



by: John Reyman (TenthCrewMember)

FOR 2 TO 5 GENIUS PLAYERS

- OPTIONAL PLAY STYLES FOR 1 TO 8 PLAYERS -

object

Each player represents an Agency that is either part of the Union of Allied Planets or that works for it. A student from an Alliance-run academy has escaped and must be brought back as discreetly as possible. The Parliament has decided that using a subliminal code embedded in an innocent commercial, that is broadwaved throughout the known 'Verse, will trigger a response in the fugitive student. It is expected that they will return home to the safe and comforting arms of the Alliance once the code activates a preprogrammed reality matrix that invokes a sense of longing for the Academy. The Agency that achieves this goal is assured power and prestige in the hallowed halls of Unified Government. You're not here to show people how to live their lives, you're here to tell them how!

How to win

The first player to get all 15 parts of the commercial, called OBJECTS, into play wins the game.

setup

The youngest player (by birthday) shuffles the 18 Agency Cards and deals each player 2 of them. Each player then chooses one of them and discards the other. Set the unused Agency cards aside. The oldest player (by birthday, or carbon dating if you have the tech) shuffles the 117 Fruity Oaty Bar cards, deals each player 5 cards, sets the remaining cards in the center of the play area as a DRAW PILE and turns the top card over and place it face up next to the Draw Pile to form a DISCARD PILE.

How to play

The player to the dealer's left begins play, *except* on Saturdays and Tuesdays when the dealer plays first. Playing this game on Wednesday is *Not Mandatory*.

Each player takes a turn in the following order:

DRAW: Draw your hand up to 7 cards from the top of the DRAW PILE, *unless* you have 7 or more cards In which case you draw 2 cards. Always draw from the top whenever drawing cards, anything less wouldn't be civilized.

PLAY: You may play a up to a number of OBJECT cards equal to the number of players in the game (known as the "OBJECT LIMIT") from your hand into your Commercial. You may not play cards into any other player's Commercial. You may play up to 3 WAVE cards from your hand (known as the "WAVE LIMIT"). You may play these cards in any order you like, so long as you observe the LIMITS. Failure to observe the posted limits may result in fines and possible luxuriating in a jail cell. Also note that many WAVE cards are playable during other player's turns. You are only restricted to playing OBJECT cards on your turn. You may also rearrange your "unlocked" OBJECT cards at anytime on your turn, but only on your turn.

END: When there is nothing left that you can, or will, play, say something witty to let the next person know it is their turn now. "Wo hen diu lian. Wo mei you chi Fruity Oaty Bar." is popular with some folk. "Next!" also works.

MANDATORY RULES

Now there are few MANDATORY rules to guide you on your path to wacky advertising bliss...

*RULE OF 10: You may never have more than 10 cards in you hand at any time. If you do, you must *immediately* discard down to 10. Of course, like all rules, there may be a way around this rule...

*AGENCY RULE: Agency powers (listed on the Agency cards) may supercede and even break the rules listed here. Its good to be the King of all Londinium and wear a shiny hat!

*WAVE RULE: Like the Agency Rule, some cards may supercede or even break these rules. Note that the Parliamentary Authorization card is *not* a Wave card.

*REPLACEMENT RULE: If you play an OBJECT card of a type you already have in play, or and OBJECT is moved to you and you already have that type in play, you *must replace* the original OBJECT in play with the new OBJECT and then discard the old OBJECT, *except* if the original is "locked" (see [un]locked below) in which case the new card is discarded. This also applies when, through the use of Agency Powers or WAVE cards, you end up with multiple cards of the same type.

*LOCKED RULE: All "locked" cards (see [un]locked below) are never affected by Wave cards unless otherwise specified by the Wave card. For example, a Wave card tells you to pick up all the cards in play and shuffle them

and redeal them out to each player. You would do that to all the “unlocked” cards only, while the “locked” ones remain in place.

*CONFLICT RULE: “Unlock” supercedes “lock” should conflicting cards or powers come into play against one another. “Can’t” and/or “may not” supercedes “can” and/or “may” should conflicting cards or powers come into play against one another.

*CANCELLED RULE: Any card that’s cancelled, doesn’t count as playing that card, and doesn’t count as a discard

*BUT I CAN’T RULE: If at anytime you are attempting to take an OBJECT in play and there is no OBJECT in play you can take (i.e. they are all “locked” or there are none in play), OR you are attempting to take a card from a player’s hand who has no cards, you may draw a card from the Draw Pile instead. If at anytime you are forced to discard and you do not have any cards, thumb your nose at your opponent and giggle incessantly.

*NEVER LIE DOWN RULE: If for some reason you have drawn all the cards in the Draw Pile, shuffle the Discard Pile, place it face down to form a new Draw Pile, and turn the top card over to be a new Discard Pile. What? You didn’t see that coming?

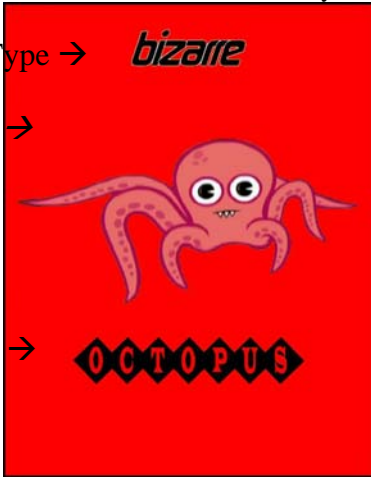



Card descriptions

OBJECT CARDS: These are the parts of the commercial you need to put into play in order to win. There are 15 parts in all. They come in 5 colors (red, yellow, green, blue and pink) and 5 types (uncanny, weirder, odder, stranger, and bizarre). Each type consists of 3 different parts as well. There are two extra High Military cards that are “wild cards”!

WAVE CARDS: These cards allow you to do extra things, sometimes even break the rules!

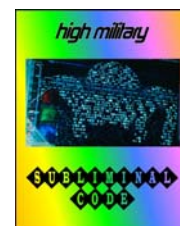
PARLIAMENTARY AUTHORIZATION: A special, non-wave card with the shiniest power!

AGENCY CARDS: Everyone will have one of these, and they each have a power! These powers generally break the rules!

Object Card Type →			← Wave Title
Card Color (red) →			
Image →			
Card Name →			← Card Text
NOT a “Wave” Title →			← Agency Name
Card Text →			← Agency Badge
			← Power Text

High military cards (wilds)

The two HIGH MILITARY cards are wild cards. They can be used as substitutes for any object card you want, and they “lock” cards as if they have the matching color, however, they have no color of their own and are never affected by cards that affect cards of a specific **color** or **type**. Additionally, they are not discarded if you **replace** them with the actual card it is being counted as...you can move it to another place to represent a new card within your commercial, EVEN IF THE HIGH MILITARY CARD WAS LOCKED!



[un]locking cards

If you have 3 cards of the same type, say 'odder' for example, and they are all the same color, they are "locked" in place (see diagram 1.1). That is to say, no one else can steal, move, or force them to be discarded, or in any way affect them...unless they have a card or power that says they can. Also, if you have 5 different types of cards that are all the same color, they also are "locked" (see diagram 1.2).

The following are examples of OBJECT cards in play so you can see how "locking" works.



diagram 1.1



diagram 1.2

Optional Play rules!

Broadwave Trigger Scoring Multiple Commercials (Rounds of Play)

Each set of 3 locked cards scores 10 points. Each set of 5 locked cards scores 15 points. Each High Military card is worth a Bonus of 5 points. The winner of the commercial (round) scores 30 additional points. First player to reach 500 points wins.

Fruity Uno Bar (for 2 to 8 players)

Object: Be the first player to empty your hand of cards

Setup: Remove all but 8 of the WAVE cards from the deck. You do not need the Agency Cards. Deal each player 7 cards except on Sundays when you deal 8, backwards (deal 1 less card to each player for 7 or 8 player games). Set the remaining cards down as a Draw pile and turn over the top card to form the Action Pile, this starts the game. Player to dealer's left starts first, except on Sundays, when the player to the right starts first and you play counter-clockwise.

How the cards work: You may play a card onto the Action Pile of a matching color, type or name/image of the top card on the Action pile and your turn ends. If you cannot play a card, draw a card and if you can play it, you may, otherwise your turn ends. The High Military cards are still wilds and can be used to the color to any color you want AND the next player has to draw 4 cards and their turn ends. The Wave cards are Wild cards that can do one of two things: you may choose to change the color to any color you want OR you may make the next person draw 2 cards. The Parliamentary Authorization card reverses the direction of play.

Mirandataire (for 1 player)

Object: Collect the parts of the Commercial by matching cards

Setup: Remove all the Wave/Parliamentary Authorization cards. You do not need the Agency cards, set them aside. Deal out a pyramid of cards in overlapping rows: top to bottom the overlapping rows will consist of 1, 2, 3, 4, 5, and 6 cards. The remaining cards are your draw pile.

How to play: Turn over the top card of the Draw pile, if the name matches a card that is not overlapped in the pyramid, take the draw card and the match and set it aside. If it does not match, set the draw card in the Discard Pile. The High Military cards are wild and will match any card you want. Also, if there are two (or more!) cards of the same name that are not overlapped, you may take both (or all!) cards with the same name off the pyramid! If you match all the cards in the pyramid before the Draw pile runs out, you win!

Fruity Rummy Bars! (for 2 to 4 players)

Object: Collect sets of 3 or 5 cards until you have a hand of 15 cards full of only sets.

Setup: Remove all the Wave/Parliamentary Authorization cards from the deck. You do not need the Agency cards, set them aside. Deal each player 15 cards, except the dealer gets 16. The remaining cards form the Draw Pile. Dealer discards one card to form the Discard Pile to start the game, play continues clockwise.

How to play: Draw 1 card from either the top of Discard Pile or the top of the Draw Pile, and then discard a card to the top of the Draw Pile. In your hand, you need to make matches of 3 cards of the same TYPE or NAME, OR 5 cards of the same COLOR BUT DIFFERENT TYPES. When you have 5 sets of 3 or 3 sets of 5 you have a Fruity Rummy Bar! Alternatively, you may use the wild cards to substitute for any card in the deck OR if you have two sets of 5 and one set of 3 and 2 wilds, that is also a Fruity Rummy Bar (alternatively, three sets of 3, one set of 5 and 1 wild also constitute a Fruity Rummy Bar). When you discard, if you have a 15 card set making the Fruity Rummy Bar, reveal it to the other players and you win!

Alternate play: Same as above except you just try and get all 15 objects in your hand for 1 big 15 card set of all the commercial parts (wilds may still be substituted for any card in the deck).

Fruity Oaty Wars! (for 2 to 4 players)

Object: Collect all the Object cards in the deck!

Setup: Remove all the Wave/Parliamentary Authorization cards from the deck. You do not need the Agency cards, set them aside. Deal each player cards until all cards are dealt out. Do not worry if it does not come out even. This forms each player's personal deck. Plays just like "war".

How to play: All players turn over a card from their deck. Player with the card with the highest Spectrum Ranking keeps all the cards on the table. If two (or more) cards have the same name/image, then you must engage in a Fruity Oaty War (FOW) even if there is a higher-ranking card on the table! To simulate this, the players with matching colored cards play 3 cards face down and then play one more card face up. Highest-ranking card takes all the cards on the table! It is possible to have the same name/image and have to repeat this process more than once! If a player does not have enough cards to compete in a FOW, they automatically lose the FOW. The last player left with cards wins!

SPECTRUM RANKINGS: red(lowest), yellow, green, blue, pink, rainbow (highest).

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Game concept, design, and mass Oaty Bar consumption by John Reyman (TCM)

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**Playtesters: John Reyman, Nicole Reyman, Gian William Reyman, Emily Finke,
Tim Contadino, Dave Borcharding, Sarah Nimmo, Julianne Hensley,
Tracy Evans, Christina Durstock**



**Special thanks to: Joss Whedon for Firefly & Serenity and to all
the little people responsible for the leaky brainpan fun
that is the Fruity Oaty Bar commercial!**

DIVISION OF HEALTH & WELLNESS



Whenever you put an OBJECT into play, you may move an OBJECT in play to another player

DEPT OF REDUNDANCY DEPARTMENT



At the end of your turn draw 2 cards & then put 2 cards from your hand on top of the Draw Pile

BLUE SUN CORPORATION



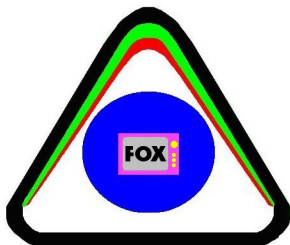
If forced to discard a card from play, you may look at any one player's hand and take a card

DEPARTMENT OF DEFENSE



On your turn, you may draw cards from the discard pile instead of the draw pile

ALLIED BROADWAVE SERVICES



If another player plays a WAVE card, you may cancel it by discarding a card from your hand

AMALGAMATED WASTE INDUSTRIES



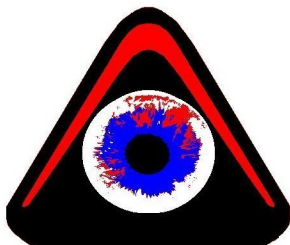
Any time an OBJECT card is removed from play, you may take it and put it in your hand

ALLIED POSTAL SERVICE



Whenever another player discards from their hand, you may take any, all, or none of the discards

ALLIED INTELLIGENCE AGENCY



When you draw cards you may take 2 extra cards, then you discard any two cards you drew

RESEARCH AND DEVELOPMENT



On your turn, you may draw cards from the other players' hands instead of the draw pile

ALLIED CENSUS BUREAU



When you draw cards, at the start of your turn, you may draw extra cards equal to the number of players in the game

ALLIED SECURITY AGENCY



You never discard cards from your hand, even if another card tells you that you should

INTERNAL SECURITY FORCES



During your turn only, all OBJECT cards in play are treated as though they are "unlocked"

RECLAMATION AND RECOVERY



If a player replaces an OBJECT they must give you the original OBJECT instead of discarding it, & you put it in your hand

THE ALLIED PARLIAMENT



Any WAVE card you play is treated as though it were a PARLIAMENTARY OVERRIDE card instead

DEPT OF NEW WORLD RESETTLEMENT



Once per turn, before you draw, you may trade hands with any player, then draw cards normally

DRUG ENFORCEMENT AGENCY



At the end of your turn, name a card(buffalo, etc) and all cards, even *locked* cards, with that name are removed from play

GALACTIC LICENSE BUREAU



At the start of your turn draw your hand to 10 cards, unless you have 10 in which case you draw 1

TERRA FORMING FOUNDATION



All green and/or blue OBJECT cards you play are considered to be *locked* at all times

Fruity Party!
Musique

Fruity Party!
Musique

Fruity Party!
Musique

Fruity Party!
Musique

Fruity Party!
Musique

Fruity Party!
Musique

Fruity Party!
Musique

Fruity Party!
Musique

Fruity Party!
Musique

weirder



BUSTING OUT
WOMAN

weirder



BUSTING OUT
WOMAN

weirder



BUSTING OUT
WOMAN

high military



BROADWAVE
TRIGGER

bizarre



MOUSE
MAN

weirder



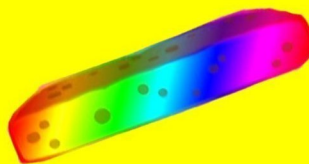
BUSTING OUT
WOMAN

weirder



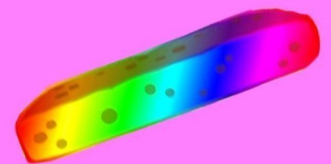
BUSTING OUT
WOMAN

weirder



FRUITY OATY
BAR

weirder



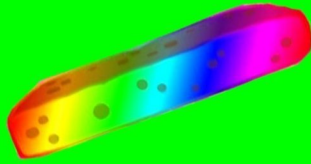
FRUITY OATY
BAR

weirder



GEISHA
GIRLS

weirder



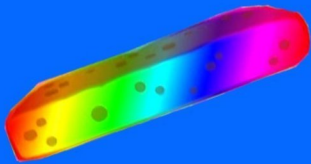
FRUITY OATY
BAR

weirder



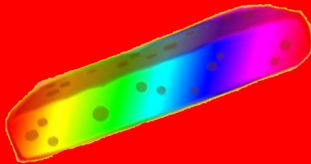
GEISHA
GIRLS

weirder



FRUITY OATY
BAR

weirder



FRUITY OATY
BAR

weirder



GEISHA
GIRLS

weirder



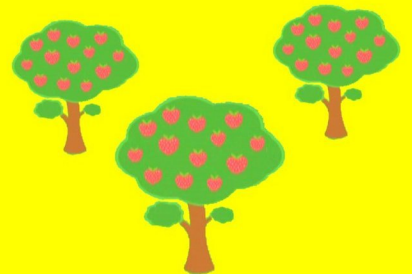
GEISHA
GIRLS

weirder



GEISHA
GIRLS

uncanny



STRAWBERRY
TREES

Uncanny



STRAWBERRY
TREES

Uncanny



SHAMED
GENTLEMAN

Uncanny



SHAMED
GENTLEMAN

Uncanny



STRAWBERRY
TREES

Uncanny



STRAWBERRY
TREES

Uncanny



STRAWBERRY
TREES

Uncanny



SHAMED
GENTLEMAN

Uncanny



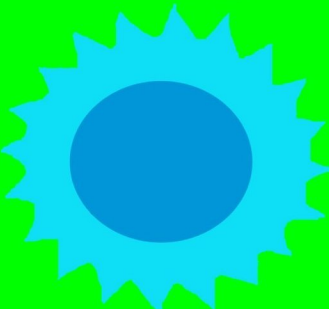
SHAMED
GENTLEMAN

Uncanny



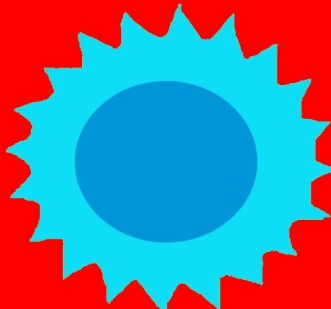
SHAMED
GENTLEMAN

uncanny



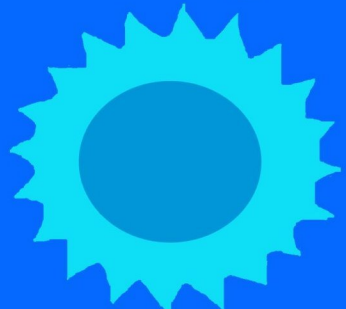
BLUE
SUN

uncanny



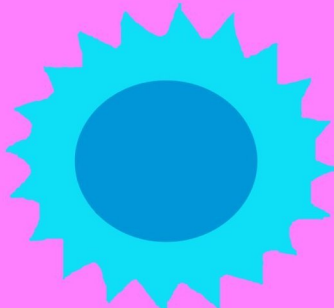
BLUE
SUN

uncanny



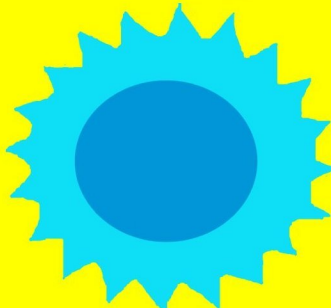
BLUE
SUN

uncanny



BLUE
SUN

uncanny



BLUE
SUN

stranger



NUCLEAR
PLANT

stranger



NUCLEAR
PLANT

stranger



NUCLEAR
PLANT

stranger



NUCLEAR
PLANT

stranger



HURRICANE

stranger



HURRICANE

stranger



HURRICANE

stranger



HURRICANE

stranger



NUCLEAR
PLANT

stranger



HURRICANE

stranger



BUFFALO

stranger



BUFFALO

stranger



BUFFALO

odder



LIVING
FRUITS

odder



LIVING
FRUITS

odder



LIVING
FRUITS

stranger



BUFFALO

stranger



BUFFALO

odder



LIVING
FRUITS

odder

Fruity Oaty Bars
Make a man out of a mouse.
Fruity Oaty Bars
Make you bust out of your blouse.

Eat 'em all the time.
Let 'em blow your mind!
OH!

Fruity Oaty Bars.
Fruity Oaty Bars.
Hee hee hee hee!

THE
JINGLE!

odder

Fruity Oaty Bars
Make a man out of a mouse.
Fruity Oaty Bars
Make you bust out of your blouse.

Eat 'em all the time.
Let 'em blow your mind!
OH!

Fruity Oaty Bars.
Fruity Oaty Bars.
Hee hee hee hee!

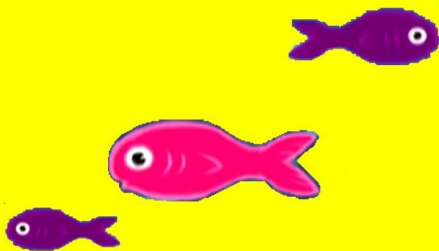
THE
JINGLE!

odder



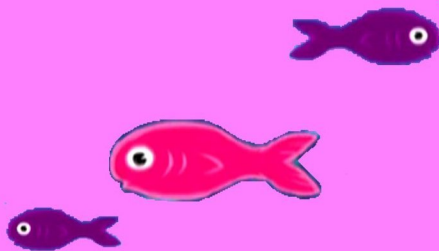
LIVING
FRUITS

odder



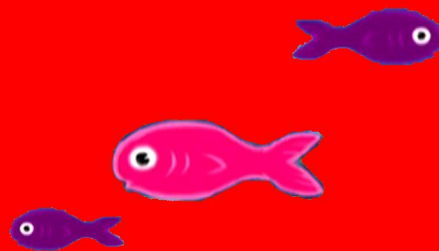
**SOME
FISH**

odder



**SOME
FISH**

odder



**SOME
FISH**

odder

Fruity Oaty Bars
Make a man out of a mouse.
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Eat 'em all the time.
Let 'em blow your mind!
OH!

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Fruity Oaty Bars.
Hee hee hee hee!

**THE
JINGLE!**

odder

Fruity Oaty Bars
Make a man out of a mouse.
Fruity Oaty Bars
Make you bust out of your blouse.

Eat 'em all the time.
Let 'em blow your mind!
OH!

Fruity Oaty Bars.
Fruity Oaty Bars.
Hee hee hee hee!

**THE
JINGLE!**

odder

Fruity Oaty Bars
Make a man out of a mouse.
Fruity Oaty Bars
Make you bust out of your blouse.

Eat 'em all the time.
Let 'em blow your mind!
OH!

Fruity Oaty Bars.
Fruity Oaty Bars.
Hee hee hee hee!

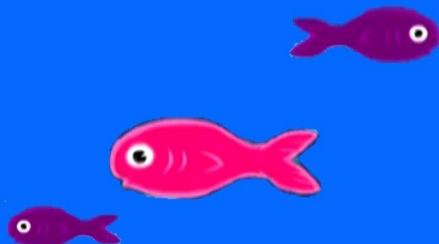
**THE
JINGLE!**

bizarre



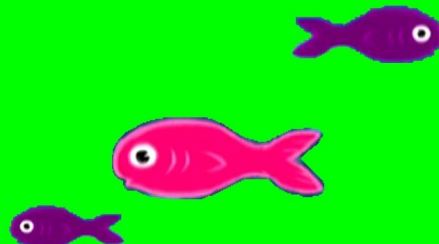
OCTOPUS

odder



**SOME
FISH**

odder



**SOME
FISH**

bizarre



OCTOPUS

bizarre

NOT
MANDATORY

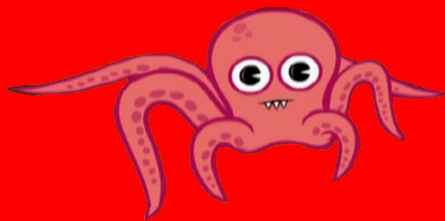
REGULATORY
CLAIM

bizarre

NOT
MANDATORY

REGULATORY
CLAIM

bizarre



OCTOPUS

bizarre



OCTOPUS

bizarre



OCTOPUS

bizarre

NOT
MANDATORY

REGULATORY
CLAIM

bizarre

NOT
MANDATORY

REGULATORY
CLAIM

bizarre

NOT
MANDATORY

REGULATORY
CLAIM

bizarre



MOUSE
MAN

bizarre



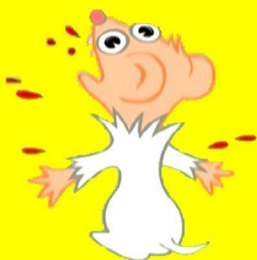
MOUSE
MAN

bizarre



MOUSE
MAN

bizarre



MOUSE
MAN

high military



SUBLIMINAL
CODE

WAVE

MANDATORY!

Starting with you, each player takes one OBJECT in play from the player to their right, puts it into their own commercial, and then discards a card from their hand. If they have no OBJECT in play, draw a card.

WAVE

Take all OBJECTS in play and shuffle them. Deal them face up, beginning with yourself, one at a time, to each player until they are all dealt out.

WAVE

All players must discard an *unlocked* OBJECT card from play. If a player does not have an *unlocked* OBJECT card in play, they must discard a card from their hand

WAVE

All players pass their hands to the player to their left, except at night (dark outside) when they pass them to the right instead.

WAVE



甜 Cancel any
WAVE card as
it is being played.
Place it in the
discard pile. 好吃



WAVE



甜 Cancel any
WAVE card as
it is being played.
Place it in the
discard pile. 好吃



WAVE



GARBAGE PICKER!
Force a player who just
took a card from the
discard pile to put it
back as they apologize
to everyone for being
a garbage picker and
give each player
a card from their hand.

WAVE



甜 Cancel any
OBJECT card as
it is being played.
Place it in the
discard pile. 好吃



WAVE



甜 Cancel any
OBJECT card as
it is being played.
Place it in the
discard pile. 好吃



WAVE



甜 Until the start of
your next turn
players may only
play OBJECT cards
of a color you choose.
(Red, Yellow, Blue,
Green, Pink) 好吃

WAVE



甜 Until your next
turn, players may
only play OBJECT
cards of a type
you choose.

(*bizarre, odder,
stranger, uncanny,
or weirder*) 好吃

WAVE



甜 Draw 3 cards
as you announce
"I'm gonna bust
out of my blouse!" 好吃



WAVE



甜 Draw 3 cards
as you announce
"I'm gonna bust
out of my blouse!" 好吃



WAVE

All other players must discard all OBJECT cards in play that are of a type of your choosing.

(*bizarre, odder, stranger, uncanny or weirder*)

WAVE

Target player must discard all OBJECT cards of a color of your choosing from play.

(Red, Yellow, Blue, Green, Pink)

WAVE

Take one card at random from the hand of any player.

WAVE

Take one OBJECT card from any 2 players and exchange them.

WAVE

Take one OBJECT card from any 2 players and exchange them.

WAVE

Target player must discard all OBJECT cards of a color of your choosing from play.

(Red, Yellow, Blue, Green, Pink)

WAVE

Take any card from the discard pile and put it into your hand as you announce "Makin' a man out of a mouse!" Then place this card on the bottom of the discard pile

WAVE

Take any card from the discard pile and put it into your hand as you announce "Makin' a man out of a mouse!" Then place this card on the bottom of the discard pile

WAVE

Take one OBJECT card in play and give it to any player who then puts it into play immediately.

Wave

All players discard
any LIVING FRUIT,
STRAWBERRY TREES,
SOME FISH, and
FRUITY OATY BAR
in play as you
announce
"I eat 'em all the time!"

Wave

All players discard
any LIVING FRUIT,
STRAWBERRY TREES,
SOME FISH, and
FRUITY OATY BAR
in play as you
announce
"I eat 'em all the time!"

Wave

Announce:
"Let 'em blow your mind!"
and then take a
random card from
each player's hand.

Wave

For every card you
discard from your
hand, including
this card, all other
players must
discard a card
from their hand.

Wave

Choose any player
to discard their entire
hand. They then take
one OBJECT in play from
each player and put it
into play in their own
commercial, except
on Fridays when
target player just
draws 2 cards.

Wave

"ETA KOORAM
NAH SMECH!"
Turn the draw pile
face up then shuffle
the discard pile
and place it face
down so that
they've switched
places!

Wave

Announce:
"Let 'em blow your mind!"
and then take a
random card from
each player's hand.

Wave

Take all OBJECTS
another player has in play
and give them all the
OBJECTS you have in
play, except on days with
a "3" in them, when you
choose an OBJECT name
(OCTOPUS, BUFFALO, etc.)
and all cards in play with
that name are discarded.

Wave

Choose another player
to draw 3 cards
and give you 2 of them,
except if your surname
begins with a vowel,
in which case you
draw 3 cards and
choose a player
and give them
one of them.

WAVE

Play during your turn and whisper "Miranda..." Your current turn ends immediately and you may take another turn. If you play this card place it on the bottom of the discard pile.

WAVE

Blurt out something in your best Chinese (fake it if you have to!) and play as many OBJECT cards as you want on this turn

WAVE

All of your cards are *locked* until the start of your next turn

WAVE

RESTRUCTURING!
Shuffle the unused AGENCY cards and draw one at random. Replace your current AGENCY with this one.

parliamentary override

All AGENCY powers, except yours, are cancelled until the start of your next turn

WAVE

REALIGNMENT!
Shuffle the unused AGENCY cards and draw one at random. Replace another player's current AGENCY with this one.

WAVE

Treat all OBJECT cards in play as though they are *unlocked* for the duration of your turn only

WAVE

Treat all OBJECT cards in play as though they are *unlocked* for the duration of your turn only

WAVE

All of your cards are *locked* until the start of your next turn