



UWO's (unidentified walking objects) are residents of the planet Znorf. There are two kinds of UWO; The Gnorfs and the Pnorfs. Both of them are able to morf. The Gnorfs think that the Pnorfs are a group of ugly creatures and that feeling is completely mutual. Hence, a perfect reason to start a war!

GOAL OF THE GAME

With your army of Gnorfs or Pnorfs you will have to try to exterminate all of your opponent's UWOs.

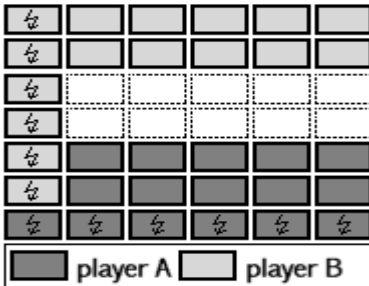
PLAYING MATERIALS:

40 Gnorf cards (green)

40 Pnorf cards (purple)

6 Gnorf energy cards (green)

6 Pnorf energy cards (purple)



BEGINNING OF THE GAME

In the picture above, the starting position is drawn in diagram form. Each player chooses a color. Player A places his 6 energy cards in front of him (horizontally). Player B places his energy cards vertically. This way, a playing field of 6 by 5 squares remains. Both players place 10 UWOs with their fists up on the first two rows of the playing field. Both players take their remaining UWOs and shuffle them. They will each form a deck of cards and place it in front of them. They will take 3 cards from the top of the deck and hold them in their hands. The Gnorfs will start the game.

THE TURN

The players each take their turns. Each turn you can **play an UWO card (morfin)** and execute **one action**. You may also do it the other way around or you may choose to do only one of those two things. You can also do nothing. At the end of your turn, you may refill your hand to 3.

MORFING

a. Players may play an UWO card from their hands and place it on one of their own cards in the field. This is called **morfin**. The UWO now suddenly gets a new appearance with new abilities. During a game, UWOs may be morfed endlessly, so a stack of cards may be formed over the original UWO. Players can morf their UWOs during their own turn or during an attack. During your own turn, an UWO that has just been morfed, **can** walk during that same turn, but **cannot** yet attack.

b. Instead of morfin, you can also put an UWO card from your hand to the bottom of the deck and get a new one from the top of the deck. You must perform any action first before using this option: if you use this option first your turn is ended without taking an action.

ACTIONS

Actions can be: **walking** or **attacking**.

1. If you **walk**, you move an UWO to another square. This may be done either horizontally or vertically.

2a. If you **attack**, you try to hit a hostile UWO. You can only hit UWOs that are placed horizontally or vertically from your attacker's point of view. There can be no other UWOs in between. When you hit, the opponent's UWO will be removed from the game.

b. The opponent may **defend himself against an attack** by **morfin** or playing a **miss card**. When an UWO morfs during an attack, he can only change into something that protects him from the attacker.

c. Each player has 9 miss cards with a picture of a bending UWO. If you play a miss card during an attack, the attack will fail immediately. The miss cards cost no energy points. The miss card that is used will be removed from the game immediately.

d. If the defense succeeds, the defender may instantly try to **counterattack** the UWO that is involved. If you succeed in avoiding this **counterattack**, you may attack again, etc... The duel ends when one of the players stops attacking the other one or his/her UWO is exterminated. The complete duel has taken place during the turn of the player who started the attack.

e. In some cases UWOs will be knocked out during an attack (see special UWO cards). This means that an UWO temporarily loses its protection, is unable to attack, and cannot play a miss card. Any attack towards this UWO will be fatal now. In order to show that an UWO is knocked out, you should move the card a quarter of a turn or place a counter on it.

THE UWO CARD

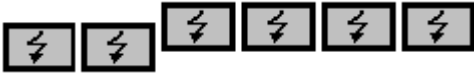


There are various kinds of UWOs. A diagram is printed on all UWO cards. A **foot** refers to the action "walking". The black 1 printed near the foot means that this UWO may walk 1 square horizontally or vertically each turn. The **bazooka** refers to the action "attacking". The black 1 printed near the bazooka means that this UWO can only hit other UWOs that are not more than 1 square away from him, either horizontally or vertically. The red numbers show how many **energy points** players will have to pay to walk or attack with their UWOs.

Next to the **shield** you'll see different UWOs printed. These are the kinds of UWOs that this UWO can protect himself against. He cannot be hit by any of them.

ENERGY

Players always have to pay energy points in order to be able to **morf** or execute **actions**. Morfing costs 1 energy point. The amount of energy that has to be paid for an action is printed on the UWO card and it is different for each kind of UWO. Players must pay for the energy points before executing an action. This is done by moving the energy cards out of the row. The picture below shows how it is done with a payment of 2 energy points.



Each turn, the players have to pay energy points. If a player chooses not to execute an action, he will have to pay 1 energy point anyway.

If a player is out of energy, the opponent may play until he/she is also out of energy. He or she could play several turns in a row. Now, the other player can only react with miss cards and is not even allowed to refill the cards in his/her hands. When there is no energy left, both players will get their energy back. It will then be the turn of the player who was out of energy first. If a player thinks there is not enough energy left to do something useful with it, he may choose to use all his/her energy without executing any actions.

END OF THE GAME

If a player's deck of cards is down to 0, the game still continues. The player will go on with the cards in his/her hands and on the playing field. Even if the player has no cards left in his/her hands, the game still continues. The player has only won the game when he/she exterminated the entire hostile army.

SPECIAL UWO CARDS

There are 3 kinds of special UWO cards which each have special rules. On these cards a red exclamation mark is printed.



Bazoooka UWO: The Bazoooka UWO is extremely powerful. Unfortunately, the bazooka is a very big and dangerous weapon. Each time he has shot, the Bazoooka UWO is **knocked out until** the end of **your** next turn.



UWO Rider: UWO riders ride on Vlorfs. It is commonly known that they use their big feet to crush everyone who is in their way. A UWO rider may walk over his enemies, but he does have to end on an empty square. He may walk a maximum of 3 squares. This always costs 2 energy points. He does not have to walk in a straight line, but he can never walk diagonally. Your stepped-on UWOs will be **knocked out** until the end of **your** next turn. When a rider walks over a UWO that is already knocked out, the knock out phase will be started again.

UWO riders are not able to "attack", so during a duel, they can only avoid an attack (miss card). After that, it is not possible to react anymore. Your opponent's miss cards are not effective against this UWO. A UWO rider cannot hit a bazooka UWO, so he cannot walk over this UWO. An UWO rider can also not walk over a friendly UWO.



Dynamite UWO:

When Dynamite UWO attacks, he explodes and takes with him all UWOs that are on the 8 squares around him, so he can only be used once. Unlike other UWOs, Dynamite UWO can attack directly after it has morfed, if it has not walked yet during this turn. Miss cards are not effective against Dynamite UWO.

TIP FOR THE FIRST GAME:

It is wise to play your first game with only 8 UWOs instead of 10. This way it will be easier to get used to the rules and abilities. Don't put any UWOs in the corners at the starting position.

Questions about the rules can be sent in an e-mail to:

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