



# ALIEN FRENZY RULES

    
AGES 14+ | 10-20 MINS | 2-4 PLAYERS

Comet  
Squid





Alien Frenzy is a card game played through two phases. Starting in Phase 1: Preparation, players do what they can to avoid triggering the Alien's Invasion of Earth. But it's inevitable, and once Phase 2: Invasion begins, the game becomes all about survival.

**The last player standing wins!**

## THE SORRAS

<b>Home Planet:</b>	Sorr
<b>Civilisation Age:</b>	16.7 Ma
<b>Kardashev Rating:</b>	Type II
<b>Travel Speed:</b>	0.9999c
<b>Descriptor:</b>	Insufferable
<b>Mission:</b>	Unknown
<b>ETA to Earth:</b>	Imminent!
<b>Type Shown:</b>	Green











At just 103,027,000,000,000kms from Earth and orbiting a tiny little star in the constellation Virgo is a planet we call Ross 128b. However, the rest of the galaxy knows it as Sorr, named after the Sorras who today became the first Alien civilisation to make direct contact with Earth. Their message:

'The Sorras are approaching. Your planet we are poaching.'

When will they arrive? What do they want? No one knows. One thing's for certain though, they're not just coming for a cup of space tea.

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## COMPONENTS

### Supply Deck [📦] - 64 cards

- 30x Character cards
- 31x Action cards
- 3x UFO cards



### Invasion Deck (👽) - 40 cards

- 28x Alien cards
- 12x Relax cards



## SET UP

To set up the game, follow these steps:

1. Shuffle the Invasion deck (👽) and place it face down on the table.
2. Remove all but one UFO card from the Supply deck [📦] and set those cards aside for use during the game.
3. Shuffle the remaining Supply deck [📦] cards and deal seven cards to each player.
4. Place the rest of the Supply deck [📦] face down on the table.
5. Players look at their cards but keep them secret. The player left of the dealer takes the first turn.

**Note:** Play begins in Phase 1: Preparation, unless a UFO card has been dealt. See page 6 "Drawing a UFO".

## LAYOUT



**Beginner Variant:** If you are new to the game, you can choose to set aside all of the UFO cards, and only shuffle one back into the Supply deck [📦] once all hands are dealt. This ensures the game will not begin in Phase 2: The Invasion.

## SET UP

## PHASE OVERVIEW

Phase 1 is Alien Free! Woohoo! But make no mistake, they're on their way and whoever they come across first is bound to be in a world of hurt!

In this phase, players take turns playing and drawing cards from the Supply deck [📦] in preparation for the Alien Invasion.

### Phase Goals:

- Avoid drawing a UFO card.
- Take the best hand of cards you can through to Phase 2: Invasion.

**Lucky Number 7:** During Phase 1, you should always have 7 cards in your hand at the end of your turn.

## TAKING YOUR TURN

On your turn, follow these steps in order:

1. You must do one of the following:
  - a. Play an Action card from your hand face-up on the discard pile and follow its printed Phase 1 instructions.
  - b. Play a Character card from your hand face-up on the discard pile and use that Character's printed Phase 1 ability.
2. Draw a card from the top of the Supply deck [📦] and add it to your hand, ending your turn (*Some Action cards modify this step*).

This continues until someone draws a UFO card, which triggers Phase 2 and the start of the Alien Invasion!

## EXAMPLE

## PHASE 1: PREPARATION

YOU PLAY  
A SECOND  
CHANCE CARD.



YOU PRIVATELY  
LOOK AT THE  
TOP CARD OF  
THE [📦] DECK.  
IT'S A SHUFFLE.



YOU DON'T  
WANT THE  
SHUFFLE CARD  
SO YOU PLACE  
IT BACK ON TOP.



YOU DRAW A  
DIFFERENT CARD  
FROM SOMEWHERE  
IN THE MIDDLE,  
ADD IT TO YOUR  
HAND, AND END  
YOUR TURN



**Supply Deck Only:** All cards are drawn from the Supply deck [📦] during this phase. All Action cards affect the Supply deck [📦] during this phase.

## SIGHTING A UFO

A UFO sighting occurs during Phase 1 when you play a Character card (with the exception of Grey) on your turn.

To sight a UFO, and complete your turn, follow these steps:

1. Secretly or publicly insert one of the additional UFO cards anywhere you'd like into the Supply deck [🎲] without viewing or rearranging the other cards.
2. Draw a card from the top of the Supply deck [🎲] and add it to your hand, ending your turn.

**Note:** UFO sightings no longer occur once all of the UFO cards are in play. All Characters if played are discarded with no effect.

## DRAWING A UFO

If you draw a UFO Card in Phase 1, follow these steps in order:

1. Reveal it immediately to the other players to show that Phase 2: Invasion has been triggered.
2. Shuffle the discard pile back into the Supply deck [🎲] including any extra unused UFO cards. The Invasion Phase begins with the single drawn UFO card in the discard pile.
3. Take the **first three turns** of Phase 2, back to back as a result of being at the forefront of the Invasion.
4. When you finish your third turn (or are eliminated), players return to taking single turns in the current direction of play.

## PHASE 1: PREPARATION



**THIS IS A  
UFO CARD!  
AVOID DRAWING  
THIS!**

The first UFO card drawn represents the Alien's arrival to Earth! This immediately transitions the game from Phase 1 to Phase 2!

**Note:** If you see a UFO card while secretly looking at cards in the deck, this does not count as drawing it.

**No Time to Prepare:** If a player is dealt a UFO card in their starting hand, Phase 1: Preparation is skipped and Phase 2: Invasion begins immediately. The player who was dealt the UFO card must take the first three turns and will start Phase 2 with only six cards as the UFO card must be placed in the discard pile.

## PHASE OVERVIEW

The galaxy's most annoying Alien race, the Sorras, have just touched down on Earth! This is not going to end well! Players now come face to face with various Aliens, fending them off as best they can.

In this phase, players take turns revealing Invasion deck (👁️) cards directly onto the discard pile. If an Alien card is revealed they must play a Character card from their hand to face that Alien. Once a player has no Character cards left in their hand they are eliminated from the game.

**The Unlucky One:** Keep in mind that at the start of Phase 2, the player who drew the first UFO card has only six cards and must play three turns in a row before the next player takes a turn.

**No Freebies:** You do not automatically draw a new card from the Supply deck [📦] at the end of a Phase 2 turn. These are only drawn from Character ability's, the Survival Bonus, or Relax cards.

## TAKING YOUR TURN

On your turn, follow these steps in order:

1. You may play an Action card from your hand by placing it face-up on the discard pile. Follow its printed Phase 2 instructions.
2. Reveal the top card of the Invasion deck (👁️) by placing it face-up on top of the discard pile.
  - a. If an Alien card has been revealed you are being attacked and must play a Character card to face the Alien (see page 10 "Facing Aliens"). Place your Character on top of the Alien in the discard pile. Only if the Character succeeds, use their ability. Then end your turn.
  - b. If a Relax card has been revealed, follow any instructions on the card, then end your turn.

## EXAMPLE

YOU PLAY A SHUFFLE AND SHUFFLE THE (👁️) DECK.



YOU REVEAL THE TOP CARD OF THE (👁️) DECK. IT IS A BLUE ALIEN.



YOU PLAY A BLUE SCAVENGE CHARACTER TO FACE THE ALIEN.



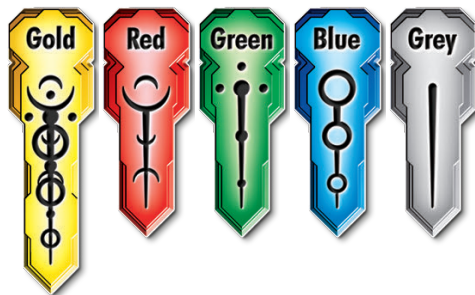
YOU USE THE CHARACTER'S ABILITY TO DRAW TWO [📦] CARDS. THEN END YOUR TURN.



**Invasion:** Cards are drawn and played from the Invasion deck (👁️) during this phase. All Action cards affect the Invasion deck (👁️) during this phase.

## FACING ALIENS

When you are attacked by an Alien, you must choose a Character card from your hand to face them. The outcome depends on whether your Character's colour matches the attacking Alien's colour.



- Gold matches with any Alien; Red, Green, or Blue.
- Red, Green and Blue match with Aliens of the same colour.
- Grey cannot match with any Alien.

### Character matches the Alien:



The Character is successful and gets to use their printed Phase 2 ability when sent to the discard pile.

### Character doesn't match the Alien:



The Character fails and is sent to the discard pile with no effect.

**Note:** You must play a Character, even if you have no Characters matching the attacking Alien.

## SURVIVAL BONUS

## PHASE 2: INVASION

If you successfully colour match an Alien using the last Character you have, you are awarded a survival bonus of two Supply deck [📦] cards in addition to the Character's printed ability.

This is available every time you successfully colour match an Alien using your last Character.



**It's 1v1:** A single Character can never face multiple Aliens or have their ability trigger multiple times. If you do not have enough Characters left to play one against each Alien, you are immediately eliminated (You may not trigger any abilities or receive a Survival bonus).

**Note:** If more than one of your Characters triggers their abilities, resolve them simultaneously (Draw all cards from the Supply deck [📦] at the same time).

## DRAWING A UFO

Not all the Aliens arrive at Earth at once. There are plenty more on the way.

Drawing a UFO card during Phase 2 results in the next player being required to take an additional turn immediately after their regular turn. ie. two turns back to back.

**Note:** If a UFO card is drawn before the turn is over, the turn is completed before the next player begins their first turn. The turn order doesn't change no matter who draws the UFO card.

**Note:** If multiple UFO cards are drawn in the same turn the next player must take one additional turn for each UFO card drawn during that turn. These are stackable!

## PHASE 2: INVASION

If you draw a UFO Card in Phase 2, follow these steps in order:

1. Reveal it immediately to the other players to show a new UFO has arrived.
2. Draw again from the Supply deck [📦], and end your turn.
3. The next player must take one additional turn. Once the additional turn is completed, players return to taking single turns in the current direction of play.

**Note:** If a UFO card is drawn by a player that already has additional turns they are still yet to take (During the first three turns of Phase 2, or any other multiple turn sequence). As it is their turn next, the additional turn from the newly drawn UFO card must be taken by them.

## WINNING THE GAME

During Phase 2: Invasion, if at any time a player has no Character cards in their hand, they are eliminated!

Last player standing wins!



**NO CHARACTERS LEFT!?**  
**YOU'RE ELIMINATED!**

**Note:** If you just played your last Character and have been awarded a Survival bonus, you get to draw new cards before checking for elimination.



## UFO CARDS

UFO cards signify Aliens arriving at Earth, and play an important part of the game (See pages 6, 7 & 12).



x3

### Does the colour of the UFO card matter?

No. However the colour is a great way to know if a UFO you sighted was the one which triggered the Invasion!

## CHARACTER CARDS

Character cards are crucial to your survival. Without them, your elimination is guaranteed! Characters come in various colours and have various abilities that you'll be able to use to your advantage throughout the game.

**You Gotta Match:** A character's Phase 2 ability can only be used when colour matching (See page 10 "Facing Aliens").

**You Want To Match:** Character abilities will allow you to draw extra cards from the Supply Deck [📦]. This means you could draw more Characters to keep you in the game longer!



**Phase 1:** Discard with no effect.

**Phase 2:** Face any Alien with no effect.

## SUPPLY DECK



**Phase 1:** Sight a UFO by inserting a UFO card into the Supply Deck [📦]. (See page 6 "Sighting a UFO".)

**Phase 2:** Draw one card from the top of the Supply deck [📦].



**Phase 1:** Sight a UFO by inserting a UFO card into the Supply Deck [📦]. (See page 6 "Sighting a UFO".)

**Phase 2:** Draw two cards from the top of the Supply deck [📦].



**Phase 1:** Sight a UFO by inserting a UFO card into the Supply Deck [📦]. (See page 6 "Sighting a UFO".)

**Phase 2:** Draw one card from the top of the Supply deck [📦]. Then Choose another player who must also face the Alien.

**Deflecting Multiple Attacks:** If you successfully use the "Deflect" ability against a Double or Triple Alien attack, the player you target only needs to face the individual Alien that was deflected by your Character, not the entire card. If you deflect multiple Aliens with multiple deflect Characters, you may deflect each of them to the same player, or to separate players.

If you do play multiple deflect Character's you draw one [📦] card for all that are successful before the other players face the deflected Aliens.

## ACTION CARDS

Action cards are used to manipulate the deck, mess with opponents, and avoid unwanted situations.



**Phase 1:** Instead of drawing normally this turn, privately look at the top card of the Supply deck [📦]. You may choose to either draw it or return it to the top of the deck and draw a different card from anywhere else in the deck.

**Phase 2:** Instead of revealing a card normally, privately look at the top card of the Invasion deck (👁️). You may choose to either face that card or return it to the top of the deck and reveal a different card to face from anywhere else in the deck.



**Phase 1 & 2:** Choose a card from your hand and place it facedown in front of another player. Randomly take a card from their hand. They then add the card you gave them to their hand.

**Remember:** Using a Swapsies does not end your turn. You must still draw a Supply deck [📦] card in Phase 1, or reveal an Invasion deck (👁️) card in Phase 2.



**Phase 1:** When you draw a card this turn, you may draw it from anywhere in the Supply deck [📦].

**Phase 2:** End your turn. Do not reveal an Invasion deck (👁️) card.



**Phase 1:** Shuffle the Supply deck [📦].

**Phase 2:** Shuffle the Invasion deck (👁️).



**Phase 1:** Reverse the direction of play. When you draw a card this turn, you may draw it from anywhere in the Supply deck [📦].

**Phase 2:** Reverse the direction of play and end your turn. Do not reveal an Invasion deck (👁️) card.

## SUPPLY DECK



**Phase 1:** Instead of drawing normally this turn, privately look at cards from the top of the Supply deck [📦] equal to the number of players left in the game, then place them back on top in the order of your choice. Draw the top card.

**Phase 2:** Instead of revealing a card normally, privately look at cards from the top of the Invasion deck (👁️) equal to the number of players left in the game, then place them back on top in the order of your choice. Reveal and face the top card.

**Draw from Anywhere:** Certain Action cards allow you to draw your card from anywhere in the deck. This means you may take a card from the top or bottom of the deck, or by cutting the deck and taking your card from the somewhere in the middle.

## RELAX CARDS

Sometimes the Aliens are off having fun elsewhere. Take this valuable time to Relax!

### RELAX



x8

End your turn without playing a Character card.

### PLUS ONE



x3

End your turn without playing a Character card. Draw one [icon] card.

### PLUS TWO



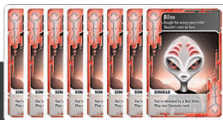
x1

End your turn without playing a Character card. Draw two [icon] cards.

## ALIEN CARDS

With millions of life forms calling the Milkyway galaxy home, being ranked the #1 most annoying is quite the achievement and something the Sorras pride themselves on! These Aliens are a real pain in the stars!

### SINGLE: RED



x8

You're attacked by a Red Alien. One Character card is required to face the Alien.

### SINGLE: GREEN



x8

You're attacked by a Green Alien. One Character card is required to face the Alien.

### SINGLE: BLUE



x8

You're attacked by a Blue Alien. One Character card is required to face the Alien.

### DOUBLE: RED, GREEN



x1

You're attacked by a Red Alien and a Green Alien. Two Character cards are required to face the Aliens.

### DOUBLE: GREEN, BLUE



x1

You're attacked by a Green Alien and a Blue Alien. Two Character cards are required to face the Aliens.

## INVASION DECK

### DOUBLE: BLUE, RED



x1

You're attacked by a Blue Alien and a Red Alien. Two Character cards are required to face the Aliens.

### TRIPLE: RED, GREEN, BLUE



x1

You're attacked by a Red Alien, a Blue Alien, and a Green Alien. Three Character cards are required to face the Aliens.

**Two's company, three's a crowd:** Cards with two or three Aliens represent multiple Aliens attacking at the same time. Whenever you face a Double or Triple attack, you must play one Character against each Alien on the card. You may choose which of your Character's face which Alien.

**What happens if the Supply deck or Invasion deck runs out?**

Shuffle the discarded cards back into a new deck.

**Is there a hand limit?**

During the Phase 1: Preparation, you can have no more than 7 cards (you should play or discard 1 card each turn and draw 1 card each turn). During the Phase 2: Invasion, you can have any number of cards.

**Can I deflect an Alien that was deflected at me?**

Yes. If you successfully use the Deflect ability on an Alien that was deflected at you, you force another player to face it as well. Whoever you choose will also have to play a Character to face that Alien. Possibly for the second time depending on who you choose.

**What happens if someone Swapsies my last Character card?**

You're instantly eliminated in a painful, painful way.

**What happens if I deflect an Alien with my last Character, but I end up eliminated after drawing cards?**

Your opponent must still face the deflected Alien unless they are the last player standing. If they are, the game ends immediately and they win without needing to face the deflected Alien.

**What if I don't have any Characters when the first UFO is drawn and Phase 2: Invasion begins?**

You're instantly eliminated.

**What if no one has a Character when the first UFO is drawn?**

Everyone is eliminated simultaneously, so no one wins.

**What happens if I play all my remaining Characters against a Double or Triple Alien attack, but only one of them colour matches?**

You're still awarded the Survival bonus as the Character that matched is considered to be your last Character.

**What happens if I only have only one Character and I draw a Double or Triple Alien attack card?**

You're instantly eliminated. When multiple Aliens attack, one Character must be played to face each alien before any abilities from successful Characters are resolved.

**If I deflect multiple Aliens to multiple players, which player should face their deflected Alien first?**

Deflect cards should be resolved in the order they are played onto the discard pile. Remember however, before this happens, you should draw all cards rewarded to you from the abilities of all the successful Characters played during your turn.

**Helpful Hints:**

*Don't forget to draw extra cards when you get a Survival bonus! This can be critical to staying in the game.*

*Drawing a UFO card is usually bad as you'll likely need to face 3 attacks right away. Do what you can to avoid this!*

*Character cards are critical during the Invasion phase but don't discount the value of Action cards. Using Actions to dodge Alien attacks or choose which Aliens you fight can save you!*



# ALIEN FRENZY

## EXPANSION RULES

    
AGES 14+ | 10-20 MINS | 2-6 PLAYERS

Comet  
Squid



The Sorras are having so much fun invading Earth! They've expanded the chaos out to 2-6 players!

With 3 new Alien types, 2 new Character abilities, and 4 new Action cards, the Invasion has never been wilder! Can you handle the frenzy of the second wave!?



This is an expansion for **Alien Frenzy**. It is not a stand-alone game.

## COMPONENTS

### Supply Deck [📦] - 29 cards

- 14x Character cards
- 14x Action cards
- 1x UFO card



### Invasion Deck (👽) - 14 cards

- 14x Alien cards



## CHARACTER CARDS

**DEFEND** x6

**Phase 1:** Sight a UFO by inserting a UFO card into the Supply Deck [📦].

**Phase 2:** Draw one card from the top of the Supply deck [📦].

**STEAL** x4

**Phase 1:** Sight a UFO by inserting a UFO card into the Supply Deck [📦].

**Phase 2:** Randomly take one card from a from a player of your choice and add it to your hand.

## SUPPLY DECK

**REVIVE** x4

**Phase 1:** Sight a UFO by inserting a UFO card into the Supply Deck [📦].

**Phase 2:** Draw the top most Character card from the discard pile and add it to your hand.

**Order Matters:** Due to revive Characters the order in which Character cards are played onto the discard pile during multiple Alien attacks is now very important. Play all Characters required, then resolve their abilities in order. Remember you should draw/steal/revive all [📦] cards rewarded for your turn before other players resolve any Aliens deflected at them.

**Save Yourself!** When playing multiple Characters at once, it is possible to revive your own Characters that you've just played.

## UFO CARD

One additional UFO Card is included. This symbolises the additional Aliens that have now Invaded, however it is used in the exact same way and is interchangeable with the other UFO cards.



x1

**There's 4 Now:** Use all 4 UFO cards with all player counts (2 - 6 players). The additional UFO card helps keep the balance with the increase in size of the Supply Deck [UFO].

## ACTION CARDS

### RAD REVERSE



x3

**Phase 1:** Reverse the direction of play. When you draw a card this turn, you may draw it from anywhere in the Supply deck [UFO]. Any Action or Character ability played on the next player's turn can not be used.

**Phase 2:** Reverse the direction of play and end your turn. Do not reveal an Invasion deck (UFO) card. The next player may not play an Action card on their turn.

**Are You Still Next?** Super Safety and Rad Reverse cards affect the next player. Remember that in some cases this could still be you! In multiple turn sequences, it may be wise to save these cards until the last turn you must take.

### SUPER SAFETY



x3

**Phase 1:** When you draw a card this turn, you may draw it from anywhere in the Supply deck [UFO]. Any Action or Character ability played on the next player's turn can not be used.

**Phase 2:** End your turn. Do not reveal an Invasion deck (UFO) card. The next player may not play an Action card on their turn.

### VIEW TWO



x4

**Phase 1:** Privately look at two cards from anywhere in the Supply deck [UFO]. Choose one to complete your turn with, and place the other on top of the deck.

**Phase 2:** Privately look at two cards from anywhere in the Invasion deck (UFO). Choose one to complete your turn with, and place the other on top of the deck.

## SUPPLY DECK

### BOOST



x4

**Phase 1:** If you draw a UFO card this turn, you may reinsert it back anywhere in the Supply deck [UFO]. Then draw again.

**Phase 2:** During the full duration of your turn, all of your Characters are considered Gold. This stays active throughout any Alien deflections and carries through to additional cards you must reveal when a Stealth Alien is drawn.

**What About Grey?** Grey Characters are boosted to Gold Defend Characters! That's right, if you play your cards right, even with Grey Characters you might stand a chance!



## ALIEN CARDS

With the second wave of the Invasion more Alien types have decided to join in on the fun! They just couldn't resist!

### STEALTH



x4

You're attacked by a Stealth Alien, which cannot be colour matched (Not even with Gold). A Character card must be discarded. Additionally, you must reveal another Invasion deck (👁️) card without playing an Action card.

**Never Saw 'Em Coming:** When duplicated by Mimics, multiple Stealth Aliens attack, and the matching number of Characters must be discarded. However you still only need to reveal just one extra Invasion deck (👁️) card, this isn't affected by Mimics.

### ALLIANCE



x4

This Alien does not attack you. Instead, you join forces and attack a player of your choice with the colour of your choice (Red, Green or Blue). The chosen player must play a Character in response.

**Friend Frenzy:** When duplicated by Mimics, multiple Alliance Aliens can be directed to a single player, or separate players, and be separate colours.

### MIMIC



x6

End your turn. This Alien does not attack you. Instead, it stays active and mimics the next Invasion deck (👁️) card revealed. Duplicating its effect on that player.

## MIMIC EXAMPLES



You're attacked by 2 Blue Aliens!



You're attacked by 4 Aliens! (2 Blue, 2 Green)



Mimics affect Relax cards. In this case, draw 4!

## INVASION DECK



Two Alliance Aliens have joined forces with you!



Mimics accumulate! You're attacked by 3 Red Aliens!

**Note:** It may be helpful to keep Mimic cards to the side, rather than on the discard pile, while they are still active and in play.

**Single Use:** Once active Mimic Aliens duplicate an Invasion deck (👁️) card (That is not another Mimic). They are considered used, and are no longer active for future turns.

