



ALIEN ATTACK USA RULEBOOK





Nothing could have prepared us for this day. The long-awaited event for humanity has finally come: the aliens are here!

Unfortunately, they are hostile and aggressive. With their thirst for conquest, they have decided to start their attacks on the world superpower: the United States of America. But it is only a matter of time until the rest of the world becomes the target of these invasions.

They attack in waves and you can never know which region they will invade next. The problem is that there are so many of them that it is impossible to protect yourself from them all.

However, all is not lost... worldwide military intelligence has managed to develop strategies to survive and minimize humanity's losses.

Luckily, the aliens are not totally invincible: with the right weapons, we will inflict serious damage on them, preventing them from establishing a powerful stronghold and, who knows, maybe they will give up the invasion and go away, at least for a while...

In Alien Attack, players take on the role of a military force responsible for defending the United States from alien attack.

It will take a lot of strategic effort to defend cities, protect borders, evacuate the population to the strongholds in the National Parks, and save enough supplies for human civilization to survive.



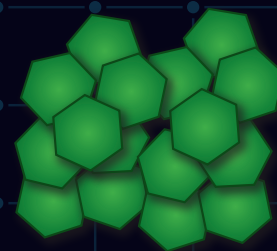
Components



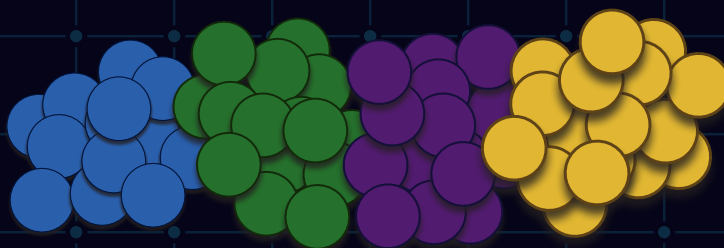
12 mission cards
(4 Global Missions, 4 City Missions,
and 4 Border Missions)



120 numbered alien
attack markers (from 1
to 120)



22 National Park
markers



132 defense discs (33 per player)



16 Special Power pieces
(4 per player)



4 Victory Points (VP) markers
(1 for each player)



1 game board



1 cloth bag, referred to in this
manual as the "Mothership";

Setup



1. Place the game board in the center of the table. It represents a map of the United States of America divided into 120 numbered spaces.
2. Place the 22 National Park markers near to the board. These correspond to the 22 National Parks that are on the board.
3. Each player chooses a color and takes all the components of that color: 1 victory point marker (placed on the 0 space of the VP track on the board), 4 special action pieces (arranged in front of the player), and 33 defense discs.
4. Arrange the Global Mission cards face up near to the board.
5. Shuffle the Four City Mission cards and the Four Border Mission cards separately and deal one of each to every player. The players then place their mission cards face up in front of them.
6. Put all 120 alien attack markers into the Mothership. These markers are numbered, with each marker corresponding to a numbered space on the board.

How to Play

Alien Attack USA is played over multiple rounds. The player who most recently saw an alien starts the first round.

Playing a round

At the beginning of the round, follow these instructions in order:

1. Draw and place the attacks

Take a number of alien attack markers from the Mothership equal to the number of players plus two (four markers for two players, five markers for three players, and six markers for four players).

After drawing the correct number of alien attack markers, place them with their numbers facing up on the corresponding spaces on the board.

Example: In a 3-player game, the attack markers that were drawn were 33, 51, 84, 88, and 102. The players place the markers on the board, number side up.



2. Defend and score regions

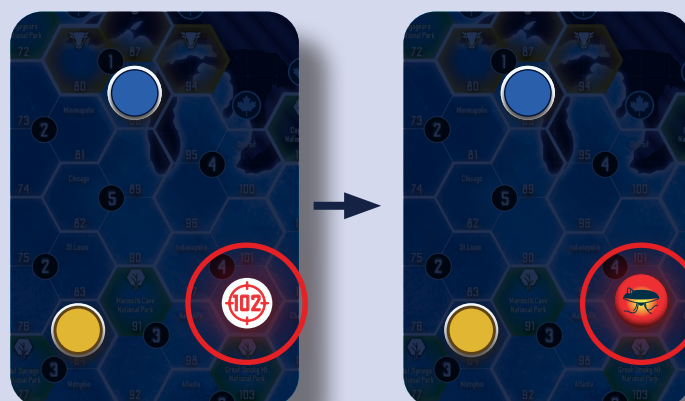
The player whose turn it is selects one of the alien attack markers on the board with the numbered side up and no defense disc on it and covers it with one of their defense discs. They then score as described below in the "Scoring Defense" section below. After this, in clockwise order, each other player does the same.

Example: the purple player places one of their defense discs on space 51, which contains a Herd, earning them 2 VPs.

3. Attack markers become bases

After all of the players have taken their turns, any alien attack markers that were not defended (covered with a defense disc) are flipped over, starting with the lowest number. These markers are permanent alien bases.

Example: alien attack marker 102 was not defended by any player, so it became an alien base.





removed



Bases capture ground defenders

When an attack marker is Flipped, players may lose their defenders: if a defense disc of any color is trapped between two directly adjacent permanent alien bases, the defense disc is captured and removed from the game. This applies only to bases that were Flipped on this turn.

The points earned by these discs in previous rounds are not lost. It is possible for several defense discs to be removed when an alien attack marker is Flipped.

Example: when alien attack marker 9 is Flipped, the blue defense disc is removed from the game because it was surrounded by alien bases.



4. End of the round

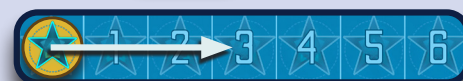
The current first player passes the Mothership to the player on their left, who starts the next round.

Scoring Defense

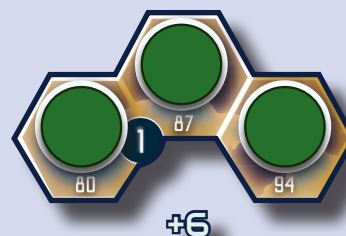
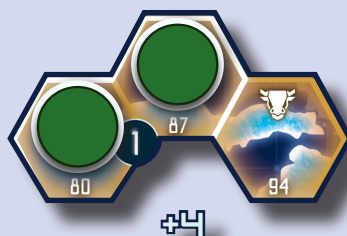
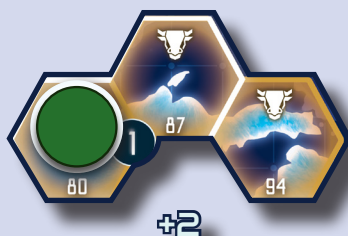
After you cover an alien attack with a defense disc of your color, check to see if one of the following situations has occurred:

Cities: each city (blue) that has a value between 1 and 7 which is surrounded by two or three spaces. When you place your first disc on a space around the city, nothing happens. When you place your second disc on a space around the same city, adjacent to your previous disc, you score the city's value (1 to 7 points) and advance your marker on the scoring track by the same number of spaces. If you place a third disc of your color on a space around the city, you again score the city's value (1 to 7 points).

Example: when placing a second defense disc around a city with a value of 3, the yellow player scores 3 points.



Herd: each herd (brown) displays a bovine icon, indicating it is worth 2 points to whoever defends it. Each herd belongs to a region with 3 connected herds. When you place one of your defense discs on a herd, you immediately score 2 points, advancing your Victory Points marker on the track. If you place a second or third disc in the same region, connecting your discs, you will gain 2 points for each connected disc.



National Parks: when you place a disc on a National Park area (green), immediately take one of the National Park markers and place it in front of you.

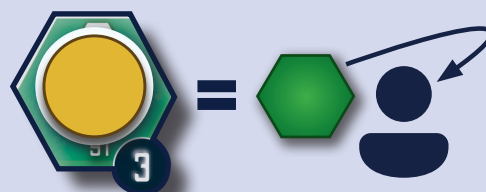
Example: by covering a National Park, the player receives a marker that can be used to score objectives.

Alien Base: When you place your marker next to an alien base (with its number face down) and there is a marker of any color directly behind the base, then the base is destroyed. Remove the alien base from the board and place it in front of you (with its number face down). It is possible to destroy several alien bases in one turn.



There are some icons on the Canadian border. These icons also help you to destroy any alien base as if they were a neutral player's defense disc that is adjacent to the alien base.

Example: when the blue player places their defense disc, all three alien bases are destroyed and removed. The blue player places the pieces in front of them, with the numbers facing down.



Special Power Pieces



Each player starts the game with 4 Special Power pieces. You can use them as a free action at specific moments during the game. However, each piece can only be used once per game. After using a Special Power Piece, turn the piece over to the opposite side to show that it has already been used in this game.

Protection: when an alien attack piece is transformed into a permanent base and the player would lose one of their defense discs, they can activate this Special Power Piece to protect their marker, which remains on the board.

Example: when turning attack piece 57 into a base, the blue player would lose their defense disc on space 49. However, by activating the Protection Special Power piece, they prevent it from being removed from the game.



Cover: after a player places one of their defense discs on a space and destroys an alien base, they can use this Special Power piece to cover the now empty space with one of their defense discs. Score this piece normally.

Example: after covering a space adjacent to a base and removing it, the purple player uses the Cover Special Power piece to place one of their defense discs on that space.



Neighborhood: after placing a defense disc on a space, you can use this Special Power piece to destroy an alien base in a space adjacent to any of your defense discs. Take one of your defense markers, cover the space of the destroyed base, and score the piece normally.

Example: after removing the alien base from space 89, the blue player can activate this Special Power piece to place one of their markers in that space and score 5 points for the city space.

Extra Turn: during your turn, after placing your defense disc on a space, you may use this Special Power piece to take an extra turn, defending another space with a numbered attack token using another one of your defense discs.

Note: only 2 players can use this Special Power in the same turn to avoid the last player not having an attack space to defend.

Example: on their turn, after placing a defense disc, the green player decides to use this Special Power piece to place a second disc.



End of the Game

The game ends once all of the alien attack markers have been placed on the board, leaving the Mothership empty.

The number of alien attack markers in the Mothership corresponds to 30 rounds with 2 players, 24 rounds with 3 players, or 20 rounds with 4 players.

Finally, all players score missions: the Four Global Missions and each player's individual City and Border missions. Players advance their markers on the scoring track according to the number of points scored.

Mission Scoring

City Missions: each player counts the number of cities with the value indicated on their own mission card (2, 3, 4, or 5) where they have at least one defense disc in the surrounding spaces. Score the corresponding number of points. Note that each city counts only once, even if the player has multiple defense discs around it.

Value 2 Cities

4	=	8
6	=	16
7	=	22

Value 3 Cities

4	=	6
6	=	14
7	=	20

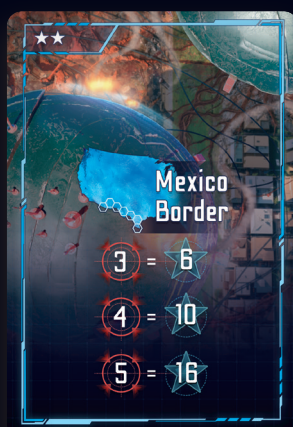
Value 4 Cities

3	=	3
5	=	12
6	=	18

Value 5 Cities

3	=	3
5	=	10
6	=	15

Border Missions: each player counts the number of defense discs in the spaces of the border indicated on their mission card. Score the corresponding number of points. Note that the Atlantic Coast has eleven spaces, the Pacific Coast and the Gulf of Mexico have ten spaces, and Mexico has only seven.



Global Missions

National Parks Card: count the number of defense discs each player has collected during the game and score the corresponding number of points.

Alien Bases Card: count the number of alien bases that each player has collected during the game and score the corresponding number of points.

Territorial Expansion Card: each player counts the contiguous group containing the largest number of adjacent defense discs of their color. All of their markers must connect to each other through spaces containing their own markers. Score the corresponding number of points.

Global Protection Card: if you meet all three requirements listed on the card, score 20 points; otherwise, score no points.

The three requirements for scoring are:

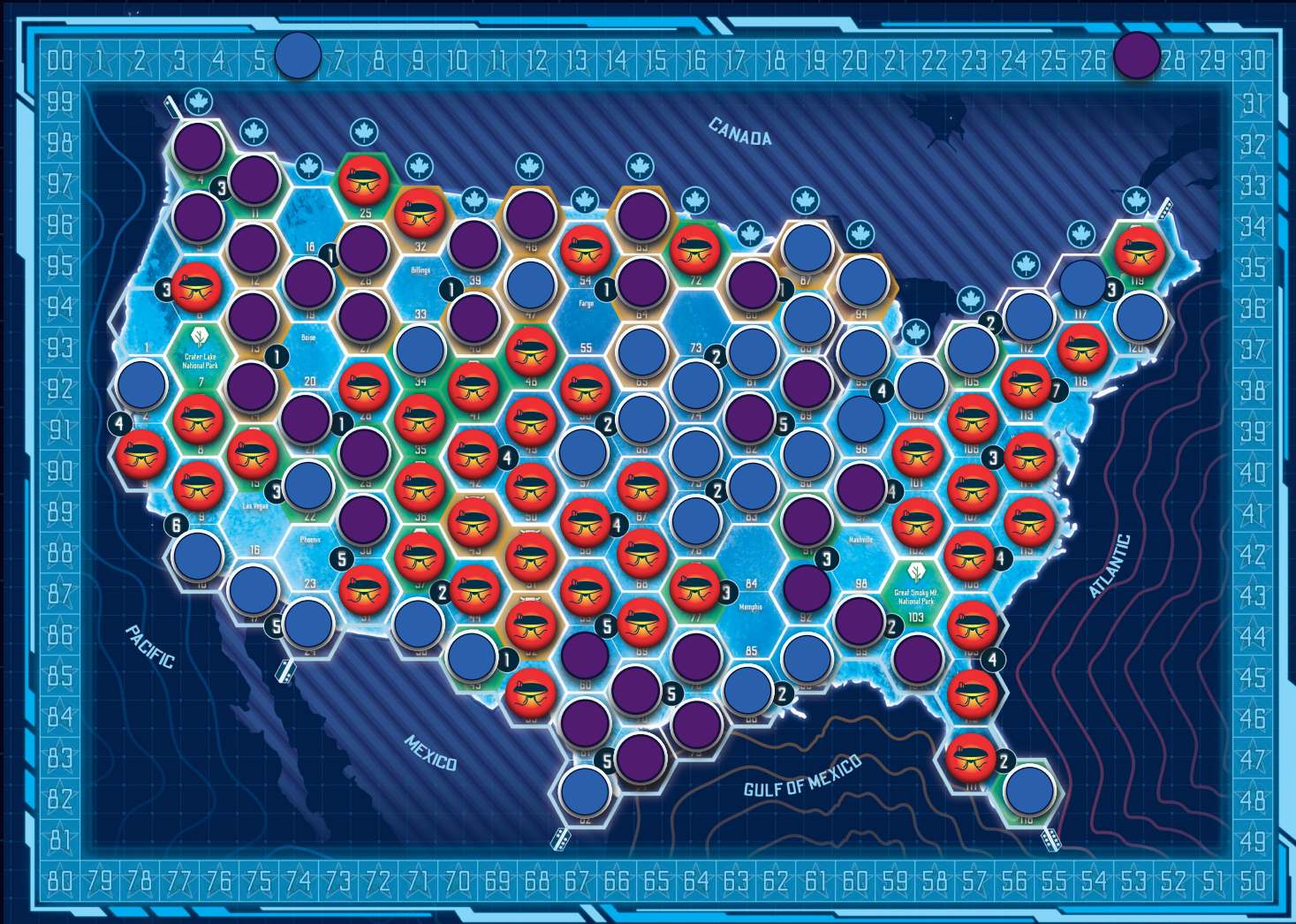
Cities 1: have defense discs around 4 different cities of value 1.

Herd: have defense discs on 4 different Herds.

Border: have defense discs on three border spaces (including Canada) that are different to your Border Mission card.

Note that a defense disc can count towards Fulfilling more than one condition.





39 → 106

2 = 7 7 = 22

4 = 4 4 = 6

5 = 5 5 = 10

6 = 6 5 = 5

19 = 19 15 = 24

Example of final scoring:

The blue player starts the scoring phase with 39 points. They have the City Mission Card of value 2. As they have defended 7 different cities of value 2, they score 22 points. Their Border Mission card was for the Pacific Coast. Since they ended with 4 markers, they score 6 points. In the Global Missions, they scored 10 points for National Parks (5 markers), 5 points for Alien Bases (5 markers), 24 points for Territorial Expansion (19 adjacent defense discs), and 0 points for the Global Protection card as they did not meet the requirements (they have 2 value 1 cities, 4 herds, and 7 Borders). They reached a total of 106 points, but it was not enough to beat the purple player who scored 127 points.

Winner

The player who scores the most victory points is the winner. In case of a tie, the winner is the player who defended the highest value city space. If the tie persists, the tied players share the victory, as we have after all defended the planet from the alien invasion.

Game Mode: Semi-Cooperative

For players seeking a greater challenge, use the variant in which, if fewer than 24 alien bases have been destroyed, the invasion is considered a success and all players lose!

If 24 or more alien bases have been destroyed, Earth wins and the player with the most points is declared the winner.

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