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For 2-4 players from 6 years of age
Duration of the game: 20 min.

The set includes:
7 space aliens
1 dice with symbols
21 space alien cards
1 black hole
5 comets
the rules

Today, our galaxy has gone topsy-turvy. The aliens were in a hurry flying to an important meeting when... all of a sudden, their spacecraft broke down. The aliens jumped out of the spacecraft confused and helpless. What should they do? They have to meet the other extraterrestrials as soon as possible. Please help them!

This is a totally addictive game for all the family.

GAME SETUP

Place the game board in the center of the table. Put a comet on each of the red lines on the board. Place all seven space aliens and the black hole on the edge squares of the board, one alien on each square. Two squares at the edge and four squares in the middle should remain free.

Shuffle the alien cards. Each player is dealt one card. The player must place the card on the table in front of him/herself face up, so that all the other players can see it. All other cards are placed by the board in a face-down stack. The dice is placed next to the stack of cards.



GOAL OF THE GAME

The first player to collect 5 alien cards and flip them face down will be the winner. This ends the game.

The player can flip the card face down only after he/she completes the task pictured on the card (brings both aliens depicted in the card together on the same square).



GAMEPLAY

When it's your turn, you must try to bring together the two aliens depicted on the card to the same square on the board. When you complete this task, you can flip the card over face down (the card is yours). Then, you can take a new card from the stack and place it face up in front of yourself.

The player who is the last to have seen a starry night sky begins the game. The players take turns clockwise. On his/her turn, a player rolls the dice and makes a move according to the dice symbol.

DICE SYMBOLS



Two black dots equal two steps. Take one of the aliens and move it two squares, or take two aliens and move each of them one square.



Back hole and dots. Move the black hole to any other vacant square and move the aliens as described above. The order in which you make these steps is not important.



Comet and dots. Move the comet to any other vacant line and move the aliens as described above. The order in which you make these steps is not important.

Note. The comets cannot be placed so that they completely block one of the aliens from moving.

If you rolled out two dots and managed to complete your task in one move, you will have an unused dot left in reserve. You can take a new card and finish your move (use the second dot). This way, you can complete several tasks in one roll of the dice.

It is possible that another player has helped you: when it is your turn, you discover that both of the aliens you need to bring together are already on the same square. In such a case, you can flip this card over, take a new card and make your move.

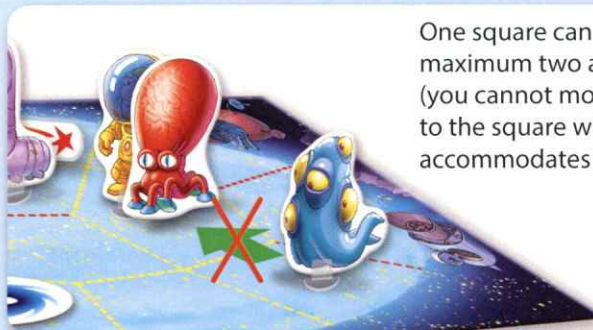


ALIENS CAN MOVE LIKE THIS:

The aliens can move only to neighboring squares (one move means moving one square).



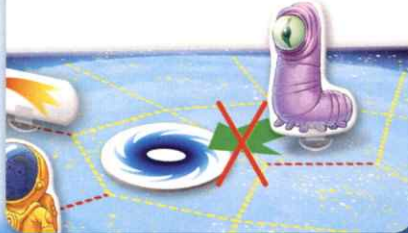
One square can accommodate maximum two aliens at a time (you cannot move another alien to the square which already accommodates two aliens).



The aliens cannot move diagonally (across square corners).



The aliens cannot move to the square containing the black hole.



The aliens cannot jump over a comet (a comet is like a wall).



Good luck!