

They Came From Outer Space

6-12 players

ages 8+

30 minutes

Thematic Overview

Shape-shifting aliens have invaded the research satellite. The crew of scientists and engineers have managed to escape to the Bridge, but they badly need the equipment in the Engine Room to fend off the aliens long enough to repair the escape pod and leave. Unfortunately, the Engine Room is also where the aliens are, and they can take the shape of your fellow researchers. Two people at a time trek to the Engine Room, but who comes back? Your allies, or alien doppelgangers?

Components

- 19 team cards
12 human, 6 alien, 1 android
- 17 equipment cards
5 Laser Gun, 5 Tool Kit, 3 Cloaking Device, 3 Junk, 1 Aliens Attack
- 1 repair track
- 2 action envelopes
- 1 control panel
- 1 1-minute mission timer
- 1 danger coin (one side shows alien, one side shows human)
- 1 Engine Room key
- 1 quick reference sheet (including phase info, action info, and escape pod)

Setup

1. Choose two rooms; one as the **Bridge** and the other as the **Engine Room**. Any two rooms will do as long as people on the Bridge cannot hear or see people in the Engine Room.
2. Place the **Control Panel** in the Engine Room. Place alien cards in the "aliens" slot of the control panel, as shown in the table to the right.
3. Create a deck of team cards as in table to the right. Deal one card face-down to each player. Players should look at their team card, but keep it secret from others.
4. Place any remaining human cards in the "human" slot of the control panel. Set aside any remaining alien cards; they will not be needed for this game.
5. Shuffle the equipment deck and place it in the Engine Room near the control panel.
6. Place the quick reference sheet, danger coin, mission timer, and action envelopes near the control panel. Set the repair track to 0.
7. Players vote on somebody to receive the Engine Room key first. That person becomes the first mission leader.

Aliens to Place in the Control Panel

6-7 players	3 aliens
8-9 players	4 aliens
10-12 players	5 aliens

Starting Team Deck

6 players	4 humans, 1 android, 1 alien
7 players	5 humans, 1 android, 1 alien
8 players	6 humans, 1 android, 1 alien
9 players	7 humans, 1 android, 1 alien
10 players	8 humans, 1 android, 1 alien
11 players	9 humans, 1 android, 1 alien
12 players	10 humans, 1 android, 1 alien

Gameplay Overview

Players will either be humans who are trying to escape, aliens who are trying to overrun the ship, or the android who has betrayed the humans. Humans and aliens will likely each switch teams multiple times throughout the game, as they are abducted and rescued. The android acts like a human, but is always on the alien team.

All players start the game on the **Bridge**. Whoever currently has the **Engine Room Key** – the **Mission Leader** – will choose a **partner**, and then both of those players will go into the **Engine Room**. They will each select an action, either from their team card or any equipment they are currently holding. Actions are then revealed simultaneously, and resolved in order (for example, *attack* always occurs before *search*). If anybody was wounded, they have a chance of switching teams, then both players head back to the Bridge.

Winning

The humans win when they are able to sufficiently repair the escape pod to escape.

The aliens win if there are enough of them to overrun the ship.

The android wins if the aliens win.

Win Conditions	# Aliens	# Repairs
6-7 players	4 aliens	4 repairs
8-9 players	5 aliens	5 repairs
10-12 players	6 aliens	6 repairs

Communication on the Bridge

Throughout the game, players on the Bridge can speak openly to each other, but they must keep the contents of their cards hidden (the number of cards you are holding is fine to share). Players on the Bridge cannot speak to, listen to, or even look at the players in the Engine Room.

Secrecy in the Engine Room

The alien deck, human deck, and repair track are hidden from view, so that you cannot normally gain any information from them. When switching teams, the control panel has discard slots so that you can discard your current team card without viewing how many other team cards remain in that pile.

Equipment

Equipment provides humans and the android with actions they can take beyond what their team card provides. Aliens cannot use equipment directly, although they *can* hold them, and if an alien chooses to attack, it must discard an equipment card. An alien cannot attack if it does not have an equipment card.

You can have up to 2 equipment cards at a time. If you draw a third equipment card, you must discard one of your equipment cards immediately.

Note: Discarded equipment cards are placed face-down in a sideways pile to differentiate it from the draw pile. When the equipment deck runs out, the discard pile is shuffled and becomes the new draw pile.

Note: Your team card is not equipment! The only way for you to lose your team card is if you are wounded and switch teams, in which case it will be replaced by a team card from the other team.

Actions and Resolution Order

There are a number of different actions represented among the team cards and equipment cards. Each action is associated with a number known as its **resolution value**. When two players go to the Engine Room, they each choose an action secretly, but after they reveal their actions, they perform them in order from lowest resolution value to highest resolution value. In order of resolution, these are the actions and their effects:

Resolution Value	Action	Cards with this Action	Effect
01	Escape	Cloaking Device	Immediately Return to the Bridge.
02	Attack	Alien, Laser Gun	Wound your partner.
03	Repair	Toolkit	If both players choose repair, increase the repair track by 1.
04	Search	Human, Alien, Android	Draw an equipment card.
*	Sabotage	*	Remove a repair token from the escape pod.

* Sabotage has no resolution value, and no cards have this action. This is because the sabotage action can only occur during the danger phase, when the android is wounded.

Note: Aliens that attack must discard an equipment card after attacking. They cannot use equipment in any other way.

Attacking and Wounds

When a player is wounded, they immediately drop any equipment cards they are holding, and do not perform their action if they haven't already. If both players attack, then both players will be wounded and drop their equipment.

During the danger phase, wounded humans and aliens will have a chance of switching teams, depending on what the result is when they flip the danger coin. If you need to switch teams, first discard your current card using the discard slot on the control panel. Then draw the new team card from the control panel.

Turn Sequence

The game is broken into a series of missions. During each mission, the **mission leader** – the player holding the Engine Room key – goes through multiple phases:

Game Phases

Trek	The current mission leader picks a partner to follow him to the Engine Room, and flips the mission timer.
Paranoia	Both players choose their actions, simultaneously reveal their actions, and then resolve their actions.
Danger	Wounded players have a chance of switching teams, and then both players return to the Bridge.
Bridge	Vote on a player to become the new mission leader.

Players continue going on missions until either team wins.

Phase 1: Trek

You – the mission leader – select a partner to follow you on a mission to the Engine Room. You cannot select anybody who was on the previous mission. Once in the Engine Room, flip over the mission timer to officially start the mission.

Note: Throughout this mission, as long as there is still time left, you and your partner may discuss anything you like. However, you cannot show your partner the contents of any card except as dictated by the mission.

Phase 2: Paranoia

You and your partner must secretly choose an action by placing your team card or an equipment card into an action envelope, such that the selected action is the only visible part of the card.

When you have both done this, count "3, 2, 1, go!"

On "go," both players reveal their actions simultaneously. Resolve those actions in order, lowest value first. If both have the same action value, both actions occur simultaneously.

Note: If you used an equipment card, discard that card immediately after your action is resolved.

Phase 3: Danger

If a player was wounded during the Paranoia phase, he must perform his danger action secretly while the other player looks away. If both players were wounded, they take turns performing their danger action in secret.

Both players return to the Bridge when all danger actions have been taken.

Danger Phase Resolution

Alien	Flip the danger coin and join the resulting team.
Human	Flip the danger coin and join the resulting team.
Android	Sabotage the escape pod.

Phase 4: Bridge

When everybody is back on the Bridge, discuss with your crew mates. The whole crew gets to vote on who will be the next mission leader. The player with the most votes will get the key and begin a new mission. In case of a tie, the current mission leader chooses which tied player becomes the new mission leader.

Note: The current mission leader and her partner cannot be the next mission leader.
