



STAR TREK™

GALACTIC ENTERPRISES

TECHNICAL MANUAL

Profit is where you make it. Even on Deep Space 9. Sitting at the mouth of the Bajoran Wormhole, Deep Space 9 is a vital commercial port and a defensive outpost for the United Federation of Planets.

As a player, whose role as a Merchant with a shop on Deep Space 9's Promenade, it will be your job to satisfy the needs of the thousands of beings that come in and out of the station each day.

You will try to purchase items – both legal and illegal – for the best price. Then, you can sell those items at an inflated rate (because you are providing a service, of course) and make a tidy profit. However, your fellow shop owners are doing the same thing and will try to undercut you at every turn. They will use every trick in the book and even make up new ones to make sure they bring in the most Latinum.

**Because in the end, deep down inside...
everyone's a Ferengi.**

A game by Christophe Boelinger

WIZKIDS™

COMPONENTS:

- 80 Galactic Market Cards
- 43 Action Cards
- 1 First Clerk Card
- 1 PADD for setting prices
- 126 Latinum tokens
- 1 Rule Book

OBJECT OF THE GAME

The object of the game is to be the Ferengi that earns the most profit. Profit is the combined value of the Gold-Pressed Latinum that you have earned, as well as the value of your Galactic Market Cards. The player who has earned the most profit at the end of 10 turns (8 turns in a 7-8 player game) becomes the right hand of the Ferengi Grand Nagus (also known as the First Clerk). Remember, a Ferengi without profit is no Ferengi at all.

SETUP

Choose a player randomly to become the First Clerk – that player takes the First Clerk card and places it in front of themselves.

The Market Cards and Action Cards are shuffled separately and placed face down in the center of the table.

The First Clerk always acts as the banker for their turn. This means they will handle paying out the Latinum to players, making change, as well as calling for the prices during the Commission phase.

Each player takes 10 Latinum and 1 PADD, writing their names on it (writing instruments not supplied).

The remaining Latinum tokens are placed in the center of the table in a supply pool.

PHASES OF PLAY

The game last for 10 turns, but in a 7-8 player game, only 8 turns. Each turn consists of 4 phases.

1. Financial Mandate Phase
2. Latinum Squeeze Phase
3. Commission Phase
4. Pass The First Clerk Card Phase

FINANCIAL MANDATE PHASE

During this phase, players will bid for Market and Action cards.

The First Clerk takes as many Galactic Market Cards as there are players and places them face up in a row in the center of the table. Then the First Clerk takes one Action Card and places it **face down** next to the row of Market Cards.



Example: in a 5-player game, 5 Market Cards are placed face up and a 6th card, the Action card, is kept face down.

The First Clerk will choose one of the cards to be auctioned, by moving it out of the row slightly. The First Clerk must also announce the starting bid price for this card or pass. If the First Clerk does not pass, the starting price cannot be less than the printed base value of the Market Card or not less than 1 Latinum if it is an Action Card.



The player to the First Clerk's left can raise the bid by naming a higher price, or pass. The rest of the players can continue to raise or pass. The bidding ends when no one raises: i.e. all other players consecutively pass. When that happens, the Market Card is sold. The high bidder then pays their bid to the supply and takes the card. The card is placed face up in front of the high bidder if it is a Market Card; an Action Card is placed in the high bidder's hand, kept secret from the other players. *NOTE: even if you pass, you can jump back into the bidding.*

Once a player has received a card during the current phase, they may no longer bid for the rest of the turn.

The First Clerk then chooses another card to be auctioned. If the First Clerk has not taken a card yet, they may set an opening bid (or pass). Otherwise, the first player to the left of the First Clerk that has not taken a card may set a bid or pass.

If no one wishes to bid on a card it is discarded.

If there is a case where there is only one card left to auction AND there is only one player left capable of bidding, that player may purchase the card for its base value, or for 1 Latinum if it is an Action Card. If that player refuses to bid, the card is discarded.

The Financial Mandate Phase ends when there are no more cards left to bid on or everyone has taken at least one card.

LATINUM SQUEEZE PHASE

During this phase, players fix sales prices for every Market Item type which they have in front of them.



The sales prices must be equal to or greater than the base price of the Market Card and less than or equal to double the base price for that Market Card.

Example: Tribbles' base value is 3. You can set a price no lower than 3 and no more than 6.

Before fixing sales prices, players may discuss setting prices with other players who have the same item available for sale.. The actual fixed sales price will impact the income gained during the next phase.

Once discussions are over, all players secretly write down their fixed sales prices for each type of Market Card they own onto their PADDs.

Example: On the fifth turn, the players with Power Cells all agree to fix a sales price of 5 Latinum for the Power Cells. Once discussion is complete, all players write their fixed sales price onto their PADDs. Miranda has 2 Power Cell cards (base value 2). So she fixes her price to the lowest possible for those Cells, which is 2 Latinum. She writes "2" in the fifth column of her PADD. Obviously, Miranda is going against the agreed upon sales price.



COMMISSION PHASE

During this phase, income, in the form of Latinum, will be distributed for the sale of Market Items.



The image shows a 'PRICE FIXING SHEET' for Star Trek Galactic Enterprises. It includes a 'PLAYER:' field, a 'BASE' column, a 'THING' column, and a '3 PLAYERS' column. The items listed are Synthel, Synthehol, PADDs, John Mackinn, Planners, Replicator Units, and Mikban Crystals.

ITEMS	BASE	THING								3 PLAYERS
		1	2	3	4	5	6	7	8	
Synthel	2									
Synthehol	2									
PADDs	2									
Mikba	4									
John Mackinn	5									
Planners	5									
Replicator Units	6									
Mikban Crystals	6									

All players reveal their PADDs.

The First Clerk calls out the first item on the list, Synthel, and listens to the sell prices from the players who have Synthel to sell.

The First Clerk then gives out Latinum according to the following rules:

1. The player who fixed the lowest price receives their sell price for each card they possess of that type, plus a bonus of 2 Latinum per card. (Fixing the lowest price means that no other player is selling the same item type at an equal or lower price.)
2. The player (or players) who fixed the highest price receive no Latinum.
3. All other players receive their fixed sell price for each card they possess of that type.
4. If all players fixed the same price, that price is considered to be the lowest price. There is no higher price in this case. This means all those players will receive the 2 bonus Latinum per card.

Even after receiving income for their items, the players leave their Market Cards face up in front of themselves. The cards represent a supply of the items for sale instead of an individual item. Only certain Action Cards can eliminate a player's Market Cards.

The First Clerk then asks for sell prices for the second item on the PADD, and so on, until incomes are given out for each type of Market Card on the PADDs.

COMMISSION PHASE (CONT.)

Example: Christopher is the First Clerk for the fifth turn. Once all players have revealed their PADDs, he asks for the sell prices for the first item on the list: Synthehol.

1. Henry calls out “3” (he was hoping to undercut the other players who had all agreed on a price of “4”).
2. Miranda calls out “2”.
3. Jack chose “4” trying to stay with the agreement.
4. Christopher is selling for “2”, probably guessing someone would be devious enough to go against the agreement.
5. Courtney and Helen don’t have any Synthehol to sell and so did not write down a price.

After confirming the prices, Christopher gives out the following incomes:

1. 4 Latinum to Miranda who has 2 Synthehol cards.
2. 2 Latinum to himself as he only has 1 Synthehol card.
3. 3 Latinum to Henry: he had neither the lowest nor highest price and only one Synthehol card.
4. 0 Latinum to Jack, who sold at the highest price.

If Miranda was the only one to sell at a price of 2, she would have gotten a bonus of 2 Latinum per Synthehol card, for an extra 4 Latinum.

PASS THE FIRST CLERK CARD PHASE

The current First Clerk passes the First Clerk card to the player on the left. This new player is now the First Clerk for the next turn.

END OF THE GAME

A game with 3-6 players ends after 10 turns. A game with 7 or 8 players ends after 8 turns.

At the end of the required number of turns, each player counts their total value of Latinum and adds to that total the base value of their Market Cards in front of them. The winner is the player with the highest total. In case of a tie, the youngest among the tied players is the winner.



ACTION CARDS

The Action Cards are designed to upset the normal course of business. The text on the cards indicates in bold type when the card may be played. Also, the cards describe what effects they have when played. Some of the effects are very powerful and many will make the players' lives very "interesting". Even the threat of certain cards can weigh heavily during negotiations.

NOTES ON PLAY

All forms of negotiations are allowed between players right before setting prices. There is no rule to prohibit players from selling or trading cards between players if they wish to do so.

Players are not obliged to reveal how much Latinum they have. The only thing they have to show is the face up cards they have in front of them and how many Action Cards they have in hand.

VARIANTS

These variants can be played separately or mixed and matched amongst themselves and the standard rules.

CLASSIC

In this variant, there is only one deck of cards. Remove 4 each of every Market Card and mix in the following 25 Action Cards: Lissepian Traders, Friend of the Nagus, Liquidator Audit, Nausicaan Pirates, Detained Shipment, Promenade Lockdown, Section 31, Eliminator Contract, Cascade Virus, Confiscated, Out of Latinum, Orion Syndicate Thugs, Long Range Sensors, Station Monopoly.

Also in this variant, if more than one player is tied for lowest sell price, each of those players receive the 2 bonus Latinum per Market Card of that type.

WORMHOLE CLASSIC

As Classic, but mix 25 random Actions Cards into the deck.

CAN'T WE ALL SHARE?

If more than one player is tied for the lowest sell price of an item, each of those players receive 2 bonus Latinum per Market Card of that type.

SHORTER GAME

If players wish, a shorter game can be played by setting a smaller number of turns at the beginning of the game.

CUTTHROAT

Players are allowed to sell below the base price of an item (never below 1).



CREDITS

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45 Mins



Ages 14+



3-8 Player

PHASES REFERENCE

I. FINANCIAL MANDATE PHASE

Players bid for Market and Action Cards.

2. LATINUM SQUEEZE PHASE

Players fix sales prices for every Market Item type which they have in front of them.

3. COMMISSION PHASE

Income, in the form of Latinum, is distributed for the sale of Market Items.

4. PASS THE FIRST CLERK CARD PHASE

The current First Clerk passes the First Clerk card to the player on the left, to identify the start player for the next turn.