

PiPO™

ピポ



The Innocent Aliens
Instructions [English]



Help the innocent aliens!
Spread the CONDI around!

Cruising space, the good ship PiPO met an untimely accident and plummeted to Earth scattering the alien tourists.

This event put the upstanding aliens on the wanted list!

The good citizens of Earth, hiding the aliens in their hands, take turns aiding their escape corresponding to the "CONDI" set by the previous player.

Release all the aliens in your hand to win!

But be careful, increase the aliens in your hand and come one step closer to being busted by the police and you could self destruct!

Use the human helpers tactically and go for victory!

* CONDI: code for characteristics



Hints for CONDIs

"CONDI" is a code for characteristics that the next player should follow.
Anything that is on your card is ok.
But be careful!
Making it too difficult could backfire....



*Find any characteristics you like!

Optional Rule

Multi-game matches

Scoring Rules

Recommended number of players: 3-4

For players who wish to compete for ranking based on the total score of multiple games.

*The number of games is decided amongst players.

1. Scoring for each game

Points per card

Alien card	-1
Human card	0
Police card	-3

When the game ends with a player using all their cards

- The player who plays the winning card gets the **positive value** of the other players' total score.
- The other players calculate the cards remaining in their hand according to the above (1).

Player A	Player B	Player C	Winning Player
-1	-2	-3	(1+2+3) +6

When a player "Self Destructs" or "Bust Foiled"

- The player who "self destructs" or "Bust Foiled" calculates the other players' total score.
- The other players calculate the cards remaining in their hand according to the above (1).

Player A	Player B	Player C	Self Destruct or Bust Foiled Player
-1	-2	-3	(-1-2-3) -6

2. Calculate the total score

- The score of each game is recorded, and the total score is calculated after a predetermined number of games are completed.
- The highest total score is placed first, followed by scores in descending order.

	Player A	Player B	Player C	Player D
Game 1	-1	-2	-3	+6
Game 2	-3	-7	-2	-2
Game 3	+6	0	-2	-4
Total	+2	-9	-7	0

← D: Won
← B: Bust Foiled
← A: Won
1st 4th 3rd 2nd

Game Components

[Contents]

Alien cards x 43



Human cards x 5



Police cards x 2



- ⚠ Caution: Cards are not to be thrown at people or objects. Throwing can cause injury. Please use safely according to instructions.
- ⚠ Warning: Keep away from flames and hot objects. Keep out of reach of children.
- ⚠ Warning: CHOKING HAZARD - Small Parts. Not for children under 3 years.

PiPO™ The Innocent Aliens

Published October 29, 2022. Designed, Printed and Manufactured in Japan
Game designer team: Banana Moon Studio Sapporo
Team leader/creative director: MAEDA Hiroshi
Planner/project manager: MAEDA Kumiko
Planner/graphic designer: ISHIJIMA Haruna, YOSHIDA Kinuka
Character Designer: Richard ZIMBA
Translator: Darcy LEWIS

© 2022 Banana Moon Studio Sapporo All rights reserved.

All components are quality checked upon dispatch. Should any components be not to the customers satisfaction, please contact us immediately. Any faulty components will be replaced.

Publisher: Banana Moon Studio Sapporo Distributor: Banana Moon Co., Ltd.
1-3-209 Nishi-15, Kita-1, Chuo-ku, Sapporo 060-0001 Japan
tel > +81-11-641-8776 mail > info@bananamoon.jp
url > https://bananamoon-games.jp/en/

How to play PipO™

The Innocent Aliens

Easy to understand!
Instruction Video
on the Website

bananamoon-games.jp/en



Game Objective

Following “CONDI”, play in turn and be first to use all cards in your hand to win.

CONDI: code for characteristics

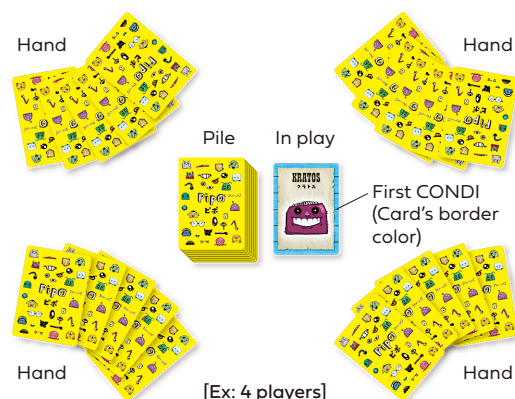
An instruction that is set by a player based on an alien's characteristics or the card itself.

Preparation

- Shuffle the cards well and deal the following number of cards face down to each player.

3 or 4 players: 5 cards each
5 or 6 players: 4 cards each

- Remaining cards are placed in a pile face down.
- Draw **one card** from the pile and **place it face up**. The color of **that card's border** determines the first CONDI.
- A player who has seen an alien recently makes the first play.



Game Play

Players take turns clockwise from the starting player.

On each player's turn

On their turn a player chooses to play according to **A**, **B**, **C**, or **D**.

A

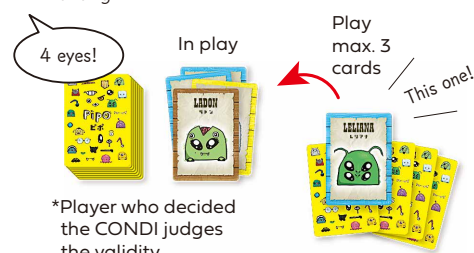
Let the aliens escape!

Playing Alien cards

Basic play in turn. Play Alien cards with matching CONDI, and set the next CONDI.

- Play a card or cards with matching CONDI as determined by the previous player (only the starting player decides according to border color). **Maximum 3 cards** may be played on one turn.

* The player who decided the CONDI judges the validity.



- From the card played, choose a CONDI for the next player (if multiple cards were played choose from one card).

* Choose whatever CONDI grabs your attention. (see the “Hints for CONDIs” section on reverse)



“Self Destruct” warning!

If no other player can follow the CONDI you called and it comes back around to you, and you cannot follow, it will cause you to “Self Destruct” and lose!

B

Ask for help

Playing a Human card

When the player cannot (or does not want to) play an Alien card, a Human card is used to get help from the other players.

- Exclaiming “Heelp!”, a Human card may be played without following the

CONDI. *But cannot be played as the winning card. (See right ⚠)

- If the other players have an Alien card with the same border color as the Human card, they must each play just one. (If they don't have, they do nothing.)

- From the card played, the player playing the Human card chooses a CONDI for the next player (If multiple cards were played choose from one card). *Beware of self-destruction!



⚠ Sorry, “Help Failed!”

If none of the other players can play an Alien card, “Help Failed”. The player returns the Human card to their hand and plays **D**.

C

Tip off the police?

Playing a Police card

A play that uses a Police card to enforce a hand exchange with another player.

- Exclaiming “Freeze!”, a Police card may be played without following the CONDI. *But cannot be played as the winning card. (See right ⚠)

- The player chooses one opposing player and exchanges all cards in their hand with that player. *Beware of “Bust Foiled!” (See below ⚠)

- Set the next CONDI with a card border color (white, blue, brown, pink or yellow). *Beware of self-destruction!



⚠ “Bust Foiled!”, an instant loser

If the cards you receive in a hand exchange contains a Human card, it's a false arrest and “Bust Foiled”. You are then the loser.

D

Welcome new alien!

Draw from the pile

When the player cannot (or does not want to) play any card.

- One card is drawn from the pile and the player's turn is concluded. *No play is made from this hand.
- The next player follows the CONDI set previously.



*When the pile is used up, rebuild with played cards.

?

When a player's final card is a Police card or a Human card

The card can be played but after it, a card is drawn from the pile, then activate card function.

* Also possible to choose to play **D**.

Game Conclusion

Any of the following concludes the game.

If another game is played, the lowest ranked player will be the first player in the next game.

A player uses all cards

- The player to first use all cards wins. That player exclaims “Pipo!” when playing the winning card(s).

- The other players play all cards of the same border color(s) as the winning card(s). The player with most number of cards* remaining in their hand is last placed.

A player “Self Destructs” or “Bust Foiled”

- That player loses (last place). The winner is the player with least number of cards* remaining in their hand.

*Card counting: Alien = 1, Human = 0, Police = 3

Optional Rule

Scoring Rules for Multi-Game Matches

See the “Scoring Rules” section on reverse.