

# UFOs! Fries From Space!

A nourishing board game for 2-5 players, ages 12 and up, by Petra Brandenburger

The aliens have attained almost everything they could wish for: galaxy-wide peace, highly developed industries - and a lot of free time on their hands. But what good is all that wealth without proper veneration?

And so they wander through space in their quest for love and admiration. A few of these journeys brought them to Earth, but the human inhabitants they met recoiled in fright and confusion. The aliens retreated with dashed hopes and injured pride, but then one of their scientists discovered that the way to a humans heart is through his stomach. This proved to be even more true when the food was laced with a generous dose of psychopharmaceuticals ...

As the expedition leader of an alien people, it is your task to built the best burger diners and french fry joints to become the Most Adored Fast Food Manager and conquer the earth.

## Components

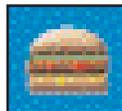
This rule book and



1 Game Board



5 Summary Sheets



50 Diners



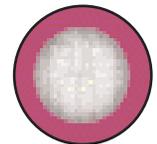
60 Fry Joints



18 City Markers



1 City Record



5 Record Markers



1 Twelve Sided Die



2 Six Sided Dice



15 Standard UFOs

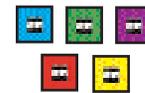


15 Bumper UFOs



10 Sedator UFOs

40 UFOs



60 Eye Witnesses



20 Plastic UFO Stands

## Object of the Game

Mankinds unconditional love will be gained by the player who has scored the most points with his diners and fry joints by the end of the game.

## Game Setup

Each player chooses a color and places all counters of that color in front of him. The game board is placed on the table. When playing with 2 or 3 players, only the cities and towns connected by red lines are used in the game.

The 18 city markers are shuffled face down and placed on the cities on the game board. Unused city markers can be put aside. The city markers on the game board are then turned face up.

If a player has seen an actual UFO, he is the start player. If none (or several) of you have, the last one to have visited a fast food restaurant starts.

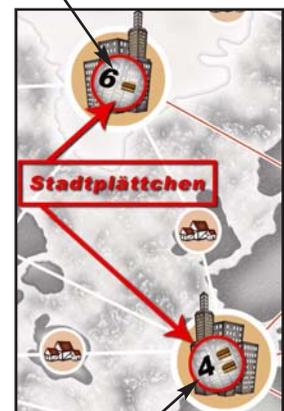
Beginning with the first player, each player selects one town where he place two standard UFOs. Everyone places the record marker on the city record at '0'. The dice are placed on the table within everyone's reach.

## Game Play

UFOs - Fries from Space! is played in a series of turns, each of which consists of four phases. Each player goes through all four phases before it is the next player's turn:

1. Movement
2. Bumping
3. Actions
4. Count Cities

This city marker with a single burger shows that only **one** diner can be opened in this city. The resistance of humans in this city and the points worth at the end of the game is 6.



Here the resistance is a meager 4 and two diners can be opened.

## 1. Movement

In this phase the active player moves as many of his UFOs as he wants over the map spaces (cities and towns). Movement is not allowed in later phases (with the possible exception of a bumped UFO).

As long as a UFO is moving over towns with a joint in its own color or cities with at least one diner in its own color, it may move as far as the player wants.

A UFO has to stop its movement immediately in spaces that are either empty or only have joints/diners of other players. It also has to stop when entering a space with any enemy UFOs.

### Infiltrating other Joints or Diners

Instead of moving, a UFO can infiltrate a diner or joint of another player. The UFO is placed on the diner or joint to show that it will attempt to take it over during the action phase. This is only allowed if the UFO was in this space before the movement phase.

Any number of UFOs can be moved into a space. If there are UFOs of different colors in a space after movement, they will attempt to bump each other out of the way.

## 2. Bumping

Since the aliens are highly civilised, they do not solve their conflicts with weapons but rather try to get rid of opponents by a forceful yet non-destructive bump. This occurs every time UFOs of different factions share a space after movement. You cannot choose to forego bumping - at the end of this phase, there may be no more spaces with UFOs from different players.

Both players count and announce their **Bump Bonus**:

- The attacking UFO gets +1
- Bumper UFOs get +1
- Sedator UFOs subtract 1
- Additional UFOs on the contested space or on directly adjacent spaces can lend their support to one side, even if they belong to a third faction. Each supporting UFO adds +1.

Players with UFOs that could lend support decide in turn whether and which side they want to support, starting with the player left of the active player.

Supporting UFOs always add +1 to the Bump Bonus, regardless of their type.

Once all support is declared, both players roll a **six sided die**, add their Bump Bonus and compare the result. In case of a draw, the roll is repeated.

The player with the higher result wins the bumping contest. He can move the losing UFO as many spaces as the difference between the final results of the contest, but has to move it at least one space.

If the losing side had several UFOs in the space, the allowed movement spaces are distributed among them as the winner of the bumping contest sees fit. Again, every losing UFO has to be moved at least one space, even if the difference is less than the number of UFOs on the losing side.

When bumped away, a UFO can be moved over empty spaces or spaces with opposing UFOs or diners/joints. It may, however, not end its movement in a space with a UFO of another player.

If all spaces in range are occupied by enemy UFOs, all losing UFOs move to the nearest space that is empty or only occupied by UFOs of the same color.

**If the attacking UFO loses the bumping, it cannot perform any actions in this turn (after being moved away by the other player).**

## Movement

*Move all, several or none of your UFOs*

Move freely over your own diners and joints  
Once a UFO moves into an empty or opponent's space, it has to stop

**or:**

land on an opponent's diner or joint to infiltrate it

No limit to the number of UFOs on one space.

## Bumping (6-sided die)

Attacker	+1
Bumper UFO	+1
Sedator UFO	-1

Supporting UFOs +1 per UFO

Winner moves the losing UFOs as many spaces as the difference in their total die rolls



The blue Bumper UFO attempts to bump the yellow Standard UFO out of the city. Since there are no UFOs on adjacent spaces, there is no support for either player. Yellow's die roll results in a 6. A Standard UFO gets no Bump Bonus, so the total result remains at 6. Blue comes up with a 5 for its die roll and adds +1 for being the attacker and another +1 for the Bumper UFO. The total result of 7 is enough to move the yellow UFO one space away.

## Eye Witnesses

In contrast to its usual stealthy movement, a bumped UFO tumbles through the sky rather gracelessly, and thus can be seen and recognized as an alien spacecraft by humans. Whenever a bumped UFO is moved over a city space (apart from the one where the bumping took place), put an eye witness counter in its colour there. This counter makes it more difficult for that player to open or take over a diner (-2 modifier). If there are no free witnesses of the bumped UFO's colour left, the winner of the bump may move a witness of that colour from another city.

## Removing Eye Witnesses

1. During the Movement phase, a Sedator UFO removes all witnesses of its own colour whenever it moves into or out of a city.
2. If a player manages to open a diner in a city with witnesses in his colour, they are immediately removed.

Removed eye witnesses are placed into the players supply.

## 3. Actions

Every UFO of the active player can perform one action. Possible actions are opening or taking over burger diners and french fry joints. Diners can only be opened in cities, while joints can only be opened in towns.

### Opening a French Fry Joint

There can only be a **single** joint in a town. A UFO can automatically open a joint of its colour in an empty town. To do this, the active player places one of his joint counters on the town with his UFO.

### Taking over another French Fry Joint

If a UFO has infiltrated (i.e. landed on) an opposing joint during its movement, taking over is also automatically successful. The active player simply replaces the joint with one of his own.

Opening or taking over french fry joints is a voluntary action; the active player can always decide that one of his UFOs is not performing an action at all.

### Opening a Burger Diner

Unlike joints, diners are not opened automatically (see **control rolls** below). The resistance of humans within a city is equal to the number on its city marker. The burgers on the marker indicate how many diners can be opened within that city. The active player may only open **one** diner per city during a turn. If there are several of his UFOs within the city, every additional UFO adds a +1 to the control roll (see **control roll modifiers** on the next page).

### Taking over another Burger Diner

As long as the active player could open a new diner within a city (i.e. if the city marker shows two burgers), he may not attempt to take over the diner of another player. Taking over diners also requires a successful control roll; furthermore, the UFO that attempts to take over the diner has to infiltrate it during its movement phase.

## Control Rolls

To open or take over a diner, one has to make a control roll with the **12-sided die** against the resistance of the city's human inhabitants. The control roll is successful if the result (including the modifiers listed on the next page) is equal to or higher than the resistance value.

A newly opened burger diner is marked by a diner counter of the active player's colour placed on the city. After a successful takeover, replace the diner counter that was infiltrated with one of the active player.

## Getting rid of witnesses :

Send a Sedator UFO  
or  
open burger joints



The red player removes all red eye witnesses within a city by moving over it with a Sedator UFO. Eye witnesses of other players are not affected.



The green player wants to open a diner in a city with a resistance of 8. The control roll is a 10, modified by +1 for each adjacent french fry joint and -2 for each eye witness in the city. The final result is 8 (10 + 2 - 4), which is just enough! The green player can open a diner and thereby remove the two eye witnesses.

### Control Roll Modifiers

- Each adjacent french fry joint of the active player adds +1
- Each burger diner of another player in the city subtracts 2
- Each eye witness of the active player in the city subtracts 2
- Bumper UFOs and Sedator UFOs subtract 1
- Additional UFOs of the active player within the city add +1 per UFO (regardless of the UFO type), but they cannot perform additional actions.

The active player can perform the actions of his UFOs in any order he sees fit. This makes it possible to open a french fry joint with **one** UFO and have **another** UFO in an adjacent city benefit directly from the joints's modifier of +1 to a control roll.

### 4. Counting Cities

After the active player has performed actions for all his UFOs, he counts the cities he controls and, if necessary, adjusts his marker on the city record. A player controls a city if all diners there are of his colour. An unoccupied place for a second diner has no effect on this.

When the actions of a player had an effect on cities controlled by another player, he also adjusts the record marker of that player. In effect, the city record should display the current number of controlled cities for all players after every turn.

### Arrival of additional UFOs

A player can get an additional UFO if he controls at least as many cities as he currently has UFOs. Actually getting the new UFO requires missing a whole turn - no movement and no actions at all.

The new UFO's type can be freely determined as long as the player still has UFOs of that type in store. It can be placed in any city controlled by the player, provided there are no UFOs of another player in that city.

The number of controlled cities is only a prerequisite for getting UFOs, not for keeping them - UFOs are never removed from the game, even if a player should lose control of some of his cities.

### End of the Game and Winning

The game ends as soon as

- each city has at least one burger diner (this does not apply in a 3 player game)
- a player has control over 4 cities (3 or 5 players) or 5 cities (2 or 4 players)

Each diner is worth as many points as the resistance of its city. Each french fry joint is worth one point. Each eye witness of a player's colour in a city subtracts 2 points from that player's score.

The player with the highest total score wins.

A draw is decided by the largest fleet of UFOs in play. If this should also result in a draw, the player with the most alien appearance wins.



Green wants to open a diner in the city, but both available spaces are already occupied by Red. During this turn, Green moves its UFO into the city. In the next round, Green infiltrates one of the red diners and attempts to take it over. The control roll is an 11, which is modified by +1 for the adjacent green joint and -2 for each green witness and each red diner in the city. A total of 4 (11 + 1 - 8) beats the city's resistance of 3 and allows green to replace one of the diners and remove the witnesses.

### Requirements for new UFOs:

Cities	Total number of UFOs
2	3
3	4
4	5

Once placed, UFOs are never removed from the game



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