

# ALIEN ENTITY



**MUTATED**  
**Instructions**

# How To Win

For the humans to win Alien Entity, the human players must work as a team to construct a satellite array or kill the alien. For the alien player to win, the alien must infect all the humans and prevent the construction of the array by secretly working together with the infected players.

## Types of Cards - Role Cards



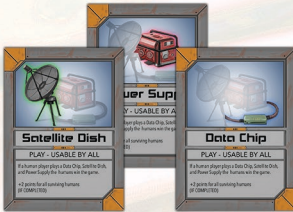
Humans



Alien

**Infected-** These cards are used by the Alien to infect other players.

# Types of Cards - Equipment Cards



**Array Cards-** Array cards are played in front of the player. For the Humans to win one human player must have all (3) array cards in front of them. Players cannot have multiple cards of the same piece of the array in front of them. The Alien and Infected players may build the array, but if they complete the array the Humans win.



**Gun and Ammo Cards-** The player must use both cards on their turn simultaneously then discard both. You may not shoot yourself.

**Flamethrower-** The Flamethrower can burn through body armor. Once the flamethrower is used it is then discarded.

## Types of Cards - Equipment Cards



**The DNA Modification Shot Card-** If an infected player is passed the DNA Modification Shot, then they are no longer infected and can secretly discard their Infection card on their next turn. The DNA Modification Shot is played face up and then discarded. A player cannot play this card on themselves.

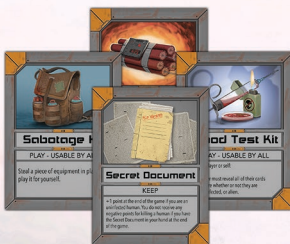


**Communication Cards-** Can be passed to send secret messages to other players.

## Types of Cards - Defense Cards and Specialty Cards



**Body Armor, Nano Suit, Bio Gel, and Sentry Turret-** When these cards are played, they prevent the other players from taking specific offensive actions.



**Blood Test Kit, Secret Document, Sabotage, and Satchel Charge-** When these cards are played, they give the player special strategic actions described on the card.



## Start of The Game

The dealer removes the 8 infection cards from the equipment deck and then shuffles the deck.

After every player has drawn 2 cards from the equipment deck the infection cards are reshuffled back into the deck.

The dealer then shuffles the "HUMAN" and "ALIEN" role cards and gives each player one role card face down. Players must keep their identity a secret.

The player to the right of the dealer goes first.

There are no constraints on "table talk".

## Taking A Turn (Drawing, Playing, Passing, and Discarding)

At the start of a player's turn, they must draw two cards from the equipment deck.

A player may then play ONE card from their hand, or choose not to play any card. The player may place a satellite uplink array card in front of his or herself, or play another equipment card. All equipment cards only stay in the game until that player's next turn (1 round), with the exception of the satellite uplink array cards. Once it is the player's turn again the equipment card that was in play is now discarded.

A player may pass cards (FACE DOWN) as many as he/she wishes, as long as they have one card left at the end of his/her turn. Any card may be passed to any player except for the Infection card. ONLY THE ALIEN can pass \*Infection cards.

\*If a Human was passed an Infection card they must keep that card in their hand until the end of the game unless the DNA modification card is played on them.

\*If an Alien passes an infection card to someone that has the Bio Gel or the Nano Suit played, the infection card is put into the discard pile and the identity of the Alien is announced.

## Taking A Turn (Continued)

At the end of the player's turn, cards are discarded face down. After discarding, a player must have no more than 2 cards in their hand, or at least 1 card remaining in their hand. Humans must discard Infection cards when drawn. If no more cards can be drawn, the discard deck is reshuffled and used again.

## Winning The Game and Scoring

Surviving players at the end of the game receive points for finishing the game.

If the Alien infects all players, the Alien player announces their identity and that they have infected everyone. The Alien receives +1 point for each Human infected, and all Infected players get +1 point with the exception of the last Human infected.

If the Humans kill the Alien, +2 points for the Human that killed the Alien and +1 point for all other remaining Humans.

If a Human is able to complete the satellite uplink array the game ends and +2 points to all remaining humans. Each part must be played by the same player.

Infected players do not score any points if the Alien is shot.

The Alien player receives -3 negative points for killing a Human.

All players gain +1 point for shooting Infected players.

Humans, the Alien, and Infected players killed during the game receive no points.

- **Draw 2 cards**
- **Play 1 card face up** (optional)  
Players don't need to play a card.  
The Gun and The Ammo get played simultaneously
- **Pass cards face down-** you can pass as many as you like as long as you have at least one card left in your hand.
- **Discard cards face down-** At the end of your turn, you must have either one or two cards left in your hand.

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