ESCAPE
FROM THE ALIENS IN OUTER SPACE



For the last four years, medical équipe led by doctor Antonio Merz has been working on spaceship **SELVA** to find the cure for the *Bellavita's* disease, a brain-degenerative illness that has been killing people on Earth by the millions. In the last few weeks research had begun showing positive results thorough the implantation of alien spores in the cerebral cortex of a selected number of guinea pigs. On the morning of the 26th of July chief medical attendant Fabrizio Miraggio was put in quarantine following an incident with one of the experimental animals: security personnel had to forcefully block him while he was trying to devour Bibsy-332, an experimental monkey carrying the spores.

ON THE 28TH OF JULY ALL COMMUNICATION WITH SPACESHIP SELVA CEASED.

Escape From the Aliens In Outer Space is a card game of strategy and bluff set on a badly damaged deep space research ship. On-board systems have failed, plunging the ship into darkness. But even worse: a mysterious alien plague has crept aboard and is transforming the human crew into horrendous monsters!
The remaining crewmen desperately try to save their lives by escaping from the derelict spaceship, but in the darkness the aliens are lurking... hungry for human flesh!

OBJECT OF THE GAME

In *Escape From the Aliens In Outer Space*, each player assumes the role of either a Human or an Alien. The Humans are trying to save themselves by reaching the Escape Hatches. The **ALIENS** seek to hunt down all the **HUMANS**. Each player's identity and position is kept secret: you will need to interpret the movements and behaviors of the other players to learn who and what they really are!

MANIFEST

8 Exclusive Character Cards
6 Escape Hatch Cards
25 Dangerous Sector Cards
12 Item Cards
30 Map Sheets with 3 different maps
8 Pencils
- Game Rules Manual
- On-line access to Map Editor and Scenario Creation Tool at **WWW.EFTAIOS.COM**









THE BASIC GAME SETTING UP

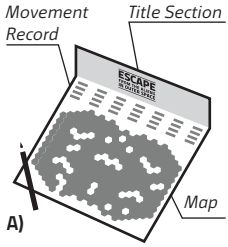
- Each player takes a map sheet and a pencil. All players must use a map sheet showing the same Zone. Each Zone has its own unique name. *If this is the first time you play start with the* **GALILEI** *Zone*.
- Fold the **TITLE SECTION** of your map sheet up so the other players cannot see your **MOVEMENT RECORD**.
- Shuffle the **DANGEROUS SECTOR CARDS** (**B**) and place the deck, face down, in easy reach of all players.
- Half of the players must be Aliens, and the other half must be Humans. Your role is determined by the **CHARACTER CARDS** (**C**). First, separate the Character Cards by type into two piles (Humans and Aliens). Shuffle each pile (face down) and count off a number of cards from each of them equal to half the number of players in the game. If there are an odd number of players, add one extra Alien card to the stack (so the number of Aliens in the game will exceed the number of Humans by one).
- Shuffle the selected Character Cards together and deal one to each player. Keep your Character Card face down (you may examine it at any time). Do not reveal your identity!
- Set aside the **ESCAPE HATCH CARDS** (**D**) and **ITEM CARDS** (**E**). They are not used in the *Basic Game*.

YOUR OBJECTIVE

· Each Human player plays by himself, trying to be the first to reach one of the Escape Hatches.

· The Aliens try to work together and intercept the Humans before they reach an Escape Hatch.
But, at the beginning of the game you don't know what side the other players are on! You will need to deduce their identity by watching their actions.

A) Map Sheet
B) Dangerous Sector Cards
C) Character Cards
D) Escape Hatch Cards
E) Object Cards



THE MAP SHEET

BLACK EDITION includes **3** maps.

Your Map Sheet shows a diagram of one Zone aboard the spaceship. A grid of hexagons has been placed over the ship to control movement. Each hexagon is called a **SECTOR,** and every Sector is identified by a letter and a number.

The combination of letter and number is the Coordinates for that Sector. Special Sectors, such as the Alien Sector, are marked with symbols and do not have Coordinates. Each Map Sheet has the name of the Zone of the ship represented on that map.

GALILEI – the perfect Zone for new players: it is perfectly balanced between the Humans and the Aliens. Suggested for 4 to 8 players (though you can play with up to 16 by combining two games).

FERMI – the technological Zone of the ship: perfect for competitive players, as it is strategically demanding. Not recommended for novice Humans. Suggested for 2 to 6 players.

GALVANI – the corridor Zone: good for experienced players, it seems simple at first, but your early movements in the game will have a long-term impact on the outcome. Suggested for 2 to 8 players.

Below the Title Section there is a "Movement Record" with 39 numbered spaces that represent the 39 turns of the game. Each turn, you will write down the Coordinates of the Sector your character is moving to. You can write clues about the actions of the other players on your map.

GAME TURNS

Begin by randomly choosing a First Player.
The game will be played over a series of rounds. During each round, starting with the First Player and going clockwise, each player must move his character. Your character type determines the distance you can move:

- **HUMANS** move only one Sector
- **ALIENS** move one or two Sectors

There are no pieces to move in this game. Instead, choose your destination by looking at your Map Sheet. Write down your new location in the Movement Record by recording the Sector Coordinates. You can never end your turn in the same sector you started in. **YOU MUST MOVE EVERY ROUND.**

> **EXAMPLE:** *Silvano Porpora (a Human) is currently in Sector D09 of the Galilei Zone. He can move to D08, C09, C10, E10 or E09 this turn. He decides to move to Sector D08, and writes it down in the next space of his Movement Record.*

There are five different types of Sectors, which are shown on your Map Sheet. After moving, you must verify the type of Sector you moved into. The Sector type determines what happens next:



- **SECURE SECTOR:** If you end your move in a Secure Sector, your turn is over.



- **DANGEROUS SECTOR:** If you end your move in a Dangerous Sector, you must draw a Dangerous Sector Card and follow its instructions. Then your turn is over.
  Exception: Do not draw a Dangerous Sector Card if you attack another player (see "Attacking").



- **HUMAN SECTOR:** This is the starting Sector for all Human players. After the game begins, no player can move through or end his move in this Sector.



- **ALIEN SECTOR:** This is the starting Sector for all Alien players. After the game begins, no player can move through or end his move in this Sector.



- **ESCAPE HATCH SECTOR:** Humans must reach one of these Sectors to win. Only Human players can end their move on an Escape Hatch Sector.

After moving, you may try to attack another player (see *"Attacking"*). If not, or after your attack is complete, your turn ends and the player to your left begins his turn.

EXAMPLE: *Silvano has moved into Sector D08, which is a Dangerous Sector. So, he must draw a Dangerous Sector Card. If he had moved to D10 instead, he would not draw a card because D10 is a Secure Sector.*

DANGEROUS SECTORS

If you end your move in a Dangerous Sector, you must draw a Dangerous Sector Card (unless you are attacking another player, in which case no card is drawn). There are three types of Dangerous Sector Cards:



▪ **NOISE IN YOUR SECTOR:** If you draw a *Noise In Your Sector card*, you must announce your current location by saying **"NOISE IN SECTOR [X, Y]"** where "**[X, Y]**" is the Coordinates of the Sector you just moved into.



▪ **NOISE IN ANY SECTOR:** If you draw a *Noise In Any Sector card*, you may fake your position. You must announce **"NOISE IN SECTOR [X, Y]"** where "**[X, Y]**" is the Coordinates of any Sector you choose (including the one you moved into).



▪ **SILENCE:** If you draw a *Silence card*, you must announce **"SILENCE IN ALL SECTORS".**

IMPORTANT: All Dangerous Sector Cards are never revealed to the other players! Always discard it face down after completing the instructions. If the draw pile runs out, reshuffle the Dangerous Sector Cards and create a new draw pile.

NOTE: Some cards may have an Item Icon. Items are not used in the *Basic Game*, and these icons should be ignored. See *The Advanced Game* for more about Items.

EXAMPLE: *Silvano draws this card: this is a Noise in Any Sector card, so he can choose any Sector on the map. He declares:"There is noise in Sector N10", hoping to confuse the Alien players looking for him.*

ATTACKING

An Alien player may decide to attack at the end of his turn, after moving. If you attack, do not draw a Dangerous Sector Card, even if your move ends in a Dangerous Sector.
Follow these steps to resolve your Attack:

1. Announce that you are attacking by saying **"I ATTACK IN SECTOR [X, Y]"** where "**[X, Y]**" is the Coordinates of the Sector you just moved into.
2. If any player is also in that Sector, they must declare it. That player's character is automatically killed, whether he is Human or Alien, and that player is out of the game.
3. If the player is eliminated, he must discard any cards he may be holding. His Character Card is also revealed to all players.

EXAMPLE: *Paolo Landon, the "Fourth Alien," is not tricked by Silvano's subterfuge. He moves to Sector D08, guessing that Silvano is there. Instead of drawing a Dangerous Sector Card, he announces, "I attack in Sector D08!" Poor Silvano! He has been captured by the Aliens and killed. His player is now out of the game.*

HINT: *As soon as you attack, you will reveal that you are an Alien! Humans cannot attack. Be careful not to tip off your opponents too early!*

THE END OF THE GAME

The *Basic Game* ends when one of the following happens:

1. One of the Humans reaches an Escape Hatch Sector.
   THAT PLAYER LEAVES THE SHIP AND WINS THE GAME !
2. All Human players are eliminated before any can leave the spaceship: **THE ALIENS WIN THE GAME !**
3. 39 rounds have been played before any Humans escape: **THE ALIENS WIN THE GAME !**



THE ADVANCED GAME

THESE ADVANCED RULES ADD NEW ABILITIES AND THE USE OF ITEMS. WINNING CONDITIONS ARE DIFFERENT FROM THE BASIC GAME. ALL OTHER RULES FOUND IN THE BASIC GAME ARE STILL VALID.

Like the *Basic Game*, the Humans are attempting to escape, while the Aliens try to hunt them down. Now the Humans can use valuable Items to help them survive. You must still try to keep your identity secret, and deduce the nature of your opponents. Unlike the *Basic Game*, the game does not end when the first Human escapes. Instead you continue playing until all the Humans have been captured or reach safety.

SETTING UP

Set up the game as explained in the *Basic Game* rules, adding these two steps:

- Shuffle the Item Cards and place them in a stack face down.
- Shuffle the Escape Hatch Cards and place them in a stack face down.

ITEMS

When you draw a **NOISE IN YOUR SECTOR** card or a **NOISE IN ANY SECTOR** card, it may also show an *Item Icon*.



If you draw one of these cards, whether you are Human or Alien, you must draw one card from the Item Card deck. Keep all **ITEM CARDS** you have face down in front of you. You can examine them at any time. You may hold a **MAXIMUM OF THREE ITEM CARDS** at a time. If you draw a fourth Item Card, you must immediately choose one card to use or discard. **ONLY HUMAN PLAYERS CAN USE ITEMS.** Alien players cannot use items, but they can still collect them, placing the Item Cards face down in front of them to disguise themselves as Human. You can use Items at any point during your turn. You can even play Item Cards after completing your move,

immediately before the next player begins. You may use an Item Card on the same turn you draw it and you may use as many Item Cards as you wish during your turn.

EXCEPTION: *the Defense card is only used when you are attacked. When you use an Item, turn the card face up and follow the instructions. Each Item can be used only once. After using the Item, you must discard it. However, you may hold (and use) multiple copies of the same Item Card.*

THERE ARE 6 TYPES OF ITEM CARDS:



- **ATTACK:** This card allows you to attack, using the same rules as the Aliens. Note: the Human character can still move only one Sector.



- **TELEPORT:** This card allows you to move directly to the Human Sector from any part of the ship. This is in addition to your normal movement which can happen before or after you use the item.



- **SEDATIVES:** If you play this card you do not draw a Dangerous Sector Card this turn, even if you move into a Dangerous Sector.



- **SPOTLIGHT:** When you play this card, name any Sector. Any players (including you) that are in the named Sector or any of the six adjacent Sectors must immediately announce their exact location Coordinates. This card affects both Humans and Aliens.



- **DEFENSE:** Play this card immediatelywhen an Alien attacks you. You are not affected by the attack.



- **ADRENALINE:** This card allows you to move two Sectors this turn.

EXAMPLE: *Julia Niguloti is in Sector T13 of the Galilei Zone: so close to the Escape Hatch! Fortunately, she has an Adrenaline card. She turns the card over.*

ALIEN FEEDING

If you are an Alien player, your goal is to hunt down the Humans, and devour them! If you can, you will become stronger, allowing you to move through the ship faster. If you successfully kill one or more Humans (i.e., you make at least one successful attack against a Human player), your speed increases for the rest of the game.

FROM THAT POINT ON YOU CAN MOVE ONE, TWO, OR THREE SECTORS EACH TURN.

ESCAPE HATCHES

When a Human player reaches one of the Escape Hatch Sectors, he must declare which hatch he has reached, then draw one **ESCAPE HATCH CARD** and reveal it to the other players.



If the Escape Hatch Card is **RED**, that Escape Hatch has been damaged and cannot be used! For the rest of the game, no player can enter that Escape Hatch Sector. You must attempt to escape from a different Escape Hatch.



If the Escape Hatch Card is **GREEN**, you have successfully escaped from the spaceship. But, that Escape Hatch becomes

blocked and cannot be used by any other player! They will need to look for a different Escape Hatch Sector!

If it becomes impossible for you to escape (because every Escape Hatch Sector is blocked or damaged), you are automatically eliminated from the game!

> **EXAMPLE:** *Julia has finally reached Escape Hatch Sector 3. Holding her breath, she turns over the top Escape Hatch Card. It's green! Julia has escaped from the Aliens. Sadly, after she escapes, Hatch 3 becomes blocked, and the other players must look for a different way out.*

THE END OF THE GAME

The game ends when every Human player has either been eliminated or has safely left the spaceship.

1. Every Human that leaves the spaceship is a winner!

2. The Aliens win if they can eliminate the last living Human on board the space ship!

3. If all 39 rounds have been played, any Humans still on board the ship are eliminated and the Aliens win!

IT IS POSSIBLE THAT BOTH THE ALIENS AND SOME OF THE HUMANS CAN JOINTLY WIN THE GAME when the last living Human on board is killed. Any Humans that are killed by the Aliens lose the game.

CREW LIST

Here is the crew of the Deep Space Exploration Ship SELVA. Some of the crewmen have already been converted into Aliens:



· **THE CAPTAIN**, Ennio Maria Dominoni



· **THE PILOT**, Julia Niguloti a.k.a. "Cabal"



· **THE PSYCHOLOGIST**, Silvano Porpora



· **THE SOLDIER**, Tuccio Brendon a.k.a. "Piri"



· **THE FIRST ALIEN**, Piero Ceccarella



· **THE SECOND ALIEN**, Vittorio Martana



· **THE THIRD ALIEN**, Maria Galbani



· **THE FOURTH ALIEN**, Paolo Landon

Each Character Card shows the character's rank in the top left corner. This is used in some scenarios. See the *Scenario Creation Tool* online at **WWW.EFTAIOS.COM** for more details.

PREMADE SCENARIOS

These are three alternative game scenarios designed with the *Scenario Creation Tool* you can find online at **WWW.EFTAIOS.COM**.
Any rules from *The Advanced Game* that are not specifically changed by a scenario rule remains in full effect. This is just a glimpse of what can be created with the *Scenario Creation Tool*!

PREMADE SCENARIOS

INFECTION

B.3) Eliminated Humans become Aliens, and continue the game from the Sector where they were eliminated.
D.2) Escape Hatch Sectors are all open at the beginning of the game. Do not use the Escape Hatch Cards. But, each Escape Hatch Sector can be used by only one Human, and becomes blocked after use.
C.3) Aliens do not increase their maximum movement when they eliminate a Human.

ARENA

B.6) There are no Human players.
C.6) Aliens start the game on one or more Escape Hatch Sectors (chosen by the players). **[ESCAPE HATCH 1, 2, 3, 4]**
A.4) Players cannot move into Secure Sectors (or only Humans can enter Secure Sectors, or only Aliens can). **[BOTH]**
E.3) Any Player that eliminates at least a certain number of other players (chosen by the players) is a winner. **[AS MANY AS THE TOTAL NUMBER OF PLAYERS]**
A.5) Any player that is eliminated by an attack starts over in his Starting Sector at the beginning of his next turn.

OLD SCHOOL

G.4) Players do not declare when they use Items, with the exception of Teleport and Defense. The Item card is simply discarded without being revealed.
H.1) The Captain does not draw a Dangerous Sector Card the first time he moves into a Dangerous Sector.
H.2) The Psychologist begins the game in the Alien Sector.
H.3) If the Pilot draws a Teleport card, he can use it up to three times without discarding it.
H.4) The Soldier can carry up to four items at a time.
J.4) Item Icons on Dangerous Sector Cards are ignored. Instead, Item Cards are drawn every time a player draws a Silence card.
H.13) The Executive Officer can stay still during his turn once during the game.
H.14) The Co-Pilot starts with the Teleport item (he does not need a card).
H.15) The Engineer draws two Escape Hatch Cards when he reaches an Escape Hatch Sector and chooses which one to use.
H.16) The Medic can force any other player to reveal his identity once during the game.

ESCAPE FROM THE ALIENS IN OUTER SPACE
A game by Santa Ragione
A Cranio Creations Edition

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13+ 30-45 2-8