

Name: \_\_\_\_\_ Class: \_\_\_\_\_ Date: \_\_\_\_\_



# Alien Invasion Rules

*The following are the rules for gameplay during the Alien Invasion Game. These rules should be studied and practiced beforehand so that all group members know how the game works.*

**Goal:** Mine resources from different planets in the Solar System. Your group's goal is to mine and sell the most resources. The winner will be the group who makes the most money.

**Turns:** Each turn in the game will last 1:00. A buzzer will be set to notify each group about when a turn ends. You have three options at the beginning of every turn (listed below).

**Turn Options:**

1. **MINE:** If you are already landed on a planet, you can mine that planet's resources. You can only mine one material from each planet. And in total, your ship can only carry up to its listed "Payload Capacity." Mining requests must be submitted to Mr. A.
2. **ATTACK:** Any ship can attack any other ship. First, attacking ships must be within their "Attack Range" of the enemy ship. Then they will roll as many dice as their "Attack Power" indicates. Any dice roll that is higher than the enemy ship's "Defense Rating" is marked as a hit. If hit, the enemy ship loses its payload and respawns at its base.
3. **TRAVEL:** Ships can also spend their turns traveling. You may move as many spaces as you want, up to the "Speed Rating" of your ship. Diagonal moves are not allowed.

**Order of Turns:**

Any groups that are mining go first, followed by groups that are attacking, followed by groups that are traveling. In other words, you may not travel before an attack is made (to evade an enemy).

**Collecting Resources:**

Each resource is worth a different amount of money per kilogram (kg). It is the Resource Manager's job to keep track of how much money has been made. A team can collect a specific resource (ex. rock) as many times as it wants, but you are only allowed to visit each planet once. Also, there are limits to how much you can take of each resource.

**Offloading Resources:**

To get paid for your efforts, you must offload your resources back at your base. In order to do so, you must land your ship on top of your base and wait until the turn ends (as the offloading occurs). Then, at the beginning of the next turn, you may leave your base.