# Planet Profiteers: 2149 - AKA "Space Poker"

3-8 players   30-40 Minutes   Rules vC.04
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Planet Profiteers is set in a sci-fi universe where interstellar settlement makes a fortune, and corrupt politicians are eager to help rig the rules for the highest bidders.  You are a member of this space exploitation cabal of companies, working to make the most profit in this planetary gold rush!

## Overview:

Planet Profiteers is a poker informed game of manipulation and collusion.
No folding, no player elimination. Manage your hand and the board, if you think you can win.
If not, invest in others to get a payout, unless they are bluffing…

## Featured Mechanisms:

Collective Auction
Shifting win conditions
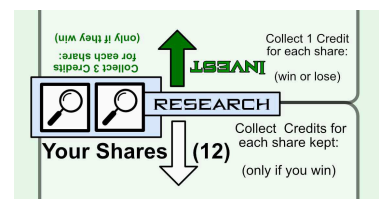Social Dynamics
Pseudo-cooperative

## Components:

* 68  Domino size cards
        60 card play deck
        8 player cards
* 104  cubes or chits (13 per player x 8)
* 1 Score/round mat
* 1 Bribe mat
* 2 Tracking tokens
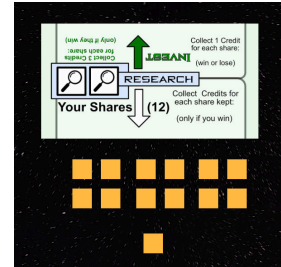* First Player Captain's badge
* Rule sheet

| The play deck cards: | Player card: |
| --- | --- |
|  |  |

## Game Setup:

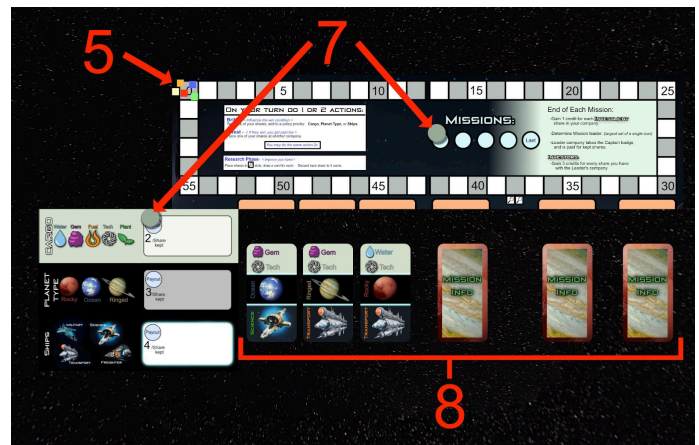| | |
|---|---|
| **Players:**<br><br>1. Take a Player card and 13 cubes of a single color.<br><br>2. Place the cubes in front of you, behind the player card. |  |
| 3. Give the Captain's badge to the person who most recently went to space and/or placed a bet. |  |
| **Center:**<br><br>4. Put Score / Mission mat out in the center of the table.<br><br>5. Each player puts a cube at 0 on the score track.<br><br>6. Set the Bribe mat left of center, below the mat (leaving room for 6 cards to the right)<br><br>7. Put tracking tokens on first Mission space, and on the Cargo bribe space. |  |
| **At the start of each Mission:**<br><br>8. Shuffle the deck. Put 3 cards face-up and 3 cards face-down in the center, next to the Bribe cards. These are all "communal cards" that count for all players. | |
| 9. Deal 5 cards to each player. The player's hand is private, and only counts for them. |  |

# Playing a Round or "Mission"

Planet Profiteers is played over several missions. Each mission will end with a winner declared "leader," but that isn't necessarily your goal. What you really want is to make a profit from that decision…

The set of 6 communal cards are revealed gradually during play (Texas hold'em style).  Each card has symbol icons in three categories: **Cargo**, **Planet Type**, and **Ships**. To win a Mission you must have the *largest set* of a single icon (your hand + the communal cards) in the *category* with the most *bribes*.
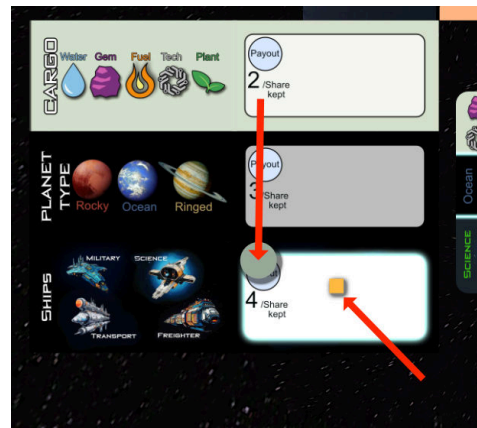
At the start of a mission, you have 12 shares in your own company. Starting from the Captain's Badge, and continuing clockwise, players take actions in turn. Each turn, you must use one of your shares to **Bribe,** or **Invest.** You may use another share to take a second action. It may be different, or the same action twice. One action is mandatory, the second is optional.

### On your turn, do 1 or 2 ACTIONS:

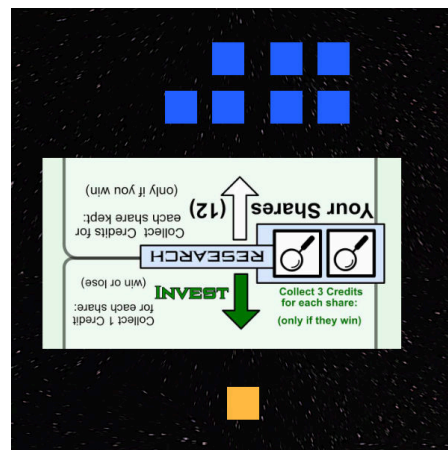| | |
|---|---|
| **Bribe** - < Influence the win condition > <br><br> Put a share next to a policy category: **Cargo, Planet Type,** or **Ships.** <br><br> Move the priority token to that category If it has the most total bribes. |  |
| **Invest** -  < You get paid too, if they win > <br><br> Don't think you'll win, put a share into the Investment area of another player. |  |

After everyone has taken a turn, one more communal card is revealed. Take another turn. Once all the mission info cards are revealed, everyone takes one last turn before a company is awarded the mission.

# End of Mission:

-Receive 1 credit for each investment share given to you. (Gain this even if you don't win the mission.)

-Determine the winning company: All players reveal their hands. A winner has the *largest set* of a single icon (hand + the communal cards) in the *category* with the most *bribes.* (*EX: Most bribes are on Planet Type. The communal cards had 4 Ocean planets in it. Your hand had 3 Ocean planets, your total is 7.*) There are no runs, full house, etc. .A win is always highest X of a kind: 8 of a kind beats 7 of a kind.

-Winner takes the captain's badge, and will be first player on the next mission. They are paid for each share they didn't use for actions.
Note: the value of each share depends on which category got the most bribes.

-If you invested in the winner, Gain 3 credits for every share of yours at the winning company.
Note: it is always 3 credits per share for investments.

-Reclaim all your shares from investments and bribes after dividends have been paid.

-Start a new mission: Advance mission counter, reset bribe tracker to cargo, shuffle and deal cards.

# End Game Scoring
If anyone passed 60 credits, or five missions are completed, the game ends. The player that collected the largest fortune is the winner!

# Advanced Play
There is an optional Research phase for advanced play, marked on the board with magnifying glasses. After two rounds of actions, you may spend shares to draw up to two cards, then discard back down to five. It could make the difference in a competitive mission, or just end up costing you.

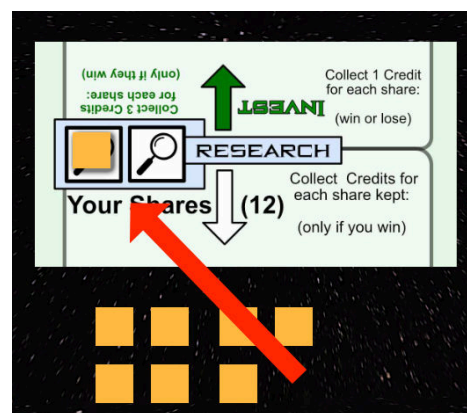| **Research** -  < Improve your hand > | |
|---|---|
| Put a share into a Research slot. Draw a card, discard a card. |  |

# Table Talk

Players are encouraged to discuss their shared goals and temporary alliances openly. You have no obligation to speak truthfully about what you have in your hand. You can't show your hand to any other player. There's no explicit penalties for breaking promises, but not fulfilling promised actions will discourage others from working with you again.

# Earning Credits

There are three ways of earning credits:
1. Other players invest in you. Winning or not, if you get other players to believe in you, their investments earn you a bit. (1 credit per investment)
2. Winning a mission. Have the best hand for the collectively decided (via Bribes)win condition. All your unspent shares pay you (2-4 credits per share kept)
3. Invest in a winner. If you think you know who is going to win, invest in them. Maybe even help with their Bribe agenda. If they do win, you get paid for every investment share you have with them. (3 credits per investment share in front of the winner)

If you don't win a mission, your leftover shares are worth 0. Investment shares in front of non-winners are worth 0. Shares used for Bribes have no credit value to you, only the politicians that took the Bribes.

# FAQ

*Q: Who wins if two or more players are tied for the largest set?*

-Players are eliminated based on current policy priority. Policy is set by the number of bribes. Look at the category with the most bribes. If you don't have the most (or tie), you are eliminated. If largest set is tied, check for largest set in the category with the second most bribes.  If still tied, check for largest set in the category with the least bribes.  If there is still not a clear winner, repeat the sequence counting who bribed the most in the top category, then second,...

*Q: What happens when categories are tied for most Bribes?*

-To move the priority marker, a category must have more bribes than the current priority. If 2nd and 3rd categories are equal in a tie-break, consider the categories equally weighted. (Tie + win) > (tie + loss)