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<http://www.extinctionpointgame.com>

<http://www.ftz.games>

Overview

In a world devastated by alien invasion, a single colossal MOTHERSHIP looms above Earth, preparing to end humanity for good. Extinction Point is a thrilling cooperative game for 2-4 players that uniquely blends the classic strategy of trick-taking with the desperate creativity of base-building. Every trick you and your fellow leaders win allows you to take actions, using the very cards you played in the trick to build structures, recruit people, and create the shields and weapons you need to survive. But you aren't just fighting the enemy above—a hidden threat works against you from within.

An automated Infiltrator deck, representing an alien saboteur, plays in every trick, attempting to undermine your plans. If the Infiltrator wins a trick, the MOTHERSHIP attacks, unleashing devastating abilities that cripple your defenses and damage your Bunker - your last bastion of hope. You must work together, communicating your intentions without revealing your cards, to outsmart the saboteur and build an arsenal powerful enough to take down the MOTHERSHIP. Every trick is a tense decision, and every round brings you closer to victory or extinction.

Contents

Player deck

Infiltrator deck

Mothership deck

Bunker deck

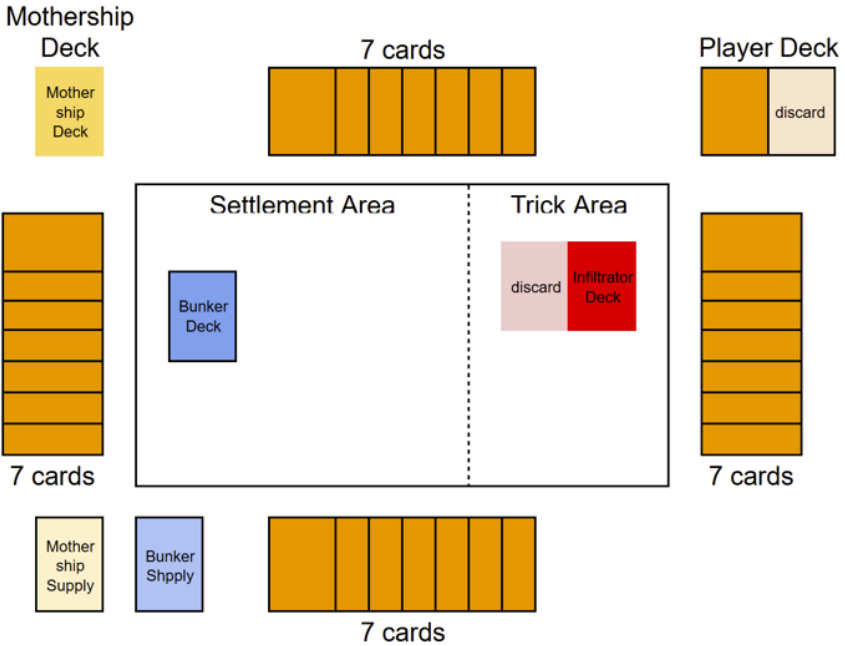
Quick Reference cards

Setup

- **Prepare Player Deck:** Shuffle the Player deck and place it off to the side.
- **Set Difficulty:** Refer to the difficulty section of this document to determine the starting health of the MOTHERSHIP and the BUNKER, and the Infiltrator difficulty.
- **Prepare the Infiltrator Deck:** Based on your desired Infiltrator difficulty, remove the 1's, 2's, and 3's from the Infiltrator deck, and place that many Sabotage cards into the Infiltrator deck. For example, if you remove the 1's and 2's from the Infiltrator deck, you would replace the 4 cards you removed with 4 Sabotage cards, and that would be considered medium Infiltrator difficulty. Always remove the lowest numbered Infiltrator cards first. Always remove the + and - version of each number.
- **Prepare MOTHERSHIP Supply:** Find the MOTHERSHIP card named VICTORY and place it face-up on the table. Shuffle the remaining MOTHERSHIP cards and place them face-down to form the MOTHERSHIP Supply.
- **Prepare BUNKER Supply:** Find the BUNKER card named DEFEAT and place it face-up where your settlement will be. Shuffle the remaining BUNKER cards and place them face-down to form the BUNKER Supply.
- **Build MOTHERSHIP Deck:** Count out the determined number of cards from the MOTHERSHIP Supply and place them face-down on top of the VICTORY card. This forms the MOTHERSHIP deck. Reveal the top card. Set the remaining MOTHERSHIP Supply off to the side. Also set the MOTHERSHIP deck off to the side.
- **Build BUNKER Deck:** Count out the determined number of cards from the BUNKER Supply and place them

face-down on top of the DEFEAT card. This forms the BUNKER deck, which is the first structure in your settlement. Reveal the top card. Set the remaining BUNKER Supply off to the side.

- **Deal Player Cards:** Deal 7 cards from the Player deck to each player.



Sample 4 Player Game Starting Table Layout

Game Concepts

The Settlement Area

The Settlement Area is where you will build your base. It contains your BUNKER and any BUILDINGS, PEOPLE, SHIELDS, and WEAPONS you play.

The Trick Area

The Trick Area is where the trick-taking portion of the game occurs. The Player Deck and Infiltrator Deck reside here.

The Player Deck

The Player Deck consists of 52 cards in four suits: BUILDING, PEOPLE, SHIELD, and WEAPON. Each suit has 13 cards, numbered 1-13. If the Player Deck ever runs out of cards, shuffle its discard pile to form a new Player deck. Cards with values 1-4 have special abilities. The text on these cards takes precedence over the standard rules of the game.

The Infiltrator Deck

The infiltrator deck is a deck of 26 cards that represents an enemy that has infiltrated the leadership of your settlement. The Infiltrator's actions are determined by the cards in this deck. If the Infiltrator deck ever runs out of cards, shuffle its discard pile to form a new Infiltrator deck.

- **Wild:** Numbered Infiltrator cards are 'wild' and are always considered to be the same suit as the leading suit of the trick.
- **Tie Breaker:** Each card has a plus (+) or minus (-) symbol. If the Infiltrator is tied with a player for the highest card in a trick, the (+) means the Infiltrator wins the tie, and the (-) means the Infiltrator loses the tie.
- **Sabotage Cards:** Cards with values 1, 2, and 3 can be replaced with Sabotage cards (6 Sabotage cards total). When a Sabotage card is revealed it is placed on a BUILDING in the settlement and a new card is revealed from the Infiltrator deck for the trick. Sabotage cards are explained in detail later.

The MOTHERSHIP Deck

This MOTHERSHIP deck represents the MOTHERSHIP, and the number of cards in the deck represent the health of the MOTHERSHIP. For each point of damage the MOTHERSHIP takes, remove the top card of the deck. Then reveal the next card. If that card is VICTORY you win!

- **Active Ability:** The face-up card of the MOTHERSHIP deck has an ability that affects the rules of the game while it is active.

The BUNKER Deck

The BUNKER deck represents the BUNKER, and the number of cards in the deck represent the health of the BUNKER. For each point of damage the BUNKER takes, remove the top card of the deck. Then reveal the next card. If that card is DEFEAT you lose!

Active Ability

The face-up card of the BUNKER deck has an ability that affects the game, often positively.

Construction Parameters

The active BUNKER card shows a symbol in the top right corner that dictates placement rules. This symbol is the active

Construction Parameter:



This symbol means that the value of a PEOPLE, WEAPON, or SHIELD card must be greater than or equal to the value of the BUILDING they are played on. (If the BUILDING has a value of 9, you can play PEOPLE, WEAPONS, and SHIELDS with a value of 9, 10, 11, 12, or 13 on it.)



This symbol means that the value of a PEOPLE, WEAPON, or SHIELD card must be less than or equal to the value of the BUILDING they are played on. (If the BUILDING value is a 5, you can play PEOPLE, WEAPONS, and SHIELDS with a value of 1, 2, 3, 4, or 5 on it.)



This symbol means that the value of a PEOPLE, WEAPON, or SHIELD card does not matter when playing it on a BUILDING.

Operational Buildings

A BUILDING is considered 'operational' if it has at least one WEAPON card and at least one PEOPLE card attached to it. Only operational buildings can deal damage to the MOTHERSHIP during an attack. Some cards may refer to 'operational buildings' in their text.

Manned Weapons

A BUILDING can have multiple WEAPONS on it. In order for the WEAPON to fire it must have PEOPLE manning it. For example, if there are 2 WEAPON cards on a BUILDING but only one PEOPLE card on that BUILDING, only one WEAPON is considered MANNED, and that BUILDING would do 1 damage to the Mothership during battle.

Gameplay

The game is played in turns. At the beginning of a turn, players are dealt a new hand of cards. Each turn contains rounds- one round for each card in your hand.

Phases of a Round

Each round contains three phases. Many times a phase may take only a few seconds. The Election Phase is often just one player saying “I’d like to go first.”, followed by the other players saying “Ok.”. However, some cards specify that they need to be played during certain phases. Sabotage effects happen during the trick phase. In these cases you may need to pause during the round to be sure that you are doing things in the correct order.

1. Election Phase

Each round, players must come to a consensus on who will lead the trick. Players cannot share any specific information about the cards in their hand. Players can say things like ‘I would like to go first’ or ‘I would not like to go first’. You cannot choose the Infiltrator to start the trick.

2. Trick Phase

At the beginning of the Trick phase, you remove a SHIELD, WEAPON, or PEOPLE card from each sabotaged BUILDING in your settlement. See the section on Sabotage for details.

The person elected to go first leads the trick. The Infiltrator always plays 2nd. Then players 2-4 play their card in the trick. For the most part standard trick taking rules apply. If you have a card of the leading suit you must play it. The only exception is that player cards numbered 1-4 in each suit have special abilities. These cards often say they do not need to follow the leading suit when played.

After all players (and Infiltrator) have played their card, the winner of the trick is determined by who played the highest card of the leading suit. If the highest number is a player card, the players win the trick. If the highest card is the Infiltrator, the Infiltrator wins the trick. If the highest value is tied with the Infiltrator, the tie is broken by the plus symbol or minus symbol that follows the Infiltrator's card value. A plus symbol means the Infiltrator wins the trick. A minus symbol means the players win the trick. BUNKER cards, MOTHERSHIP cards, and special abilities may alter how a trick is resolved. In these cases, those cards' rules take precedence over these rules. Immediately after the trick is resolved, the Activity Phase begins.

3. Activity Phase

When the players win the trick, there are several things that could happen:

Resolve Player Card Abilities

Player cards with abilities that say "When this card is in a trick that is won by the players..." are resolved in player turn order.

Settlement Construction

BUILDING



Scientists, architects, and construction professionals work together to build the structures needed to survive. If you win a BUILDING trick, you can play a BUILDING card from that trick into your settlement.

SHIELD



A temporary, but crucial means of protecting your settlement. A SHIELD card represents a shield that will protect a BUILDING it covers during the MOTHERSHIP attack. If you win a SHIELD trick, choose a BUILDING and put a SHIELD card from the trick on that BUILDING. BUILDINGS may only have one SHIELD card

on them. The BUNKER can store one SHIELD if you do not have a BUILDING to play it on (or don't want to play it on a BUILDING) when you win a SHIELD trick. During an attack, you remove a SHIELD card from a BUILDING to prevent it from being destroyed. SHIELD cards that are stored on the BUNKER do not protect the BUNKER, nor are they destroyed, when the MOTHERSHIP attacks

WEAPON

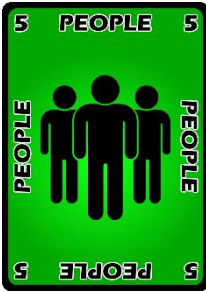


Out of desperation, your people develop weapons out of any scraps they can salvage. WEAPON cards can be placed on a BUILDING to provide WEAPONS to fight the MOTHERSHIP. You can have multiple WEAPON cards on a BUILDING.

WEAPONS require PEOPLE to operate them. For each WEAPON card on a BUILDING, you must have a PEOPLE card to operate it. A BUILDING with 2 WEAPON cards and 1 PEOPLE card will only be able to use 1 WEAPON. A BUILDING with at least 1 PEOPLE and 1 WEAPON on it is considered 'operational', and that WEAPON is considered 'manned'. The BUNKER can store one WEAPON if you do not have a BUILDING to play it on (or don't want to play it on a BUILDING) when you win a WEAPON trick. WEAPON cards

that are stored on the BUNKER do not attack, nor are they destroyed, when the MOTHERSHIP attacks.

PEOPLE

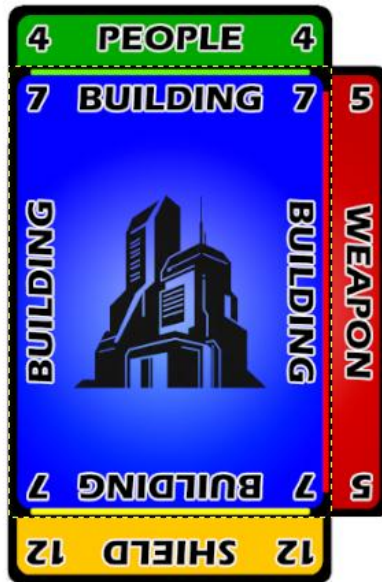


You call out on your radio, looking for survivors to join you in the relative safety of your settlement. When you win a PEOPLE trick, you can play a PEOPLE card from that trick to add PEOPLE to your settlement. Do this by playing a PEOPLE card on a BUILDING or the BUNKER. PEOPLE are needed to operate WEAPONS. A

BUILDING with PEOPLE and a WEAPON on it is considered ‘operational’ and that WEAPON is considered ‘manned’. A BUILDING can have more than one PEOPLE card on it in order to operate more than one WEAPON. The BUNKER can only store 1 PEOPLE card. PEOPLE cards that are stored on the BUNKER are not destroyed when the MOTHERSHIP attacks.

Playing Buildings, People, Weapons, and Shields

BUILDING cards have colored edges to show where to place PEOPLE, WEAPONS, and SHIELDS. When you have a BUILDING in your settlement, and you want to play a card on that BUILDING, tuck it behind the BUILDING card. Here is an example of an operational BUILDING with a SHIELD:



Bunker Storage

If you win a trick and cannot, or do not want to, play a card to your settlement (e.g. you win a WEAPON trick with no BUILDINGS in your settlement) you may store the card in your BUNKER. You may store one card of each type (WEAPON, SHIELD, PEOPLE) in your BUNKER. You may move cards from the BUNKER to a BUILDING during any Activity Phase Settlement Construction. If you win a trick and cannot play a card to your settlement, nor can you store it in your BUNKER, you must discard all the cards in the trick.

The MOTHERSHIP Attacks

If the Infiltrator wins a trick, the MOTHERSHIP is given the signal to attack.

1. Place the MOTHERSHIP deck in the middle of the settlement.

2. For each BUILDING that has PEOPLE and WEAPON cards on it, the MOTHERSHIP receives one damage for each manned WEAPON on that BUILDING. Discard the top MOTHERSHIP card from the MOTHERSHIP deck for each damage dealt.

If the MOTHERSHIP VICTORY! card is revealed, you win the game!

Otherwise:

3. Destroy any BUILDINGS that do not have a SHIELD on them. Put the BUILDING, PEOPLE, and WEAPON cards on that BUILDING into the Player deck discard pile.

4. Remove any SHIELD cards on any remaining BUILDINGS and place them in the Player deck discard pile.

5. The Bunker is now dealt damage. Discard the top BUNKER card from the BUNKER deck for each damage dealt by the MOTHERSHIP (typically 1).

If the BUNKER DEFEAT! card is revealed, you lose the game.

MOTHERSHIP cards, BUNKER cards, and other card abilities could be played (or already in play) that may alter these rules. The rules on the cards have precedence.

If neither the BUNKER nor the MOTHERSHIP have been destroyed, the game continues. All players discard their hands and are dealt seven new cards and a new round begins. Do not shuffle the Infiltrator deck. Continue playing through the Infiltrator deck until it runs out of cards, at which point you shuffle the Infiltrator deck discard pile and it becomes the Infiltrator deck.

Note: When discarding BUNKER or MOTHERSHIP cards during battle, be sure not to reveal any face-down cards until after the

battle is over. The BUNKER and MOTHERSHIP cards that were active (face-up) when the battle began are the ones that are active during the entire battle (the Active Ability/Threat) Once that battle is over, discard any BUNKER and MOTHERSHIP cards that were removed from their decks and reveal the new top card of the deck if necessary.

Remove Sabotage

Instead of playing a card from the trick into your settlement, you may discard all of the cards from the trick and remove a Sabotage card from a BUILDING of your choice. See the section on Sabotage for details.

Pressing the Advantage

If you manage to play all the cards in your hand without losing a trick to the Infiltrator, you may choose to attack the MOTHERSHIP or repair your BUNKER.

To attack the MOTHERSHIP, follow the same steps for the battle as the rules for when the MOTHERSHIP attacks.

To repair your BUNKER, take the top BUNKER card from the BUNKER supply and add it, face down, second from the bottom of the deck (directly above the DEFEAT card)

Card Abilities

BUNKER and MOTHERSHIP cards all have abilities on them that affect game play.



WEAPON, SHIELD, and PEOPLE cards numbered 1 through 4 have triggered special abilities on them. There are several types of triggers -



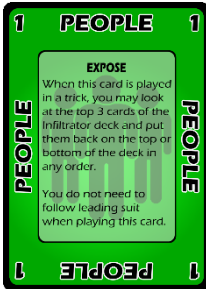
‘If this card is played in a trick...’ - This card’s ability happens after all cards of a trick are played, before determining who won the trick.



‘If this card is played in a trick that is won by the players...’ - This card’s ability happens immediately after determining that the players have won the trick.



'If this card is played in a trick that is lost by the players...' - This card's ability happens immediately after determining that the players have lost the trick.



'When this card is played in a trick...' - The effect on these cards happens as soon as the card is played in the trick.

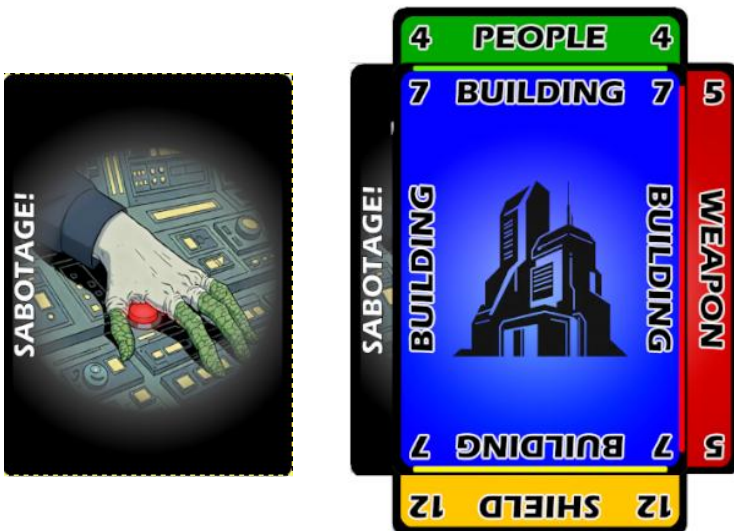


'If this is the first card played in a trick...' - The effect on these cards happens as soon as the card is played, if it is the first card in the trick.



BUILDING cards numbered 1 through 4 have abilities on them that apply if the BUILDING is in your settlement.

Sabotage Cards



A Sabotage card, and a sabotaged building.

When a Sabotage card is revealed, the following happens:

- The Sabotage card is placed on a BUILDING that is not sabotaged. If you have no BUILDINGS or all of your BUILDINGS are sabotaged, discard the Sabotage card and replace it with the next card in the Infiltrator deck.
- When the Sabotage card is placed on a BUILDING, immediately remove a PEOPLE, WEAPON, or SHIELD card from that BUILDING, then draw a new card from the Infiltrator deck for the current trick.

At the beginning of each Trick phase remove a PEOPLE, WEAPON or SHIELD card of your choice from all sabotaged BUILDINGS.

To remove Sabotage from a BUILDING, instead of playing a card from a trick that was won by the players into your

settlement, discard all cards from the trick and remove a Sabotage card of your choice from your settlement.

Sabotage card abilities happen when they are revealed during the Trick phase, and then also at the beginning of every Trick phase until they are removed.

A Note on Collaboration

Collaboration is encouraged before, during, and after the trick is played. There are limits to what can be communicated between players. You cannot tell each other what types or values of cards you do or do not have. During the Election Phase, you can say “I want to go first.” or even “I REALLY want to go first”. But a player cannot say things like “I have a really good BUILDING card!” If the players win a trick, they can discuss which card to play, and how to play it. If there is a special ability that is triggered when a trick is won or lost, players can discuss how to resolve that ability. As a rule, the player that wins the trick gets final say in all decisions for the trick.

A Note on Mistakes

Trick taking may be new to some people. Mistakes can happen. Mistakes often lead to players inadvertently revealing cards in their hand that should be secret. In trick taking games this can give players a big advantage. In a cooperative trick taking game like this one, that advantage is magnified.

In addition, there are special cards in this game that can potentially be played incorrectly regardless of your familiarity with trick taking games. Be sure to read them carefully and understand when and how they work. They can have a big impact on the outcome of tricks, and the game overall.

In your first few games you may find yourself missing opportunities to play special abilities or playing them incorrectly. It's up to you how to handle incorrectly played cards within your play group. You can handle it nicely, and just do your best to rewind or unravel issues created by incorrectly played cards. Or you can follow the official rules of the game.

The official rules for handling situations where a card is inappropriately revealed is this: Players discard their hands and the MOTHERSHIP attacks. The suit of the revealed card is considered the leading suit for purposes of BUNKER, MOTHERSHIP, or special ability rules that might reference the leading suit. If the MOTHERSHIP is already attacking when the card is revealed, that card is discarded and all players discard their hands. It's up to your player group to decide if and when you want to enforce this rule, or just be friendly about mistakes.

End of the Game

The game ends when the BUNKER is destroyed (the DEFEAT! Bunker card is revealed), or the MOTHERSHIP is destroyed (the VICTORY! MOTHERSHIP card is revealed).

Setting Game Difficulty

Game difficulty can be affected by adjusting the number of starting Bunker cards, the number of starting Mothership cards, and the number of Sabotage cards in the game. Since each Bunker and Mothership card counts as a health point, adding more or fewer cards to these piles means adding more or less health to them. A starting number of 5 Bunker cards (plus the Defeat card) and 5 Mothership cards (plus the

Victory) card is an easy starting point. You can play with those numbers to find a setup that is challenging for you.

Infiltrator difficulty is determined by adding or removing Sabotage cards from the Infiltrator deck:

- Beginner: 0 Sabotage cards
- Easy: Replace the 1's with 2 Sabotage cards
- Medium: Replace the 1's and 2's with 4 Sabotage cards
- Hard: Replace the 1's, 2's, and 3's with 6 Sabotage cards

Solo Mode – The Outpost

In Solo Mode, you control two entities: your standard 7-card hand (Player 1) and **The Outpost** (Player 2). Set up the game as normal, dealing yourself 7 cards. Then reveal the top 2 cards of the Player deck and place them face up in front of you. These cards represent The Outpost. Every turn you can choose to lead, or allow The Outpost to lead.

- **If You Lead:** You play a card from your hand. The Infiltrator plays. Then, you choose one of the 2 face-up Outpost cards to follow suit (if possible) and complete the trick. The Outpost is immediately replenished back to 2 face-up cards from the top of the Player Deck.
- **If The Outpost Leads:** You choose one of the 2 face-up Outpost cards to lead the trick. The Outpost is immediately replenished back to 2 face-up cards. The Infiltrator plays. You then play a card from your hand, following suit if possible.

All other standard game rules apply. Role cards from Desperate Measures can be used in Solo Mode as well. Deal one to you, and one for The Outpost, and place the Vanguard next to the Mothership, per the normal Desperate Measures rules.

Expansion – Desperate Measures

In **Desperate Measures**, take command of survivors who hold the keys to humanity's last stand. The expansion includes 10 Player Role cards and one 2 sided Alien Role card.

Setup

- **The Alien Role:** Find the double-sided **Vanguard / Deceiver** card and place it Vanguard-side face-up next to the Mothership Deck.
- **Assign Player Roles:** Gather the 10 unique Player Role cards. Players may mutually agree to choose their preferred card, or deal one to each player at random. Place your chosen Role face-up in front of you.

Player Role Mechanics

- **Ongoing Abilities:** As long as a Role card remains in the game, its ability is active and available to you based on its specific rules.
- **Sacrifice Abilities:** Every Role features a devastating "panic button" effect. To activate it, immediately **discard the Player Role card from the game** and resolve its text entirely. For the remainder of the game, you no longer have a Role card and lose access to both abilities.

- **Alien Abilities:**The Vanguard is placed next to the Mothership because it represents a heightened threat from the Mothership. After 2 attacks it is flipped over to reveal the Deceiver, which is placed next to the Infiltrator deck, representing a particularly powerful Infiltrator. The Deceiver is destroyed if it loses a trick in which it played an 11, 12, or 13.

Credits

Game design – Rob Mallon, Matt Shirk

Special thanks to Matt Shirk, Evan Mallon, and Unpub for many hours of playtesting.