

The background of the cover is a vibrant, stylized illustration of an alien landscape. In the foreground, there are jagged, crystalline mountains in shades of blue and purple. A large, full moon is visible in the background, partially obscured by the mountains. Several alien spacecraft are flying in the sky: a large, dark, saucer-shaped ship with a bright light on its underside is at the top; a smaller, green, elongated ship is on the left; and a blue, elongated ship with a red stripe is on the right. The title 'ALIEN FRENZY' is prominently displayed in the center, with 'ALIEN' in a blue, stylized font with white outlines and 'FRENZY' in a multi-colored, blocky font. Below the title, the word 'RULES' is written in a large, white, sans-serif font.

ALIEN FRENZY RULES



AGES
14+



10-20
MINS



2-4
PLAYERS

Comet
Squid





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.






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

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



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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".



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.

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.

Goal:

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

Bonus Goal (Optional but recommended):

- Force or trick another player into drawing a UFO card!

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

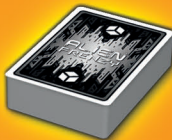
YOU PLAY
A SECOND
CHANCE CARD.



YOU PRIVATELY
LOOK AT THE
TOP CARD OF
THE [Supply Deck] 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 [Supply Deck] during this phase. All Action cards affect the Supply deck [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. 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

PHASE 2: INVASION

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.



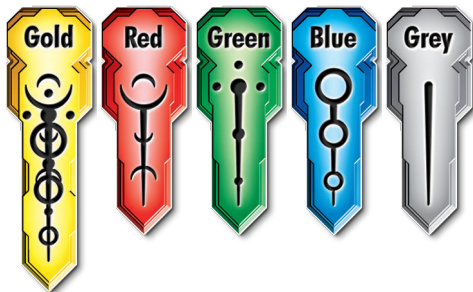
YOU USE THE CHARACTER'S ABILITY TO DRAW TWO (👽) CARDS. THEN END YOUR TURN.



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 succeeds 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.

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. This includes from the moment the first UFO card is drawn.

Once all players except one are eliminated the game ends. It's 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 pg 6,7 & 12)



x3

CHARACTER CARDS

Character cards will play a very important part of your hand. 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 pg 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!



x6

GREY

Phase 1: Discard with not effect.

Phase 2: Face any Alien with no effect.



Phase 1: Sight a UFO (See pg 6 "Sighting a ufo".)

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



Phase 1: Sight a UFO (See pg 6 "Sighting a ufo".)

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



Phase 1: Sight a UFO (See pg 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 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 Characters, you may deflect each of them at the same player, or split them to attack multiple players.

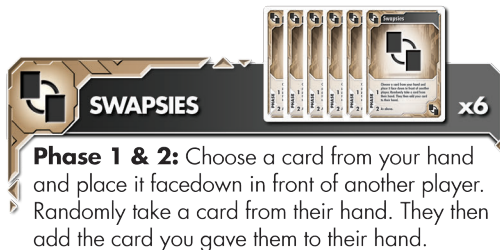
ACTION CARDS

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 [Supply icon]. 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 (Invasion icon). You may choose to either face that card or return it to the top of the deck and draw 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.



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

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



SHUFFLE

x4

Phase 1: Shuffle the Supply deck [🎲].

Phase 2: Shuffle the Invasion deck (👁️).

REVERSE

x5

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 immediately. Do not reveal an Invasion deck (👁️) card.

FATE CHANGER

x3

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. You may want to do this to avoid cards you know are on top of the deck!

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  card.

PLUS TWO  **x1**

End your turn without playing a Character card.
Draw two  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.

INVASION DECK



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.

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 colour of 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 against an Alien that was deflected at you, you may 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 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 the 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 someone Swapsies my last Character card?

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

What happens if I play all my remaining Characters against a double or triple 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.

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 was drawn! Feel free to use the colours to create your own house rules!

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!

