NETFLIX

STRANGER THINGS

ATTACK OF THE MIND FLAYER

A game by Joey Vigour

The Mind Flayer is creating an army of Possessed people to invade Earth, and some of you are already under its control... Stay vigilant and make sure it doesn't attack you or your friends!

GOAL OF THE GAME

Two teams are going head-to-head: Sane versus Possessed characters.

As a Sane character, resist the Mind Flayer's attacks to win the game.

As a Possessed character, make sure all Sane players are Possessed or knocked out by the end of the game.

GAME ELEMENTS

ADVENTURE CARDS



Front

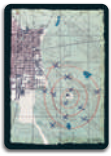


Back

MEETING CARDS



Front



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CHARACTER TILES



In Play side



Knocked Out side

SETUP

Example for 4 players



1. Each player takes a **Character tile** and places it in front of them, **In Play** side up.

2. Sort the **Adventure cards**:
   - With 4 or 5 players, put all cards with the 6+ and 9+ symbols back in the box.
   - With 6 to 8 players, put all cards with the 9+ symbol back in the box.
   - With 9 or 10 players, play with all the cards.

3. From those **Adventure cards**, take the number of **Mind Flayer** and **Waffle cards** shown in the table below.

   Shuffle these cards and give one, facedown, to each player. Look at your card **secretly**.

   Each player with a Mind Flayer card is **Possessed** until the end of the game. The other players are **Sane**... for now!



4 Shuffle the remaining **Adventure cards** and give 3, facedown, to each player. Add them to your first card to make your starting hand.



If you receive **3 Hard Hit cards, reshuffle** these 3 cards into the deck and draw 3 new ones.



If you receive **3 Mind Flayer cards, you are Possessed** and secretly join the Mind Flayer team.

5 Make the **common deck**:

ⓐ Separate the final Adventure cards into **3 stacks**, facedown, as equal in size as possible.

ⓑ Shuffle the **12 Meeting cards**, randomly draw 3, and put the others back in the box.

ⓒ Make the common deck as shown in the illustration to the right.



If you're playing with 6 to 10 players

- Ask all players to close their eyes.
- Then, ask the Possessed players to open their eyes to see who else is Possessed. Five seconds later, ask them to close their eyes again.
- Finally, ask all players to open their eyes and start the game.

GAMEPLAY OVERVIEW

Starting with the youngest player, take turns playing clockwise.

Player Turn

On your turn, flip over the top card of the deck and put it on the table so that all players can see it:

- If it's an **Adventure card**, you must give it to **any other player** still **in play**, who adds it to their hand. You can freely discuss with other players before making your decision. However you cannot keep the card for yourself.
- If it's a **Meeting card**, immediately resolve its effect. Then all players participate in a Meeting (see page 6).

Finally, the player to your left takes their turn.

Important rules

- You can **never** show your cards, unless a Meeting card tells you to.
- You can bluff: you can say anything you like about the cards in your hand, no matter if it's true or false.

Adventure cards

In this game, there are 5 types of Adventure cards with various effects, as follows:





MIND FLAYER AND MEMORIES

As soon as you have **3 Mind Flayer cards** in hand, you immediately become Possessed.

But each **Memories card** cancels a Mind Flayer card!

If you are Possessed, you secretly join the Mind Flayer's team until the end of the game. **There is no going back**, even if you gain Memories cards afterwards. From now on, your goal is to make all other players Possessed!

Example: *Matt has 4 Mind Flayer cards and 2 Memories cards in hand, so he is not yet Possessed. On his turn, Ross gives him a Mind Flayer card. Matt immediately becomes Possessed since he has 3 Mind Flayer cards that aren't canceled. He doesn't say anything out loud, but he's now on the other team!*



HARD HIT AND HELPING HAND

As soon as you have at least **3 Hard Hit cards** in hand, you are immediately knocked out and must announce it to the other players.

But each **Helping Hand card** cancels a Hard Hit card!

If you are knocked out, turn over your Character tile to its Knocked Out side and slide all your cards underneath it, facedown. You can't speak, take turns, or participate in Meetings for the rest of the game. But you will win or lose with your team!

Note: *If a Sane player becomes Possessed **and** is knocked out at the same time, they are knocked out, but are now on the Possessed team.*



WAFFLE

These cards have no gameplay effects, but are worth points when playing a series of games (see page 7).

Meeting cards



When you draw a Meeting card, read it out loud, resolve its effect, then put it back in the box. Effects of Meeting cards only apply to players still in play, **including you**.

Once you resolve the card effect, no one can speak. **All players still in play** choose 2 cards from their hand. They give 1 to the player on their left and 1 to the player on their right. These cards are placed, facedown, **under** their Character tiles.

When all **in play** players have received 2 cards, everyone takes their cards and shuffles them **without looking**. Finally, each player looks at the cards and adds them to their hand.

Important

- *During the Meeting, **only Possessed players** may give away Mind Flayer cards. Sane players must always keep them in their hands!*
- *When a player does not participate in a Meeting (they are knocked out or from a card effect), ignore them and give your card to the next player.*

The Meeting ends and the game continues normally.

Contents

58 Adventure cards (20 x Mind Flayer, 16 x Hard Hit, 12 x Waffle, 5 x Memories, 5 x Helping Hand), 12 Meeting cards, 10 Character tiles and this rulebook.

Credits

Designer: **Joey Vigour** (joeyvigour.com)
Publisher: **Repos Production**
Full credits: **rprod.com/en/stranger-things/credits**

REPOS PRODUCTION

Mixlore™

END OF THE GAME

The game ends in two ways:

- As soon as there are only **1 or 2 in play players**, or
- After the 3rd Meeting is **fully resolved**.

Then, all players count to 3 and:

- **All Possessed players** start growling to call the Mind Flayer to them.
- Followed by **all Sane players still in play** who stand up and applaud.

If there is at least one Sane player still in play, all Sane players (in play and knocked out) win the game.
Otherwise, the Possessed players (in play and knocked out) win the game.

If playing a series of games

At the end of each game, players on the winning team (including knocked out players) gain 1 point, plus 1 point per Waffle card in hand. After 3 games, the player with the most points is the ultimate winner!

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Strategic suggestions

- **For Possessed players:** You must be ruthless during the game, even if it may attract suspicion! Attack your neighbors in the 1st Meeting by giving them Mind Flayer cards. But never admit to your role or you'll risk getting knocked out.
- **For Sane players:** If you receive a Mind Flayer card during a Meeting, this means at least one player next to you is Possessed! Try to identify them and give them Hard Hit cards to get them knocked out.

During a Meeting

- Sane players can **never** give away a Mind Flayer card from their hand.
- Knocked out players don't participate in Meetings. Skip over them and give your card to the **next player**.
- **Shuffle** the cards you receive before looking at them.

Effects of Adventure cards



3 uncanceled **Mind Flayer** cards and you become **Possessed**.



3 uncanceled **Hard Hit** cards and you become **knocked out**.



Cancel
1 Mind Flayer card.



Cancel
1 Hard Hit card.

