

how to play

are you an ALiEN?

a tactical card game for 2-6 players

Game Intro

The earth is being invaded by ALiENS!

Not in a 'Zap! Bang! Crash!' way, but slowly and silently...

Unknown to most they are secretly replacing us with exact copies of the people we know.

Now anyone could be an ALiEN!

Fortunately, it has become apparent that the copies take time to fully assimilate our thoughts and memories.

Following extensive background research and testimonies from family, friends and acquaintances the authorities have compiled a set of questions with verified responses designed to expose the galactic imposters.

Mr Doombar, Mrs Mayhem, Lord Uppercrust, Professor Banana, Lady Toff, Mrs Ditch, Doctor Butt, Harry, Otto, Norma and many others are all under suspicion.

Everyone will be asked one critical question - failure to respond with the established answer will reveal the ALiEN within!

Contents

1 deck of 180 cards plus rules

Deck consists of;

96 standard question cards

20 'Easy' cards

12 'Extra' cards

9 'Numbered List' cards

9 'Where do you live' cards

9 'Orders from A.i.D.U.' cards

9 'Wordplay' cards

9 'Yes/No' cards

6 'Game Over' cards

1 'Turn Marker' card

Game Overview

'Are You An Alien?' is a tactical question and answer card game for 2-6 players, but don't panic it's NOT a trivia quiz.

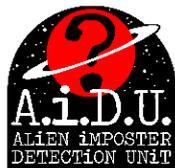
As a human Subject suspected of being an ALiEN you must try to answer questions correctly.

However, you will also assume the role of an interrogation Agent with the A.I.D.U.*

Throughout the game players take cards from the draw deck. The cards feature

different types of question and answer, after a quick look you will have to remember all the information on the cards.

The more details you can remember the greater the chance of answering the question correctly.



*Alien Impostor Detection Unit

Object of the Game

To accumulate the most 'ScoreCards'.

Answer questions correctly and prove that your citizens are NOT from another world.

Pose testing questions and expose the ALiEN origins of others.

Set-Up

Separate out the 'Turn Marker' card then thoroughly shuffle the rest before placing the stack of cards face-down in the centre of the play area; the draw deck.

Decide who goes first and give them the Turn Marker card.

When their turn ends this card is passed to the next player, the card is simply to indicate which player is currently taking their turn.

Play

On their turn players must decide;

To take cards from the draw deck,

OR

Assume the role of the authorities and ask the questions.

-No 'pass' or inactive turns allowed.

A player with NO face-down question cards must choose to take cards from the draw deck.

IF YOU CHOOSE TO DRAW CARDS

You may take ONE, TWO or THREE cards from the top of the draw deck.

Before taking the cards you **must declare how many** you intend to take, (one, two or three)

Each card drawn may only be studied for a maximum of FIVE seconds, during that time the player must remember the question and memorise all the name/answer combinations. After 5 seconds (or less) place the card face-down in

front of you, NOT in a stack but spread out, then draw your next card or end your turn.

Drawn cards should NOT be revealed to other players; with the exception of special 'extra' cards - refer to the 'Special Cards Guide'.

Cards placed face-down in front of you become your **face-down question cards**.

End your turn by simply passing the Turn Marker card to the next player.

IF YOU CHOOSE TO ASK A QUESTION

Assuming the role of an Agent with the 'Alien Imposter Detection Unit' you have chosen to interrogate another player.

Decide which player you want to question, referred to as the Subject player, and take one of **their face-down question cards** at random.

For cards with **RED** borders refer to the 'Special Cards Guide'.

Ask the question at the top of the card incorporating the name from any one of the name/answer pairings.

The correct answer is the other-half of that pair.

CARD EXAMPLE;



The Agent player could ask the Subject player;

"What kind of person are you, Gus?"

Using the name 'Gus' in the question indicates that the Agent player has chosen the lower pairing and the required response is **'reserved'**

- the **correct** answer.

For an easier game or possibly for younger players the options could also be included in the question;

"What type of person are you, Gus, creative, reserved or assertive?"

IF A QUESTION IS ANSWERED **CORRECTLY** the Subject player wins the question card plus ALL of their (own) other face-down question cards. These become their face-up ScoreCards.

End the turn by passing the Turn Marker card to the next player.

IF A QUESTION IS ANSWERED **INCORRECTLY** the Agent player wins the question card plus ALL the Subject's other face-down question cards. These become their face-up ScoreCards.

End the turn by passing the Turn Marker card to the next player.

TO CLARIFY;

Following a question **one** of the two players involved will win ALL the SUBJECTS face-down question cards.

Any question cards that a player wins are then referred to as **ScoreCards**.

These cards are safe, players should be put them aside, face-up, separate from their face-down question cards.

The Endgame

The 'Endgame' resolves ownership of any remaining **face-down question cards** still in play when the last 'Game Over' card is drawn.

ALL remaining questions are now asked one card at a time.

For each question any (other) player can assume the role of the A.i.D.U. Agent.

If the **correct** answer is given the Subject player wins the card.

If an **incorrect** answer is given the card is lost to a discard pile.

When there are no **face-down question cards** left...

The Winner is

Following the 'Endgame' each player simply counts their score cards, whoever has the most is the winner.

All other players should be considered ALiEN and dangerous!

Tactical Factors

'Are You An ALiEN?' should not be mistaken for just a simple memory test.

After time, players will hopefully appreciate the inherent opportunity for calculated risk, strategic card play and bluffing.

What will you do? Accumulate lots of question cards in the hope of winning them or try to win opponents cards by asking more questions?

However you choose to play remember the one most important thing;

it's NOT an exam, chill out and **HAVE FUN!**

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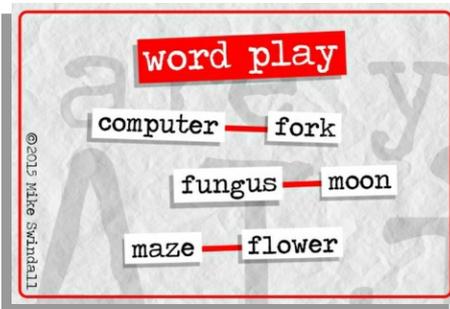
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Special Cards Guide (the ones with RED borders)

As well as the standard question cards there are nine other types of cards which employ the rules listed below;

1. WORD PLAY (a word association test)

CARD EXAMPLE;



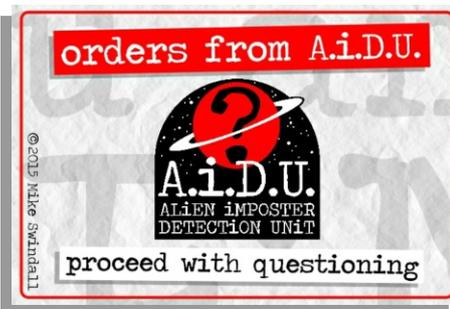
No names on these cards, just words...

When drawn, remember all the words and how they are coupled.

The Agent player must choose which one of the six words on the card to 'ask'.

Simply say the chosen word (moon), the correct answer is the corresponding 'linked' word (fungus).

2. ORDERS FROM A.i.D.U. (becomes a ScoreCard after use)



This card represents over-riding orders from the Alien Impostor Detection Unit.

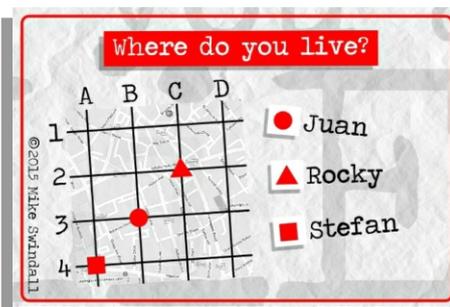
Draw no more cards this turn and immediately assume the role of an A.i.D.U. Agent and ask ALL other players a question (see 'If you choose to ask a question' above).

This card immediately becomes one of your face-up ScoreCards.

Players with no face-down question cards cannot be questioned.

3. WHERE DO YOU LIVE? (these are tricky)

CARD EXAMPLE;



When drawn the player must remember the names together with the corresponding grid reference of their homes indicated by the matching symbol.

In this example the Agent player could ask;

"Rocky, where do you live?"

in which case the correct answer would be 2C (or C2).

4. NUMBERED LIST

There are three different types of 'Numbered List' cards;

- What was your [?] job?
- What is [?] on your bucket list?
- Who finished [?] in the local election?

When drawn memorise the list in the correct order.

If selected, the Agent player should ask the question substituting the '?' (question mark) with either 'first', 'second' or 'third'.

The correct answer will be whichever item is listed at that position.

CARD EXAMPLE;



Here, the Agent player could ask;

"What was your **second** job?"

The correct answer in this case would be "lifeguard".

5. YES/NO (worth a guess)

Again, there are three different types of these cards;

- Do you like ?
- Do you beleive in ?
- Can you ?

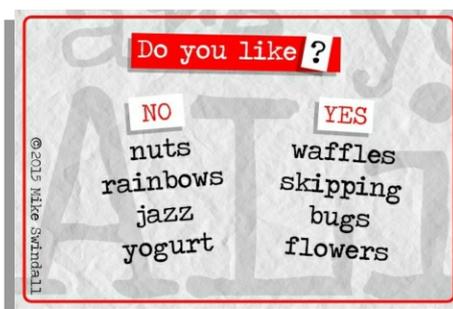
When drawn memorise all the items in each of the two lists.

If selected, the Agent player will ask the question substituting the '?' (question mark) for one of the eight items listed on the card.

The correct answer will either be 'yes' or 'no' depending on which heading the selected item is listed under.

(So even if you've forgotten the answer you still have a 50/50 chance of being correct).

CARD EXAMPLE;

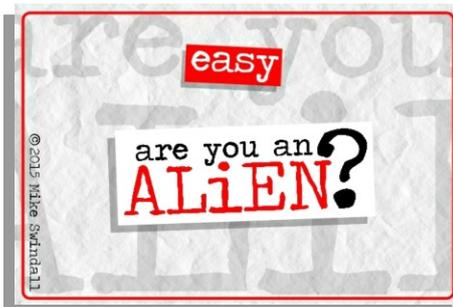


In this example the Agent player might ask;

"Do you like **bugs**?"

In which case the correct answer would be 'yes' because 'bugs' is listed under the 'YES' heading.

6. EASY (these are, well, easy)



No immediate effect when drawn, but be crafty and react as if this is a challenging question card (*try not to overact...*) then place it with your other face-down question cards.

If selected by the Agent player the question 'Are You An Alien?' should be asked.

The correct answer, of course, is simply 'NO'.

Be strict, if a player says 'yes' by mistake, that's a wrong answer.

7. EXTRA (becomes a ScoreCard)



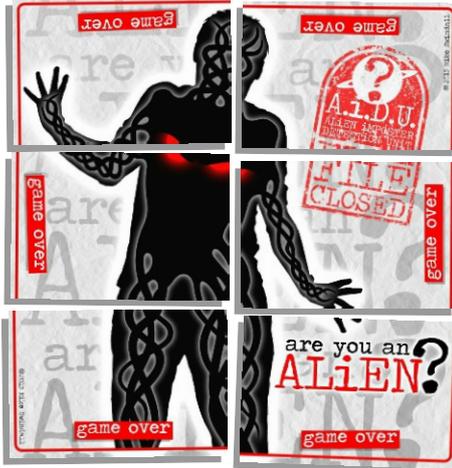
When drawn, this is the **only** card that should be revealed to other players.

The player is instructed to draw more cards than they **declared**.

The 'Extra' card itself does NOT count towards the total number of cards drawn.

On the plus side it immediately becomes one of your face-up score cards.

8. GAME OVER (they join up - like a jigsaw)



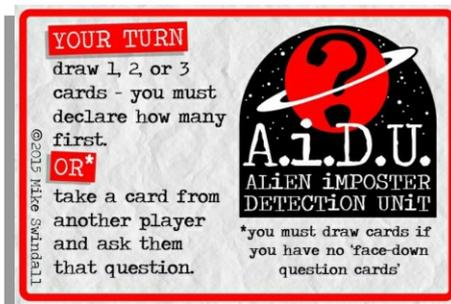
If drawn, place on a flat surface in view of all players.

When all six 'Game Over' cards have been drawn the established game concludes and the final '**Endgame**' takes over.

If desired, agree on fewer 'Game Over' cards for a shorter game.

The 'Game Over' card itself does NOT count towards the total number of cards drawn.

9. TURN MARKER



You'd be surprised how easy it is to lose track of whose turn it is without this...

Also features a snappy reminder of the rules.

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