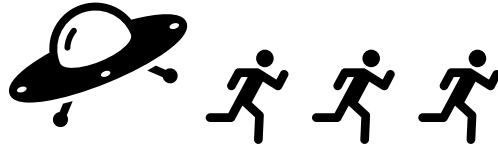


EARTHLINGS!

designed by Will Rice



Earthlings! is a card game that uses a traditional pack of cards. Players represent teams of aliens in a competition to abduct the most valuable humans from Earth.

Number of players: 2-4

Time to play: 20-30 minutes

Rules version: 5.0

IDEA OF THE GAME

In **Earthlings!** players collect **humans** from a central display (the human **town** on Earth) and add them to their own personal deck (their **spaceship**). When the end of the game is triggered, players earn points for the **humans** in their **spaceship**. The player with the most points wins.



Black cards from Ace to 10 are the **aliens** in each player's spaceship. They are not worth any points at the end of the game but can be used to abduct humans.



Red cards from Ace to 10 and Kings, Queens and Jacks of any suit are **humans** and are **worth points** at the end of the game. After they are brainwashed and added to the spaceship, humans can also be used to help abduct other humans.

Aliens (black cards from Ace to 10) and **human citizens (red cards from Ace to 10)** can both be sent to the town to **abduct humans**. They must be **disguised** to look like one of the humans in the town. Aliens and humans are disguised in slightly different ways.

Higher red number cards (bigger humans) are worth **more points**, but **lower red number cards (smaller humans)** are more easily disguised as other humans and so are **better at abducting humans** from the town.



Kings, Queens and Jacks of any suit are **human police**. The **police** are worth **points** and can also help players **improve** the running of their **spaceship**.

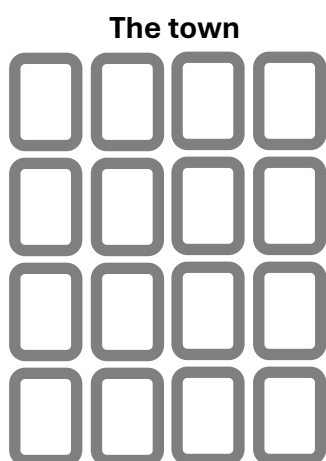
To win at Earthlings you need to pick the right Earthlings to abduct. There is a balance to strike between big humans that are worth more points versus small ones that are helpful to grab more humans later. Police humans can be really handy depending on the situation.



SETUP

1. Find the Kings, Queens and Jacks, shuffle, and put them in a face down pile. These are the **human police** and this pile is called the **Police Station**.
2. Separate the remaining cards (Aces to 10s) into suits and randomly select one card from spades, one from clubs, two from hearts and two from diamonds.
3. From these six cards, place the spade and club cards, and the highest heart card and highest diamond card in a face-up row of four cards next to the Police Station. These are the **police scoring cards**. These humans and aliens are not participating in the game, their job is just to display the points scored for the human police cards. The number on each card is the points scored for every King, Queen and Jack of that suit in player's spaceships at the end of the game.
4. You should have one heart and one diamond card left from the six selected. Place these two cards face up on the opposite side of the table to the Police Station. These are the **human enlargement machines**.
5. Shuffle the remaining red cards (hearts and diamonds from Ace to 10) and place them face up in a 4x4 grid. These are the **human citizens**. This grid is the **town**.
6. Shuffle the remaining black cards (spades and clubs from Ace to 10) and deal four to each player. These are the **aliens** in each player's abduction team. Set aside any remaining black cards, which won't be used in the game. Each player shuffles their four aliens and sets them in a face down pile, as their personal deck, or **spaceship**.

Example setup for a three player game



GAMEPLAY

The player who suggested playing Earthlings goes first. Take turns in a clockwise order.

On their turn, players carry out the following steps:

1. Shuffle **all cards** in their personal deck (or **spaceship**) and draw **four** cards to their hand
2. (Optional) Use any **human police** cards in their hand to do **police actions**
3. (If possible) Use one of the **alien** or **human citizen** cards in their hand to abduct **one** human from the town (abduction is described in the next section).
4. Add all the cards from their **hand**, plus any **human abducted** from the town, back to the player's **spaceship**. Abducted humans will get brainwashed and can help you later on.
5. If a human was abducted this will leave a **gap** in the town. If any cards are left in the **Police station** draw the **top card** and place this face up in the gap.

The actions that are possible with police cards are described later. Players can do one action with every police card in their hand, if they want to.



Advanced rules for the spaceships, which give the players more control, are at the end of the rulebook. These will be familiar to those who have played deck-building games.

Turns continue until the **end of the game** is triggered. Then players add up their scores.

ABDUCTING HUMANS FROM THE TOWN

In the Earthlings competition, there are rules for how humans must be abducted. You can't just zap a human up to your spaceship, that would be too easy. You must first find a human in the town who you will impersonate, whack them over the head to knock them unconscious, then daringly venture out into town disguised as the whacked human, and abduct a **different** human.

The Earthling competition started as a bet. Zeeb bet 2,000 space credits that Plooz couldn't disguise himself as a human without getting spotted. Plooz knocked up a human mask out of space putty and the rest is history.



The two steps for abducting humans in the Earthlings competition are as follows:

1. INFILTRATION

Find an **upright** human citizen in the town that you can impersonate using one of the cards in your hand. You can impersonate a human using either an **alien** (black card from Ace to 10) or a **human citizen** (red card from Ace to 10). Each case is different:



For an alien in your hand to impersonate a human in the town, they must be the same size. This means that the **number** of the cards must be the **same**. For example, a **black 7** card in your hand can impersonate a **red 7** card in the town.

We disguise ourselves as humans using a nifty human face mask. It has eye holes and everything. I don't think the number of noses is right, but close enough.



When a human citizen card is in your hand, they have been brainwashed in your spaceship and will happily impersonate another human. Again, they have to be the same size. Luckily, you have some **human enlargement machines** (the two cards selected during Setup) to help you. You can **increase** the size of a brainwashed human citizen (hearts or diamonds) by the number shown on the **relevant enlargement machine**, or a **smaller** increase. For example, if the enlargement machine for diamonds is a 3, then you can apply an increase of 1, 2, or 3 so you can use a 4 of diamonds card in your hand to impersonate **any red 4, 5, 6 or 7** in the town.

The human enlargement machines are great. They make small brainwashed humans really useful. Sadly we haven't invented human shrinking machines. So large brainwashed humans are not as useful for impersonating other humans. Also, you must never put an alien in one of these machines – they're dangerous!



In either case above, place the alien or human from your hand that you are using face up on the table. Then, **turn the impersonated human in the town sideways** to show that you have whacked them over the head and they are now unconscious.

Important note: You must impersonate a human in the town who has not been whacked unconscious already. That means an upright card. Whacking an unconscious human is too easy and not allowed.

2. ABDUCTION

Now you have successfully disguised one of your team as a human, you can venture into the town and abduct a human. To do this, simply take any **other** card (**citizen or police, awake or unconscious**) in the **same row or column** as the human that was knocked unconscious, and add it to your spaceship. That human will be brainwashed by the time you draw it into your hand on a future turn. It is now part of your team. The alien or human you placed on the table, who infiltrated the town, goes back in your spaceship too.

WHAT ARE POLICE HUMANS USED FOR?

Police (Jacks, Queens and Kings) have useful skills and once abducted can help you run your spaceship. They can't be sent to abduct other humans from the town (they are so mentally tough that any brainwashing would wear off if they left the spaceship).

Police let you take an optional extra action (one action for each police in hand during a turn). These police actions must be taken before abducting a human from the town.



Jacks are tech-savvy police officers who can be trained to use the spaceship's technology to zap people up to the alien mothership.

POLICE ACTION: Jacks can **set aside any number of cards** from the player's hand, into a separate **mothership** pile. These cards stay in the mothership for the rest of the game and won't be used again. At game end the mothership cards **still score points**.

It's useful to send cards to the mothership that won't be very helpful for abducting humans from the town, such as a red 10, to get these out of your spaceship.



Queens are senior police officers who can command and organise the aliens and brainwashed humans in your spaceship, to get them working harder.

POLICE ACTION: Queens let players draw **two extra cards** from their spaceship. Players can draw two, one or no extra cards, for each Queen in their hand.



Kings are street-smart police officers who can help you to disguise aliens and brainwashed humans more effectively.

POLICE ACTION: Kings can either **increase or decrease** the number value of another card in the player's hand by **one**. Multiple Kings can be used to increase or decrease the value of a card by more than one. The adjusted value of the card then counts when aliens and brainwashed humans impersonate humans in the town.

HOW THE HUMAN TOWN WORKS

1. If at any point **all** human citizens in the town are unconscious (all red cards from Ace to 10 are **sideways**) then wake them all up. **Reset all cards to an upright position**.
2. If all players **consecutively** fail to abduct a human on their turn, and **cards remain in the Police station**, then wake up all unconscious humans. This only happens when **all** players fail to abduct. If at least one player abducts humans are not woken up.
3. When the Police Station is empty gaps will start appearing in the town. Abductions continue, and cards are considered in the same column or row even if there are gaps between them.

END OF THE GAME

The game ends immediately when one of two situations arises:

- The final human is abducted from the town
- All players consecutively fail to abduct a human, **and the Police station is empty**

SCORING

At the end of the game each player scores points for the human citizens and police in their **spaceship and their mothership pile** as follows:

- Red cards from Ace to 10 (**human citizens**) score points equal to the card **number**
- Jacks, Queens and Kings (**human police**) score points equal to the relevant **police scoring card**

Example:

Zoob has red cards numbered 5,5,7,8,9 and 10, plus a King of Clubs, a King and Jack of Hearts and a Queen and Jack of Spades. The four police scoring cards are 6, 9, 10, 7 for Clubs, Diamonds, Hearts and Spades respectively.

Her score is 44 for the red cards, plus 6 for the Club police card, 20 for the two Heart police cards and 14 for the two Spade police cards, for a total of 84 points.

The player with the most points has abducted the most valuable humans and is the winner of *Earthlings*! If there is a tie the players share the victory.

Thanks for playing Earthlings! You will be pleased to know that after the competition all humans are un-brainwashed and returned home unharmed and with their memories erased.



ADVANCED RULES: DECK-BUILDING FORMAT

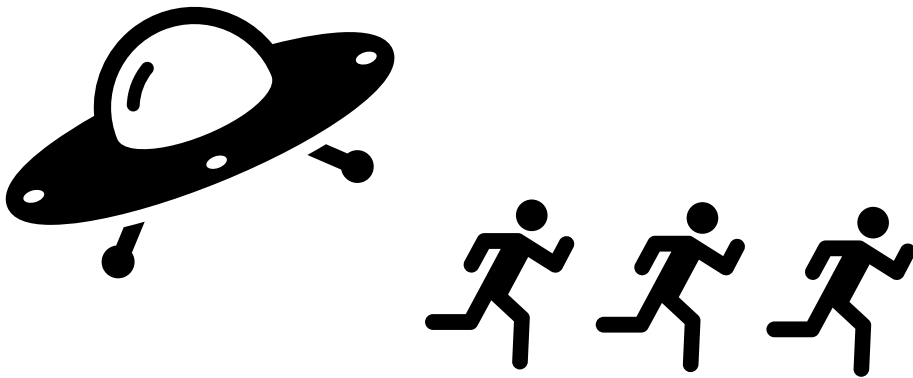
If players are familiar with deck-building games and would like more control over the cards that they draw from their spaceships, then they can follow usual deck-building rules rather than shuffling their entire deck of cards every turn. In other words:

- After a player's cards are used to abduct a human from the town, add all cards in their hand to a personal "discard pile" along with the collected human. Think of this as the spaceship's holding bay.
- Then draw four more cards from the spaceship deck, ready for next turn
- When there are not enough cards in the spaceship deck to draw the cards needed, draw the available cards, then shuffle the discard pile ("holding bay") and add this to the deck before drawing the remaining cards

HAD FUN?
SUGGESTIONS?
INTERESTED IN FUTURE GAMES?

Contact me at
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EARTHLINGS!



**A human-grabbing game
played with a deck of cards**