

Xylotar

Chris Wray

UNHINGED



THE PLOT THICKENS

After *Xylotar* (the card game) became a huge hit in 2024, turning even the most socially awkward nerds into trick-taking masters, the tale of Bobby McColdsnap morphed into a fairy tale even more compelling than *Rebel Princess*.

KEIFER IS ALIVE!

Like a boomerang with a grudge, Keifer Basset was found in late 2024 by internet sleuths. He spilled the beans that Bobby's 1985 xylotar obsession terrified him, causing him to flee to Trinidad. Keifer is currently living his best island life as the proprietor of the "Hold My Beer" marimba beach bar featuring cocktails named after Thompson Twins singles.

BOBBY'S LEGACY

After Keifer went public, Bobby resurfaced with his xylostar in the winter of 2024 as the rock god of the North Pole. He now hosts "The Polar Pitch," a weekly jam session with Kajagoogoo and Thomas Dolby. Here, the aurora borealis does the lighting, and the crowd is a mix of exasperated penguins and seals who applaud inappropriately. His music has been dubbed "Arctic Wave," which stirs up memories of an 80s mixtape fed through a Panasonic boombox with the bass turned all the way up to "avalanche."

Bobby isn't merely a bear with a dream; he's the Beethoven of blizzards, the Pink Floyd of permafrost, and the Sting of snowstorms.

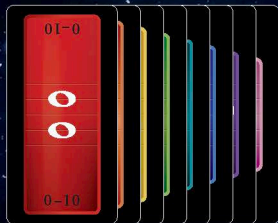
Rock on, Bobby!



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cards



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cards

YOUR MISSION

In these two expansions for the card game *Xylotar*, **you've found additional materials regarding the construction of the fabled instrument.**

You can play with either expansion or both of these expansions together.

SETUP FOR BONUS BEATS

If playing with **2, 4, or 5 players**, remove the **Yellow 9** Bonus Beats card.

If playing with **3 players**, remove the **Red 11** Bonus Beats card.

If playing with the Off-Key expansion, include the **Off-Key** Bonus Beats cards.

After the regular Xylotar cards have been dealt to all players, shuffle the Bonus Beats deck and deal 2 cards to each player, face down.

SETUP FOR OFF-KEY

Shuffle the Off-Key cards in with the rest of the cards (if playing with 3 player do not deal any of the Red or Orange cards).

Then take 1 random card of each color face down and place it to the side (you'll need those cards for the next round when you'll shuffle them in again).

Deal the cards to players as normal.

BONUS BEATS GAMEPLAY

Players may use 1 of their Bonus Beats cards each round...the 2 cards dealt to each player at the start of the game are all they will get, so each player must determine which round to play them.

Many cards have specific timing requirements, such as "Immediately after you bid" or "Before you play your first card," which must be followed. Until a card is activated, it remains face down in front of the player, and is not shared with any other player.

In all cases, even if the ability of a card is not used, once a Bonus Beats card is flipped face up it is considered activated for that round, and no other Bonus Beats cards may be used that round by that player. At the end of the round, place any activated Bonus Beats cards back in the box.

At the end of the 3rd round, if a player has not used either of their Bonus Beats cards, they get 1 extra point on that round.

BONUS BEATS CARDS

The following list shows how each of the cards are used in the game.

CARD

DESCRIPTION

Immediately after
you bid



Get your
bonus even if
you are 1 over
your bid.

Must be played immediately after you bid.

Get the 5 point Bonus even if you
are 1 over your bid.

Immediately after
you bid



Get your bonus
even if you are
1 under your
bid.

Must be played immediately after you bid.

Get the 5 point Bonus even if you
are 1 under your bid.

Before you play
your 1st card



Replace your
rightmost card
with this one,
which can be
played instead
of the led suit.

Must be played before you play your 1st card.

Replace the right most card in your
Xylostar with this 0 card, which can
be played instead of the led suit.

Immediately after
you bid

+1



Get 1 point for
each other player
who misses their
bid.

Must be played immediately after you bid.

You will get 1 point for each other player that misses their bid this round, in addition to any other points you score.

Before you play
a card



Change your
bid to 1 of your
unplayed cards,
and flip your
old bid card
face down.

Must be played before you play a card.

Change your bid to one of your unplayed cards, and flip your bid card face down and move it back into your row of Xylotar cards.

Immediately after
you bid 0



Get 8 points for
a successful 0 bid
(instead of 5).

Must be played immediately after you bid 0.

Get 8 points for a successful 0 bid instead of the usual 5 points.

Before you play
your 1st card



Flip up all
your cards
of any suit.

Must be played before you play your 1st card.

Flip all cards of any suit face up, and they stay face up for the rest of the round.



Must be played before you play a card.

You don't have to follow suit this trick, and may play any card, including a trump card.



Must be played before you play your 1st card.

Replace the leftmost card in your Xylostar with this one. This card is a Yellow (trump) 9, and will always win a trick.

Only used with 3 player games.



Must be played immediately after you play any card.

Discard 1 face down card. You will not bid this round. Instead, you will get your 5 point bonus if you match any other player's bid.

Must be played before you play your 1st card.

Replace the leftmost card in your Xylotar with this one. This card is a Red (trump) 11, and will always win a trick.

Only used with 2, 4, or 5 player games.



Must be played immediately before you bid.

View up to 3 cards (they do not have to be adjacent) and choose 1 of them as your bid.



Must be played before you play a card.

View any 2 of your cards (they do not have to be adjacent), then place them back face down.



Before you play
any card



View your 3
leftmost cards.

Must be played before you play any card.

Secretly view your 3 leftmost cards.

Immediately after
you play any card



Lead the next
trick no matter
who wins this
one.

Must be played immediately after you play any card.

Regardless who wins this trick, you
will get to lead the next trick.

Immediately
before you lead



When you have
the lead,
indicate a
different player
to lead.

Must be played immediately before you lead.

When you have the lead, you may
indicate a different player to lead
other than yourself.

Immediately
before you lead



You may lead
with your
leftmost card.

Must be played Immediately before you lead.

You may lead with your leftmost
card.

Must be played before you play any card.

Discard 1 of your cards and replace it with a card of your choice (do not view that card) from the Off-Key pile, angling it in your xylotar so everyone knows it was replaced.

Only used when Off-Key cards are in play



Must be played immediately before you bid.

Discard 1 of your cards, view the cards in the Off-Key pile, and choose of those cards as your bid.

Only used when Off-Key cards are in play



Must be played before you play your first card.

Any Off-key cards do not count as -1 to your score this round.

Only used when Off-Key cards are in play



OFF-KEY GAMEPLAY

Remember, that when playing with Off-Key cards, you've taken out 1 card of each color after shuffling. This means that you might be taking an Off-Key card out of the deck before it is dealt. When setting up the second and third rounds, don't forget to add in the cards removed from the deck previously. After shuffling in these cards, remove 1 of each color again.

Off-Key cards are $\frac{1}{2}$ less than the highest card that is normally in each color. The Red cards normally go from 0-10, so the Off-Key Red card is $9\frac{1}{2}$. The $9\frac{1}{2}$ card is higher than the 9 card, but lower than the 10 card.

When bidding, if a card you secretly view is a $\frac{1}{2}$ card and you use it as your bid, it is the number on the card. For instance, if you view a $2\frac{1}{2}$ card and use it as your bid, your bid is 2.

At the end of the round each $\frac{1}{2}$ card you have won in any tricks reduces your score by 1 point.

Off-Key ($\frac{1}{2}$) cards used as your bid are not subtracted from your score, as you did not win them in a trick.

When ordering cards at the start of a round, be sure to put the $\frac{1}{2}$ cards in the correct order.



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