



Game Rules

Game Setup:

- Lay out all the planets in a circle.
- Shuffle the card deck and place it in the middle of the game area.
- Each player starts with 5 Fren Coin and 1 celery piece.
- Each player puts their Fren game piece on the UFO Hangar.

Gameplay:

- *The objective of the game is to be the first player to accumulate 15 Fren Coin and 5 Celery pieces.*
- Roll to determine who gets the first turn and then go clockwise.
- On your turn, spin and move the number of planets shown (clockwise around the circle).
- Follow the instructions for whatever planet you land on.

Cards:

- Each player can hold up to 5 cards in their hand at a time (including any bonuses). Players do not show their cards to each other. If a player draws additional cards, they must discard down to 5.
- Pay attention to the content of each card. Some cards can be kept and used later; some must be used right away; and a rare few provide ongoing bonuses.
- If a player acquires a bonus card, they should lay it face up next to where they are sitting so all other players can see the card.
- Cards that are played or discarded should go into a discard deck. When the main deck runs out, shuffle the discard deck and start over.

Booby Traps:

- A player can lay any Booby Trap card down on any planet they land on. The next player who lands on this card gets the penalty shown on the card.
- Each booby trap only applies once and then goes into the discard deck.
- A player can fall into their own booby trap if they land on the space where they set it.

The Vault:

- The Vault is a pool of Fren Coin and celery that sits in the middle area between the planets. Unless otherwise noted, penalties and dues are paid into The Vault.
- Lucky winners who roll doubles at the Zero Utility Chamber get to take what's in the vault.

Notes:

- If you are required to pay Fren Coin or Celery and don't have enough, exchange cards in your hand. Collect 1 Fren Coin or celery per card. Place exchanged cards in the discard pile. If you do not have enough cards to exchange, you lose the game.



Planet Rules

Cheese Factory

- Draw a card
- Roll 1 die. If even, collect 1 Fren Coin. If odd, collect 1 Celery.

Degen Casino

- Choose to bet up to 4 Fren Coin and 2 celery.
- Roll 2 dice.
- If the roll is 8 or higher, you win the amount you bet.
- If the roll is 7, you get your money back.
- If the roll is 6 or less, you lose the bet.

If you don't want to bet, pay 1 Fren Coin instead.

Fren Slam Diner

- Draw a card.
- (Optional) A player can choose to exchange 1 celery for 2 Fren Coin.

Goo Swamp

- Draw a card.

Heck

- Draw a card.
- Roll 2 dice. If 6 or less, pay 1 Fren Coin. If 7 or higher, collect 1 Fren Coin.

Incubator Farm

- Draw a card.

Isle of Nippies

- Draw a card.
- Collect 1 Fren Coin.

Super GN Motel

- Draw a card.
- Pay 1 Fren Coin rent.
- Collect 1 celery.

Unverified Lounge

- Player can choose to exchange 2 Fren Coin for 1 celery.

UFO Hangar

- Players start the game here.
- If a player returns to this space as a penalty, they are stuck here until they roll a 7 or higher (one roll per turn).

Yeti Mountains

- Draw a card.
- Roll 2 dice. If 5 or less, lose a turn.

Zero Utility Chamber

- Roll 2 dice.
- If you roll doubles, you win all the Fren Coin and celery in the bank.