

# ODD WORLD



## Game Rules

For 2-5 players, ages 8 and up.

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Odd World immerses players in a game universe where collecting the most planets is the path to victory. There is, however, one condition, only an odd number of each of the known planets will score points.

To win, players will need to take calculated risks, watch their opponents' game and try to disrupt their play—all the while attempting to preserve their own gains. Remain on guard as tumbling from a winning position to a losing one can happen with the flip of a card!

*\* Note: The game includes Pluto as a 9th planet. In 2006, however, the International Astronomical Union (IAU) demoted Pluto to a "dwarf planet" status for not meeting one of three criteria applied to deciding if a celestial body is a planet. But since this game is about an Odd World, we kept Pluto as a planet!*

For more interesting facts about Pluto and other planets, visit [www.FoxMind.com](http://www.FoxMind.com) and select the Odd World page.

### OBJECT OF THE GAME

Score the highest number of points by collecting an odd number of as many of the known planets in the solar system as you can.

During each turn, players decide whether to keep a planet card or assign it to another player of their choice. Since the front of the card shows two planets but only one is shown on the back, the player cannot be certain about which planet they are keeping or handing over.

When the game ends, only odd numbers of each planet count; even numbers of planets are worth zero points. Players will therefore try to hinder their opponents by adding planets to their opponent's line-up when they see fit.

### HOW TO PLAY

Place all the cards with the two planets side facing up in two approximately even decks at the center of the table (shuffle the cards well before splitting them into the two decks). Choose a starting player.

On their turn, each player chooses one card from the top of either decks. The player must now decide, without checking the back of the card, whether to keep the card or hand it over to another player. If they decide to keep the card, they flip it and reveal to all players the single planet on the back side of the card. They then place the card in front of them, single planet side up, creating a line-up of planets as the game progresses. If they decided to hand over the card to another player, that player then flips the card and adds it to their own line-up of planets.

The game continues clockwise.

### GAME END

The game ends when one of the players has collected at least one card of each of the nine planets OR when the decks of cards have run out (if one of the two decks runs out of cards the remaining deck is split again approximately even).

When the game ends, the players count all the planets of which they have an odd number and sum up the points. Planets in even numbers are worth zero. For example, 1 card of Uranus is worth 1 point, 3 cards of Mercury are worth 3 points, 4 cards of Mars are worth 0, and so forth. The player with most points wins the game. If there is a tie, the player with the most diverse line-up of planets wins.

	= 1		= 1		= 0
	= 1		= 3		= 0
	= 0		= 1		= 0
	= 1		= 0		= 1
	= 3		= 1		= 3
	= 0		= 1		= 3
	= 1		= 3		= 1
	= 0		= 3		= 3
	= 0		= 3		= 3

Player 1: 7 points      Player 2: 12 points      Player 3: 11 points

### EXAMPLE OF POINTS COUNTING

Having more cards doesn't make the winner!

### ADVANCED GAME VARIATION

At the beginning of a game, each player takes one card from the center of the deck. Players secretly examine their card and keep it fully hidden from the other players throughout the game.

When the game ends, the card is revealed by each player and added, for better or for worse, to their line-up of planets.

If the hidden card would allow a player to end the game by adding the 9th planet to their line-up and they wish to do so, they may reveal it at the end of their turn to end the game.

**More game variants:** Players often come with their own interesting rules variations to play a game. Please visit [www.FoxMind.com](http://www.FoxMind.com) and check the Odd World page to find if new game rules have been added.

We also invite you to submit, for free usage, rules variations you have been playing with and that have proven popular among your friends.