



2~5 Players, 30 Min, Age 8+

It has been a century since humanity encountered **Uchujin (Aliens)**.

Finally, **Uchu-Kaigi (Interspace Conference)** is about to take place on **Chikyu (the Earth)**, which representatives from the main planets will attend.

Amid the struggle of electing the representative of **Chikyu**, world leaders came to an agreement that “the country who has the most support from delegations of **Uchujin** of 7 planets” becomes the representative. Which country will get the most support from these varieties of unique **Uchujins** to be the representative...?



About

As prime ministers of countries, players drum up “**support (victory points)**” from Uchujin delegations by entertaining them.

The player with the most **support** at the end of the game wins, and acquires the position of the representative of Chikyu!!

This is a trick taking game with must-follow rules and trump cards.



Components

◆ Uchujin cards x66 (6 colors 1~11)



◆ VIP card x6 (6 colors)



◆ Scoreboard (separated into three parts)



◆ Score marker x10 (2 for each color)



◆ Summary sheets x5



◆ This rulebook (3 sheets)



To Start a Game

◆ Cards

The number of cards is determined based on the number of players as follows.

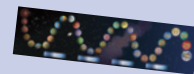
- 3 players 1~7 (42 cards in total)
- 2,4 players 1~9 (54 cards in total)
- 5 players 1~11 (66 cards in total)



The rest of the cards are put back into the box and not used in this game.

◆ Scoreboard

Place the scoreboard on the table.



◆ Score Markers

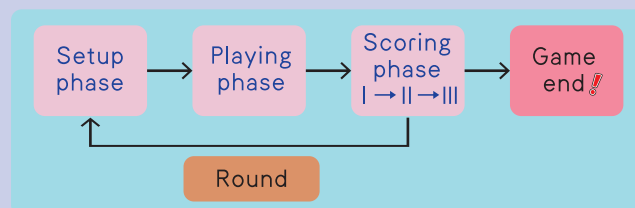
Each player chooses their player-color and receives 2 score markers of the color.



Game Flow

◆ How to play

A Game consists of 4 (or less) rounds. Each round progresses as follows: Setup phase, Playing phase, and Scoring phase, and this series of phases repeats until the game-end condition is met.



◆ End of the game

The game end is triggered either when (1) the fourth round ends or (2) a player scores 30 or more points at the end of the scoring phase.

Cards

◆ Cards

In each round, the players take turns playing one card, and whoever plays the strongest card gets all the cards played for the scoring phase.



A card you play shows how much you entertain the Uchujins. A player with the strongest card entertains them for the other players.

◆ Special Effects

Different colors have different special effects, and they are activated in different phases.

Numbers show the strength of the cards. The higher the rank, the stronger the card.

Simply describes the card effect. The leftmost icon shows what phase the effect is activated.

P Play Phase I Score Phase I
II Score Phase II III Score Phase III

Stars tell that the card is the highest rank for the game with players of that number.



Setup Phase (1st round)

(3~5 players)

*2-player rules are separately explained in a later section.

◆ Deal

The Uchujin cards are shuffled and dealt one at a time until each player has 12 cards. The rest of the cards are not used in this round; they are removed from the round, face down. -Each player has a hand that may not be revealed to the other players.

Setup for a 4-player game (Suppose you are the red player)



◆ Choosing the first designated country

Whoever plays a card first in a playing phase is called the lead player, or the designated country which will decide what Uchujin they entertain. The first lead player is, if any, the person who played a space-themed game the most recently. Other than that, choose whoever.

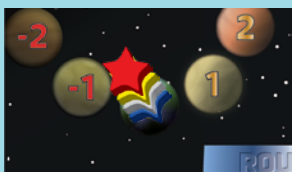
A designated country is the player who plays a card first in Playing Phase. Details are explained in the Playing Phase section.



◆ Setting up the scoreboard

Place one score marker of each player on “0” of the scoreboard. Place them in a clockwise order starting with the player to the left of the first lead player. (Make sure that the first lead player’s marker is at the top.)

Setup for a 4-player game (Suppose the red player is the lead player(=designated country).)



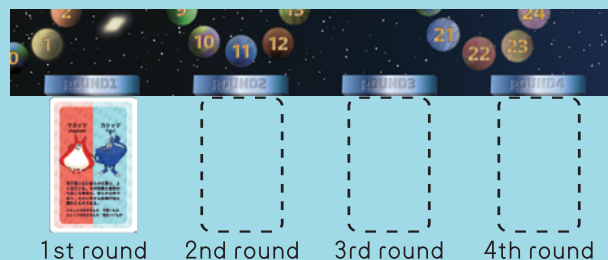
In a game, if two or more players have equal points, the player who has their marker at a lower position ranks higher.

◆ Determining VIP color (= trump card)

Shuffle 5 VIP cards (except Turnablindie, gray) and reveal one. The revealed color is the VIP color (= trump card) for the first round.

Place the VIP card by the scoreboard where it says “Round 1”

e.g. VIP card placement image



Now you are ready to start a game!!

Playing Phase

◆ Play

The designated country (the lead player) chooses and plays one card face up from their hand. The color the designated country plays is called the lead color.

Characters and Colors



◆ Rules of playing cards

After the lead player plays their card, each of the following players plays one card as well in clockwise order. They must play a card of the lead color, if they have any. If they don't have the lead color in their hand, they may play any card of their choice.

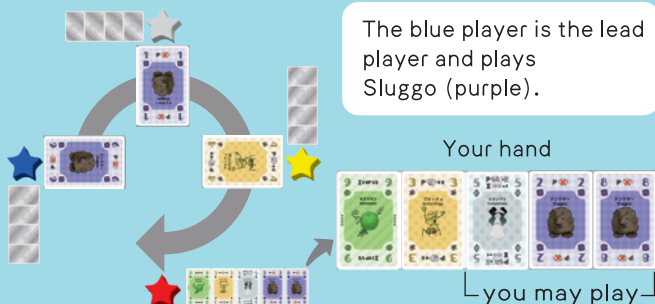
Turnablindie (gray) can be played at any time even if you have the leading color in your hand.



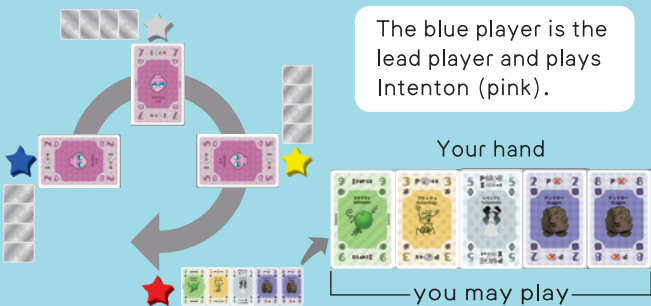
You can play Turnablindie even if you have lead color in hand.



e.g. when you have the lead color in hand.



e.g. when you have the lead color in hand.



If you are not the designated country, your options are limited by the lead color ...Well, it isn't my business, though.

◆ Comparing card ranks & Taking cards

After everyone finishes playing a card, compare the strength of the cards. Fundamentally, the highest rank of the lead color is the strongest. **Only when the VIP color is played will the highest rank of the VIP color take precedence over the other color(s).**

A player who plays the strongest card becomes the host country for this turn, and takes all the cards played.

e.g. 1

VIP color: green



The fourth player (white star) takes cards because he played 7 of pink, the higher rank than any other cards played this turn, and no VIP color is played.

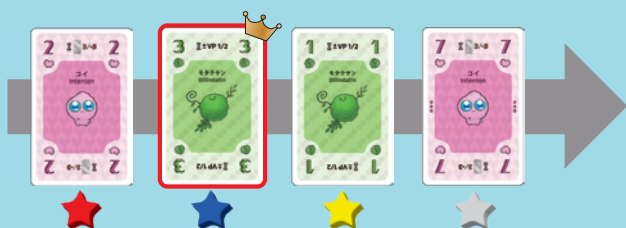


e.g. 2

VIP color: green



The second player (blue star) takes cards because he played the highest rank of VIP color.



◆ Placing cards taken

Cards taken are kept face down until the end of the round. When you take cards multiple times in a round, keep them separated for the Scoring Phase. (See fig. below)



Card piles are kept separated as you score points for each card pile. You may look at your piles anytime but may not see the other players'.

◆ Card effects & Starting the next turn

If the player takes cards by playing Butterfingy (yellow) or Sluggo (purple), their special effects are activated in the next turn.



When you play Butterfingy and take the cards, you have to shuffle your hand and play a random card without looking at its face.



When you play Sluggos and take the cards, you cannot play a card next turn. Your left-hand player becomes the lead player instead.



After a player takes cards, the player becomes the next lead player and starts the next turn. A Butterfingy or Sluggos which was just played takes effect here.

When any player's hand runs out, the Playing Phase ends and proceed to the Scoring Phase.

Scoring Phase

Scoring consists of 3 steps: scoring phase I, II, and III. They are processed respectively.

All players reveal their card piles and score victory points.

Special effects are activated in this phase as well; some of them are based on the rule of Threshold.

The threshold is fixed based on the number of players.

| | |
|-------------|--|
| 3 players | Same color x3 (activated when 4 or more cards are taken) |
| 2,4 players | Same color x4 (5 or more) |
| 5 players | Same color x5 (6 or more) |

You guys have limitations? You guys are having a tough life~



◆ Scoring Phase I

Each player processes phase I one by one, from the player with the most points to the fewest.

If more than two players have the same points, the one whose score marker is at the bottom goes first.

Scoring is based on:

- Number of piles taken (fig. I-a)
- Number of colors taken (fig. I-b)

◆ I-a Number of piles taken

Score 2 points for each card pile taken.

For the piles in which pink card(s) are included, get 3 points, or lose 3 points if the number exceeds the threshold.



You get 3 points for the card piles where Intenton is included, but lose 3 points if Intenton exceeds the threshold.



e. g. 1 when there is no pink



2points

2points

2points

Score
6 points !

e. g. 2 when there are pinks and Threshold is not exceeded

4 players: Threshold is same color x4



2points

3points

3points

Score
8 points !

e. g. 3 when there are pinks and Threshold is exceeded

4 players: Threshold is same color x4



2points

-3points

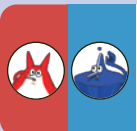
-3points

Lose
4 points...

◆ I-b Number of colors taken

Score victory points equal to the number of colors taken. If all 7 colors are acquired, score 10 points instead.

For red/blue card(s), if only one of them is taken, see it as 1 color. If more than 2 of them are taken, see them as 2 colors instead.



If only one of them is taken, see it as 1 color.
If more than 2 of them are taken, see them as 2 colors instead.



e. g. 1 when there is one red/blue



There are 4 colors.
Score 4 points !

e. g. 2 when there are more than 2 red/blues



There are 6 colors.
Score 6 points !



It's beneficial when you are entertaining various Uchujins! But when too many of the same Uchujins are there, it doesn't seem good...

◆ Special effect of Dillindallin (Green)

After 1-a and 1-b are calculated, count the number of green card(s). If it exceeds the threshold, halve the victory points (round down).



When Dillindallin exceeds the threshold, halve the score you get in Scoring Phase I.

I ± VP 1/2

eg

(1-a)8 points + (1-b)5 points → 6 points (13/2=6.5÷6)

(1-a)-6 points + (1-b)3 points → -1 points (-3/2=-1.5÷-1)

◆ Movement of score marker

Starting from the player with the most points to the fewest, the players take turns moving their score marker according to the points calculated (points don't go below -5).

Make sure to move only one marker at a time. Stack it onto a marker(s) if there is already one.

Points could exceed 30. If that is the case, keep counting.

e. g.



The red player, who has 13 points at the beginning of this round, scores 5 points and moves the score marker forward to 18 where they stack their marker on yellow marker because it was already there.

After everyone finishes scoring their points, move onto scoring phase II.

Scoring Phase II

◆ Special effect of Turnablindie (Gray)

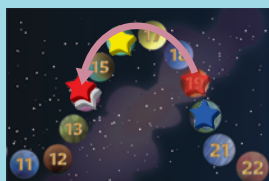
Count the number of gray card(s) each player has taken. If the number exceeds the threshold, lose points equal to the number of gray cards taken.



If Turnablindie exceeds Threshold, you lose points equal to the number of them.



e. g.



The red player, who took 5 gray cards, loses 5 points. There is already white marker where they moved their marker, so they stack their marker on it.

Then, move onto scoring phase III.


Scoring Phase III

◆ Special effect of Inadven/Faul (Red/Blue)

Count the number of red/blue card(s) each player has taken. If any player has exceeded the threshold, players who have fewer points (on the bottom if tied) than such a player will immediately earn 3 points each. Then, the player who did exceed the threshold loses 3 points for each player who just advanced.

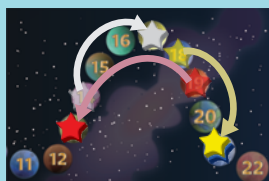


If Inadven/Faul exceeds the threshold, those who rank lower than you score 3 points and you lose 3 points for each

 **-3 × X**

of those who just scored.

e. g.



The red player has red/blue cards more than the threshold. The yellow and the white players have fewer points than the red player, so they get 3 points. Then, the red player loses 6 points.



After the scoring phase, the round is over. See if the game continues or ends.

Game End Condition

The game ends when either of the following conditions is satisfied.

1. A player has more than 30 points
2. 4 rounds are completed

The player with the most points wins the game and acquires the position as the representative of the Chikyu!



.....Co'ongra'atszzz.....

If neither of the conditions are completed, move on to the Setup Phase for the next round.

Setup Phase (2nd round~)

◆ Deal

Same as the 1st round, collect all the cards again and re-shuffle and deal them. Make sure to include cards that were not used in the last round!

◆ Determining the first designated country and VIP color

The player with the fewest points becomes the first designated country (lead player) in the round.

The lead player determines the VIP color after taking a look at their hand. Place the corresponding VIP card on the appropriate round number.

VIP may be the same color as previous rounds, but gray may NOT be chosen.

Now move on to the playing phase.

2-player rule

In a 2-player game, different rules are applied to some of the parts.

◆ Setup Phase

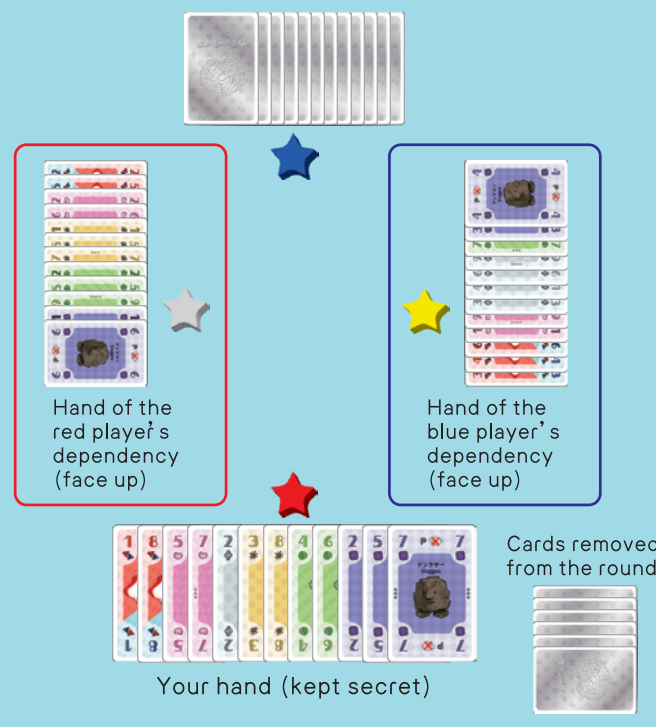
Set up the table the same as in a 4-player game and players sit facing each other.

The cards at the seat to the left of each player becomes their dependency, and each player, as a suzerain country, plays their dependency's cards as well.

Dependencies' hands are placed on the table face up so both players know what they are.

The 4 score markers are placed on the board the same way as in a 4-player game.

e. g. when you are the red player



◆ Playing Phase

Each player plays both their own card and their dependency's card the same way as in a 4-player game. When a dependency takes cards and has played a yellow or purple card, different rules are applied as follows:



When a dependency takes cards by playing Butterfingy, the next leading card is still played from the dependency's hand, BUT the opposite player (who is NOT in charge of the dependency) chooses the card to play.

e. g.

White star, a dependency of the red player, takes cards by playing yellow.



Red player's dependency



Blue player's dependency

White star becomes the next lead, but the blue player, who does not govern white star, chooses and plays a card from white star's hand.



When a suzerain country, an actual player, takes cards by playing Butterfingy, the same rule as in a 4-player game is applied.



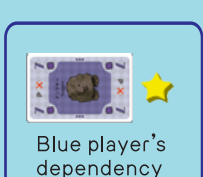
When a dependency takes cards by playing Sluggos, the dependency cannot play a card in the next round, and the other dependency becomes the next lead player.

e. g.

White star, a dependency of the red player, takes cards by playing Sluggos.



Red player's dependency



Blue player's dependency

Yellow star becomes the next lead, and white star cannot play a card in the next round.



When suzerain countries, actual players, take cards by playing Sluggos, the same rule as in a 4-player game is applied.

◆ Scoring Phase

In a scoring phase, the same rules as in a 4-player game are applied. A game also ends when a dependency meets a game end condition.

◆ Game End Condition

The player with fewer points (on the bottom if tied) becomes the first designated country of the next round. Dependency's points don't matter at this point.

When the game ends, a player with more points wins the game. **BUT when a dependency's points are the highest, the suzerain country of the dependency immediately loses and the opposing player wins.**



Oh dear, you failed to be the representative of the Earth AND lost your dignity as a suzerain country.. Well, no worries. Your country loses influence upon countries, but it's just an everyday phenomenon of the world..

Terms

◆ Play: placing a card from hand on the table face up during playing phases.

◆ Designated country: a lead player.

◆ Leading card: the card the lead player plays. The other players have to play the same color as the leading card as long as they have the color (except gray).

◆ VIP color: the strongest color of all colors. VIP color is determined at the beginning of every round.

◆ Threshold: The number of cards above which some special effects are activated based on during scoring phases.

◆ Victory points: points that represent support from the Uchujin.

