Mimicry and waits now in the NEST!



ATTACKS

The following situations lead to the **loss of ALC**, which the player must take from his ELMA board!

1. Every DOPPELGANGER CASE is an ATTACK (study detailed DOPPELGANGER RULES on page 12)
2. A MIMICRY comes **OUT OF THE NEST** (**EXPLORING TEST Result 1,3,5**) onto the player's field. BOSS MIMICRYS always leave the NEST first!
3. A MIMICRY moves to a player's field.

DAMAGE

depends on the Hexagon LEVEL at which the attack occurs

LEVEL 1: lose 1 ALC

LEVEL 2: lose 2 ALC

LEVEL 3: lose 3 ALC

Lost ALCs are placed next to the ELMA board

MIMICRY MOVE ON FIELDS



For each MIMICRY roll a **DICE** individually! The result of the **DICE ROLL** equal to the number at the **EDGE** of the hexagon on which the MIMICRY stands decides on the direction. The Mimicry moves one field further in this direction (also through walls!). It attacks a crewmate immediately if on the same field is there. The LEVEL of the hexagon field determines how much ALC the player loses.

If there is **no** hexagon on the other side the Mimicry **BOUNCES** off the wall and moves in the opposite direction!

ACTIONS

There are 3 different types of ACTIONS that players can perform at any time in the PLAYER PHASE.

1. ACTIONS

2. LOOT ACTIONS

3. SPECIAL

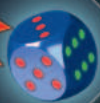
1) ACTIONS

1. EXPLORING

- A.** Draw a new **HEXAGON** field from the **HEXAGON DRAW STACK**.
- B.** Place it at your current location at any **door** not connected leads into the open space.
- C.** Move your **ELMA** figure to the new field.
- D.** Roll an **EXPLORING TEST** with the **DICE**.
- E.** Draw **EXPETS** from the **EXPET DRAW POOL** as indicated by the **DICE** result **+/-ATTRACTION** on **CREW-ID-CARD**. If you **sneak**, only even **2,4,6** count.
- F.** All players must now check if there is one or more **DOPPELGANGERS** in any **ELMA**!

COMPLEX GAME ONLY

If you are playing a COMPLEX game, a MIMICRY attack is triggered at every ODD number of the dice roll as of LEVEL 2 but if you sneak odd don't count!



NORMAL 
EXPLORING
cost 1 ALC



SNEAK
EXPLORING
cost 2 ALC



if you **sneak**, then only the **even** dice numbers count **2.4.6**



2. MOVING

EXPLORING TEST does not have to be made!

For MOVING from one hexagon ROOM that has already been laid out to another you must pay 1 ALC!

All CORRIDORS cost NO ALC.

**EXCEPTION
ALL CORRIDORS
COST NO ALC!**

You can slip through Corridors without paying any ALC



4. ROOMFUNCTION

In every Room you can spend ALC for room based functions like checking in the LABOR or flushing away in the LOO. Have a look at the **HEXA-BOARD** (backside of the **LOOT-BOARD**)



3. LOOTING

For 1 ALC you can draw
1 LOOT from the
LOOT DRAW POOL no
matter where you are.

**COMPLEX GAME ONLY**

COMPLEX GAME ONLY

② LOOT ACTIONS

LOOT ACTIONS do not cost ALC and can be performed at any time and as often as you like within the PLAYER PHASE.

-DROP LOOT

Place as much LOOT as you want on the HEXAGON field where you are located.

-PICK UP LOOT

Pick up LOOT that was placed on the HEXAGON field where you are located.

-USE LOOT

Combine LOOT items and use them as often as you like until LOOT, that can be used once, is used up. Take a look at the **LOOT-BOARD**.



③ SPECIAL

Each CREWMATE has a **SPECIAL** ability that can mostly be used without exhausting ALCs, sometimes only once in the game round. In the SMART game, however, SPECIAL are ignored.

COMPLEX GAME ONLY



ATTRACTION

This number indicates how much Exopets are attracted to the Crewmate. The number is added or subtracted from the dice roll result of the **EXPLORING TEST**. Example: If a 4 is rolled and the CREW ID CARD shows a value of **+1**, the player must draw **5** EXOPETS from the EXOPET DRAW POOL.

PROFESSION

Nothing will help you survive, not status, rank or academic rank. It all depends on your teamwork!

DOPPELGANGER

EXOPETS DRAWING RULES

A: Every time you draw a new HEXAGON from the HEXAGON-DRAW-STACK you have to draw Exopets from the **EXOPET-DRAW-POOL!**

(See page 10: EXPLORING)



B: If one of the drawn exopets is **double**, or a fellow player has a twin, then one is a **masked MIMICRY** and the other is a **clean EXOPET**.
(See page 13: DOPPELGANGER CASES)

C: The **DOPPELGANGER** (**masked Mimicry**) attacks the owner.
(See page 09: ATTACKS and DAMAGE).

D: The **DOPPELGANGER** token is **shuffled back into the EXOPET DRAW POOL!!!**
The reason why it is mixed back into the EXOPET DRAW POOL is that it hides in the spaceship again and masks itself as an Exopet. The real Exopet is automatically **clean** and placed on the left **CLEAN** side of the ELMA board.



DOPPELGANGER TOKEN
goes back into the
Exopet DRAW POOL

E: Exopets that are already stored in the **ESCAPE POD** no longer count. This is the only way to get Exopets out of the game!



MOVE

GENERATE



DOPPELGANGER TOKEN
goes back into the
Exopet DRAW POOL



F: COMPLEX GAME: From level 2 on, each **DOPPELGANGER** generates a **MINI MIMICRY** that is being placed on top of the **NEST** Hexagon
(See page 09: MIMICRY EVOLUTION)

DOPPELGANGER CASES

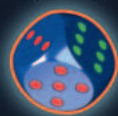


If you draw an EXOPET that you already have, one of them is a MIMICRY and attacks you. The other one is automatically CLEAN.



odd

even



If a player has the DOPPELGANGER and it has not yet been tested, the dice decides which one is the MIMICRY. If the dice result is **even**, the other player will be attacked by the MIMICRY.



← **MINI MIMICRY**



If the EXOPET of the other player is already clean, the player who drew it automatically will be attacked by the MIMICRY.



MINI MIMICRY



If the other player's Exo-pet is dirty, the owner will be attacked. His dirty Exo-pet will be shuffled back into the Exopet Draw Pool!

CHECK 1

CHECK 2

CHECK 3



CHECK 2



CHECK 3



If there are multiple DOPPELGANGER, each case must be handled one by one, **even if a crewmate dies in this process!!!**

HOW DO I FIGHT MIMICRY?



OR



+



LURE-BOMB

With a **LURE-BOMB** you can kill all kind of MIMICRY.

With a **FLAMETHROWER** you are able to send only MINI MIMICRYS back into the NEST.

= FLAME-THROWER



To survive, study the **LOOT BOARD!**

HOW TO LOAD AND START ESCAPE PODS?

Basically, you don't have to do an exploration test when uncovering an escape pod. The escape pod is sterile and only lets ELMA in if it carries **clean** Exopets. Otherwise it must remain at the door! Exopets can be loaded into the escape pod by anyone who has only **CLEAN** Exopets in their ELMA. Unloading all exopets costs 1 ALC. However, each player can place clean Exopets alternately or simultaneously until the escape pod is fully loaded. When an escape pod is fully loaded, it can be launched by a player whose ELMA is on the escape pod hexagon. His crewmate must fly the escape pod, which is why the **CREW ID CARD**, stored **EXOPETS** and the **ESCAPE POD** are removed from the game.



THE ELMA

does not fly away, it will defrost a new crewmate from the HR stack in the next round and continue playing from an HSC of its choice. If the HR STACK is empty, the game is lost except if all other players have been able to rescue their escorting crewmate in the **CREW ESCAPE POD**.

crew pod Level 1 exopet pod Level 2 exopet pod Level 3



--Have a look at the start conditions on the **HEXA-BOARD**--

WHAT ABOUT HSC ?

20 crewmates are frozen in 4 Hyper Sleep Chambers (HSC). 6 crewmates sleep in the first and last chamber and 4 crewmates in the second and third.



START HSC
6 Crewmates



LEVEL 1 HSC
4 Crewmates



LEVEL 2 HSC
4 Crewmates



LEVEL 3 HSC
6 Crewmates

And study the HEXA-BOARD!!!

CREW DRAW STACK VS HR STACK

When an HSC has been discovered, the **CREW DRAW STACK** adds the number of **CREW ID CRADS** to the **HR STACK** that can be seen on the **HEXAGON FIELD** in the form of **SLEEPING PODS**.

These new crewmates are now available to **HR STACK** and can be exchanged during an HSC visit. The exchange costs 1 **ALC** and the player can set off in the next round with a refreshed new crewmate.

HOW TO PLAY SOLO?

The solo mode is played exactly with the same smart cooperative rules. However, it is recommendable to use two **ELMAs** as if two players were sitting next to each other. Since this is your game, you can also try a complex game with four **ELMAs**.

But that was too much for me personally ;-)

SEMI COMPETITIVE RULES

You can download the rules and latest updates at www.exopetsandmimicrys.com or scan the **QR code** on the first page.

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MATERIAL



START FIELD HSL
(Hyper Sleep Chamber)



9 Level 1
Hexagon playing fields.
Attack: -1 ALC



9 Level 2
Hexagon playing fields.
Attack: -2 ALC



9 Level 3
Hexagon playing fields.
Attack: -3 ALC



COMPLEX GAME
END FIELD NEST
Destroy it to get rid of the mini and boss mimicry!
Requires a Lure-Bomb!



1 DICE
even and odd



12 ALC (3 for each player)
Exhaust ALC to perform ACTIONS.
If fully lost by doppelganger or mimicry attacks your CREWMATE dies.



COMPLEX GAME

40 LOOT
take a look at the LOOT-BOARD.



20 CREW ID CARDS with exopet attraction value.

COMPLEX GAME
-Special Skills



COMPLEX GAME
3 BOSS MIMICRY



COMPLEX GAME
3 MINI MIMICRY



On the backside you will find the **4 HEXA-BOARDS** (one for each player) describing special room functions including how many ALCs are needed to use them. You can also see from which level on further functions are available.

COMPLEX GAME
4 LOOT-BOARDS (one for each player)
On the Loot-Board you will find recipes on how to combine and use various LOOT.



120 EXOPETS
(2x60 with DOPPELGANGER)



1 VDDL (Vessel-Dead-Line) triggers:
a. Mimicry sabotage events.
b. Final drop of all Hexagos into deep space



ACTIVE EXOPET COLLECTOR
Indicator for the player who is drawing Exopets from the EXOPET DRAW POOL.

4 ELMA - figure (1 for each player)



4 ELMA-Boards (1 for each player)
-Insert your active Crew-ID-Card
-Store your LOOT.
Separate collected Exopets (check) into clean and dirty. Remember: only ELMA with nothing but clean Exopets can enter an ESCAPE POD!