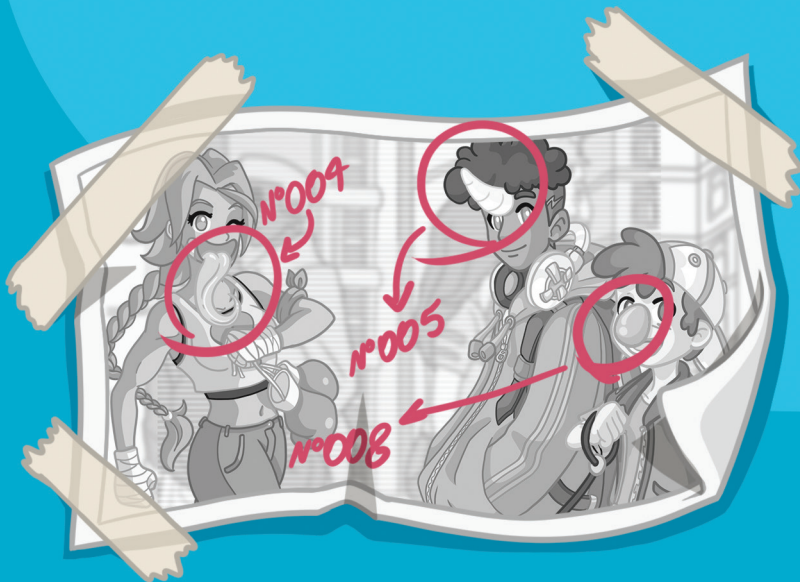Some creatures have escaped from the S.O.L.A.R. laboratory. They had been captured in space and were dubbed Alieninjas due to their capacity to camouflage, turning into other creatures. However, these little monsters cannot camouflage completely, and they end up leaving important parts of their anatomy exposed, making their identification and capture easier.

You are agents of S.B.F. – Special Biosecurity Force – assigned to retrieve all those creatures while keeping a low profile.

Alieninjas are 5 unique mission-based games, which will put your agility, memory, and reasoning to the test, promoting the winner to the rank of institution commander.

COMPONENTS:

72 CAMOUFLAGE CARDS

9 CIVILIAN CARDS

8 ALIENINJA CARDS

6 MAP CARDS

4 SCORE MULTIPLIER CARDS

1 SCORING NOTEPAD

MISSION 1
SPEED

RULES VIDEO

GOAL: The goal is to capture the mission's Alieninjas and to rescue the civilians faster than the other players, earning the most points at the end of 3 rounds.

GAME SETUP: Follow the steps below:
- Shuffle all the Civilian Cards and Camouflage Cards together and deal them face down to the players. Each player should have the same number of cards.
- Shuffle all the Alieninja Cards and reveal 2 cards in the center of the table as the round mission **A**. The remaining Alieninja Cards will be out of the game for this round.
- The Score Multiplier Cards and the Map Cards **won't** be used.
- Decide who will be the first player.

HOW TO PLAY: Starting with the first player and following clockwise, each player must quickly place 1 random card from their hand face up in the center of the table. **Players cannot look at the cards in their hand** or hesitate when playing a card. They take turns doing this **until one of the players has no more cards in hand**.

Tip: The faster the cards are played, the funnier the game gets!

Whenever they wish to, any player may place their hand on the stack of revealed cards in the center of the table to gain the latest card added to the stack and put it in front of them. Consider this:

1 Camouflage Cards with **the same type of Alieninja as mission A** and **Civilian Cards** award positive points.

2 Camouflage Cards whose **type of Alieninja is different from mission A** award negative points.

Regardless of the result, the player who kept the card restarts the turn sequence, playing the next card.

END OF THE ROUND: Takes place immediately when a player has no more cards in hand.

SCORING: Each player must:
⬤ Add up the points on the top of each Camouflage Card gained that is part of the mission and the points on the top of each Civilian Card gained.
⬤ Subtract the points on the top of each Camouflage Card gained that **is not** part of the mission.

Finally, the total score must be registered on the Scoring Notepad (the minimum score is **zero**).

See below an example of scoring based on mission A :

6 − **1** = **5** POINTS

STARTING A NEW ROUND: Follow the same steps as the starting setup. The player who played the last card in the previous round will be the first player this round.

END OF GAME: When the third round ends, the player with the highest score is the winner! If there is a tie, the player with the highest score in the last round is the winner. If there is still a tie, those players share the victory!

MISSION 2

MEMORY

GOAL: The goal is to find more mission Alieninjas than the other players, scoring highest at the end of 3 rounds.

GAME SETUP: Follow the steps below:

⬤ Choose 2 characters and set aside all of their Camouflage Cards and Civilian Cards (18 cards total). Shuffle them together and lay them out on a 6x3 grid with the cards face down in the center of the table **A**.

⬤ Shuffle all of the Alieninja Cards and remove 1 of them from this round. Reveal 1 of the 7 Alieninja Cards next to the grid. This will be the first mission. Set aside the remaining Alieninja Cards, face down **B**.

⬤ Choose a Score Multiplier Card and place it with its **B side** face up, next to the Alieninja Cards **C**. The remaining Score Multiplier Cards won't be used this round.

⬤ The Map Cards won't be used.

⬤ Decide who will be the first player.

HOW TO PLAY: Starting with the first player and following clockwise, each player may perform **a single action** on their turn:

4

1 Secretly look at 2 cards from the grid, **one at a time,** and return them to the same position, face down; OR

2 Reveal 2 cards from the grid. As soon as everyone has seen the cards, turn them face down again.

COMPLETING THE MISSION: When a player performs action **2**, **the 2 cards revealed** must either be the Camouflage Cards with the same type as the current mission's Alieninja or wild cards (see below).

The 2 cards used to complete the mission remain revealed on the grid, and the player must keep the Alieninja Card from the completed mission **D**, ending the turn. Finally, a new Alieninja Card must be revealed for the next mission.

WILD CARD: Civilian Cards are considered wild cards. So, when performing action **2**, a player may use 1 or 2 Civilian Cards to replace 1 or 2 Camouflage Cards of the same type as the current mission's Alieninja and then complete it **D**.

Wild cards follow the same rules as Camouflage Cards, i.e. when used to complete a mission, they remain revealed on the grid. Otherwise, they must be turned face down again.

END OF THE ROUND: Takes place immediately when there are no more Alieninja Cards for a new mission.

SCORING: Each player must:
- Add up their Alieninja Cards from completed missions, considering **1 point for each card**.
- When adding up, apply the Score Multipliers when necessary **E**.

Finally, the total score must be registered on the Score Notepad.
See a scoring example below:

6 POINTS

STARTING A NEW ROUND: Follow the same steps for setup, with the possibility of repeating the same characters from the previous round.

The player who played last in the previous round will be the starting player this round.

END OF GAME: When the third round ends, the player with the highest score is the winner!
If there is a tie, the player with the highest score in the last round is the winner!
If there is still a tie, the players share the victory!

MISSION 3

REPLICAS

DIFFICULTY
THRILL

GOAL: The goal is to be the nimblest and most watchful player to capture all the Alieninjas at the Map locations and have the highest score at the end of 3 rounds.

GAME SETUP: Follow the steps below:

◆ Each player chooses a character, shuffles all 9 of that character's cards (8 Camouflage Cards and 1 Civilian Card), and lays them out, face down, on a 3x3 player's grid in front of them 🅐.

◆ Hand out 1 Map Card to each player, with the **same side** face up: either **A** or **B** 🅑. Each player must keep their Map Card next to their player's grid. If there are any remaining Map Cards, set them aside to use in a later round.

◆ The remaining unchosen characters' Camouflage Cards and Civilian Cards won't be used in this game and may be put back in the box.

◆ The Score Multiplier Cards and Alieninja Cards **won't be used** and may be put back in the box.

HOW TO PLAY: Choose a player to announce in a loud and clear voice the beginning of the round. During the round, **the players must simultaneously replicate their Map Card** as fast as they can on their player's grid, revealing only the Camouflage Cards with the same type of Alieninja as the one displayed on the map, and on the same position. To do that, they may perform any of the 4 actions below, **repeatedly or alternately as many times as they wish**:

- Look at a card.
- Turn a card face up.
- Turn a card face down.
- Switch the position of two cards.

OPTIONAL CAPTURE: On the Map Card, the Alieninja with a green background is optional **C** , i.e. when replicated on a player's grid, it will award extra points **only to the player who ends the round**. However, there's no obligation to replicate it on a player's grid.

END OF THE ROUND: The first player who replicates their Map Card on their player's grid **(with or without the Optional Capture C)** must say **"ALIENINJAS!"** aloud, indicating the immediate end of the round.

From that moment on, the players **may not** look at or move any card. If a player has a card in hand when another player ends the round, they must return it to their player's grid, **face down**.

Attention! After checking the grids, if the player who ended the round didn't replicate the map correctly, that player must announce that the round will resume to **the other players only**. That player **gets half of the points awarded (round down)**.

SCORING: When the round ends, each player's grid must be checked, and:
- The player who ended the round correctly gets **1 extra point D** or **2 extra points E** if they have performed an Optional Capture.

- Each correctly placed face-up card is worth **1 point** ✓. The Optional Capture card awards points only to the player who ended the round; otherwise, it awards no points.
- Each face-up card placed on a wrong position is worth **1 negative point** ✗ .
- Face-down cards award no points. Finally, the total score must be registered on the Score Notepad (minimum score is **zero**). See a scoring example below:

3 − **1** = **2** POINTS
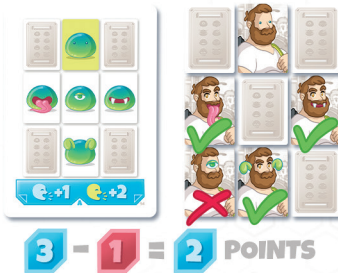
STARTING A NEW ROUND: Players shuffle their chosen character's cards and once again lay them out on their player's grids. Shuffle and hand out the Map Cards. The player who ended the previous round announces the new round.

END OF GAME: When the third round ends, the player with the highest score is the winner! If there is a tie, the player with the highest score in the last round is the winner! If there is still a tie, the players share the victory!

MISSION 4

COLLECTION

GOAL: The goal is to be the first to player to match only the mission's 4 Alieninjas to different characters and have the highest score at the end of 3 rounds.

GAME SETUP: Follow the steps below:

🔵 Shuffle all the Civilian Cards and the Camouflage Cards together to form a single draw deck, face down in the center of the table **A** .

🔵 Reveal one card from the draw deck and set it aside. This is the discard pile **B** .

🔵 Shuffle all the Alieninja Cards, reveal 4 of them as the round's mission **C** , and place them next to the draw deck, where all the players can see them. The remaining Alieninja Cards will be out of the game during this round.

🔵 Attach any 2 Score Multiplier Cards with their **side A** face up to random Alieninja Cards **D** .

🔵 The Map Cards **won't be** used.

🔵 Decide who will be the first player.

HOW TO PLAY: Starting with the first player and following clockwise, each player may perform **one of these actions** during their turn:

1 Draw 1 card from the draw deck. Each player may keep up to 7 cards in hand. If a player already has 7 cards in hand, that player **may not** draw new cards. Instead, they must **pass**.

RULES VIDEO

Once all players pass, a new card must be revealed from the top of the draw deck and discarded. The player to the left of the last player who passed is the first to play.

2 Discard 1 or more Camouflage Cards from hand, matching each of them to the card on the top of the discard pile **B**, using **only one** of the criteria below:

⬤ Same kind of Alieninja.

⬤ Same character.

If a player discards two or more Camouflage Cards at the same time, they may attach one of the Score Multiplier Cards to another Alieninja that does not have a Score Multiplier attached.

WILD CARDS: Civilian Cards are considered wild cards, and may replace any type of the mission's Alieninjas. Several wild cards may be used to help you complete the mission; however, **wild cards award no points** at the end of the round.

Players may freely discard wild cards, ignoring the criteria above, but they may only discard one wild card each turn, and no other cards.

Important: If a wild card is on the top of the discard pile, it is only possible to discard one or more cards by **matching the character**.

END OF THE ROUND: Takes place immediately if a player has only 4 cards in hand (Camouflage Cards and/or wild cards) during their turn, and each card matches **a different type of the mission's 4 Alieninjas, with different characters**.
It also takes place immediately if there are no more cards in the draw deck.

SCORING: Each player must:
⬤ Add up the points on the top of each Camouflage Card that matches the type of the mission's Alieninjas (only 1 card per type). **Wild cards** replacing any type award **no points.**
⬤ When adding up, apply the Score Multipliers when necessary **D** .
⬤ **Subtract 1 point** for each card remaining in hand (either Camouflage Cards or wild cards). Finally, the total score must be registered on the Score Notepad (minimum score is **zero**). See below a scoring example following mission **C** :

STARTING A NEW ROUND: Follow the same steps for setup. The player who ended the previous round will be the starting player this round.

END OF GAME: When the third round ends, the player with the highest score is the winner! If there is a tie, the player with the highest score in the last round is the winner! If there is still a tie, the players share the victory!

MISSION 5
PUSH YOUR LUCK

GOAL: The goal is to be the player who captures the most Alieninjas and rescues the most Civilians, with the highest score at the end of 3 rounds.

GAME SETUP: Follow the steps below:

● Shuffle the Civilian Cards and shuffle the Alieninja Cards separately.

● To lay out the cards on the grid according to the example below, randomly place Civilian Cards face down and reveal only the Civilian Cards on the indicated locations ▼.

● Following the grid setup according to the example below, randomly place the Alieninja Cards face up over the Civilian Cards.

● Shuffle the Camouflage Cards to form a draw deck, face down, where everyone can reach. The discard pile will be next to it.

● The Score Multiplier Cards and the Map Cards **won't** be used.

● Decide who will be the first player.

HOW TO PLAY: Starting with the first player and following clockwise, each player may perform **a single action** during their turn:

1 Reveal the top card of the draw deck and take it into your hand. If you wish, before you take it, keep on revealing more cards and stop whenever you feel like, taking all revealed cards **A**. However, if the just-revealed card has a type of Alieninja that has already been revealed previously, all revealed cards are discarded **B**.

Each player may finish their turn with up to 7 cards in hand. If this limit is exceeded, extra cards must be discarded.

2 Discard 3 Camouflage Cards with the same type of Alieninja that is present in the grid to capture it **C**, placing the Alieninja Card - and any liberated Civilian Cards (with no more Alieninja Cards over them) **D** - in front of you.

WILD CARDS: **3 Camouflage Cards of the same type of Alieninja** are also considered one wild card, replacing 1 of the 3 necessary cards to perform action **2**. Thus, it is possible to use up to 2 wild cards to capture an Alieninja.

IF THERE ARE NO MORE CARDS IN THE DRAW DECK: Shuffle the discard pile to form a new draw deck. Then, **the player who drew the last card from the draw deck** must choose and remove from the grid 1 Alieninja Card and the Civilian Cards, if they are liberated when that Alieninja is removed. **Cards removed from the grid are out of the game during this round**.

END OF THE ROUND: Takes place when there are no more Alieninjas to be captured or if there is only one Alieninja in the grid when the draw deck runs out of cards.

SCORING: Each player must:
⬤ Add up the points on the top of each Civilian Card they gained and add **1 point** for each Alieninja Card they gained.

Finally, each player's score must be registered on the Score Notepad.

4 + **3** = **7** POINTS

STARTING A NEW ROUND: Follow the same steps for setup. The last player who captured an Alieninja from the grid during the previous round will be the first player this round.

END OF GAME: The player with the highest score at the end of the third round is the winner! If there is a tie, the winner is the player who captured the most Alieninjas during the last round! If there is still a tie, those players share the victory.

CREDITS

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