

SCAN ME
FOR HOW TO
PLAY VIDEO



ALIEN FRENZY

A CARD GAME WITH ALIENS

2-6
PLAYERS | 20
MINS | AGES
14+

RULES
BASE GAME + COSMIC CHAOS

Comet
Squid



At just 104,134,260,000,000 km from Earth and orbiting a tiny little star in the constellation Virgo is a planet we call Ross 128b. The rest of the galaxy however know it as **Sorr**, named after the **Sorras** who today became the first Alien civilisation to make direct contact with Earth. In an ominous and undoubtedly mocking tone, their message:

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

Immediately caused people to wonder if the rhyme was intentional, or just a lucky coincidence. Seconds later it plunged the world into chaos.

When will they arrive? Will they ever leave? No one knows. One thing is certain though, they're not just coming for a cup of space tea.

Alien Frenzy is a card game played through two phases. First, players do what they can to avoid triggering the Alien Invasion of Earth. But it's inevitable, and once the frantic Invasion begins, the game becomes all about survival and avoiding elimination!

THE LAST PLAYER STANDING WINS!

MEET THE SORRAS

Home Planet:

Sorr

Civilisation Age:

16.7 Ma

Kardashev Rating:

Type II

Travel Speed:

0.9999c

Descriptor:

Insufferable

Mission:

Galactic Conquest

ETA to Earth:

Imminent!

Type Shown:

Green



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COMPONENTS

Supply Deck (📦)

x93



Character cards x30
Action cards x31
UFO cards x3

COSMIC CHAOS

Character cards x14
Action cards x14
UFO cards x1



Invasion Deck (👽)

x54

Alien cards x28
Relax cards x12

COSMIC CHAOS

Alien cards x14



Player Aids

x6

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 (1) UFO card from the Supply deck (📦) and set those aside for use during the game.
3. Shuffle the remaining Supply deck (📦) and deal seven (7) 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.

◆ **Where to begin?** 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 may 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: Invasion.

SET UP



PHASE OVERVIEW

Phase 1 is Alien free! Woohoo! But make no mistake, they're on their way, and the first person they come across is bound to be in serious trouble!

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

What's the Goal?

- 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 seven 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.

OR

 - 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 [dice] and add it to your hand, ending your turn. (Some Action cards modify this step.)

Where are the Aliens? Phase 1 continues until someone draws a UFO card, which triggers Phase 2 and the start of the Alien Invasion!

EXAMPLE



PHASE 1: PREPARATION

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

None Left In Sight: UFO sightings no longer occur once all of the UFO cards are in play. From this point on, any Character cards 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 [dice] including any extra unused UFO cards. Phase 2 begins with the single drawn UFO card in the discard pile.
3. As a result of being at the forefront of the Invasion, consecutively take the **first three (3) turns** of Phase 2 (i.e. three turns in a row).
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 OR FACE THE FIRST THREE TURNS OF PHASE 2!

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

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.

Huh, What UFO!? If you see a UFO card while privately looking at cards in the deck, this does not count as drawing it.

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. (See page 10 "Facing Aliens".)

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.

TAKING YOUR TURN

On your turn, follow these steps in order:

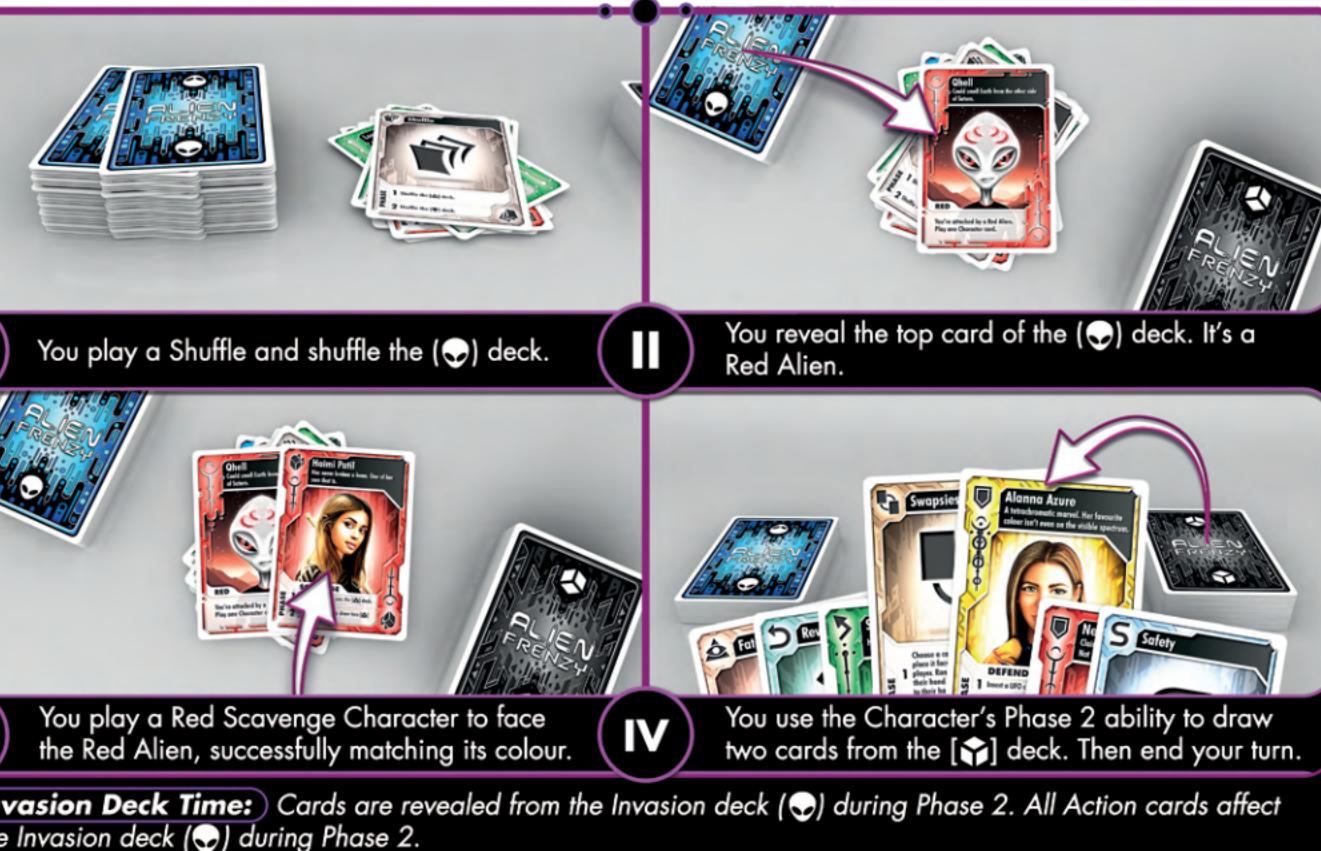
1. You may play an Action card from your hand by placing it face up on the discard pile. Follow its printed Phase 2 instructions. (This step is optional.)

2. Reveal the top card of the Invasion deck (👽) by placing it face up on 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. Place your Character on top of the Alien in the discard pile. If the Character succeeds (by matching colour with the Alien), use their printed Phase 2 ability. Then end your turn.

b. If a Relax card has been revealed, follow its printed instructions, then end your turn.

EXAMPLE



PHASE 2: INVASION

FACING ALIENS

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

If the Character matches the Alien, they succeed, and get to use their printed Phase 2 ability when sent to the discard pile.

If the Character doesn't match, they fail, and have no effect when sent to the discard pile.

A Necessary Sacrifice: You must play a Character for every Alien you face, even if you have no Characters matching the colour of the attacking Alien.

It's 1v1: A single Character cannot face multiple Aliens or have their ability trigger multiple times.

EXAMPLES

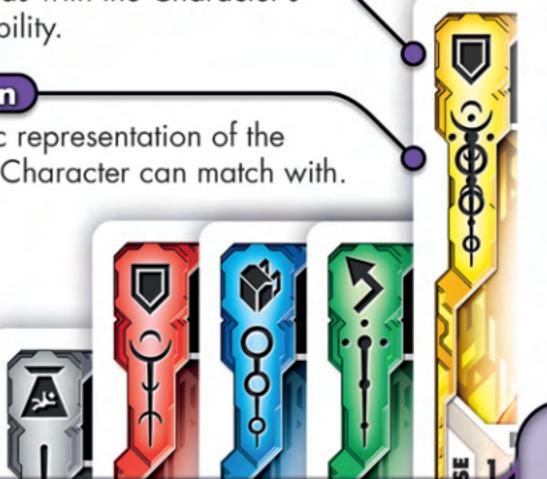
PHASE 2: INVASION

Character Type Icon

Corresponds with the Character's Phase 2 ability.

Alien Icon

A symbolic representation of the Aliens the Character can match with.



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

Draw Together: If more than one of your Characters trigger their ability, resolve them simultaneously. (Draw all cards from the Supply deck [?] at the same time.)



Character Matches the Alien
You face a Blue Alien with a Blue Character. As the colours match you use the Character's Phase 2 ability. You then end your turn.



Character Doesn't Match the Alien
You face a Red Alien with a Green Character. As the colours don't match you don't get to use the Character's ability. You simply end your turn.

DRAWING A UFO

Not all of the Aliens arrive on 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 (i.e. two turns in a row).

- The Aliens Will Wait:** During Phase 2, a turn doesn't automatically end if a UFO card is drawn. Make sure to complete the turn prior to the next player starting their turns. The turn order remains unchanged, regardless of who drew the UFO card.

- Fleet Incoming:** 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.

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 [Y].
3. The next player must take one (1) additional turn. Once the additional turn is completed, players return to taking single turns in the current direction of play.

- Next Player, Not Next Turn:** 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), they must still take their additional turns. The next player then is required to take the additional turn from the UFO card.

SURVIVAL BONUS

PHASE 2: INVASION



If you successfully face an Alien using the last Character you have, you are awarded a Survival Bonus of two Supply deck [Y] cards!

- Endless Survival:** The Survival Bonus is in addition to the Character's Phase 2 ability and is available every time you successfully face (by colour matching) an Alien using your last Character.

- Aliens Overwhelm:** 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).



LAST PLAYER STANDING WINS!

WINNING THE GAME

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

During Phase 2: Invasion, if a player has no Character cards, they are eliminated!

Still Alive? Remember, if you successfully face an Alien with your last Character, you draw the new [?] cards from the Character's Phase 2 ability and Survival Bonus before you check for elimination.

UFO CARDS

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



Does the UFO card colour 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 [CUBE]. This means you could draw more Characters to keep you in the game longer!

SUPPLY DECK



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

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



DEFLECT

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

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



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

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

Deflecting Multiple Attacks: When facing a Double or Triple Alien card, 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 Characters you draw one [CUBE] 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.

SECOND CHANCE



x8

Phase 1: Instead of drawing normally this turn, privately look at the top card of the Supply deck [cube]. Choose to complete your turn with this card, or place it back on top and draw a different card from anywhere else in the deck.

Phase 2: Instead of revealing a card normally this turn, privately look at the top card of the Invasion deck (alien). Choose to complete your turn with this card, or place it back on top and reveal a different card to face from anywhere else in the deck.



SHUFFLE



x4

Phase 1: Shuffle the Supply deck [cube].
Phase 2: Shuffle the Invasion deck (alien).



SWAPSIES



x6

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

Swapsies ≠ Endsies: Using a Swapsies does not endsies your turn. You must still draw a Supply deck [cube] card in Phase 1, or reveal an Invasion deck (alien) card in Phase 2.



SAFETY



x5

Phase 1: When you draw a card this turn, you may draw it from anywhere in the Supply deck [cube].
Phase 2: End your turn immediately. Do not reveal an Invasion deck (alien) card.



REVERSE



x5

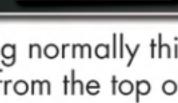
Phase 1: Reverse the direction of play. When you draw a card this turn, you may draw it from anywhere in the Supply deck [cube].
Phase 2: Reverse the direction of play and end your turn immediately. Do not reveal an Invasion deck (alien) card.

SUPPLY DECK



x3

FATE CHANGER



x3

Phase 1: Instead of drawing normally this turn, privately look at cards from the top of the Supply deck [cube] equal to the number of players left in the game. Choose one to complete your turn with, and place the rest back on top in the order of your choice.

Phase 2: Instead of revealing a card normally this turn, privately look at cards from the top of the Invasion deck (alien) equal to the number of players left in the game. Choose one to complete your turn with, and place the rest back on top in the order of your choice.

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 from somewhere in the middle.

RELAX CARDS

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



x8

RELAX

End your turn without playing a Character card.



x3

RELAX PLUS ONE

End your turn without playing a Character card.
Draw one Supply deck [dice] card.



x1

RELAX PLUS TWO

End your turn without playing a Character card.
Draw two Supply deck [dice] 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!



x8

You're attacked by a Red Alien. One Character card must be played.



x8

You're attacked by a Green Alien. One Character card must be played.

BLUE



x8

You're attacked by a Blue Alien. One Character card must be played.

DOUBLE: RED, GREEN



x1

You're attacked by a Red Alien and a Green Alien. Two Character cards must be played.

DOUBLE: GREEN, BLUE



x1

You're attacked by a Green Alien and a Blue Alien. Two Character cards must be played.

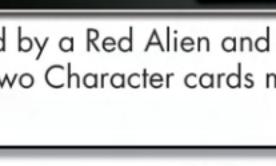
DOUBLE: BLUE, RED



x1

You're attacked by a Blue Alien and a Red Alien. Two Character cards must be played.

TRIPLE: RED, GREEN, BLUE



x1

You're attacked by a Red Alien, a Blue Alien, and a Green Alien. Three Character cards must be played.

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 Characters face which Alien.

INVASION DECK



x1



x1

21



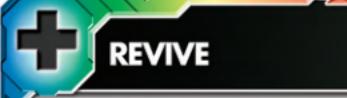
COSMIC CHAOS is the first expansion to Alien Frenzy, expanding the fun out to 2-6 players.

With three **NEW** Alien types, two **NEW** Character abilities, and four **NEW** Action cards, the Invasion has never been wilder! Can you handle the frenzy of Cosmic Chaos?

ALIEN FRENZY COSMIC CHAOS

CHARACTER CARDS

Two new Character abilities to help save you from the Sorras!



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

Phase 2: Revive (draw) the top most Character card from the discard pile and add it to your hand. If there are no Character cards in the discard pile, discard with no effect.

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 [dice] cards rewarded for your turn before other players resolve any Aliens deflected at them.



x4

STEAL

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

Phase 2: Randomly select one card from another player's hand, and add it to your hand.



x4

DEFEND

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



x6

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

REVIVE EXAMPLE

COSMIC CHAOS SUPPLY DECK



I You reveal a Double Alien card.



III You resolve the first Revive ability by drawing the top most Character in the discard pile.

Save Yourself! When playing multiple Characters together, it is possible to revive Characters that you've just played. See the example above.



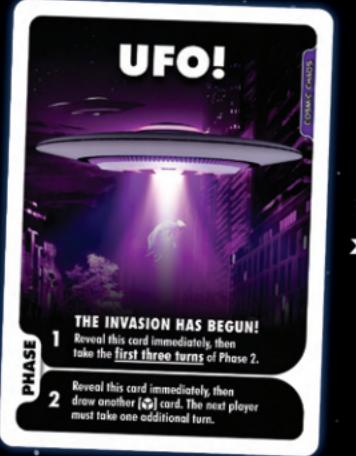
II You play two Revive Characters. Both successfully colour match the two Aliens.



IV You then resolve the second Revive ability by drawing the first Revive Character you 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

ACTION CARDS

Four new Action cards to help you get the edge on your opponents!



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 [C]. The Action or Character ability of the card played on the next turn cannot be used.

Phase 2: Reverse the direction of play and end your turn immediately. Do not reveal an Invasion deck (A) card. Action cards cannot be played on the next turn.

Are You Still Next? Super Safety and Rad Reverse cards affect the next turn. Remember that in some cases this could still be you! They will also affect Phase 2's first turn if played on the last turn of Phase 1.

COSMIC CHAOS SUPPLY DECK



x3



SUPER SAFETY

Phase 1: When you draw a card this turn, you may draw it from anywhere in the Supply deck [C]. The Action or Character ability of the card played on the next turn cannot be used.

Phase 2: End your turn immediately. Do not reveal an Invasion deck (A) card. Action cards cannot be played on the next turn.



x4

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



x4

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

Phase 2: During the full duration of your turn, all of your Character cards are considered Gold. This stays active throughout any Alien deflections and carries through to the additional card you must reveal when Stealth Aliens are revealed.

There's 4 Now: Use all four 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 [C].

Just One UFO: You can only reinsert one UFO card with the Phase 1 Boost Action. If you draw another UFO card afterwards that's just bad luck!

What About Grey? Grey Characters are boosted to Gold Defend Characters!



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.

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.

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 card 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 EXAMPLES



You reveal a Green Alien when one Mimic Alien is in play. Therefore you must face two Green Aliens.



You reveal a Relax Plus Two when one Mimic Alien is in play. Therefore you draw four [?] cards.



You reveal a Red Alien when two Mimic Aliens are in play. Therefore you must face three Red Aliens.

Yes! Mimic Aliens stack!

Mimic in Play: 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.

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 Phase 1: Preparation, you can have no more than seven cards (you should play one card each turn and draw one card each turn). During Phase 2: Invasion, you can have any number of cards. There's no hand limit.

Can I deflect an Alien that was deflected at me?

Yes. If you play a Deflect Character to successfully face the 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.

What happens if someone Swapsies my last Character card?

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

Can I draw extra Supply deck [?] cards in Phase 2: Invasion?

While you don't automatically draw a [?] card at the end of your turn in Phase 2, You can draw more [?] cards from Character abilities, the Survival Bonus, and Relax cards.

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 one Character and I reveal a Double or Triple Alien attack card?

You're 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.

There's 6 Mimic Aliens. If these are revealed successively and then the Triple Alien is revealed, do I really need to face 21 Aliens?

Yes, haha! Mimic Aliens duplicate Double and Triple Alien cards in their entirety. (Also, if it was a Relax Plus Two, you'd get to draw 14!)

Do I need to put my cards on the discard pile when eliminated?

Yes, due to Revive Characters this is essential.

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 the first UFO card is usually bad as you'll likely need to face three Aliens right away. Do what you can to avoid this!

Character cards are vital during Phase 2, but don't discount the value of Action cards. Using Actions to dodge Alien attacks or choose which Aliens you fight can save you!

THANK YOU



To our Backers, Supporters, Friends, and Family,

Thank you!

We hope Alien Frenzy brings you endless fun, laughter, and a few epic showdowns.
Thank you for being part of this adventure, we couldn't have done it without you.

Jye & Baden



