

TECH EXCHANGE 1-PAGE RULES SUMMARY



GAME SETUP

THE STOCK MARKET – Take out the four 1-value cards (data mining, material sciences, internet of things, e-commerce) from the Tech Deck and put them into play. Each card starts its own stock stack each representing a different domain (knowledge, science, technology, and services). Together, these represent the stock market.

DEAL CARDS TO PLAYERS – Shuffle the Tech Deck and deal 8 cards to each player. If playing a 2-player game, deal 10 cards to each player instead. If playing with 5-6 players, two Tech Decks need to be used.

DECK & DISCARD – The other cards form a *deck* placed next to the stock market. Tilt the bottom 5 cards of the deck as these will indicate when trading must stop. The discard pile will be next to it.

FIRST PLAYER – Randomly determine a first player and give them a token to denote they are the first player.

PHASES IN A ROUND (SUMMARY)

FIRST TRADING PHASE – The players exchange cards between each other in real-time trying to form triples, quadruples and one flush. Players pause trading when any stock stack hits a value of three or if no one wishes to trade anymore.

FIRST USE CARDS EFFECTS PHASE – Starting with the first player, all the players may use a game effect from one of their cards. The first two players to use effects puts a card matching its domain into the stock stacks from the deck.

SECOND TRADING PHASE – The players continue exchanging cards until trading ends.

SECOND USE CARD EFFECTS PHASE – Starting with the first player, each player may use a game effect from one of the cards in their hand and then redraws that card. The first two players to use effects puts a card into the stock stacks.

REVEAL & SCORE PHASE – Determine the player with the lowest number of cards in their hand. All players discard down to that number then reveals their hands. Players score their hands.

RESET PHASE – Take the 1-value cards to form four new stock decks like at the start of the game. Shuffle all other cards and deal 8 cards to each player. Deal 10 cards in a 2-player game. Place the new deck by the side of the stock market.

GAME END CHECK PHASE – After three rounds, the game ends. Pass the first player marker left to the next player.

FIRST & SECOND TRADING PHASE RULES

TRADING RULES – Two players trade one or two cards between each other. They offer one or two cards to receive one or two cards in return. All players trade simultaneously in real-time. For example, a player may say: “I will offer my 7-science and 4-knowledge for your 2-information and 11-service.” After each successful trade, reveal the top card of the deck and place it in the stock stack of the corresponding domain.

VERBAL NEGOTIATION – Any kind of verbal negotiation is allowed so long as offers and executions follow the other trade rules. Players may willingly offer any information truthfully about their hands if they wish.

EXECUTING AN TRADE – If another player accepts the offer, satisfies the conditions, and places their cards on the table, the trade is committed, must be *executed* and cannot be canceled.

CANCELING AN OFFER – Anytime before the trade has been committed, a player may cancel the trade and pull back their cards into their hand.

TRADES ARE NOT MANDATORY – If a player describes an offer and request, and another player has the cards requested for, they are not forced to trade. For example, if a player says, “I have a 5-Tech and I want a 13-Science”. The player holding the 13-Science is not forced to trade. They *may* respond, “I am not interested in that trade.”

FISHING FOR INFORMATION – It is legal to “fish” for information through offers. If a player chooses to respond to a question, they must answer truthfully. For example, a player says, “I have a Service card to offer, I am looking for a 7-value card”. The player may just want to know who has a 7 in their hand. However, if someone puts a 7-value card on the table, the trade is committed and must be *executed*.

SIMULTANEOUS EXECUTIONS – If more than one player wishes to accept another player’s offer, whoever can get their trade cards on the table first will execute the exchange. If two players simultaneously commit their trade cards, the player making the offer can choose which player to complete the exchange with.

MISTAKES – If a trade was made, but an incorrect card not matching the offer/request completed, then the trade is aborted and both players return their original cards back to their hands.

THREE-WAY TRADES – Three-way trades are executed as two pair-wise trades.

END OF TRADING – Trading ends when: (a) no one wants to make any more trades, (b) when no offered trades are being accepted by anyone or, (c) if there are only 5 cards left in the combined draw deck & discard or 1 card left in a 4-player game.

ANNOUNCING END OF TRADING – During trading, any player may announce that they are done trading. However, they may come back and continue trading later as long as trading has not finally completed. The changing stock market may create situations where a player wishes continue trading again.

TECH EXCHANGE 1-PAGE RULES SUMMARY CONTINUED



FIRST AND SECOND USE CARD EFFECTS PHASE RULES

USING CARD EFFECTS – Starting with the player who has the first player marker, each player may choose to use a game effect from one of the cards in their hand. The player *reveals* the card and resolves the game effect on it. After resolving the effect, for the first two players to use game effects, reveal the top card of the deck and put it face up on the stock stack of the matching domain. Then, discard the card that was used and redraw a new card from the deck.

DECK RUNNING OUT OF CARDS – If the deck runs out of cards, or a player needs to reveal more cards than are in the deck, resolve as much as possible. Then, shuffle the discard into the deck and perform the rest of the effect. For example, to reveal 4 cards in a deck with only 2 cards, reveal the 2 cards. Shuffle the discard to create a new deck. Then, reveal an additional 2 cards. If there are still not enough cards in the deck to reveal the requested number of cards reveal as many as possible.

CORNER CASES – If a game effect has multiple effects, but any of them are unresolvable, do as much as possible. Stock market cards are all *in play* and *neutral*. Game effects last until the end of the round if not specified on the card. It is possible that a game card effect will be used again because of a copy effect from a hand card. Whenever an effect causes “all players” to do something, the active player starts first. Then, the effect passes to the next player on their left.

REPLACE & EXCHANGE GAME EFFECTS – Some game effects replace or exchange neutral cards. If such an effect results in a card not matching its stock stack domain, then move it to the appropriate domain. For example, the 13-Science (AI) card effect replaces a neutral card in play with the top card of the deck. A player replaces a card in the technology stock stack from the top of the deck. If that was a science card, move it to the science stock stack.

WILD CARDS – When a wild card is drawn, reveal it and place it into the stock stack of the drawing player’s choice. Then, draw a card from the deck. If a wild is taken into hand, replace it into a stock stack. Wild cards are not expelled.

REVEAL AND SCORE PHASE

REVEAL AND SCORE – Determine the player with the lowest number of cards in their hand. All players discard down to that number then reveal their hands. Players arrange their hands into groupings of triples (three of a kind), quadruples (four of a kind), and up to one flush (cards sharing the same domain) of 3 or 4 cards. For each group, pick a domain from among cards in the group. Multiply: (the number of cards in the group) X (the number of cards in the stock stack of the selected domain) = (score that many points). Repeat for each grouping. For example, for a 9-value triple (9-knowledge, 9-science, 9-technology). A player picks the knowledge domain stock stack which has 4 cards in it. He scores 4(multiplier) x 3(triple) = 12 points for that grouping. That player repeats for the other groups in their hand.

RESET PHASE & GAME END CHECK PHASE

RESET – Take the 1-value cards to form four new stock decks like at the start of the game. Shuffle all other cards and deal 8 cards to each player. If playing a 2-player game, deal 10 cards to each player instead. Place the new deck by the side of the stock market.

GAME END – After 3 rounds, the game ends. Whoever has the most points wins. If there is a tie, the victory is shared.

PASS FIRST PLAYER MARKER – The first player marker is passed to the next player to the left (clockwise).

GENERAL RULES

RESHUFFLE – If a game effect requires you to draw or reveal card(s) and there are not enough cards in the deck to do so, shuffle the discard pile with what is left of the deck to form a new deck.

LOOKING AT PILES – Any player may look through the discard. This is public information.

REVEALING – To reveal card(s), expose the card(s) for all to see. Then, the cards are returned from where they came, preserving the order that they had. A player who looks at a card *may* choose to divulge the information.

EXPELING – A card that is expelled is removed from the game.

EXCHANGING – Exchanging two cards causes them to swap places with each other. For example, exchanging from the top of the deck with a card in hand causes the top card of the deck to change places with a card from hand.

REPLACE – To replace a card, discard it and put the replacing card in its place.

FOR MORE INFORMATION

See the Boardgamegeek.com entry, Youtube.com (Walk-through videos), or visit cheung.interzone.com

CREDITS

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