Lift Off!
Get me off this Planet!

A Game by Eduardo Baraf
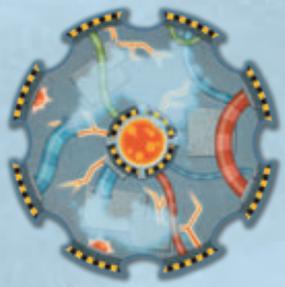Art by Nichole Kelley

Can anyone save us?!

COMPONENTS

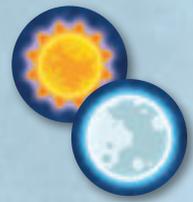Inside Lift Off! Get me off this Planet! you will find:

1 Game Board

1 Planet Core

4 Exit Points

10 Lift Off Points

1 Moon and
1 Sun Token

1 Garglore

50 Aliens
(5 colors - x10 each)

3 Custom
Dice

100 Game Cards (64 Resource, 36 Action)

5 Turn Cards

1

SETTING UP THE GAME

Place the **Game Board** in the middle of the players and place the **Planet Core** on the indicated spot in the center. Place the 4 **Exit Points** then randomly select and place 4 **Lift Off** Points ⚠ around the **Core** so that the bottom nubs fit snuggly and the pieces create a small planet. ①

⚠ If this is your first time playing, you should use **Jetpack**, **Bonfire**, **Satellite**, and **Rocket Ship**.

Place the **Moon Token** on the **Starting Moon Spot** indicated with a star. ② The **Moon** travels around the board at the end of each player's turn. Each full cycle of the **Moon** around the planet represents the passage of 1 day.

Place the **Sun Token** on the **Day Track** on the spot which corresponds to the number of players playing the game. ③ The track is used to monitor the days that pass. The planet immediately explodes when the **Sun Token** reaches the explosion at the end of the track.

Hand out a **Turn Card** to each player. Shuffle the **Game Cards** thoroughly ⚠ and deal each player **2 starting Cards** face down. ④

⚠ If this is your first time playing, remove the 4 **Terraform Cards** from the deck. ❌

Place the **Garglore** in the lava pool on the **Planet Core**. ⑤

Place **10 Aliens** per player on the **Planet Core**. ⑥

OBJECTIVE

It's been a fun existence, but someone tripped over a coolant cord in the Core and the planet you've called home for eons is going to explode. Sadly, the Great Alien Council never considered this possibility. Looks like you are going to have to use your wits and every means at your disposal to escape. "Get me off this Planet!" can be heard echoing in the Core.

The objective of **Lift Off! Get me off this Planet!** is to be the first player to get their 10 Aliens off the planet using **Lift Off** Points, **Game Cards**, and **Phases of the Moon** to escape.

Beware the GARGLORE!

STARTING THE GAME

The player with the best story about being stranded by their own accord goes first, or roll the number die and whoever rolls the highest goes first. The game then proceeds counter-clockwise through the players along with the orbit of the Moon.

Lift Off Points: Players use **Lift Off** Points to save their Aliens. Aliens take off immediately once the **Lift Off** Point requirements are met.

The Moon: Most **Lift Off** Points are affected by the position of the Moon. Pay attention to its location! ⚠

The End: The first person to save all their Aliens wins. However, if the planet explodes first, the player with the most saved Aliens wins.

⚠ Don't Forget: The **Moon's** orbit and the Game proceed counter-clockwise! 🔄

GENERAL GAMEPLAY

During the game, players are going to use their turn to move their Aliens out of the core of the planet and then to its perimeter. From there, they can use their **Fuel** and **Screw Resource Cards** in order to move onto the **Launch Platforms** of each **Lift Off** Point. Each **Lift Off** Point requires different resources and phases of the **Moon** to take off. **Action Cards** are used to assist in getting your Aliens off the planet or to block others. Remember, sometimes you can help yourself while helping your opponents - You decide what works best!

> When moving the Aliens around the Planet, leave them flat on their backs facing up. Then, when you pay a **Placement Cost** to get onto the **Launch Platform**, stand them up. This is a great way to distinuish between Aliens on a **Lift Off** Point and those who have actually paid to be on the **Launch Platform** and are ready to take off.
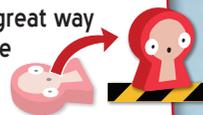
A GAME TURN

1 **DRAW:** A player starts their turn by drawing two **Game Cards** from the draw pile.

2 **PLAY:** On their turn, the player can do any of the following actions **IN ANY ORDER AT ANY TIME.**

Move (2x): The player can take two movement actions moving one Alien twice, or two Aliens once. Aliens move through an **Exit Point** from the **Core** to the **Surface** as one movement action. Moving across each segment of the planet (**Lift Off** Points and **Exit Points**) also takes one movement point.

Moving an Alien through the tunnel to the planet surface is **1 Move**.

Moving an Alien in either direction around the planet surface is **1 Move**.

> You can move through a **Lift Off** Point without being placed on the **Launch Platform**. You can also move either direction through any of the **Exit Points**.

2 **PLAY** continued

Play Action Cards: The Player can play any number of Action Cards IN ANY ORDER. (See Page 6 for details.)

Using Cards: Discarded or used **Resource** and **Action Cards** are placed in a discard pile. When the draw pile is empty, reshuffle the discard pile to continue play.

Pay Launch Platform / Lift Off Costs:

If a **Lift Off Point** is not full, the player may pay the **Lift Off Placement Cost** in order to place their Alien on the black-and-yellow striped **Launch Platform**. ⬦ This is paid into the area below the **Launch Platform** and applied toward **Lift Off Costs**.

A player may pay a **Lift Off Cost** or additional resources at any time. For example, a player may pay a **Fuel** to roll the die on the **Bonfire Lift Off Point** any time during their **Play Phase**.

> ⚠ Paying these costs does not require any movement points and can happen at any time during your Play Phase. If on a **Lift Off Point** from a previous turn, simply pay the appropriate cost to get onto the **Launch Platform**.

Trade 2 Cards for 1: The player may discard 2 cards of their choice from their hand to draw 1 new Card. This exchange can be done as many times as desired.

3 **Moon:** End each turn by moving the Moon Token counter-clockwise one spot around the planet.

UNDERSTANDING THE MOON AND DAY TRACK

The **Moon** moves counter-clockwise one spot on the **Moon Track** to symbolize the end of each player's turn. As the **Moon** moves around the planet, it represents different **Moon Phases** for all of the **Lift Off** Points on the board. Each time the **Moon** moves all the way around the planet, it drives the **Sun** forward one spot on the **Day Track**.

THE DAY TRACK

When the **Moon Token** reaches the **Star Icon** at the top of the **Game Board**, a player must also move the **Sun Token** one spot forward on the **Day Track**.

If the **Moon** moves backwards over the **Star Icon** because of a **Move the Moon Action Card**, the **Sun Token** on the **Day Track** moves back as well. In addition, each and every time the Moon hits the **Star Icon**, the **Garglore** is returned to the **Core** and the **Stargate** roll occurs (if it is in play).

THE MOON PHASES

Moon Phases are determined by the location of the **Moon Token** on the **Moon Track** in relation to each individual **Lift Off** Point. If the **Moon Token** is above a **Lift Off** Point, it is a **Full Moon** (white). If the **Moon Token** is on the complete opposite side of the board, it is a **New Moon** (dark). If it is anywhere in between, it is a **Half Moon** (grey). All **Lift Off** Points have **Moon Phase** icons that show the **Lift Off** Cost. (See Pages 5, 8 and 9 for details.)

KEY
○ Moon Position
▽ Lift Off Point

Full Moon *Half Moon* *New Moon*

ANATOMY OF A LIFT OFF POINT

All Lift Off Points are unique but use common icons to show their function.
(See Pages 8 and 9 for a detailed description of each.)

! When the Lift Off Cost is met, ALL Aliens on the Lift Off Point take off. This is regardless of the player that put in the final resources or moved the Moon. This happens the moment all requirements are met and can occur multiple times a turn.

Required Resource or Action Cards
These icons indicate the number of Resource or Action Cards needed to achieve Lift Off, stand on the Launch Platform, or roll.
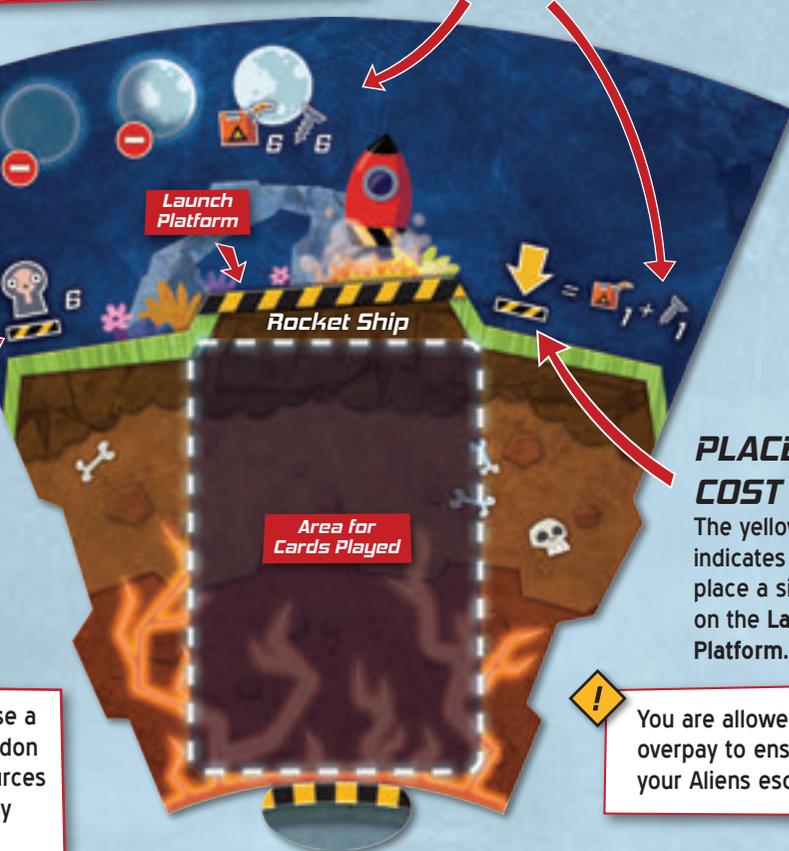
LIFT OFF!
The Rocket Ship Icon appears next to the required Moon Phase and cost for Lift Off.

Launch Platform

Rocket Ship

Area for Cards Played

ALIEN SPACES
This Icon indicates the maximum number of Aliens that can be placed on a Launch Platform. Lift Off does not require the Launch Platform to be full. **!**

! On your turn, you may use a movement point to abandon a Launch Platform. Resources remain, and you must pay again to get back on.

PLACEMENT COST
The yellow arrow icon indicates the cost to place a single Alien on the Launch Platform. **!**

! You are allowed to overpay to ensure your Aliens escape.

STARGATE DIE
Shown on the Stargate Lift Off Point, this icon is a reminder to roll the blue Stargate Die whenever the Moon Token reaches the Star Icon at the top of the Game Board.

CORE ICON
When on a Lift Off Point, this icon indicates an Alien is returned to the Core if a Lift Off attempt fails. (See Trampoline on Page 8.)

LIFT OFF DIE
When this die is shown on a Lift Off Point such as Bonfire, the die icons mean the following:

✗ Launch has failed.

🚀+ Roll 1 Rocket or more to launch.

🚀🚀+ Roll 2 Rockets or more to launch.

🚀🚀🚀 Roll 3 Rockets to launch.

STARRED MOON
This Icon indicates an action when the Moon Token is on the starting Star Icon. (See Stargate Lift Off Point on Page 9.)

GAME CARDS

RESOURCE CARDS (64 Cards)

Fuel
Counts as 1 **Fuel**.

24

Screw
Counts as 1 **Screw**.

24

Wild
Counts as either 1 **Fuel** or 1 **Screw**.

16

ACTION CARDS (36 Cards)

Move the Moon!
Move the **Moon** 1 spot in either direction. This move can advance progress to the next day.

8

Supernova!
Makes all Lift Off Points "Full Moon" for the remainder of that player's turn. The **Moon** does not move.

2

Tornado!
All Aliens return to the **Core**. Aliens on **Launch Platforms** are not affected.

2

Move Your Alien!
Move 1 of your Aliens 1 spot. If a placement cost is required, the player must still pay the cost to do so.

8

Asteroids!
Makes all Lift Off Points "New Moon" for the remainder of that player's turn. The **Moon** does not move.

2

Electric Storm!
All players must discard all of their cards.

2

Terraform!
Replace any Lift Off Point that has an empty **Launch Platform** with another from the game box. Aliens not on Platform remain.

4

Garglore!
Move the **Garglore** to any Lift Off Point or his lava pool. When on a Lift Off Point, Aliens can be placed on the **Launch Platform**, but cannot launch. Lift Off Points instantly become active when he is returned to the lava pool. The **Garglore** is also returned to his lava pool any time the **Moon** touches the **Star Spot** at the top of the board. ⭐

8

> **!** Some Lift Off Points require **Action Cards** instead of **Resource Cards**. Any **Action Card** can be used.

?

END OF THE GAME

As soon as a player saves all of their Aliens, the game ends. If this does not occur before the **Sun** hits the Explosion Point on the **Day Track**, the player with the most saved Aliens wins.

Tie: If multiple players save all of their Aliens in the same Lift Off OR multiple players have the same number of Aliens saved when the planet explodes, the player with the most **Resource Cards** wins.

Tie+: If multiple players save the same amount of Aliens AND have the same number of **Resource Cards**, both players rejoice in having saved so many wonderful creatures.

GAME VARIANTS

FAMILY FUN

In a family friendly match, Lift Off! Get me off this Planet! does not end when one player successfully rescues their Aliens. Their turn is over, but everyone else gets to try and save their Aliens before the planet explodes. Helping each other to escape is encouraged.

CARDS: Remove the **Tornado** and **Electric Storm Cards**.

TERRAFORM: When Terraform is played, select Lift Off **Points** randomly.

ADDITIONAL TWEAK: To nullify all "Take that!" you can remove the **Garglore** and **Garglore Card**.

LET'S TEAM UP

This is for 4-player games. Two teams of two are formed and each player chooses a different color of Aliens to save. Teammates may not sit next to one another or play sequentially.

CARDS: Teammates may not share cards or resources, but one player may use an **Action Card** on another player's turn.

ALIENS: A team wins when BOTH of their colors (their 20 Aliens) are rescued. All players continue play and can assist their teammate until the conclusion of the game, even if their own Aliens have been saved.

WE DON'T HAVE TIME!

When you have a need for speed, try this variant. It features more cards, fewer Aliens to save, and starts the Day Track 2 days later than normal.

CARDS: Start with 3 cards.

TERRAFORM: When Terraform is played, select Lift Off **Points** randomly.

ALIENS: Play with 8 Aliens instead of 10.

DAY TRACK: Start 2 days later.

CUTTHROAT PLANET

For Lift Off with a competitive edge, try this variant. Definitely NOT for the timid!

CARDS: The **Move your Alien Card** can move ANY player's Alien, including off of a **Launch Platform**. That player's resources stay and Aliens have to pay again to get on the **Launch Platform**.

DAY TRACK: Start 1 day later.

ADDITIONAL TWEAK (Vicious): **Terraform** can be used on any Lift Off **Point** and ALL Aliens are sent to the **Core** whether on the **Launch Platform** or not. Resources are discarded.

LIFT OFF POINTS

BONFIRE

At the price of 1 **Screw** to sit around the fire, Aliens can pay 1 **Fuel** to create a great blaze in the hopes of flagging down a ship. Chance of Lift Off is best during New Moon.

Number Of Aliens: Max of 4.
Placement Cost: 1 Screw.

Lift Off Cost: 1 Fuel to roll die. Success chance changes based on **Moon** Phase.

SATELLITE

Aliens can be placed for 2 **Screws**, but 6 are required for the **Satellite** to call a ship for a pickup, which happens as soon as the threshold is met regardless of the **Moon** Phase.

Number Of Aliens: Max of 3.
Placement Cost: 2 Screws.

Lift Off Cost: 6 Screws, any Moon Phase.

⚠ On their turn, a player may pay additional **Screws** to increase the total. When 6 Screws are paid, Lift Off occurs.

ROCKET SHIP

The **Rocket Ship** holds 6 Aliens, the most of all initial Lift Off **Points**. Each Alien needs 1 **Fuel** and 1 **Screw** to place. The **Rocket Ship** requires 6 **Fuel** and 6 **Screws** to take off, but does not need 6 Aliens.

Number Of Aliens: Max of 6.
Placement Cost: 1 Fuel and 1 Screw.

Lift Off Cost: 6 Fuel, 6 Screws. Automatic Lift Off on Full Moon with full resources.

⚠ A player may pay additional **Screws** at any time on their turn. Lift Off occurs when a **Full Moon is** over the **Rocket Ship** and all **Resources** have been paid.

JETPACK

The **Jetpack** is a fast way to take off from the board as the Placement Cost equals the full Resource Cost to take off. The **Jetpack** Lift Off **Cost** is highly dependent on the **Moon**.

Number Of Aliens: Max of 1.
Placement Cost: Fuel, dependent on the phase of the Moon.

Lift Off Cost: The Placement Cost COUNTS AS Lift Off Cost.

⚠ An Alien can never be sitting on or "blocking" the Jetpack. If moved onto the Launch Platform, Lift Off occurs immediately because the cost counts for both.

TRAMPOLINE

The **Trampoline** functions similarly to **Bonfire**, but placement is free and Lift Off **Cost** is 1 **Screw** to roll instead of 1 **Fuel**. **Trampolines** are dangerous though, so a failed roll results in all Aliens on it being sent back to the **Core**. Chance is greatest during **Full Moon**.

Number Of Aliens: Max of 2.
Placement Cost: Free.

Lift Off Cost: 1 Screw to roll die. Success chance changes based on **Moon** Phase.

⚠ All Aliens on the Trampoline, regardless of who rolled, either Lift Off the board or are returned to the **Core**.

MIRACLE

Creating a **Miracle** requires 1 Alien from every player for Lift Off. Placing an Alien costs 1 **Action Card** and Lift Off occurs the moment the last player has placed their Alien.

Number Of Aliens: Number of Players.
Placement Cost: 1 Action Card.

Lift Off Cost: Requires 1 Alien from each player.

⚠ Only 1 Alien per player can be placed on **the Miracle** Lift Off **Point** per launch.

UFO

The **UFO** functions similarly to the **Rocket Ship**, but only carries 3 Aliens and requires fewer **Resources** to take off. The biggest difference is that Placement Cost changes with each Alien placed.

Number Of Aliens: Max of 3.
Placement Cost: Increases per Alien.
  (1st = 1 Fuel, 2nd = 2 Screws, 3rd = 3 Fuel)

Lift Off Cost: 4 Fuel, 2 Screws. Automatic **Lift Off** on New Moon with full resources.

⚠️ A player may pay additional resources to take off with less than 3 Aliens, but subsequent placements still must follow the Placement Cost.

TELEPORT

Placement on the **Teleport** Platform is free. Each time a **New Moon** occurs, all players with Aliens on the Platform have the option to pay for **Lift Off**. The full cost of all Aliens must be paid prior to launch, so if there are 3 Aliens, players must come up with 3 Fuel or no one is leaving the planet. Players may not pre-pay this cost.

Number Of Aliens: Max of 3.
Placement Cost: Free.

Lift Off Cost: 1 Fuel per Alien.

⚠️ The full **Lift Off** Cost needs to be paid, but payment does not need to be even. If a single player wants to pay for an entire group of Aliens to take off, they can.

SLINGSHOT

The Placement Cost on **Slingshot** is always 2 resources, but the specific resources required are dependent on the **Moon Phase**. Utilizing the **Slingshot** requires a second Alien to be placed on the **Launch Platform**. When the second Alien is placed, **Lift Off** occurs immediately for the first Alien.

Number Of Aliens: Max of 1.
Placement Cost: 2 Resources, specifics depend on Moon Phase.

Lift Off Cost: Placement of second Alien.

⚠️ Players may Slingshot their own Aliens or others. Only 1 Alien can stand on the **Launch Platform** at a time.

STARGATE

The **Stargate** is the most powerful **Lift Off** Point in the game. Whenever the **Moon** lands on the Starting Moon Spot (regardless of whether there are Aliens on the **Stargate** or not), the **Stargate Die** is rolled to determine 1 of 6 effects.

Number Of Aliens: Unlimited.
Placement Cost: 1 Action Card.
Die Results: When the Die is rolled, 1 of 6 results can occur. They are:

1️⃣ *DRAW 1:* EVERY player draws 1 Card.

2️⃣ *DRAW 2:* EVERY player draws 2 Cards.

🌍 *EARTHQUAKE!:* Remove Stargate from the game and replace. All Aliens on **Stargate** (**Launch Platform** or not) are returned to the **Core**.

🌪️ *TORNADO!:* All Aliens not on **Launch Platforms** return to the **Core**.

⚡ *ELECTRIC STORM!:* EVERY player discards their hand.

🚀 *LIFT OFF!:* All Aliens on the **Stargate Launch Platform** **Lift Off!**

⚠️ **Move The Moon Cards** could cause 2 **Stargate Rolls** in the same turn.

9

EXAMPLES OF PLAY

THE PLAYERS

Emily   Adam   Ed   Nichole

Setting up the game.

STANDARD FIRST PLAY SET-UP

LIFT OFF POINTS: Satellite, **Rocket Ship**, **Bonfire**, and **Jetpack**.
CARDS: All players begin with 2 cards in their hand.
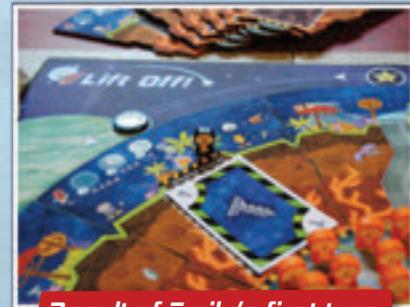
BEGINNING OF GAME EXAMPLES

Emily's First Turn
Aliens: 10
Hand: 1 Fuel, 1 Screw

DRAW: Emily draws 1 **Fuel** and 1 **Move the Moon Card.**

PLAY:
• She spends 1 move to take an Alien to the surface and 1 to move the SAME Alien to the **Bonfire** Lift Off **Point.**
• She pays 1 **Screw** to place the Alien on the **Bonfire Launch Platform.**

MOON: Emily moves the **Moon** one spot counter-clockwise to indicate her turn is complete.

Result of Emily's first turn.

Adam's First Turn
Aliens: 10
Hand: 1 Fuel, 1 Screw

DRAW: Adam draws 1 **Fuel** and 1 **Screw.**

PLAY:
• He spends 1 move to take an Alien to the surface and 1 to move the SAME Alien to the **Rocket Ship** Lift Off **Point.**
• He pays 1 **Screw** and 1 **Fuel** to place the Alien on the **Rocket Ship Launch Platform.**

MOON: Adam moves the **Moon** one spot counter-clockwise to indicate his turn is complete.

Result of Adam's first turn.

Ed's First Turn
Aliens: 10
Hand: 1 Screw, 1 **Move your Alien Card**

DRAW: Ed draws 1 **Screw** and 1 **Garglore.**

PLAY:
• He spends 1 move to take an Alien to the surface and 1 to move the SAME Alien to the **Satellite** Lift Off **Point.**
• He pays 2 **Screws** to place the Alien on the **Satellite Launch Platform.**

MOON: Ed moves the **Moon** one spot counter-clockwise to indicate his turn is complete.
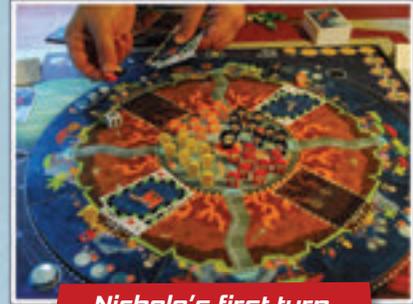

Result of Ed's first turn.

Nichole's First Turn
Aliens: 10 to 9
Hand: 2 Fuel

DRAW: Nichole draws 1 **Screw** and 1 **Wild Card**.

Nichole's first turn.

PLAY:
• She spends 1 move to take an Alien to the surface and 1 to move the SAME Alien to the **Bonfire Lift Off** Point.
• She pays 1 **Screw** to place the Alien on the **Bonfire Launch Platform**.
• The **Moon** is above the **Rocket Ship Lift Off** Point from Ed's last move, so **Lift Off** from **Bonfire** requires a roll of 1, 2, or 3 Rockets.
• She pays 1 **Fuel** to the card region and rolls an "X". Nothing happens.
• She then pays 1 **Wild** (as **Fuel**) to roll again and rolls a **2 Rocket icon**. The **Lift Off** cost is met and all Aliens on the **Launch Platform** are rescued. Nichole's AND Emily's Aliens are removed from the board and set in front of their respective owners.

MOON: Nichole moves the **Moon** one spot counter-clockwise to indicate her turn is complete.

MIDDLE OF GAME EXAMPLES

Emily's Turn
Aliens: 6 to 4
Hand: 3 Screws

**DRAW:** Emily draws 1 **Screw** and 1 **Garglore**.

Emily's turn.

PLAY:
• Ed's Alien is still on the **Satellite Lift Off** Point and Emily has two Aliens on the surface adjacent to it.
• She spends 1 move to take an Alien to the **Satellite Lift Off** Point, and pays 2 **Screws** to get onto the **Launch Platform**.
• She spends her second move to take another Alien to the **Satellite Lift Off** Point, and pays 2 **Screws** to get onto the **Launch Platform**.
• The **Satellite** now has a total of 6 **Screws** paid which means regardless of where the **Moon** is, all Aliens on the **Satellite Launch Platform** are **Lifted Off**. Ed's 1 Alien AND Emily's 2 Aliens are removed from the board and give to their respective owners.

MOON: Emily moves the **Moon** one spot counter-clockwise to indicate her turn is complete.

Adam's Turn
Aliens: 7
Hand: 1 Fuel, 1 Move Your Alien Card

DRAW: Adam draws 1 **Wild** and 1 **Supernova**.
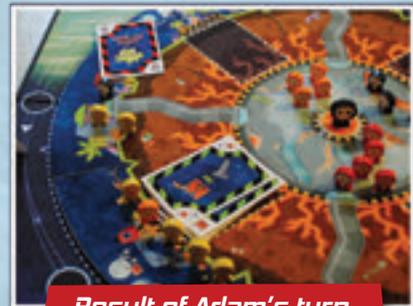
Result of Adam's turn.

PLAY:
• Adam has 1 Alien adjacent to the **Rocket Ship Lift Off** Point.
• He spends 1 move to take an Alien to the **Rocket Ship Lift Off** Point, paying 1 **Fuel** and 1 **Wild** to get onto the **Launch Platform**.
• He spends his second move taking an Alien to the surface.
• He uses **Move Your Alien** to move another Alien to the surface.

MOON: Adam moves the **Moon** one spot counter-clockwise to indicate his turn is complete. ⚠️

⚠️ This moves the **Moon** over the starting star spot, so Adam moves the **Sun** one spot on the **Day Track**. One Day is now complete. There are 4 left before the planet explodes.

Ed's Turn
Aliens: 5 to 4
Hand: 1 Fuel

DRAW: Ed draws 2 Fuel.

Ed uses Jetpack.

PLAY:
• He spends 1 move to take an Alien to the surface and 1 to move the SAME Alien to the **Jetpack** Lift Off **Point**.
• The Moon is on the starting Star Spot from Adam's last turn, so it is a Half Moon in relationship to the **Jetpack** Lift Off **Point**. Lift Off costs 3 **Fuel** at Half Moon, so Ed pays 3 **Fuel** as the **Placement Cost** and takes off immediately.

*MOON:* Ed moves the **Moon** one spot to indicate his turn is complete.

Nichole's Turn
Aliens: 5 to 4
Hand: 1 Screw, 1 Garglore

DRAW: Nichole draws 1 **Terraform** and 1 **Wild Card**.

Terraform in action.

PLAY:
• The Rocket Ship currently has 5 Aliens on it, none of which are Nichole's. She uses her **Garglore Card** to move the **Garglore** from the **Core** to the **Rocket Ship** Lift Off **Point**. Ed & Emily have Aliens on this **Launch Platform**, but they can't Lift Off until the **Garglore** goes away.
• Nichole uses her Terraform card to take the now empty Bonfire Lift Off **Point** and transform it into the **Trampoline** Lift Off **Point**.
• She spends 1 move to take an Alien to the surface and 1 to move the Alien to the **Trampoline** Lift Off **Point**, placing the Alien on the **Launch Platform** for the placement cost of zero.
• The **Moon** is above the **Trampoline** from Ed's last move, so Lift Off at Full Moon requires a 1, 2, or 3 **Rockets** with the die. She pays 1 **Screw** and rolls a 3. Nichole's 1 Alien is removed from the board.

MOON: Nichole moves the **Moon** one spot counter-clockwise to indicate her turn is complete.
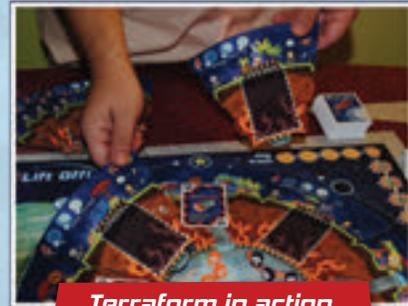
END OF GAME EXAMPLE
After more hands are played, Adam ends the game on this turn.

Adam's Last Turn
Aliens: 5 to 0
Hand: Empty

DRAW: Adam draws 1 **Supernova** and 1 **Garglore**.

Adam's winning move.

PLAY:
• All 5 of Adam's remaining Aliens and 1 of Ed's (who still has others on the board) are sitting on the **Rocket Ship** with the **Garglore** on it.
• Adam uses his **Garglore Card** to move the **Garglore** back to the **Core**.
• He uses **Supernova** to make the entire board **Full Moon**. Since the **Rocket Ship** has 6 **Screws** and 6 **Fuels** paid, it takes off. All of Adam's 5 remaining Aliens AND Ed's 1 Alien are removed from the board.

GAME OVER: Having removed all of his Aliens, Adam has now won the game!

Lift Off!
Get me off this Planet!

A Game by Eduardo Baraf with Artwork by Nichole Kelley