

# UFO

UNIDENTIFIED FASCINATING OBJECTS



30

ABDUCTION



TARGET

2+

DEPARTURE



## GAME GOAL

### ABDUCT AS MUCH AS YOUR BEAMS CAN CARRY!

UFO is a real-time card game – there are no turns. You become ufonauts – students of an alien driving school, learning to pilot your flying saucer and abduct fascinating objects from the mysterious planet Earth.

The ufonaut with the highest total of 🤖 at the end of the game becomes the winner. All ufonauts simultaneously try to collect as many training points as possible. Who will be the bravest... or the craftiest?



## GAME SETUP



LANDING

Each ufonaut places the **LANDING card** in front of them. Return the remaining Landing cards to the box.

30 30

Shuffle the **ABDUCTION cards** and deal roughly equal piles – one pile per ufonaut minus one. Shuffle each pile separately.

2+ 3+

Place the **DEPARTURE cards** in the center of the table according to the chart:

### Number of Players

### Departure Cards

2

2+

3

2+, 3+

4-5

2+, 3+, 4+

6

2+, 3+, 4+, 6+

7

2+, 3+, 4+, 6+, 7

*Note: There is always one fewer DEPARTURE card than players. The DEPARTURE 5+ card is not used in the game.*

## HOW TO PLAY

The game begins when one ufonaut draws a hand from a pile in the center of the table and shouts:

### "PITCHFORK – TRACTOR – COW – GO!"

The other ufonauts simultaneously grab their piles and the abduction training begins immediately!

**IMPORTANT:** There are no turns! All ufonauts with a pile in hand play at the same time! A ufonaut without a pile holds their hand outstretched over the table until another ufonaut passes them one. The ufonaut whose pile was passed to the waiting ufonaut then draws from the center of the table and the whole process repeats.

Once a ufonaut has a pile in hand, they perform steps **A**, **B**, and **C** in order:

#### **A** BROWSE YOUR PILE

The ufonaut may browse through their pile as long as they like. *(The faster, the better!)*

#### **B** PLAY AN ABDUCTION CARD

The ufonaut may play one ABDUCTION card:

**Playing onto your own stack:** The card's value must be higher than the value of the card currently on top of your stack. Numbers do not need to be consecutive. *(Example: on a card with value 5, Lucy can play card 19 or 47, but not card 14.)*

#### THE CONTINUING TRAINING PILE

The pile of cards for the continuing ufonaut forms the ascending sequence of ABDUCTION cards placed in front of the following ufonaut's (LANDING card's) pile. The ufonaut's pile is created at the moment when all LANDING cards have placed their first ABDUCTION card.

**Playing onto another player's stack:** In this case, you may only play a card with value **IMMEDIATELY** following the card on top of that stack. The ufonaut then takes the appropriate number of LANDING cards from the rival's pile (if any remain) and places them in front of themselves along with any of their own additional LANDING cards. *(Example: on John's stack with value 18, only Lucy or Charles can play card 41, and John receives one LANDING card.)*

 **TACTICAL TIP:** The rules in no way prohibit skipping the playing of a card and immediately discarding the pile.

#### **C** DISCARD YOUR PILE

After playing an ABDUCTION card (or skipping that step), the ufonaut must immediately discard their pile in one of two ways:

##### **By Placing the Pile...**

...into the outstretched hand of another player waiting for their next pile. The player who delivered the pile then holds their own hand outstretched, palm up, over the table and waits for the next pile.

##### *HOW TO PROPERLY PASS A PILE TO A RIVAL?*

*The pile is always passed face-down onto the table. If it falls, the ufonaut who passed it must pick up all the fallen cards and form a new pile. Other ufonauts continue playing. Holding 2 piles at once is strictly prohibited!*

### By Deactivating the Pile...

...which can no longer be used by any other player. The ufonaut who deactivated it must take any DEPARTURE card from the center of the table and place it on top of their stack (see ufonaut Mark). From this moment, that ufonaut is out of the game. Their LANDING cards are inaccessible to others, they cannot hold out their hand to the center of the table, and they may not play any more cards. The other ufonauts continue playing!



- ① DEPARTURE cards
- ② Lucy's stack
- ③ John stole Lucy's LANDING card
- ④ Mark finished & took DEPARTURE card
- ⑤ Deactivated cards



## END OF GAME

The game ends immediately when:

- There are no DEPARTURE cards left, **OR**
- One of the piles has no cards left

At that moment, any ufonaut shouts **"END OF TRAINING!"** and the game immediately stops. Each player puts down their last card and all remaining piles are discarded.

It's time to count 🤖! Each ufonaut checks their ABDUCTION cards are sorted in ascending order. Then count 🤖 on their ABDUCTION, LANDING, and DEPARTURE cards. All ABDUCTION cards that don't fall in ascending order (were placed out of order) are discarded. In case of a tie, the ufonaut with the most ABDUCTION cards wins. If the tie persists, the ufonauts share the victory.

**Example Scoring – Charles received:**

 14  on ABDUCTION cards

 3  on LANDING card

 2  on chosen DEPARTURE card

TOTAL: 19 



## 2-PLAYER VARIANT

### 2 UFONAUTS

Divide ABDUCTION and DEPARTURE cards during setup as usual. Then remove 10 randomly chosen ABDUCTION cards, return them to the box and from the remaining cards create 3 roughly equal piles.

Place one pile in the center of the table; the other two piles are each distributed to a ufonaut.

Steps A and B remain the same. However, the rules for discarding the pile (step C) are replaced by the rules for placing the pile on the table as described below.

C

### DISCARD YOUR PILE

After playing an ABDUCTION card (or skipping that step), the ufonaut places their pile on the table next to the pile already lying there. The ufonaut then takes the other pile lying on the table (any other one), in order to play the next ABDUCTION card, and so on...

#### BUT NOT SO FAST!

If a ufonaut, who did not play a DEPARTURE card, has at least 10 ABDUCTION cards in their stack at the end of the game, they must give their opponent **ONE** of their ABDUCTION cards that gives them the most .



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