

# Greeting Fellow Humans!

A game of extraterrestrial antagonism for 3-5 players

## CONTENTS

- 9 Intel Cards
- 20 Accident Cards
- 22 Sabotage Cards
- 23 Gadget Cards
- 74 Cards Total
- 5 Charge Count Boards
- 5 Charge Counters
- 5 Placement Cards
- 1 Danger Die

## OVERVIEW

You are an alien! Your objective is to steal the Earth's defence codes and conquer the planet. Disguised as a human, you must infiltrate a top-secret military compound, find the secret Intel folders and escape. The first one to get out with the codes wins the game and gets a space promotion!

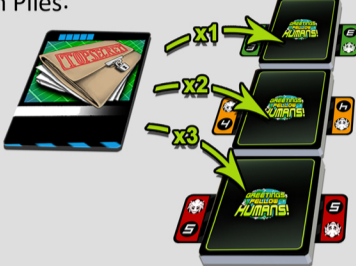
## SETUP

Separate the Accident and Intel cards from the deck, shuffle the remaining cards and deal out 5 from that deck to each player, they should contain only Gadget and Sabotage cards. This will be each player's starting hand.



Next, place down the 5 coloured Placement cards, which represent the rooms a player can search. Place 4 Accident cards across each of the Placement cards and the following number of Intel cards on to each pile; these are the Search Piles:

- Green Placement cards: 1 Intel card each
- Yellow Placement cards: 2 Intel cards each
- Red Placement card: 3 Intel cards



Green Search Piles indicate low-risk rooms, yellow Search Piles indicate medium-risk and the red Search Pile indicates high-risk. Distribute the remaining Sabotage and Gadget cards equally across the five Search Piles, and then shuffle each one.

Allocate a space for two separate discard piles. Used cards and drawn Accident cards are discarded to either one of these two separate discard piles:



- Used Gadget and Sabotage cards are discarded face-down to the Safe Discard Pile.
- Drawn and discarded Accident cards are placed in a separate face-up Discard Pile.



Lastly, distribute a Charge Count Board and a Charge Counter to each player, this board will track how many charges of the Memory Eraser Device each player has access to. Everyone starts the game with 3 charges, if a player loses all 3 and then fails a fourth accident roll they become captured. (Further information on captured players will be explained later in the rules)

## PLAYER TURN

Play begins with the oldest player and proceeds clockwise. On their turn, each player performs the following actions, in order:

### USE CARDS

The player may use up to one Sabotage card and one Gadget card from their hand, each card specifies its particular effect. Sabotage cards are activated immediately once used on the player's turn, Gadget cards however are initially played face-down in front of the player. They may then decide to activate any face-down Gadget card they own at the point designated on the cards themselves.



Each player can have a maximum of 3 face-down Gadgets in play at any one time. Activating a face-down Gadget does not count towards the card usage limit and some can be activated outside of the player's turn. All Gadget and Sabotage cards are discarded after use or after their effect is activated.

### DRAW CARD

The player must then draw a card from any one of the 5 Search Piles, once drawn:

- Sabotage and Gadget cards are added to their hand.
- Intel cards should be placed face-up in front of them.
- Accident cards are bad!

If the player draws an Accident card, they must reveal it and then roll the Danger Die. The number of times they roll the die is determined by the risk level of the Search Pile they drew the Accident card from, which is as follows:

- Green piles: 3 rolls
- Yellow piles: 4 rolls
- Red pile: 5 rolls



If at any point the roll result matches the colour of the Search Pile they drew the Accident card from, the disguise fails completely and they lose 1 Charge to erase the memory of any witnesses, then they stop rolling. Each player can only lose 1 Charge per Accident.

### END TURN

At the end of their turn, if they have more than 5 cards in their hand they must discard any excess cards. Intel cards and face-down Gadget cards do not count towards the hand limit.

**Empty Search Pile:** When a Search Pile becomes fully depleted, shuffle the Safe Discard Pile, then place 5 cards from this pile onto the depleted Search Pile.

## WINNING

- To win, a player must recover 3 Intel cards and make a successful escape attempt to leave the compound.
- They cannot try to escape on the same turn they obtained the 3rd Intel card.



To escape and win the game, the player must state it on their turn and then roll the Danger Die 3 times to avoid detection. If at any point they roll a Green symbol, they get spotted and lose 1 Charge, then the turn ends. No cards can affect the number of escape rolls. Alternatively they may choose to draw a card rather than attempt to escape. If they draw another Intel card its reshuffle it back into the pile it was drawn from and they must draw again.

## CAPTURE

During play if a player loses all 3 charges of their Memory Eraser Device and then fails a fourth Accident roll, they become captured. A captured player will lose all their collected Intel cards which are then distributed equally across the 5 Search Piles starting with the low risk piles moving up, which are then shuffled. They then reset their Charge Count Board and continue playing as normal.

## ERRATA

### THEFT CARD

The card effect includes the target player's face-down Gadget cards and any Intel cards they own, these cards go back into place after the Theft is finished. If the target player has an active Rumors card in front of them, it is not included during the Theft. The affected player cannot be the target of another Theft card for a full round, starting with the player that used the card on them.

### TRICK CARD

If a target player hasn't drawn from any piles yet, the Trick defaults to the Green piles.

### SCANNER/RUMORS CARDS

Only one Scanner and Rumors card can be active on a player at any one time, they are placed in front of the target player and are only discarded after the effect is triggered by an Accident.