



IN THE YEAR 2175
the trade in extrasolar pets from the Terebellum star system near Sagittarius A is flourishing. Interstellar exopet transporters deliver the cute aliens to their new owners on Earth. But some of these spaceships are infiltrated by shape-shifting Mimicrys. These aggressive aliens can transform into any exopet form. This time it's your job to unmask these doppelgangers and get them off the ship. But only those who catch the most Exopet Zwilling will be rewarded by the company!



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Just watch the video tutorials!*

**VIDEO-TUTORIALS AUF
WWW.EXOPETS.DE**



short and sweet:

YOUR PATH AS

ELMA - PILOTS



You control an ELMA and not the cloned crew member!!! Therefore all players are ELMA pilots!

Defrost one of 20 different clones in the **HSC** (Human Speed Cloner). But watch out for them! Pass quickly.

Explore the spaceship **Theresa** and collect the roaming Exopets.

All ELMA pilots (players) collect duplicate exopets and try to bring them to the **Escape-pods**.

However, ELMA pilots only have access to the escape pods as long as there are only Exopet **TWINS** in their ELMA.

So get rid of all the others. Dirty (infected) exopets can only be flushed into space in **LOO**.

All others must be handed in at the **LABOR-ATORY**. If only pairs of exopet twins are left in the ELMA, the way to the escape pod is clear.

Be careful! There is a constant risk of **MIMICRY** attacks and sabotage.

When the lap counter reaches the end of the **VDL**, the game is over.

THE WINNER has brought the most twins (exopet + doppelganger) from the ship.

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GAMEPLAY



SNAPPY Exopets is played in rounds that are divided into phases. In the player phase, each ELMA pilot (player) performs actions one after the other until they can no longer exhaust any ALC.

COMPETITIVE

ROUNDS:

There is a maximum number of rounds, which depends on the number of players and is indicated on the respective **VDL BOARD** page. The game ends with the last round or when the **NEST** has been placed as the very last hexagon (NEST see page 06: ENDING).



PHASES:

Each round consists of several phases. It always begins with the **PLAYER PHASE**. In the SNAPPY game, the **MIMICRY PHASE** is added as the third phase if there is a **MINI-MIMICRY** or **BOSS-MIMICRY** on the playing field.



PLAYER PHASE:

In this phase, each player tries to collect as many duplicate exopets as possible to score them as victory points. To do this, he or she must collect the exopets roaming around the spaceship while exploring in order to increase the probability of discovering pairs of exopet-twins. Other players can snatch exopets from the active player if they see one whose duplicate they already own.

There is a specially adapted **HEXA BOARD** for the SNAPPY game, which can be downloaded from www.exopets.de. To recognize who starts in the player phase, they receive the **ROUND BEGINNER TOKEN**. In the next player phase, this token is passed on to the next player in clockwise order.



MIMICRY PHASE:

The Mimicry phase always follows the **VDL PHASE**, but only if there is a Mini-Mimicry or a Boss-Mimicry on the playing field. All Mimicrys move around depending on the dice result, and as soon as a player is on a hexagon field together with a Mimicry during this phase, they lose ALC equal to the **LEVEL** value of the underlying hexagon.



VDL-PHASE:

The **ROUND COUNTER** is moved to the next round field. If this round counter reaches a round field that is connected to the image of a **FUSE-CONTROL** hexagon, it must be determined whether this visually identical field has already been discovered. If this condition is met, a boss mimicry is placed on this Fuse-Contol field! If it is not there, you are in luck.

Generally, a **MIMICRY SABOTAGE** occurs on the red-bordered round field, which cannot be prevented. The **DICE** are rolled (see VDL board). These rolled hexagon spaces are vacuumed, which immediately kills all crewmates on these spaces.



ELMA (EXOPET LOOT MANAGING AUTOMAT):

You are the ELMA pilot! Each player controls an ELMA and uses it to manage his ALC, EXOPETS and the CREW MEMBER accompanying him. ELMA automatically awakens a CREW MEMBER in the next round if a player has lost his accompanying crew member.

ALC (ACTION LIFE COIN):

Each player uses their ALC to perform **ACTIONS** in the player phase. In addition, ALC are also life points. If they are lost due to **DAMAGE**, the action options are reduced more and more until the accompanying crew member dies.



DEATH OF A CREW MEMBER:

If a crew member dies due to too much **DAMAGE** or due to MIMICRY SABOTAGE or a DOPPELGANGER in the DIRTY of his ELMA, the player can defrost a new crew member in the next round and continue playing without losing all exopets. However, he will lose a pair of exopet twins if he has one.

NEW ROUND:

All players refresh their exhausted ALCs (turn them to the **green** side). ALCs lost due to **DAMAGE** remain next to the ELMA BOARD. ELMA pilots (players) whose crew member died at the end of the last round may draw a new crew member and place **3 fresh** ALCs on their ELMA BOARD. Once all VDL rounds have been used up, the game ends.



GAME SETUP

- 1** Select VDL page and set the VDL **ROUND COUNTER** to the first right field.



VDL
2 PLAYER

or

VDL
3-4 PLAYER



ROUND
COUNTER

SNAPPY-Exopets should not be played solo!

- 4** Depending on the number of players, select all clone ID cards with an **ATTRACTION +1** or **+2** value. Each player receives one card.



2 PLAYER



3-4 PLAYER

- 2** Shuffle all remaining ID cards into the **CLONE DRAW STACK**.

In the SNAPPY game, there is only one stack. This will never be empty, because the ID cards from dead clones are shuffled back in here (virtually cloned again 😊)



- 3** **ELMA-BOARD**



Each ELMA pilot (player) receives an **ELMA BOARD**, an **ELMA FIGURE** and 3x **ALC**. The ALC are placed on the ELMA board with the colored side facing up! The **CLONE ID CARD** is pushed into the bottom of the ELMA board.



ELMA-FIGUR

- 5** **3 HEXAGON LEVEL STACKS**

READY!



shuffles each
pile individually!



SNAPPY04

1. Place the Exopets well mixed in the game box in the **EXOPET DRAW POOL**
2. Place a cloth over them, for example, so that the Exopets are well covered. Or simply don't look at them when drawing.



6

Stellt die **Start-HSC** (Human Speed Cloner) in die Mitte des Tisches.

All ELAM pilots place their ELMA figure on it.



uses the back of the Start HSC



7

HEXA-BOARD

Every ELMA pilot receives a **HEXA BOARD** on which the room functions that you can use with ALC are described.

ATTENTION:
PLEASE DOWNLOAD EXTRA BOARDS FOR THE SNAPPY GAME AT WWW.EXOPETS.DE

The **LOOT-BOARD** is not required in the SNAPPY game.

The **NEST** is simply placed next to the 3 HEXAGON DRAW STACKS.



9

BOSS MIMICRYS

MINI MIMICRYS

Place the **MIMICRY** figures at the edge of the playing field.

10

WINNER

The **AIM** of all ELMA pilots is to catch as many Exopet twins as possible.

Each dead crew member immediately costs two collected Exopet twins

The **WINNER** is the player who has taken the **MOST EXOPET TWINS** off the ship at the end of the game.



Escape-Pod-Condition:

In the SNAPPY game, all THREE ESCAPE POD hexagons are available for unlimited delivery of EXOPET TWINS. These hexagon fields are launch pads in which escape pods

always start when an ELMA pilot hands in his collected EXOPET TWINS. The accompanying crew member then moves back under the CLONE DRAW STACK. Anyone

who hands in EXOPET TWINS in an escape pod may put them aside for the final evaluation. ATTENTION: An escape pod may only be entered if there are only EXOPET TWINS on the

CLEAN side of the ELMA. There must be no Exopet tokens in the CHECK or DIRTY area. Otherwise an escape pod will not open at all!

ENDS

THERE ARE 2 SCENARIOS TO END THE GAME:

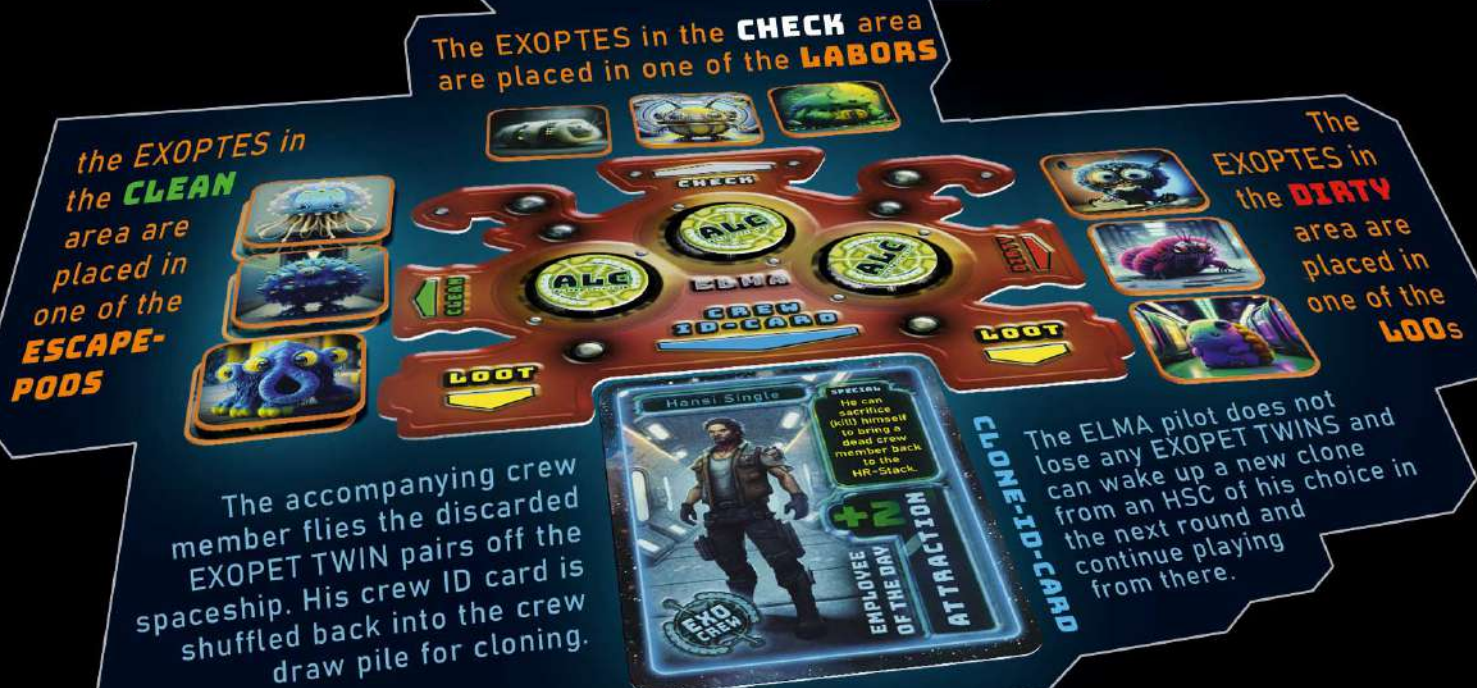
1. If the **ROUND COUNTER** ends on the last lap field (skull) of the VDL board, the game ends immediately.
2. It ends when all 3 **HEXAGON DRAW STACKS** have been used up and the **NEST** is finally connected. The ELMA pilot who does this sacrifices his cloned crew member and also loses an EXOPET TWIN. ELMA PILOTS who do not have an EXOPET TWIN can therefore not create the **NEST** and end the game!!!!

E.L.M.A.

EXOPET LOOT MANAGING AUTOMAT

The ELMA is used to manage and transport collected Exopets. The accompanying crew member only catches the Exopets and stuffs them into the ELMA and also flies the Escape Pod (the Clone ID Card goes back into the CLONE-DRAW-STACK).

Before the ELMA can enter an escape pod, the transported exopets must be disposed of in the **CHECK** and **DIRTY** areas.



HEXAGON LEVEL



LEVEL 1
clean



LEVEL 2
Slime tendrils



LEVEL 3
Door covered with eggs

In the **SNAPPY** game, ELMA pilots can choose which **HEXAGON LEVEL** they enter when exploring. However, they must exhaust as many ALC as the **LEVEL** value).

HEXAGON LEVEL also influence the following:

- 1.-how many exopets are drawn **+/-** the **ATTRACTION** value on Clone-ID-Card.
- 2.-the **ALC** loss caused by mimicry attacks. (See page 09: **DAMAGE**).
- 3.-the range of **TRANSPORT** during transportation (see page 10: **TRANSPORT**).
- 4.the **ALC** costs to remove Mini-Mimicrys from the playing field.

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

As ELMA pilots, you take it in turns to carry out actions in a clockwise direction. In doing so, you explore new areas of the spaceship. You collect exopets and try to bring the collected **EXOPET TWIN PAIRS** to the **ESCAPE PODS**.

Before an escape pod can be entered, all collected exopets must be brought to the **LABOR** and the **DIRTY** exopets in the **LOO** must be flushed out of the spaceship into space.



All 60 exopets have a twin or doppelganger

When it's your turn in the player phase, you can use all **ALC** immediately. Or just one or two **ALC** and when it's your turn again, use up the remaining **ALC**. For example, to save one for an **ESCAPE** action.

ACTIONS can cost up to **3 ALC**. If a player has no more **ALC**, he cannot take any more **ACTIONS** in this game round. Whether and how many **ALC** are exhausted depends on the ELMA pilot and the cost of the respective actions.

ALC ACTIONS



EXPLORATION
TRANSPORT
SKIRMISH
ESCAPE

(Detailed information can be found on page 10).

USING: If you arrive at a room with a function during an **EXPLORATION** or **TRANSPORT**, you can use its **ROOM FUNCTION** immediately without exhausting **ALC**. The **TRANSPORT** action also ends here when the room is used. To use a room again, it must also be entered again!

MIMICRY CREATION

If an exopet is drawn during an **EXPLORATION** that is already with a **OTHER PLAYER**, a mini-mimicry is created on the playing field next to an ELMA figure. The **OTHER PLAYER** decides whether the Mimi Mimicry figure is placed next to him or the active player. This player also receives the pair of **EXOPET TWINS**.



MIMICRY EVOLUTION

If a fourth Mini-Mimicry is created on the playing field, a **BOSS-MIMICRY** replaces all three Mini-Mimicrys and is placed on the hexagon field where the fourth Mini-Mimicry should have been created. If then three Mini-Mimicries are created again and then another Boss-Mimicry, etc.... If all the Mimicry figures are on the playing field, a new one is only added when a Mimicry figure has left the playing field.

All Mimicrys only attack in the Mimicry phase and do **DAMAGE**

③ VDL PHASE

MIMICRY SABOTAGE: If the round counter lands on a space that is connected to a **FUSE CONTROL** or the **GOO** (3-4 players), a mimicry sabotage is triggered. A die is rolled.

The result determines in which hexagonal fields the air is being released (see VDL board: under Mimicry Sabotage).

All accompanying crew members die on these hexagon fields.

BOSS MIMICRY: If the linked **FUSE CONTROL** can also be found on the playing field, a Boss Mimicry figure is placed there. In 3-4 players also on the **GOO**. If the hexagon has not yet been discovered, no boss mimicry is placed.

② MIMICRY PHASE

If there is no mimicry on the playing field, this phase is skipped,

First, the Mimicrys cause **DAMAGE** to everyone standing on a hexagon field with them!

MIMICRY MOVEMENT



The **MOVEMENT** for each MIMICRY is then **rolled individually!** If the result of the **dice roll** is equal to the **number on the edge** of the hexagon on which the mimicry is standing, it **determines its direction**. The mimicry moves one space further. **Even through walls!** It attacks immediately if an ELMA figure is on the same hexagon. The hexagon level determines how much **DAMAGE** the ELMA pilot suffers.

No hexagon in this direction?

If there is no hexagon on the other side, any type of Mimicry will **BOUNCE** off the wall and move in the opposite direction! If there is no hexagon there either, it stops. An ELMA standing there suffers **DAMAGE** again.

In the mimicry phase, ELMA pilots cannot fend off attacks.

ATTENTION: BOSS MIMICRYS cannot be chased away

Only in the mimicry phase!

DAMAGE

As soon as an ELMA with a MIMICRY stands on a HEXAGON, it loses ALC at the following height:

LEVEL 1: -1 ALC

LEVEL 2: -2 ALC

LEVEL 3: -3 ALC

Lost ALCs are placed next to the ELMA-BOARD

ACTIONS

Es gibt 2 Arten von AKTIONEN, die in der Spieler-Phase ausgeführt werden können..

1. ALC AKTION

2. USING

1 ALC AKTION

1. EXPLORATION

Exopets are collected during the **EXPLORATION**.

- A** Choose a playing field from one of the 3 HEXAGON STACKS and exhaust as many **ALC** as the hexagon **LEVEL** requires.
- B** Place it however you like on a door that leads to nowhere. The main thing is that you place it on the space where your ELMA figure is standing
- C** Now move your ELMA figure to the new space and take as many exopets as the hexagon level +/- the **ATTRACTION** value shown on your Clone ID card. Place the Exopet tokens in the **CLEAN** area of your ELMA BOARD.
- D** Now everyone must compare whether they have the **DOUBLE EXOPET**. (See page 12 and page 13 for details: Doppelganger.)



2. TRANSPORT

A better alternative for moving across hexagon fields that have already been laid out is the **TRANSPORT**-Action. No EXOPET is captured and you can cross entire **LEVEL** in one go. The prerequisite is that you spend enough **ALC** and pass through the hexagon fields via connected doors.



COSTS:
LEVEL 1----- 1 ALC
LEVEL 1,2 ---- 2 ALC
LEVEL 1,2,3-- 3 ALC



MIMICRY BLOCKS THE WAY?

If a Mimicry is sitting on the path you want to take, you must stop on its field and perform another **TRANSPORT**, **EXPLORATION** or **ESCAPE** action. As long as you still have the necessary **ALC**.

3. FLUCHT

You can always move from one hexagon field to an adjacent one for **1 ALC**. No matter what **LEVEL** the hexagon fields have. As long as they are each connected with a red door.



4. SKIRMISH

As soon as an ELMA and a Mini-Mimicry are on the same hexagon in the **PLAYER PHASE**, the ELMA pilot can involve the Mini-Mimicry in a **SKIRMISH**.

If it exhausts exactly as many **ALC** as the hexagon **LEVEL** on which both are located, the Mini-Mimicry disappears from the playing field.

If there are several Mini-Mimicrys on the hexagon, then a corresponding number of **ALC** must be exhausted for each Mini-Mimicry.

If the **ALC** are not enough, other ELMA pilots can support with **ALC** as long as they are on the same hexagon in this player phase or can still be joined.

► **BOSS-MIMICRYS** cannot be driven out!



E.G. for Hexagon-**LEVEL 2**



2 USING

In the SNAPPY game you do not have to spend ALC to use room functions. For example, you can throw away all **DIRTY** exopets in the **LOO** or place all exopets from the **CHECK** area in the **LABOR**.

As soon as you have completed the Explore, Transport or Escape action in a room with a function, you can use it immediately.

To use the function again, you must re-enter the room.

Only these rooms have usable functions in SNAPPY games:

LOO:

All exopets from the **DIRTY** area of the ELMA board can be immediately put back into the EXOPET DRAW POOL.

LABOR:

All exopets from the **CHECK** area of the ELMA board can be immediately put back into the EXOPET DRAW POOL.

ESCAPE-POD:

The EXOPET TWINS are delivered here, but only if there are no more Exopet tokens in the **CHECK** and **DIRTY** areas!

PET-KENNEL:

Roll the **DICE** here to draw Exopet from the EXOPET DRAW POOL according to the DICE RESULT. Without looking 🙄

HSC (HUMAN SPEED CLONER):

Replace your current clone with another one.

ALC lost due to **DAMAGE** can only be returned to your ELMA board as exhausted **ALC**

If your clone dies, this is the place where you continue playing in the next round with a new, fully regenerated crew member.

In the SNAPPY game, all rooms can be used again and again. There is also no order. Not even with the escape pods.

DOPPELGANGER

SNAPPY COLLECT RULES

A: The ELMA pilot who performs an **EXPLORATION** action draws a new hexagon field from one of the 3 **HEXAGON DRAW STACKS**. Depending on the selected hexagon **LEVEL** and the **ATTRACTION** value on his **CLONE ID CARD**, he then draws exopets from the **EXOPET DRAW POOL**.

EXAMPLE:

If the active player chooses a **LEVEL 2** hexagon playing field and has an **ATTRACTION** value of **+2** on their **CLONE ID CARD**, they can draw **4 EXOPETS** blindly from the exopet draw pool.



B: The newly drawn **EXOPET TOKEN** are placed above the **ELMA BOARD** in the **CHECK** area. The active player can move all duplicate tokens to the **CLEAN** area without any further consequences.



C: Now all other players check whether they have one of these freshly drawn exopets **twice**.



The **other** ELMA pilots can now decide whether to grab the Exopet twin pairs and place them in their **CLEAN** area or give the active player their double Exopet token. The active player then places them in their **CLEAN** area.

Who receives the **EXOPET TWINS** also creates a **MINI-MIMICRY!!!**

The Mimicrys are placed with the ELMA figures whose owners have received an **EXOPET TWIN** pair.

If **MORE** than **3 MINI-MIMICRYS** are created, they are all collected and a **BOSS MIMICRY** is placed on the active player's hexagon space.

However, the Mimicrys only cause **DAMAGE** in the Mimicry phase if there are still ELMA figures with them on the same hexagon field.
(For damage, see page 09)

**MINI-MIMICRYS
NOW COME INTO
PLAY**



D: If **EXOPETS TOKENS** have been switched from one ELMA to another, all players involved must halve their **EXOPETS COLLECTION** and move half of them to the **DIRTY** area (but only those in the **CHECK** area).

If the number is odd, the smaller "half" is moved to the **DIRTY** area.



ATTENTION: This halving effect only happens once for all ELMA participants after an **EXPLORATION** action, even if several exopets change owners! It can then happen again during the next **EXPLORATION**.

E: If the **TWIN** is already in the **DIRTY** area of an ELMA, the crew member dies immediately. And the **TWIN PAIR** immediately goes back into the EXOPET DRAW POOL.

Even if a crew member dies in the process, all twin cases are dealt with.

ELMA pilots whose crew member has died can start the next round with a fresh clone in the HSC of their choice.



FURTHER CONSEQUENCES

Again, **MINI-MIMICRYS** are created according to the same rules for ELMA pilots who had an **EXOPET TWIN** in the **DIRTY** area of their ELMA (see page 12).

As soon as your crew member dies, this will cost you one EXOPET TWIN pair!

As long as you have one.

You can only lose collected pairs of twins once you have handed them in to an escape pod

MINI-MIMICRYS NOW COME INTO PLAY



Save TWIN PAIRS!

If you manage to drop **EXOPET TWINS** in an **ESCAPE POD**, you can put them aside and save them for the winner evaluation (just put them next to your ELMA), but remember: An ELMA pilot can only enter an escape pod if it has only twin pairs loaded!



MATERIAL



START FIELD HSC
(Human Speed Cloner)



9 Level 1
Hexagon Playing fields.
DAMAGE: -1 ALC



9 Level 2
Hexagon Playing fields.
DAMAGE: -2 ALC



9 Level 3
Hexagon Playing fields.
DAMAGE: -3 ALC



NEST
Whoever destroys it ends the game. But must pay for it with an exopet twin pair.



1 DICE
odd and even



120 EXOPETS-TOKEN



12 ALC (3 for each player) Exhaust ALC to perform actions. If completely lost to mimicry attacks, your crewmate dies.



40 LOOT
is not required!



1 VDL
ROUND COUNTER



20 CLONE ID CARDS with Exopet-Attraktion **SPECIAL** is not required!



3 BOSS MIMICRY



3 MINI MIMICRY



1 VDL
(Vessel-Dead-Line) causes vacuum on diced hexagon fields. Boss Mimicry's hatch from the marked Fuse Controls.



ROUND STARTER TOKEN

Whoever has it starts the next round



4 ELMA -
Figure ELMA pilots
(1 for each player)



4 HEXA-BOARDS

(one for each player) that describe special room functions. How many ALCs you need...

4 LOOT-BOARDS
is not required!



4 ELMA-Boards (1 for each ELMA pilot) - insert the active Clone ID card - jam the LOOT, separate the collected exopets (control) - reminder: only ELMA with clean exopets can enter an escape pod!

For the SNAPPY game, please download the Hexa-Board update from: www.exopets.de!