


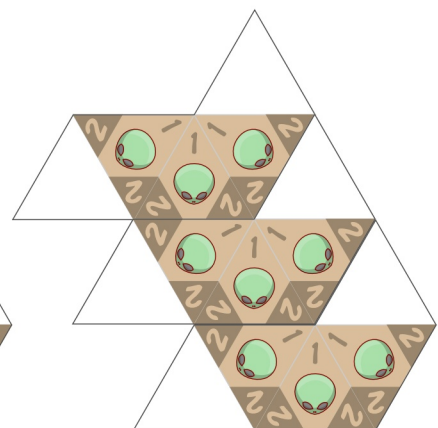
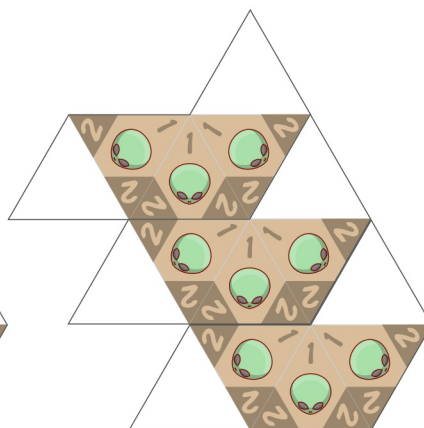
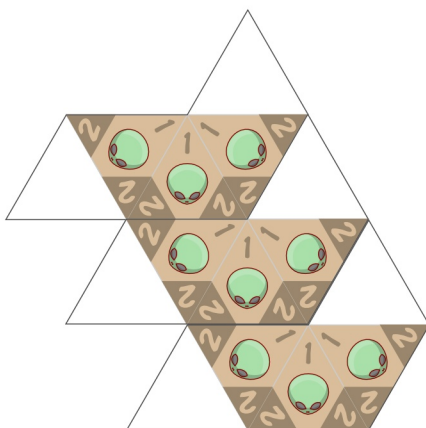


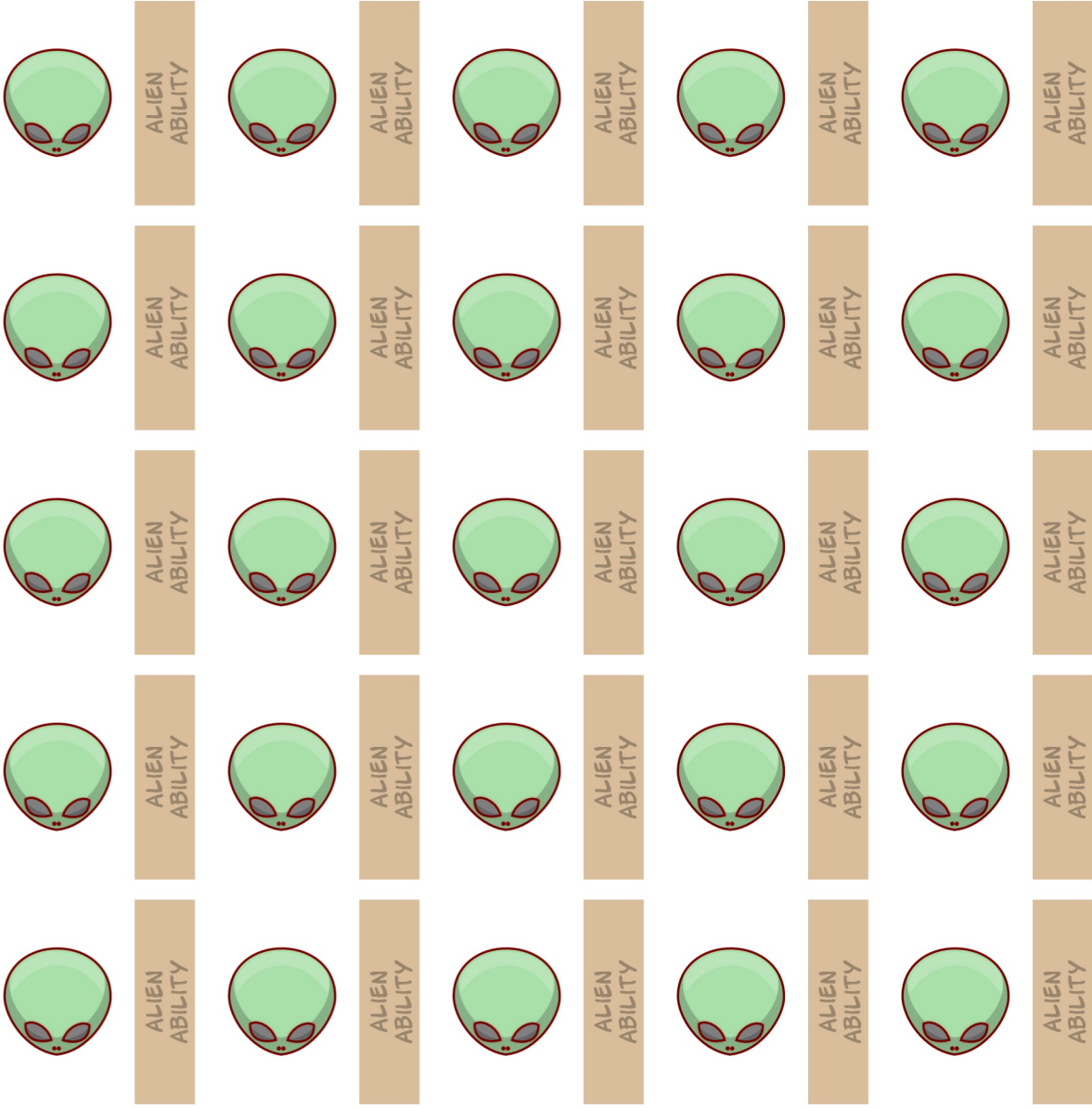
PRINTING INSTRUCTIONS

- Don't print pages 1 and 2.
- Print first the odd (front) pages, then the even (back) pages.
- For easy printing, blank pages were inserted as the even (back) page of pages that didn't need one.























ATTACK THE TOWER

 LIGHT INFANTRY RECRUIT ALL MARTIANS ON A TERRITORY. 	 LIGHT INFANTRY RECRUIT ALL MARTIANS ON A TERRITORY. 	 LIGHT INFANTRY RECRUIT ALL MARTIANS ON A TERRITORY. 	 LIGHT INFANTRY RECRUIT ALL MARTIANS ON A TERRITORY. 	 LIGHT INFANTRY RECRUIT ALL MARTIANS ON A TERRITORY. 
 LIGHT INFANTRY RECRUIT ALL MARTIANS ON A TERRITORY. 	 SHOOTER ALLY GREYS HAVE POWER 3, BUT LOSE INITIATIVE. 	 SHOOTER ALLY GREYS HAVE POWER 3, BUT LOSE INITIATIVE. 	 SHOOTER ALLY GREYS HAVE POWER 3, BUT LOSE INITIATIVE. 	 SHOOTER ALLY GREYS HAVE POWER 3, BUT LOSE INITIATIVE. 
 SHOOTER ALLY GREYS HAVE POWER 3, BUT LOSE INITIATIVE. 	 HEAVY INFANTRY WHILE BATTLING, THE POWER OF ALLY REPTILIANS IS EQUAL TO THE POWER OF THEIR MOST POWERFUL ENEMY TROOP. 	 HEAVY INFANTRY WHILE BATTLING, THE POWER OF ALLY REPTILIANS IS EQUAL TO THE POWER OF THEIR MOST POWERFUL ENEMY TROOP. 	 HEAVY INFANTRY WHILE BATTLING, THE POWER OF ALLY REPTILIANS IS EQUAL TO THE POWER OF THEIR MOST POWERFUL ENEMY TROOP. 	 HEAVY INFANTRY WHILE BATTLING, THE POWER OF ALLY REPTILIANS IS EQUAL TO THE POWER OF THEIR MOST POWERFUL ENEMY TROOP. 
 CAVALRY WHILE BATTLING, ALLY MOTHMEN RECEIVE A BONUS TO THEIR POWERS EQUAL TO THE POWER OF THE WEAKEST ENEMY TROOP THEY FACE. 	 CAVALRY WHILE BATTLING, ALLY MOTHMEN RECEIVE A BONUS TO THEIR POWERS EQUAL TO THE POWER OF THE WEAKEST ENEMY TROOP THEY FACE. 	 CAVALRY WHILE BATTLING, ALLY MOTHMEN RECEIVE A BONUS TO THEIR POWERS EQUAL TO THE POWER OF THE WEAKEST ENEMY TROOP THEY FACE. 	 SIEGE WEAPON THE POWER OF ENEMY BASES DROPS BY 1 FOR EACH LASER CANNON THEY ARE FACING IN BATTLE. 	 SIEGE WEAPON THE POWER OF ENEMY BASES DROPS BY 1 FOR EACH LASER CANNON THEY ARE FACING IN BATTLE. 
 COMMON ABILITY THE UFO DESTROYS ALL TROOPS ON ONE BASE. 	 COMMON ABILITY THE UFO DESTROYS ALL TROOPS ON ONE BASE. 	 COMMON ABILITY THE UFO DESTROYS ALL TROOPS ON ONE BASE. 	 SPECIAL ABILITY RECRUIT A MAN-IN-BLACK ON YOUR PALACE. HE HAS POWER 2 AND WHILE IN PLAY, HE LOWERS YOUR OPPONENT'S CARD LIMIT BY 2. 	 SPECIAL ABILITY RECRUIT A MAN-IN-BLACK ON YOUR PALACE. HE HAS POWER 2 AND WHILE IN PLAY, HE LOWERS YOUR OPPONENT'S CARD LIMIT BY 2. 





ATTACK THE TOWER

 PODS RECRUIT MARTIANS POWER 1 BASES CAN ONLY BE DAMAGED IF UNDEFENDED ITS POWER IS 4.	 PODS RECRUIT MARTIANS POWER 1 BASES CAN ONLY BE DAMAGED IF UNDEFENDED ITS POWER IS 4.	 PODS RECRUIT MARTIANS POWER 1 BASES CAN ONLY BE DAMAGED IF UNDEFENDED ITS POWER IS 4.	 PODS RECRUIT MARTIANS POWER 1 BASES CAN ONLY BE DAMAGED IF UNDEFENDED ITS POWER IS 4.	 PODS RECRUIT MARTIANS POWER 1 BASES CAN ONLY BE DAMAGED IF UNDEFENDED ITS POWER IS 4.
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 FLYING CIGAR RECRUITS MOTHMEN POWER 3 BASES CAN ONLY BE DAMAGED IF UNDEFENDED ITS POWER IS 4.	 FLYING CIGAR RECRUITS MOTHMEN POWER 3 BASES CAN ONLY BE DAMAGED IF UNDEFENDED ITS POWER IS 4.	 MOTHERSHIP RECRUITS LASER CANNON POWER 4 ARTILLERY BASES CAN ONLY BE DAMAGED IF UNDEFENDED ITS POWER IS 4.	 MOTHERSHIP RECRUITS LASER CANNON POWER 4 ARTILLERY BASES CAN ONLY BE DAMAGED IF UNDEFENDED ITS POWER IS 4.	 MOTHERSHIP RECRUITS LASER CANNON POWER 4 ARTILLERY BASES CAN ONLY BE DAMAGED IF UNDEFENDED ITS POWER IS 4.





ALIEN
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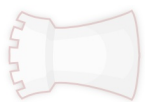
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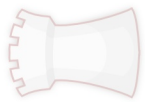
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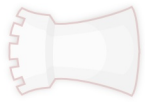
TERRITORY 1

COUNTER	COUNTER	COUNTER	
0	0	0	
BASE 1	BASE 2	BASE 3	

TERRITORY 2

COUNTER	COUNTER	COUNTER	
0	0	0	
BASE 1	BASE 2	BASE 3	

TERRITÓRIO 3

COUNTER	COUNTER	COUNTER	
0	0	0	
BASE 1	BASE 2	BASE 3	

PALACE

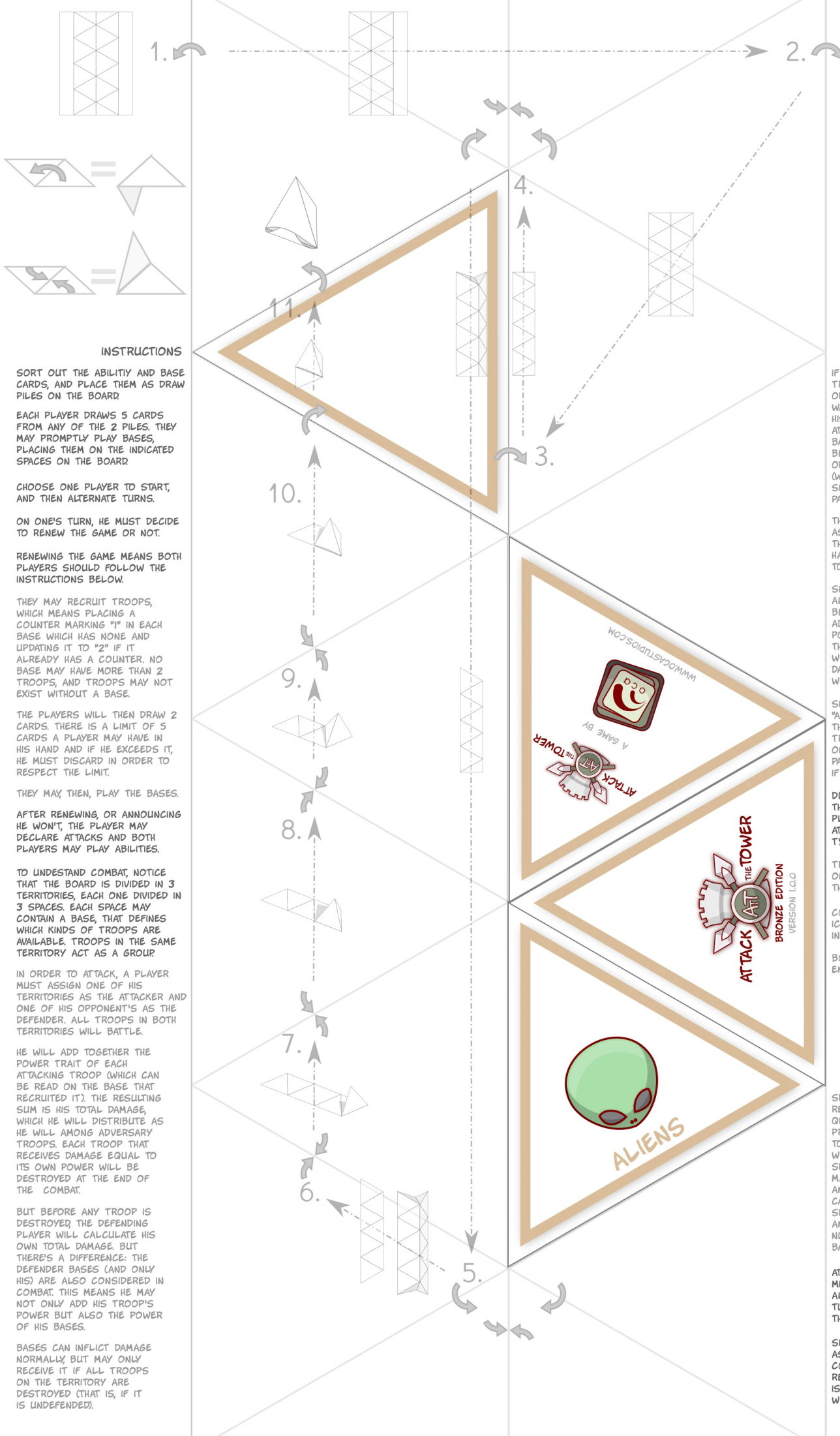
THE PALACE ONLY SUFFER
DAMAGE IF UNDEFENDED.
DURING COMBAT, IT'S POWER
IS 10 AND, IF DESTROYED,
YOU LOSE THE GAME.

IN ORDER TO RECRUIT ON
THE PALACE, YOU NEED A
SPECIAL EFFECT CARD, THAT
IS PLACE ON THE PALACE,
REPRESENTING THE TROOP.

EFFECTS
DISCARD PILE

EFFECTS
DRAW PILE





INSTRUCTIONS

SORT OUT THE ABILITY AND BASE CARDS, AND PLACE THEM AS DRAW PILES ON THE BOARD.

EACH PLAYER DRAWS 5 CARDS FROM ANY OF THE 2 PILES. THEY MAY PROMPTLY PLAY BASES, PLACING THEM ON THE INDICATED SPACES ON THE BOARD.

CHOOSE ONE PLAYER TO START, AND THEN ALTERNATE TURNS.

ON ONE'S TURN, HE MUST DECIDE TO RENEW THE GAME OR NOT.

RENEWING THE GAME MEANS BOTH PLAYERS SHOULD FOLLOW THE INSTRUCTIONS BELOW.

THEY MAY RECRUIT TROOPS, WHICH MEANS PLACING A COUNTER MARKING "1" IN EACH BASE WHICH HAS NONE AND UPDATING IT TO "2" IF IT ALREADY HAS A COUNTER. NO BASE MAY HAVE MORE THAN 2 TROOPS, AND TROOPS MAY NOT EXIST WITHOUT A BASE.

THE PLAYERS WILL THEN DRAW 2 CARDS. THERE IS A LIMIT OF 5 CARDS A PLAYER MAY HAVE IN HIS HAND AND IF HE EXCEEDS IT, HE MUST DISCARD IN ORDER TO RESPECT THE LIMIT.

THEY MAY, THEN, PLAY THE BASES.

AFTER RENEWING, OR ANNOUNCING HE WON'T, THE PLAYER MAY DECLARE ATTACKS AND BOTH PLAYERS MAY PLAY ABILITIES.

TO UNDERSTAND COMBAT, NOTICE THAT THE BOARD IS DIVIDED IN 3 TERRITORIES, EACH ONE DIVIDED IN 3 SPACES. EACH SPACE MAY CONTAIN A BASE, THAT DEFINES WHICH KINDS OF TROOPS ARE AVAILABLE. TROOPS IN THE SAME TERRITORY ACT AS A GROUP.

IN ORDER TO ATTACK, A PLAYER MUST ASSIGN ONE OF HIS TERRITORIES AS THE ATTACKER AND ONE OF HIS OPPONENT'S AS THE DEFENDER. ALL TROOPS IN BOTH TERRITORIES WILL BATTLE.

HE WILL ADD TOGETHER THE POWER TRAIT OF EACH ATTACKING TROOP (WHICH CAN BE READ ON THE BASE THAT RECRUITED IT). THE RESULTING SUM IS HIS TOTAL DAMAGE, WHICH HE WILL DISTRIBUTE AS HE WILL AMONG ADVERSARY TROOPS. EACH TROOP THAT RECEIVES DAMAGE EQUAL TO ITS OWN POWER WILL BE DESTROYED AT THE END OF THE COMBAT.

BUT BEFORE ANY TROOP IS DESTROYED, THE DEFENDING PLAYER WILL CALCULATE HIS OWN TOTAL DAMAGE. BUT THERE'S A DIFFERENCE: THE DEFENDER BASES (AND ONLY HIS) ARE ALSO CONSIDERED IN COMBAT. THIS MEANS HE MAY NOT ONLY ADD HIS TROOP'S POWER BUT ALSO THE POWER OF HIS BASES.

BASES CAN INFLICT DAMAGE NORMALLY, BUT MAY ONLY RECEIVE IT IF ALL TROOPS ON THE TERRITORY ARE DESTROYED (THAT IS, IF IT IS UNDEFENDED).

IF A PLAYER DESTROYS ALL TROOPS AND BASES ON HIS OPPONENT'S TERRITORY (OR IF IT WAS EMPTY IN THE FIRST PLACE), HIS TROOPS MAY PROCEED TO ATTACK THE PALACE. A REGULAR BATTLE WILL THEN TAKE PLACE BETWEEN HIS TROOPS AND THE OPPONENT'S TROOPS + PALACE (WHICH HAS A POWER OF 10). IF HE SUCCEEDS ON DESTROYING THE PALACE, HE WINS THE GAME.

THERE IS ONE MORE IMPORTANT ASPECT OF COMBAT. TWO OF THE FIVE KINDS OF TROOPS HAVE SPECIAL CHARACTERISTICS TO BE CONSIDERED.

SHOOTERS HAVE "INITIATIVE", WHICH ALLOW THEM TO INFLICT DAMAGE BEFORE OTHER TROOPS, KILLING ADVERSARIES BEFORE THEIR POWER SCORES ARE ADDED TO THE TOTAL DAMAGE (A TROOP WITH INITIATIVE MAY STILL INFLICT DAMAGE IF KILLED BY ANOTHER WITH THE SAME SKILL).

SIEGE WEAPONS HAVE "ARTILLERY", WHICH PREVENTS THEM FROM DAMAGING OTHER TROOPS. THIS MEANS THEY CAN ONLY DAMAGE BASES AND PALACES (AND, AS USUAL, ONLY IF THEY ARE UNDEFENDED).

DURING THE GAME (EXCEPT DURING THE RENEWING PROCESS) THE PLAYERS MAY PLAY ABILITY CARDS AT WILL. THEY COME IN 3 DIFFERENT TYPES, AS DESCRIBED BELOW.

TROOP ABILITIES HAVE THE ICON OF THE TROOPS THEY AFFECT, AND THEIR EFFECTS RELY ON THEM.

COMMON ABILITIES HAVE A HAND AS ICON, AND AFFECT ALL TROOPS INDEPENDENT OF ITS KIND.

BOTH OF THEM ARE DISCARDED IN THE END OF THE TURN THEY'RE PLAYED.



Icons used in the game. From left to right: light infantry, shooter, heavy infantry, cavalry, siege weapon, common ability and special ability.

SPECIAL ABILITIES ARE REPRESENTED BY A STAR, AND ARE QUITE DIFFERENT FROM THE PREVIOUS TWO. YOU PLAY THEM ON TOP OF THE PALACE, WHERE IT WILL ACT AS A COUNTER FOR ITS SPECIAL TROOP. THESE TROOPS MAY ATTACK AND DEFEND NORMALLY, AND USUALLY HAVE UNIQUE CAPABILITIES. THE NUMBER OF SPECIAL TROOPS YOU MAY HAVE AT ANY MOMENT IS EQUAL TO THE NUMBER OF TERRITORIES WITH 3 BASES (SO PROTECT THEM!).

AT THE END OF ONE'S TURN, HE MUST ANNOUNCE HE'S DONE, ALLOWING THE OTHER TO TAKE HIS TURN. THIS GO ON UNTIL ONE OF THE PALACES ARE DESTROYED.

SINCE LUCK IS AN INFLUENTIAL ASPECT OF THE GAME, IT IS COSTUMARY TO OFFER A REVENGE GAME, SO THE WINNER IS ACTUALLY THE ONE WHO WINS 2 OUT OF 3 GAMES.