



15-40
MINUTES



3-8
PLAYERS



AGES
14+

MARS ESCAPE **PARTY RUMBLE!**

OPERATIONS MANUAL

GAME CONTENTS

21 Alien Cards
91 Rumble Cards
8 Token Cards
1 Rulebook

OBJECTIVE

After an expedition to Mars leads to yet another crash landing, you and your friends must once again escape. However this time, there are far more of you.

3-8 players face off in a winner takes all, backstabbing, fight to the death, where you use the weapons you find along the way to take out aliens and collect the ship parts they stole, so that you can rebuild the ship pod and escape. However, there is only enough parts salvageable for one lucky astronaut to escape.

Use item cards wisely to backstab your friends and beat them when the party comes to a rumble and everyone must showdown with those alien scum!

WIN CONDITON

Be the first player to collect enough ship parts to escape Mars by fighting aliens or stealing ship parts from other players.

3 to 4 players: 4 ship parts to win.

5 to 8 players: 3 ship parts to win.

SETUP

Firstly, deal each player a double-sided field guide.

Separate the remaining cards into 2 decks. One deck should contain the cards labeled **Alien Deck**, while the other deck should contain the cards labeled **Rumble Deck**. Take the Rumble deck and deal each player 4 cards.



Arrange the decks as shown below, leaving room for an **active alien pile** and a **discard pile**:



GAMEPLAY

Round Start

At the beginning of each round an alien is drawn from the **alien deck**, and placed on top of the **active alien pile**. Aliens currently in the active alien pile stay in the active alien pile even after a new alien is pulled. Everyone then flips their **field guide** to the **Item Phase** side.

Item Phase


Draw: Each player draws 1 card from the **Rumble deck**. If a player has less than 4 cards in their hand, they draw until they have 4 total cards. There is no hand limit. If the Rumble deck runs out of cards, reshuffle the discard pile to replenish the deck.

Play: There is no turn order, all players may now use their **blue item cards** and **purple item cards**. **Blue item cards** must be resolved and discarded before another is played.

Flip: When the player has no more item cards they would like to play, they must indicate this by flipping their **field guide** to **Attack Phase**. Once all players have their field guides flipped to Attack Phase, **blue item cards** can no longer be played.

Attack Phase

Prepare: Players prepare to attack by placing all **weapon cards** and **weapon effect cards** they wish to attack with face down in front of them. Attacking is optional, but you must decide whether or not to attack before RUMBLE.

The number displayed next to the red card icon  on an alien card indicates the max amount of red cards (**weapon cards** and **weapon effect cards**) allowed to be played during the Attack Phase against that alien.

RUMBLE: Once all players are ready, they simultaneously flip all face down cards, face up. Then, calculate the total damage of each player's **weapon cards**. After this, **Weapon effect cards** activate, starting with whoever has the highest current damage and continuing in descending order. **Purple item cards** may be played during any point of this stage. After all cards have been resolved, the player with the highest total damage defeats the alien and places it in their **stockpile**. Only the alien at the top of the active alien pile may be defeated each round. The round ends and all played cards are discarded regardless of the winner.



Field Guide
Side A
Item Phase

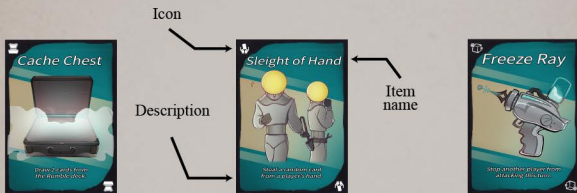


Field Guide
Side B
Attack Phase

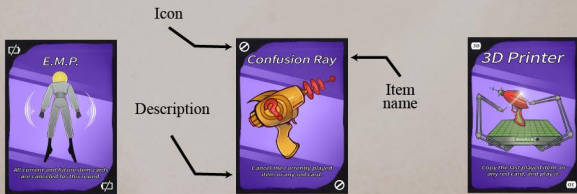
ITEM CARDS

Item cards have **blue** or **purple** backgrounds and picture an item with a description of its effect. (See the glossary at the end of the manual for more detailed information on what each card does.)

Blue item cards are item cards that can only be played during the Item Phase of the game. They must be resolved before another one can be played. When a player uses an item card, they must place it face up in front of them, then the card must be completely resolved (either canceled using a **purple item card**, or have its action be allowed to be carried out) and discarded before other **blue item cards** can be played by any player.



Purple item cards can be played during both the Item Phase and Attack Phase. They may also be played while **blue item cards** are being resolved. Once the effect is fully resolved, discard the card.



WEAPON CARDS

Weapon cards have red backgrounds and picture a weapon with the amount of damage it deals.



Damage
count

Weapon
name

Weapon effect cards, similar to **weapon cards**, have a red background and display an item with a description of its effect. (See the glossary at the end of the manual for more detailed information on what each card does.) Since they are also red cards, they count towards the max card total identified by the active alien. These cards activate starting with whoever has the highest weapon damage and will continue in descending order. Once the **weapon effect card** is resolved, discard it.



Weapon
effect

Effect
name

Ties

Sudden Death: In the event of a damage tie, all **weapon cards** played by all players are put into a pile face down, then shuffled. After, the tied players each blindly pick a card from the shuffled cards, and then reveal them simultaneously. Whichever player reveals the highest damage card is the winner. If the tied players pull the same damage card and tie again, they each pick another card and repeat. If all damage cards are the same, or there are not enough cards to draw, no one can win the round, and the alien wins. All cards used are discarded and the alien remains on the active alien pile.


Weapon Effect Ties: If multiple players play a weapon effect with the same amount of weapon damage (forcing **weapon effect cards** to activate at the same time for multiple players) all the affected **weapon effect cards** fizzle and are discarded.

ALIEN CARDS

All alien cards depict a photo of the alien, its name, the max amount of red cards (weapon cards and weapon effect cards) allowed to be played against that alien, and the number of ship parts an alien is worth.



The Eyes are the only alien with ship parts that does not depict a **max weapon card** number. A player may play as many weapon cards and weapon effect cards as they would like during the RUMBLE.

The section  labeled 'Max weapon cards' only refers to the amount of red cards players can play during RUMBLE, any purple item cards played or cards gained through using purple item cards do not count towards the **max weapon card limit**.

Once the alien is defeated, it then becomes a ship part. Players should place their ship parts face-up in front of them so that all players can see. This is referred to as the player's stockpile.

When **The Hoarder** is on top of the active alien pile, the round continues as usual until the Attack Phase. During the Attack Phase (unless frozen) the players may trade with **The Hoarder** by discarding one card from their hand and drawing 2 more from the RUMBLE deck. After every player participating in the RUMBLE has traded, **The Hoarder** is set aside and out of play, and the round ends.

Instructions →



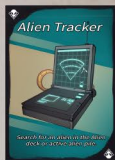
GLOSSARY

4x



Draw 2 cards from the Rumble deck.

4x



The player may search through either the alien deck or active alien pile for an alien of their choice, and place it on top of the active alien pile. If taken from the Alien deck, shuffle that deck.

2x



The player draws 5 cards from the Rumble deck and views them. Of the 5 cards they just drew, they keep 2 and place the rest back on top of the Rumble deck in any order.

3x



Choose another player and randomly take one card from their hand.

2x



The player steals a ship part card from another player's stockpile and adds it to their own. This card is capable of stealing The Eyes from a player's stockpile, allowing them to obtain both of it's ship parts.

1x



Choose another player and switch hands with them. (This does not apply to ship parts in a player's stockpile.)

4x



The player must place this card in front of the player they wish to freeze until the round is over. This stops that player from attacking, but they can still use item cards.

2x



All players shuffle their hands together in a single pile, face down. The cards are dealt out in clockwise order, starting from whoever played this card.

GLOSSARY

1x



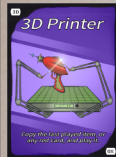
Cancels the current item card, no other item cards can be played for the rest of the round. E.M.P. cannot be canceled.

8x



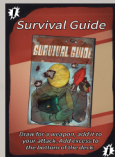
The player may cancel a currently active item card or any red card by placing this on top of the card they wish to cancel.

3x



Copies the last played item card, or any red card in play. 3D Printer can now be played as the card it copied but must be used immediately.

2x



The player may draw from the Rumble deck, stopping at the first weapon card they find and then add that weapon's damage to their current total. (Does not apply to weapon effect cards.) Shuffle and place the unused, drawn cards, under the Rumble Deck.

3x



The player may switch all weapon cards they played during the RUMBLE with the actively played weapon cards of another player of their choice, even if either player has no weapon cards. Weapon effect cards are not switched.



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