

ALIEN TERROR

MATERIALS

- 25 Alien Terror cards (eight Targets, eight Alien Agents, eight Attacks, one 'Rogue Alien' Attack card, one decoy Agent card and one decoy Target card).
- 24 Earth Defense Council cards (eight Technocrats, eight Infiltrators, and eight Evacuation Zones).
- 5 placement cards (for keeping track of discards)

OBJECT

For the Alien Conspiracy player, the object is to secretly deploy an alien agent, attack, and target.

For the Earth Defense Council players, the object is to retain the Infiltrators, Technocrat, and Evacuation Zone cards that will counter the attack.

BACKSTORY

The year is 2345. Humanity has made contact with other forms of sentient life. Not all of these contacts have gone well. Some alien races have banded together with a few rogue groups of disgruntled humans to form an Alien Conspiracy. Their goal is to enact a terror strike somewhere on Earth. They hope that a bold and devastating attack will inspire humanity to rise above their petty differences and unite. These brave terrorists realize that their own destruction is the most likely outcome of that union of human spirit. But they hold out hope that humanity will change for the better anyway.

As the Alien Conspiracy is about to finalize their attack plans, they suffer a devastating data breach. Half of all their possible targets, attack types, and alien agents have been compromised. The data breach prompts the people of Earth to form a Global Defense Council to counter the threat.

Game on!

4 PLAYER GAME- 7 rounds

Setup - Each player assumes a role as either the Alien Conspiracy, the Peacekeepers, the Technocrats, or the Infiltrators.

Divide the Alien Terror cards into three stacks (Agents, Attacks and Targets). Shuffle each stack separately. Give the Technocrat cards to the Technocrat player and the Infiltrators cards to the Infiltrators player. The Peacekeepers player will control the 'Evacuation Zone' cards. The Alien Conspiracy draws the top four cards from each Alien Terror card stack.

Play always proceeds in the following order: Alien Conspiracy - Infiltrators - Technocrats - Peacekeepers.

DATA BREACH -

The Alien Conspiracy player will reveal all the cards not drawn into their hand.

Round 1 and 2 -

Alien Conspiracy turn - Each round, the Alien Conspiracy will discard either an Agent, Attack, or Target card from their hand. The player will place the discard over the space marked for that round on the 'Discard Placement' card.

Infiltrators turn - The Infiltrators player will first have the opportunity to select a single card from those remaining in the Alien Conspiracy player's hand. They will secretly note what is on the card and return it to the Alien Conspiracy player. The Infiltrators player then must discard one of its 'Classified' agent cards. On later turns, if the Infiltrators player wants to recall a dismissed agent, they must forfeit their ability to spy on the Alien Conspiracy player's remaining cards on that turn. They will exchange the desired agent from the discard pile with an unwanted agent remaining in their hand. They will then complete the discard for that round.

Technocrats turn - The Technocrats player has a secret meeting with the Alien Conspiracy player. The Technocrats player will ask to see a specific card. If the Alien Conspiracy player has that card in their hand, they must show it to the Technocrats player. If they don't have that card, the Alien Conspiracy player chooses another card from their hand to show the Technocrats player. Any intelligence the Technocrats player receive in this way can be shared directly to the relevant player (targets to the Peacekeepers and Agents to the Infiltrators). If the other agencies have any intelligence regarding the attack type, they are only allowed to share that information when the Technocrats

player has information for them. After any information sharing, the Technocrats player must discard one of their cards for that round.

Peacekeepers turn - The Peacekeepers player must choose one of the following actions:

1. Place an 'Evacuation Zone' card face up on the table in front of them

2. Secretly view an Alien Conspiracy player discard.

3. Once two 'Evacuation Zone' cards have been played, the Peacekeepers player may exchange a played card with one remaining in their hand. Only two 'Evacuation Zone' cards can be shown at a time.

Round 3 - This round, the Alien Conspiracy selects the Agent that will attempt the attack. Agent, Attack, and Target selections must be placed on the 'Attach Placement' card in front of the Alien Conspiracy player. This action counts as the Alien Conspiracy player's discard for this round. Once placed, this card cannot be viewed or altered by any player. The other players proceed as in round one. However, after the Peacekeepers player completes their turn, the Infiltrators and Peacekeepers have a secret intelligence briefing. During the briefing, the Peacekeepers, Technocrats, and Infiltrators players can share notes on intelligence they have gathered and plan their next moves.

Round 4 - Play proceeds in the same manner as for round one.

Round 5 - This round, the Alien Conspiracy player selects the type of attack to be attempted. The attack card is placed face down next to the Agent card on the 'Attack Placement' card. This action counts as the Alien Conspiracy player's discard for this round. For the other players, play proceeds in the same manner as for round one.

Round 6 - The target card is placed face down next to the Agent and Attack cards. Play proceeds in the same manner as for round 1. After the Peacekeepers player completes their turn, the Peacekeepers and Infiltrators players have a final intelligence briefing.

Round 7 - This round, the Alien Conspiracy player selects the target for the attack. The Target card is placed face down next to the Agent and Attack cards on the 'Attack Placement' card. For the other players, play proceeds in the same manner as for round one.

Aftermath - Once the Peacekeepers player completes round seven, the Infiltrators and Technocrats will each reveal their final card.

The Alien Conspiracy then reveals its Agent, Attack and Target cards. The table below defines victory conditions for each possible outcome:

Alien Conspiracy total victory - No Earth Defense matches

Alien Conspiracy major victory - One Earth Defense match

Alien Conspiracy minor victory - Two Earth Defense matches

Earth Defense Council victory - Three Earth Defense matches

3 PLAYER GAME- 7 rounds

Setup - Each player assumes a role as either the Alien Conspiracy, Peacekeepers or Infiltrators. Sort the terror cards into two stacks (only Agents and Targets). Add a decoy card to the top of each stack. Shuffle each stack separately. The Alien Conspiracy draws the top five cards from each terror card stack. Give the Infiltrators cards to the Infiltrators player. The Peacekeepers player will control the eight 'Evacuation Zone' cards. Play always proceeds in the following order: Alien Conspiracy - Infiltrators - Peacekeepers.

DATA BREACH -

The Alien Conspiracy player will reveal all the cards not drawn into their hand.

Rounds 1 and 2 -

Alien Conspiracy turn - Each round, the Alien Conspiracy will discard either an Agent, or Target card from their hand. The player will place the discard over the space marked for that round on the 'Discard Placement' card.

Infiltrators turn - The Infiltrators player will first have the opportunity to select a single card from those remaining in the Alien Conspiracy player's hand. They will secretly note what is on the card and return it to the Alien Conspiracy player. The Infiltrators player then must discard one of their agent cards. On later turns, if the Infiltrators player wants to recall a dismissed agent, they must forfeit their ability to spy on the Alien Conspiracy's remaining cards. They will exchange the desired agent from the discard pile with an unwanted agent remaining in their hand. They will then complete the discard for that round.

Peacekeepers turn - The Peacekeepers player must choose one of the following actions:

1. Place an 'Evacuation Zone' card face up on the table in front of them.

2. Secretly view an Alien Conspiracy player discard.

3. Once two 'Evacuation Zone' cards have been played, the Peacekeepers player may exchange a played card with one remaining in their hand. Only two 'Evacuation Zone' cards can be shown at a time.

Round 3 - This round, the Alien Conspiracy discards as in rounds one and two. The other players proceed as in rounds one and two. However, after the Peacekeepers player completes their turn, the Global Defense Council (Infiltrators and Peacekeepers) have an intelligence briefing. During the briefing, the Earth defense players can share notes on what intelligence they have gathered and plan their next moves.

Round 4 - This round, the Alien Conspiracy selects the Agent that will attempt the attack. The Agent card is placed face down on the 'Target Placement Card'. This action counts as the Alien Conspiracy's discard for this round. The other players proceed as in rounds one and two.

Round 5 - Play proceeds in the same manner as round one.

Round 6 - Play proceeds in the same manner as round one. After the Peacekeepers player completes their turn, the Global Defense Council players have a final intelligence briefing.

Round 7 - This round, the Alien Conspiracy selects the target for the attack. The target card is placed face down next to the Agent card on the 'Target Placement Card'. Play continues as in previous rounds for the other players.

Aftermath - Once the Peacekeepers player completes the final round, the Infiltrators player reveals their remaining agent card. The Alien Conspiracy then reveals their Agent and target cards. The table below defines victory conditions for each possible outcome.

Alien Conspiracy total victory - No Earth defense matches

Alien Conspiracy minor victory - One Earth defense match

Earth Defense Council victory - Two Earth defense matches

NOTE - If playing with the 'Rogue Alien' option, make the following adjustments:

1. During the setup phase, place the 'Rogue Alien' card on the top of the Agent deck instead of the decoy Agent card.
2. The Alien Conspiracy player will have the option to choose the 'Rogue Alien' attack as their selected agent in Round 4.
3. The Infiltrators player will be allowed to place a third 'Evacuation Zone' card from the Peacekeepers player's hand. This operation can only be done during the Infiltrators player's turn on the final round.
4. If the 'Rogue Alien' is used as the agent by the Alien Conspiracy, victory is solely determined by whether an 'Evacuation Zone' card is played that matches the selected target.

2 PLAYER GAME- 6 rounds

Setup - Each player assumes a role as either the Alien Conspiracy or the Peacekeepers. The Alien Conspiracy plays with the full stack of target cards, including the decoy target card. The Peacekeepers player plays with the eight 'Evacuation Zone' cards. Play always proceeds in the following order: Alien Conspiracy - Peacekeepers.

Round 1 - The Alien Conspiracy player selects the attack target from the cards in their hand and place it face down in front of them. The Peacekeepers player will place an 'Evacuation Zone' card in front of them.

Rounds 2 through 5 - The Alien Conspiracy player either discards a target card or replaces the Target card with one from their hand. If they replace the Target card, the previous target is discarded face up. The discards must be placed on the marked areas on the 'Discard Placement' cards. The Peacekeepers player may either place an 'Evacuation Zone' card or reveal one of the Alien Conspiracy discards. Once two 'Evacuation Zone' cards have been played, the Peacekeepers may choose to replace a played card with one from their hand for their turn instead of revealing a discard.

Round 6 - The Alien Conspiracy completes their final discard. The Peacekeepers player may choose to do nothing if they believe they have covered the Alien Conspiracy player's intended target.

Playing the Decoy Target - The Alien Conspiracy Player has the option to play the 'Decoy' Target card face up covering any previous discard that has not yet been revealed by the Peacekeepers player.

Aftermath - The Alien Conspiracy will then reveal their selected target by flipping the attack card face up.

The Peacekeepers wins if they have played an "Evacuation Zone' card matching the target selected by the Alien Conspiracy.

The Alien Conspiracy wins if their selected target is not matched by a played "Evacuation Zone' card.

NOTES

Attacks

UPO Swarm

Deadly Space Virus

Assassination

Targeted Solar Flare

Malevolent AI

Alien Pest Teleportation

Stealth Asteroid Strike

Nanobot Bombers

Rogue Alien

Attack Defenses

Hypersonic Interceptor Drones

Anti-Viral Cocktail

Sniper No Sniping Team

Space Mirrors

Android Data Quarantine

Portal Disruptor

Gravity Wave Generator

Defusing Infusion

(Extra Evacuation Zone)

DISGRUNTLED SPECIES - Alien Agent Pool

Balroni

Ice Miners

Hashenda

Jakrai

Malandroid Army

Nonadonu

Pultinafore

Zaalgi

Neadertal (Decoy)

TARGETS

Ames, Iowa (Decoy)

Cairo

Hong Kong

London

New York City

Rio de Janeiro

Rome

San Francisco

Tokyo