UFO - Abductions of Fascinating Objects

Goal of the Game:
Abduct whatever your beam can carry!

UFO is a real-time card game-there are no turns. You take on the role of aliens, students at a galactic driving school, learning how to fly your spaceship and abduct interesting objects from the mysterious planet Earth.
The alien who collects the most **training points** by the end of the game wins.
Everyone plays at the same time-who will be the fastest... or the smartest?

Setup:

- Each player takes one **Landing Zone card** and places it in front of them. Return any remaining Landing Zone cards to the box.
- Place **Departure cards** in the centre of the table, according to the number of players.
- Shuffle the **Abduction cards** and divide them into as many piles as there are players **minus one**. These are distributed among all players *except the one who last saw a cow*.

Departure Cards Per Player Count:

Players	Departure Cards Used
2	2+
3	2+, 3+
4–5	2+, 3+, 4+
6	2+, 3+, 4+, 6+
7	2+, 3+, 4+, 6+, 7

Note: There are always fewer Departure Cards than players.

How to Play:

There are **no turns**. Everyone with a deck plays simultaneously. The player without a deck waits with an outstretched hand until someone gives them a deck. Once they receive it, they begin playing and the other player then becomes the one waiting. This rotation continues.

The game starts when someone (the player without a deck) shouts:

"PITCHFORK-TRACTOR-COW-START!"
Then everyone grabs their deck and the abduction training begins.

Each player holding a deck repeats these steps:

A. Play an Abduction Card

- You may browse your deck as long as you like (but the faster, the better).

- Play one Abduction card to your own stack:
    - It must be a **higher number** than the top card on your stack.
    - Numbers don't have to be consecutive (e.g., you can play a 47 on top of an 18, but not a 14).
- OR play to an **opponent's stack**:
    - It must be **exactly one higher** than the top card.
    - You then **take one of their Landing Zone cards** and add it to your own area.

B. Skip the Step

- You are allowed to skip your turn and give the deck to the waiting player.

C. Pass the Deck

- As soon as you've played a card or skipped, pass the deck to the player with an outstretched hand.

How to Pass the Deck

You can only get rid of a deck by:

- **Passing it** to the player who is waiting with their hand outstretched.
    - After passing, extend your own hand and wait for the next deck.

Important:

- Always place the deck **directly into the waiting hand**-**never place it on the table**.
- If the deck falls, the alien who dropped it must **gather all fallen cards**, rebuild the deck, and continue.
- It is **strictly forbidden** to hold more than one deck at a time!

Ending the Game (Deactivating a Player)

A player may **deactivate themselves** from the round by:

- **Taking one Departure Card** from the centre and placing it on top of their stack.
- This player is now done: they **can't play more cards** or **interact with others**.
- Their stack is **locked** and **untouchable** by other players.

Remaining players **continue** until the game ends.

Game End

The game ends immediately when:

- **No Departure Cards remain**, OR
- **One of the decks runs out of cards**.

At that moment, any player may shout:
"TRAINING COMPLETE!"
Everyone must stop. No more cards can be played, and remaining decks are discarded.

Scoring

Each player:

1. Checks that their **Abduction cards are in ascending order**.
    - Any cards **out of order** are discarded.
2. Adds up the total points from:
    - Their **Abduction cards**
    - Any **Landing Zone cards** they stole
    - Their **Departure card**

Whoever has the **highest total score** wins!

If there's a tie:

- The player with the **most Abduction cards** wins.
- If it's still a tie, the winners **share the victory**.

2-Player Variant

- Distribute the Abduction and Departure cards as normal.
- Then **remove one random Abduction deck** from the game.
- Place one deck in the centre (for shared use) and the other two are given to each player to alternate turns with-emulating a real-time rotation.