



Print and Play Version

Play Testers!

Thank you, for boldly going where no other gamer has gone before. We hope that no extraterrestrial harm comes to you in this game and that any probing is kept at a minimum.

To play a game, print out the rule book and cards and arrange them into three piles for Adventure Cards, Role Cards, and Status Cards.

We kindly ask that you complete a Google Survey for us when you have finished playing. Here are some of the specific elements we are looking for:

1. Clarity of the rules, roles, instructions, and cards
2. Ease of play and the fun factor
3. How specific cards are used including Nuclear Keys, Suspended Animation, and Helicopter Rescue
4. What's working well and what could be improved

Keep these things in mind as you play. Unless your mind has been taken over by aliens, in which case, you've got more important things to be doing.

You may take the survey by going to the website <http://goo.gl/forms/X7W8LyAzrKCYdFcq1> or by scanning the handy QR code below. Thank you again!





OVERVIEW

Invasion Evasion is a party game that pits players against each other to save or destroy the Earth!

SUMMARY

The invasion has begun! Flying saucers are abducting innocent people off the streets and returning them corrupted and changed. It has become impossible to tell apart harmless civilians from vile alien scum.

Deep inside of an underground bunker is a team of humans trying desperately to stop the attacks. They have developed a cure to the alien parasite to transform humans back to normal, but are unable to mass produce it. As they try to gather the supplies necessary to save the planet, it becomes clear that some among them cannot be trusted... and have more nefarious plans in mind.

Each player receives a secret role and either works with the Humans to mass produce a cure or joins the Aliens in the construction of a Doomsday Device. The fate of the world hangs in the balance.

HUMAN VICTORY

Have one Human player hold all three types of Humanity Cards.

- Alien Specimen
- Chemical Stockroom
- Medical Laboratory

ALIEN VICTORY

Have one Alien player hold all three types of Doomsday Cards.

- Black Hole Bomb
- Perpetual Motion Drive
- Quantum Reactor

PLAYERS

Each player has two features:

- Status - whether you are a Human or Alien. This is the team that you are playing for.
- Role - many of which have special powers.

At the start of the game your Role Card tells you your initial status. If your Role Card says Alien Invader or Man in Black then you are a treacherous Alien evildoer. Otherwise, you are a peace-loving Human. Either way, keep it secret.

During the game your status can change from various Adventure Cards. You can switch between being a Human or Alien by being Abducted, Cured, or Reverted. Your loyalties and goals are always aligned by your current status.

Many roles have special abilities.

A player can use their ability only once during the game, but can do so at any point. To do this, reveal your Role Card to the other players and then perform the action.

SETUP

Separate the cards into three piles, Adventure Cards, Role Cards, and Status Cards.

Each player needs

- 1 Role Card. Keep this to yourself.
- 2 Status Cards (1 Human and 1 Alien). Save these for Lab Tests later.

GAMEPLAY

Once Roles and Status Cards are given out the most suspicious looking player goes first. Players take turns, moving clockwise, and on each turn you must start by drawing an Adventure Card from the deck.

There are three types of Adventure Cards, each one listed below.

HUMANITY / DOOMSDAY CARDS

- Both teams are looking for these cards to win the game, so it is important that they stay in safe hands.
- When drawn the player shows it to everyone and decides who gets to hold it. The player can choose him or herself.
- The owner of the card can freely give it to another player at any point, and they can also lose their card in a variety of ways.
- Players can hold either type of card, Humanity or Doomsday, regardless of their own status. This allows players to hold cards hostage from the other team.
- There are two copies of each card within the deck, but only one of each type is needed to win.

IMMEDIATE ACTION CARDS

- Show this card right away and follow the instructions, for better or worse.

ALL OTHER ADVENTURE CARDS

- Any card that is not immediate can be played at any point, even on another's turn. If you save a card for later keep it facedown and secret.
- Some cards will change your own status of being a Human or Alien, and if this change happens keep it hidden.

SPECIAL CIRCUMSTANCES

CURES

Players can use cures to change Aliens back into Humans. If a Human Player is holding a cure when they draw an Abduction card they may play the cure to remain Human.

LAB TEST

This conducts an experiment so that all players know the number of Humans and Aliens in the game. Players make two facedown piles, one for the Status Card the player currently is, and the other for the one they are not. The Man and Black Role would claim to be a Human, despite being an Alien. These cards are tallied and then passed back.

STRANGE TRANSMISSION

This allows Alien players to identify each other secretly. Everyone closes their eyes and the player that drew this card counts to 10. While they do the Aliens can open their eyes and silently see their teammates. If a player is the Radio Operator then they may peek during this, at their own risk.

SUSPENDED ANIMATION

A player in suspended animation cannot draw a card or play an existing card for the next two turns. A scientist can place one player in Suspended Animation once per game.

NUCLEAR OPTION

If all hope is lost and the Aliens are nearing victory, the Humans could detonate the base as a last ditch effort. Two Nuclear Key cards must be combined together to do so.

The President Role has one of these keys and two more are in the deck. If the Aliens were in the majority, then the Humans heroically sacrificed

themselves to save the world and win the game. Otherwise, the Aliens win.

However, the players on the winning team won't be able to enjoy the victory, because they will All. Be. Dead. Take that into consideration before destroying everything.

HELICOPTER RESCUE

This card provides an alternate way for the Humans to win. Whoever draws this card may recruit as many players as they want to be rescued. There are two conditions for a successful escape:

1. Every single Human player in the game is on board the chopper.
2. No Alien players are on board.

This can be used with the Nuclear Option to attempt to escape the blast radius safely (and enjoy the rest of their lives until an inevitable death from radiation poison).

ADDITIONAL INFORMATION

Many cards can be played at any point in the game. As soon as a card is played it locks in that action and cannot be retracted. Also, no player can retroactively try to play a card before it.

Any unclear rule not stated here or on a card is left to the group's best judgement.

GAME TYPES

This is a list of possible game setups with different roles. For first time players it's usually best to start with the classic version.

CLASSIC (4 - 8 PLAYERS)

Only Human Beings and Alien Invaders. The ratio of Aliens to Humans is ideally about 1:4.

MILITARY OFFENSIVE (4 - 12 PLAYERS)

President, Commander, Soldier, Human Beings

Alien Invaders and Man in Black

SPY GAME (4 - 12 PLAYERS)

Spy, Thief, Secret Agent, Human Beings
Alien Invaders and Man in Black

SCHOLARS (4 - 15 PLAYERS)

Astronaut, Astronomer, Radio Operator, Scientist, Human Beings

Alien Invaders and Man in Black

DEFENSELESS (4 - 7 PLAYERS)

Human Beings

Man in Black

SOLE SURVIVOR (4 - 8 PLAYERS)

1 Human Being

Alien Invaders and Man in Black

CHAOS! (4 - 15 PLAYERS)

Players draw random, unknown roles.

PARTY AT THE END OF THE WORLD (4 - 24 PLAYERS)

Play with up to 24 people using every single role. You can add in handwritten Status Cards for Lab Tests.



Thank you for trying out the game!
We hope that you took great joy in saving or destroying the world.

Please help us to make this game the best one possible by scanning the handy QR code below and filling out a super quick survey!



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Alien Invader

Aims to build the Doomsday Device and destroy all Humans!

ROLE

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ROLE

Astronomer

Once per game look at the next 3 cards in the deck and put them back in any order.

ROLE

Commander

Once per game can overrule another player's action. This can be used when a player is playing a card, giving a card to another, or using a role ability.

ROLE

Doctor

Once per game may cure one player

ROLE

Human Being

A member of Team Planet Earth!

ROLE

Human Being

A member of Team Planet Earth!

ROLE

Human Being

A member of Team Planet Earth!

ROLE

Human Being

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Human Being

A member of Team Planet Earth!

ROLE

Man in Black

Alien that is perfectly disguised as a human. Interrogated, Lab Tested, and identified as a Human Being.

ROLE

Soldier

Once per game may draw 4 Adventure Cards and keep 2.

ROLE

Scientist

Once per game can place a player in suspended animation.

ROLE

Secret Agent

Once per game may ID any one player and learn their role.

ROLE

Spy

Once per game can look at another player's entire hand.

ROLE

Thief

Once per game can steal one card from another player.

ROLE

President

Holds one Nuclear Key.

ROLE

Radio Operator

May peek during Strange Transmissions.

ROLE

Astronaut

Once per game may search the deck for 1 Humanity/Doomsday Card.

ROLE

Alien Invader

Aims to build the Doomsday Device and destroy all Humans!

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Alien Invader

Aims to build the Doomsday Device and destroy all Humans!

ROLE

HUMAN BEING

STATUS

ALIEN LIFEFORM

STATUS

HUMAN BEING

STATUS

ALIEN LIFEFORM

STATUS

HUMAN BEING

STATUS

ALIEN LIFEFORM

STATUS

HUMAN BEING

STATUS

ALIEN LIFEFORM

STATUS

HUMAN BEING

STATUS

ALIEN LIFEFORM

STATUS

HUMAN BEING

STATUS

ALIEN LIFEFORM

STATUS

ABDUCTION

You are now an Alien!

ADVENTURE CARD

ABDUCTION

You are now an Alien!

ADVENTURE CARD

ABDUCTION

You are now an Alien!

ADVENTURE CARD

AMNESIA

IMMEDIATE ACTION
Lose your Role Card. Draw a new one.

ADVENTURE CARD

CONSPIRACY THEORY

Pick a player. That player must reveal all of their cards.

ADVENTURE CARD

CRASH LANDING

Search the deck for any Humanity or Doomsday Card and keep it.

ADVENTURE CARD

CURE

Use this card to cure a player suspected of being an Alien.

ADVENTURE CARD

DOOMSDAY CARD *BLACK HOLE BOMB*

IMMEDIATE ACTION

ADVENTURE CARD

DISHONORABLE DISCHARGE

Use to strip a player of their Role Ability.

ADVENTURE CARD

DOOMSDAY CARD *BLACK HOLE BOMB*

IMMEDIATE ACTION

ADVENTURE CARD

DOOMSDAY CARD *PERPETUAL MOTION DRIVE*

IMMEDIATE ACTION

ADVENTURE CARD

DOOMSDAY CARD
QUANTUM REACTOR

IMMEDIATE ACTION

ADVENTURE CARD

DOOMSDAY CARD
PERPETUAL MOTION DRIVE

IMMEDIATE ACTION

ADVENTURE CARD

DOOMSDAY CARD
QUANTUM REACTOR

IMMEDIATE ACTION

ADVENTURE CARD

HUMANITY CARD
CHEMICAL STOCKROOM

IMMEDIATE ACTION

ADVENTURE CARD

HUMANITY CARD
ALIEN SPECIMEN

IMMEDIATE ACTION

ADVENTURE CARD

HUMANITY CARD
CHEMICAL STOCKROOM

IMMEDIATE ACTION

ADVENTURE CARD

HUMANITY CARD
ALIEN SPECIMEN

IMMEDIATE ACTION

ADVENTURE CARD

HUMANITY CARD
MEDICAL LABORATORY

IMMEDIATE ACTION

ADVENTURE CARD

HUMANITY CARD
MEDICAL LABORATORY

IMMEDIATE ACTION

ADVENTURE CARD

EXPOSED

IMMEDIATE ACTION
Show all of your cards to the other players.

ADVENTURE CARD

CURE

Use this card to cure a player suspected of being an Alien.

ADVENTURE CARD

CURE

Use this card to cure a player suspected of being an Alien.

ADVENTURE CARD

FORCE FIELD

IMMEDIATE ACTION

The next player is prevented from drawing a card.

ADVENTURE CARD

FORCE FIELD

IMMEDIATE ACTION

The next player is prevented from drawing a card.

ADVENTURE CARD

HELICOPTER RESCUE

The Human Team can use this card to try and win. You may pick a group of players to escape. If every Human player boards the helicopter and no Aliens, then the Human team wins. Otherwise, the Aliens win.

ADVENTURE CARD

INTERROGATION

Pick a player. That player must reveal if they are an Alien.

ADVENTURE CARD

LAB TEST

IMMEDIATE ACTION

Everyone submits their current status cards confidentially, which are shuffled, and then tallied.

ADVENTURE CARD

LAB TEST

IMMEDIATE ACTION

Everyone submits their current status cards confidentially, which are shuffled, and then tallied.

ADVENTURE CARD

LAB TEST

IMMEDIATE ACTION

Everyone submits their current status cards confidentially, which are shuffled, and then tallied.

ADVENTURE CARD

OBLITERATION

IMMEDIATE ACTION

Pick one Humanity Card to be destroyed.

ADVENTURE CARD

NUCLEAR KEY A

Both keys can be used to trigger a nuclear detonation and destroy the base. If the base was overrun by a majority of aliens then the humans win. Otherwise everyone loses.

ADVENTURE CARD

NUCLEAR KEY B

Both keys can be used to trigger a nuclear detonation and destroy the base. If the base was overrun by a majority of aliens then the humans win. Otherwise everyone loses.

ADVENTURE CARD

PROBED

IMMEDIATE ACTION

You are silent until your next turn.

ADVENTURE CARD

PROBED

IMMEDIATE ACTION

You are silent until your next turn.

ADVENTURE CARD

PROBED

IMMEDIATE ACTION

You are silent until your next turn.

ADVENTURE CARD

RETALIATION

IMMEDIATE ACTION

One Doomsday Card must be shuffled back into the deck.

ADVENTURE CARD

REVERSE ENGINEERING

IMMEDIATE ACTION

Pick a Doomsday Card to be dismantled and destroyed.

ADVENTURE CARD

REVERSION

If you are an Alien, you have been transformed back into a Human.

ADVENTURE CARD

REVERSION

If you are an Alien, you have been transformed back into a Human.

ADVENTURE CARD

ROBBERY

Steal a Humanity or Doomsday Card from another player.

ADVENTURE CARD

ROBBERY

Steal a Humanity or Doomsday Card from another player.

ADVENTURE CARD

ROBBERY

Steal a Humanity or Doomsday Card from another player.

ADVENTURE CARD

STRANGE TRANSMISSION

IMMEDIATE ACTION

Players all close their eyes. The player who draws this card counts to 10. During this time the Aliens open their eyes and can identify who the other Aliens are.

ADVENTURE CARD

STRANGE TRANSMISSION

IMMEDIATE ACTION

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STRANGE TRANSMISSION

IMMEDIATE ACTION

Players all close their eyes. The player who draws this card counts to 10. During this time the Aliens open their eyes and can identify who the other Aliens are.

ADVENTURE CARD

SUSPENDED ANIMATION

Throw a player in Suspended Animation. They cannot play for the next two turns.

ADVENTURE CARD

TELESCOPE

Take a look at the next 2 cards in the deck.

ADVENTURE CARD

SUSPENDED ANIMATION

Throw a player in Suspended Animation. They cannot play for the next two turns.

ADVENTURE CARD

WORLDWIDE BLACKOUT

IMMEDIATE ACTION

Return all Adventure Cards to the deck. Excludes Humanity or Doomsday Cards.

ADVENTURE CARD

SABOTAGE

IMMEDIATE ACTION

One Humanity Card must be shuffled back into the deck.

ADVENTURE CARD