

# MARTIANS!!!

*“The probability of success is difficult to estimate; but if we never search the chance of success is zero.”*

First, let me thank you for playing this game and supporting our company. Without you, we wouldn't be here fighting martians, zombies and everything that goes bump in the night - or more specifically, making you fight them. Enjoy and, as always, WATCH YOUR BACK! For additional rules support, please visit our website at [www.twilightcreationsinc.com](http://www.twilightcreationsinc.com).

## WHAT YOU GET IN THE BOX

30 Map Tiles, 30 Martians Cards, 40 Event Cards, 100 Martians in 3 poses, Tokens, Pawns and Dice

## HOW DO YOU WIN AT MARTIANS?

There are two possible ways of playing.

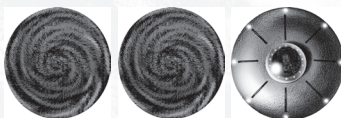
1. Competitive: All players as Humans against the Martian game mechanic (each player trying to win separately). To Win: As a player you have to be the first player to reach the Mother Ship with a Fuel, Fertilizer and Dynamite token or alternatively be the first to kill 30 Martians.
2. Martians versus Humans: All players together against the Martians, except for one player who takes on the role of the Martians. To Win: As players you must work together so that you all make it to the Mother Ship with a Fuel, Fertilizer and Dynamite token without the death of a Human (player). The Martian player will also lose if there are no more Martians to place on the board either by card effect or tile placement.

Before play choose which way you are going to play and select a Start Player by whatever means suits you best – Last one to have eaten a Mars Bar, last player to have been to Mars etc.

## SET UP (the same for either game)

- Place the Start tile in the middle of the table. No Martians are placed on this tile.
- Shuffle all remaining tiles to form a single tile stack. Place the tiles within easy reach of all players.

- Mix the Crop Circle tokens facedown and place them to one side.



Face Up Crop  
Circle Tokens

- Shuffle the Event cards to form a facedown deck.
- Shuffle the Martians deck (green bordered cards) to form a facedown deck.

### **Competitive Play - Additional Set Up**

- Deal 3 Event Cards to each player, placing the deck within easy reach.
- Each player takes a pawn and places it in the House on the Start tile.
- Each player starts with 3 bullets and 3 hearts.
- Separate the Overlord token and place it to the side.
- Place all item tokens facedown and mix. Each player then takes one random item token.
- Place all Martians (Martian pool) and tokens within easy reach.
- Play continues clockwise around the table from the Start Player.

### **Competitive Play - What Do You Do Now?**

During your turn do the following, in this exact order.

1. Draw and place a map tile (see Map Tiles section).
2. Fight any Martians on your current space (see Kill, Kill, Kill section).
3. If you have less than 3 Event cards draw back up to 3.
4. Roll a die for your movement (see Gettin' Around section).
5. Roll a die for Martians movement (see Martians Gettin' Around section).
6. Place a Martian on any Crop Circle token that does not currently have a Martian figure on it. Additionally, when the Mother Ship is revealed, place one Martian on the tile occupied by this token. This is done each turn until all legal spaces on that tile are filled and continues whenever a space is open. Normal placement rules apply.
7. At the end of your turn, you may discard 1 event card from your hand; play then proceeds clockwise around the table.

### **Martians vs Humans Play - Additional Set Up**

- Choose a player to control the Martians (perhaps the last person abducted by aliens).
- Take the Martians cards (green bordered cards) shuffle them and give the deck to the Martian player. The Martian player draws 3 cards (regular Hand Limit). Note: If there is only one human player, the Martian player only takes two cards and hand size limit is 2 cards.

- Shuffle the Event cards and deal 3 to each Human player.
- Each human player takes a pawn and places it in the House on the Start tile.
- The Martian player takes all Martian figures (Martian pool) and places them within easy reach.
- Each human player starts with 3 bullets and 3 hearts. In a game where there is only one human, the human starts with 5 bullets instead of 3 and one random item token.
- Separate the Overlord token and give it to the Martian player.
- Place all item tokens facedown and mix.
- Place all tokens in easy reach.
- Play continues clockwise around the table from the Start Player. This is the player to the left of the Martian player.

### **Martians vs Humans Play - What Do You Do Now?**

Human Players:

During your turn do the following, in this exact order.

1. Draw and place a map tile (see Map Tiles section).
2. Fight any Martians on your current space (see Kill, Kill, Kill section).
3. If you have less than 3 Event cards draw back up to 3.
4. Roll a die for your movement (see Gettin' Around section).
5. At the end of your turn, you may discard 1 Event card from your hand; play then proceeds clockwise around the table.

Martian Player:

(Takes last turn in clockwise player order around the table):

1. Draw cards to take your hand to the size limit if needed.
2. If the Martian Overlord has been placed, roll a die for the Overlord's movement and move him/her that many spaces. The Overlord may move diagonally. (See Martian Overlord section).
3. Roll a die for Martians movement (see Martians Gettin' Around section).
4. Place a Martian on every Crop Circle token that does not currently have a Martian figure on it.
5. When the Mother Ship is revealed, place one Martian on the tile occupied by this token. This is done each turn until all legal spaces on that tile are filled and continues whenever a space is open.
6. At the end of your turn, you may discard 1 Martians card from your hand. You may not have any more cards than your hand size limit; play then proceeds clockwise around the table.



## The GENERIC RULES

### MAP TILES

- When the first map tile is drawn, it must be placed adjacent to the Start tile, lining roads up as normal. The tiles may be placed in any orientation in which the connecting roads meet.
- When each subsequent tile is drawn, it may be placed adjacent to any tile already on the table, including the Start tile. Like the first tile, subsequent tiles may be placed in any orientation, so long as all roads meet between adjacent tiles. Tiles may never be placed so that the road leading off of a tile runs into the back of a building or dead end on an adjacent tile.
- All tiles, whether named locations or not, receive one Martian per road square. **There can never be any more than one Martian per square.** If playing with a Martian player, the Martian player will place the Martians on the tiles when the tiles are placed.
- Any square that has a white line on ANY side is a playable square.
- Farm tiles do not receive any heart or bullet tokens, but they receive one of the crop circle tokens, placing it on the middle square face-down. Add a Martian to the crop circle token. At the end of each player's turn, if there is not a Martian on the crop circle token, place a Martian on that token. This applies to all crop circle tokens whether they are face up or facedown.
- If a tile is drawn that cannot be placed, place it at the bottom of the tile stack and draw another one.

### Named Locations

Tiles with a name in the corner are considered “buildings” that can be explored for supplies. Under the name of the building are the number of item tokens (“T”), bullets (“B”), and hearts/life (“L”) to be placed on the tile. One token per square, and they must be placed inside the building. For outside locations, they may be placed anywhere on the tile that is not a road space. These include “Abandoned Barn”, “Drive-In” and “Junkyard.”

### Martian Icon

Competitive: Some of the tiles contain a Martian icon. When you land on this icon, a card is drawn from the Martian deck and the effects take place immediately. You may continue your movement if you have any remaining.



Martian Icon

**Martians vs Humans:** When a human lands on the Martian icon, the Martian player draws another card if they have fewer than their hand limit.

In either version of the game, when the Overlord moves on to a square with the Martian icon, all Martians on the same tile and adjacent tiles require +1 combat roll to kill.

### **KILL, KILL, KILL**

- Any time you begin a turn sharing a space with a Martian, or you land on a space with a Martian, combat ensues. Combat is resolved by rolling a die. A 4, 5, or 6 is needed to kill a Martian.
- If the combat roll fails (it's less than 4), you may spend any number of bullets to raise the result by the same amount (e.g. 1 bullet for +1, 2 bullets for +2, or 3 bullets for +3).
- If you don't have enough bullets to raise the result high enough to win the combat, or if you choose not to spend these bullets, you must discard 1 heart.
- Combat continues like this until you defeat the Martian or you run out of hearts. You may never voluntarily leave combat unless an Event card or other rule allows it.
- When you defeat a Martian it is placed with the other Martians you have defeated. In the Martians vs Humans game, Martians are not added back to the Martian pool. Place them back in the box.

### **WHEN THINGS GO VERY WRONG**

When you run out of hearts you lose all remaining movement, and your pawn is removed from the board. You also lose half of your defeated Martians (rounded down), along with all weapons/items played face up on the table in front of you. You lose the rest of your turn except for Martian movement (in competitive play) and (optionally) discarding an Event card. You also lose all item tokens you have in play. They are placed in the closest buildings that do not have item tokens.

At the start of your next turn, you start over at the House square on the Start tile with 3 bullets and 3 hearts. You then take a full turn as normal.

**Martians vs Humans:** If a player dies, the Martian player wins.

### **TOKENS**

To make it easier to keep track of bullet/heart tokens, players have an option of flipping their tokens over instead of discarding them in the heart and bullet piles. Players may never have more than 5 heart tokens, but may have any number of bullet tokens.

## EVENT CARDS

- Each human player begins with 3 Event cards in your hand, and draws up to a full hand of 3 cards during Step 3 of each turn (see the What do You Do Now? section). You may play only 1 Event card per round (that is, from the start of your turn to the start of your next turn).
- You may never have more than 3 cards in your hand at the end of your turn. If you have more, you must discard down to 3 cards.
- During the last step of each player's turn, you may optionally discard 1 Event card. Discarding signals the end of your turn, and you may not take any further actions until the start of your next turn (unless you still have a card play available and a card in hand that may be used before then).
- An Event card may be played anytime that makes sense — even when it's not your turn — so long as you don't play more than 1 Event card per round.
- When an Event card violates the normal rules of the game, the card supersedes the rules.
- If the Event deck runs out of cards, shuffle the discard pile to form a new draw deck.
- If a card removes Martians from the board and does not specifically say "add to your collection," they are removed from the game - not put in your collection or the Martian pool.

### Regular Event Cards

These have a variety of effects and can be played whenever it makes sense. Their effect applies as noted. If the effect of the card lasts for more than the current player's turn, leave the card in front of the current player to remind others of the effect and when it will no longer be in effect.

### Item/Weapon Cards

These are played in front of you and offer a benefit either when discarded, for a set duration or until a trigger event occurs (such as failing a combat roll). Items and weapons in front of you do not count toward your hand size limit. You may only have 1 of each item or weapon in front of you at any time, and may only use one during the same combat roll.

## MARTIANS CARDS

Competitive: Martians cards are considered instant cards when playing the competitive game. When drawn after landing on a Martian icon, the effect takes place immediately or as noted on the card. If a choice needs to be made for the effect, current player makes the choice.



Martians vs Humans: The Martian player draws 3 cards (2 when playing with 1 human) at the beginning of the game. The Martian player may play cards as often as they want - no limitation. But they only draw up to their hand limit at the beginning of their turn. **The Martians deck is not reshuffled.** The Martian player may discard a card at the end their turn if they wish.

### GETTIN' AROUND

- Each time a player moves, roll 1 die, add it to the number of heart tokens you currently possess and you may move up to that many spaces. You don't have to use all rolled movement, and may stop moving at any time.
- You may never move diagonally. You must always move from tile to tile by street spaces. You may enter any building by any adjacent street space on the same tile.
- If you move onto a space with a Martian, combat occurs immediately (see the Kill, Kill, Kill section).
- If you survive the combat, you may use any or all of your remaining movement.
- If you move onto a space with a bullet, heart or item and no Martian, you immediately collect the token and add it to your collection. If you already have that item, it must be placed back on your space facedown. Keep your item tokens facedown in front of you. If there is a Martian on a space with a bullet or heart, you must first kill the Martian before you can collect the token.
- You may share or move through spaces with other players.

### MARTIANS GETTIN' AROUND

Each time you move Martians, roll 1 die and must move that many Martians 1 space each. If there are fewer Martians on the board, move all Martians on the board. No Martian may be moved twice by the same player in the same turn. All rules for player movement also apply to moving Martians, except that no more than 1 Martian may occupy each space.

### MARTIAN OVERLORD - UH OH!

Competitive game: When the Martian Overlord card is drawn, place the Martian Overlord token beneath the Martian closest to the player who drew the card. If there is a tie, the current player gets to decide which one.

Martians vs Humans: When the Martian Overlord card is played, the Martian player places the Martian Overlord token beneath any Martian on the board (your choice).

### **What nasty thing does the Overlord do? Glad you asked!**

Any Martians on the same tile as the Martian Overlord takes +1 combat roll to kill. When the Martian Overlord is on a *Martian icon*, all Martians on that tile and all adjacent tiles take +1 combat roll to kill.

### **Overlord Gettin' Around**

Competitive: The Martian Overlord moves every turn as one of the Martians that are moved during the Martian movement phase. They move towards the closest player. If there is a tie, the current player decides.

Martians vs Humans: The Martian Overlord moves every turn as one of the Martians that are moved during the Martians movement phase of each player's turn.

### **How do I Kill This Nasty Overlord?**

When a player is on the same space as the Martian Overlord, a 6 must be rolled to kill it. If you fail the roll and have no bullets or wish not to use any bullets, after you discard a heart you may move off of the square with the Overlord with your current movement roll (whether you rolled for movement yet or not).

When the Martian Overlord is killed, remove it and all Martians on the same tile and place them in your Martians kill collection. Place the Overlord token to the side - it may be used again in the game.

### **WOOHOO - YOU WON!**

Competitive: Blowing Up The Mother Ship

Be the first player to reach the Mother Ship token with a Fuel, Fertilizer and a Dynamite token (one of each) or collect 30 Martians.

Martians vs Humans:

Human players win if they are able to reach the Mother Ship token with each of the items (fuel, fertilizer and dynamite). Each player with an item, must be on the Mother Ship token at the same time in order to win the game. They also win if the Martian player runs out of Martians to be placed on the board.

The Martian player wins the game if one of the players die.

### **CREDITS**

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