



Hello!, From The Makers Of **Alien Friendly?**[™] The Board Game

Please Read This First Getting Started And **Rules For Short Games**

“Black Holes” are the most challenging of all the obstacles that you will encounter playing “Alien Friendly?[™]”. So, before playing your first game we recommend playing Option #1 “Escape A Black Hole[™]”, to learn how a Black Hole works and why you should avoid them during the game.

If you prefer to play a shorter game here are two really fun options:

Option #1) “**Escape A Black Hole**”[™]: Have fun as you race to be the first to escape your black hole. To start, each player selects one game piece and places it at the very end of a black hole, only one player may be in each black hole. The first one to land on any space outside of their black hole escapes the force of their black hole and wins. See Official Rules, page 5, or diagram on inside box insert for how to get out of a black hole and escape their gravitational pull. None of the game cards are used in this option.

Option #2) “**Race To A Planet**”[™]: To start, each player selects one game piece and places it on the agreed upon starting point, example: on the planet Jupiter. Then everyone agrees on the one planet, asteroid or moon to race to, and the first one to land there wins. For “How To Land” once you’ve reached your destination, see “Alien Friendly? Cards” on page 7 of the Official Game Rules. The orange “Mission” cards are not used in this option.

Always use the official rules for any questions about game play.

Average Playing Times
Option #1: 15 minutes Option #2: 30 minutes



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