

Game turn

1. Move all your UFOs
2. Bump other UFOs away
3. Actions (one with every UFO)
 - in towns: open / take over fry joints
 - in cities: open / take over burger diners
4. Count cities you control
 - adjust city marker

or

Place a new UFO in a city you control

Control rolls for burger diners (12-sided die)

- +1 for each adjacent fry joint you own
- +1 for each additional of your UFOs within this city
- 2 for each diner of another player in the city
- 2 for each eye witness in your colour
- 1 Bumper or Sedator UFO

Bumping (6-sided die)

Attacker +1
Bumper UFO +1
Sedator UFO -1
Support +1 per UFO
(supporting UFOs can belong to any player and have to be in adjacent towns)



End of the game

The game ends when there is at least one diner in each city (this does not apply in a 3 player game)

or

a player controls 4 cities (3 or 5 player game) or 5 cities (2 or 4 player game)

Standard UFO

Bumper UFO +1 bump bonus, -1 to control rolls
Sedator UFO removes eye witnesses, -1 to control rolls

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CITY RECORD

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1

2 You may build a 3rd UFO

3 You may build a 4th UFO

4 Game ends (for 3 or 5 players)

5 Game ends (for 2 or 4 players)

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