Space Invaders - The Board Game
Rules Version 2.6

1. In the box

- Game board
- 55 Invader cards, sorted into 5 ranks of 11 cards each
- 60 Researched Technology cards, 12 technologies of 5 cards each
- 40 Bunker slices
- 4 Cannons (1 in each player color)
- 1 UFO
- 1 Space Invaders Dice
- 115 Energy and Resource cards (50 Dilithium, 30 Thorium, 20 Antimatter and 12 Time Warp cards)
- 12 Tractor Thrust cards for the players’ starting decks.
- 32 Extra Life tokens
- 32 Alien Intel tokens
- Card Sorting Tray with Card Type Inlay

2. Player Objectives

A. High Score
B. Destroy the UFO
C. Survival
3. **Card Types**

- Energy Cards:

![Energy Cards Image]

- Action Cards:

![Action Cards Image]
Special types of Action Cards:

**Tractor Thrust**

Tractor Thrust is the basic movement card which is part of the player’s starting decks. It has the +1 Move ability, an energy cost of 0 and a score of 0.

**Time Warp**

Time Warp is a basic resource that can be acquired at any time during a player’s transform phase. It has the +2 Actions as a special ability, an energy cost of 2 and a score of 1.

**Researched Technologies**

Researched Technologies cards show special abilities, energy costs and scores. Their score is generally lower than the score that would be granted by the remains of the Invader that the technology is based on.

**Event Cards**

Event Cards are Action Cards collected from Invaders that show a special effect in red text. This effect is unconditionally activated when the card is shot.
4. Setup

Card sorting strategy: Separate the cards with a red research bar on their front from the cards with a blue research bar. The cards with the blue research bar need to be sorted by Invader Type on back of card.
Each of the 5 different ranks of Invader Cards are shuffled individually and put on the game board according to the artwork on the back of the cards.

All researchable technology decks (Red bar, “Researched”) are sorted into decks of 5 and set aside.

All energy cards and Time Warp cards are placed on their designated area.
The UFO is placed on the leftmost slot of the UFO row on the game board.

Depending upon player number, the necessary number of Bunker Slices are stacked on the Bunker areas and the players are handed the Laser Base of their choice as well as the necessary number of Extra Lives.
The Alien Intel tokens are also set aside for later use.

The players determine the starting player by a method of their choice and starting with that player, position their Laser Cannons onto the designated starting positions (these also depend on player number) one after the other in player order.

Each player receives a starting deck of 10 cards consisting of a varying amount of Dilithium and Tractor Thrust cards (also depending on number of players) that the players prepare by shuffling (see chapter 8 – Additional Info). They take the top 5 cards as their hand and the remaining cards stay on the table as the Draw Pile.

The starting player then starts the game and afterwards the initiative moves from player to player clockwise around the board.

5. Round Overview

Each player turn follows this basic structure:

• Round One only: there is an optional initial scan of the space above the player’s cannon.
• An optional Research Phase that allows the players to unlock researchable technologies with gathered Alien Intelligence.
• The player has the option to play any hand action cards he holds according to the number of actions he is allowed to use. The played cards award modifiers and specific card effects that the player can use to his advantage or e.g. to move.

• The player can transform the energy he has in hand into available technologies or resources OR into a shot at the Invaders as many time as he can, based on his Transform actions and total energy.

• The player adds the new resource or the remains of a destroyed Invader to his Discard Pile.

• The player’s unused cards are discarded.

• The player draws 5 new cards from the draw pile. If the draw pile does not hold enough cards, the discard pile is shuffled, becomes the new draw pile and the remaining cards are drawn from there.

• The UFO is moved one slot to the right to indicate the end of the turn. The UFO can *only* be moved right at end of turn.

If the UFO is on the rightmost spot of the game board, it is instead moved back to its starting position.
I. Scan

Only during the first round of the game, each player has an optional initial scan before he starts his/her turn!

Every scan has an energy cost of 1 (more about energy cost follows). Its effect is that the player can flip the Invader card directly above his Laser Cannon to see which abilities collecting that Space Invader will grant.

Also, it has the effect that the player that used the scan - and only that player - is protected from counterattacks on destruction, which some Invaders hide. The scanning player also gathers intelligence about the scanned Invader and gains one Alien Intel token, as long as there are remaining tokens in reserve. Additional scans become available with every Move Action a player plays during the Hand Actions phase. Each additional scan during the same turn also has an energy cost of one.

The following steps are repeated during each additional turn.

II. Research

Using the Alien intelligence gathered so far (before the following Hand Actions phase), the player can immediately unlock any of the researchable technologies, only limited by the number of Alien Intel tokens collected so far and available slots in the research area of the game board.
The number of Alien Intel tokens required to unlock a technology is equal to the energy cost of that technology. The unlocked technology decks are placed into the research area and one of these technology cards is added to the players hand. This card can be used during the current turn!

III. Hand Actions

Each player has one Hand Action by default. These actions could be moving the Laser Cannon (or the UFO, move actions can generally also be used to move the UFO. If a move action is applied to the UFO, the UFO can be moved in any direction, unlike at the end of the turn, when the UFO can only be moved to the right), drawing more cards, adding energy and more. These are the available modifiers of non-energy cards: +Action(s), +Card(s), +Transform(s), +Energy, +Move as well as special effects that are spelled out on the cards. Movement: Movement does wrap around! A cannon that is placed in the leftmost position will be placed in the rightmost column if the player decides to move one to the left. The Hand Actions phase concludes with the Transform phase. The energy the player has can be transformed into a shot at an Invader or into the acquisition of an available card in the lower board section (Resources, and Researched Technologies). Additional Transform actions are possible with appropriate modifiers on the cards held in hand.
Shooting at an Invader has an energy cost of \((\text{distance} + 1)\). That means the bottom row of Invaders can be shot for 2 energy, the second row for 3 and so on – as indicated on the game board.

The UFO can be shot for 7 energy, if it is positioned unobstructed above the current players cannon.

An Invader that is shot at will always be destroyed, no matter if it was scanned or not.

Every attack will cause the Invaders in the columns left and right of the Laser Base position to fire in immediate retaliation.

If a bunker is hit, a slice of that bunker is removed from the game board.

The player can fire through a bunker, this also removes one slice from that bunker.

From row 2 (Rank 3) onwards, when the first alien in a new row is shot and destroyed (not if it is acquired by any other means), all bunkers lose one slice.

An Invader with Counter Attack, has a hidden attack that is triggered when the Invader is shot, unless it was scanned by the attacking player in the same turn.

The remains of a destroyed Invader will be added to the current players discard pile.
The technology of a destroyed Invader that has been scanned before being destroyed will be made publicly available in the RESEARCH slot area at the bottom of the game board. Should the RESEARCH area already be full, the technology is scrapped.

Card Acquisitions during Energy Transform Phase

Cards such as Alien Technologies and Resources can be acquired when they show an energy cost. That cost can also be 0! Scanned Invaders can generally not be acquired during the Transform phase – but there are card effects that give access to any open card during the hand action phase.

IV. Turn Cleanup

All cards in play (Still on hand and played) are transferred to the players discard pile. 5 new hand cards are drawn from the draw pile in preparation of the players next turn (as described in Round Overview) the UFO is pushed one to the right - this end the turn and initiative is moved to the next player.

6. Game Over Conditions

A. The bunkers are fully destroyed
B. A player destroys the UFO
C. Only one player survives
7. Scoring

The individual players score is calculated as follows:

The score values from the players deck + the number of Alien Intel tokens + 2 * the number of the remaining Extra Lives + if the UFO was shot, the successful player receives 10 extra points

The player with the highest score wins.

8. Additional Info

Starting Values

- 2 Players: 8 Bunker elements per Bunker, 4 Extra Life; Starting Deck: 3 Tractor Thrust, 7 Dilithium
- 3 Players: 9 Bunker elements per Bunker, 5 Extra Life; Starting Deck: 2 Tractor Thrust, 8 Dilithium
- 4 Players: 10 Bunker elements per Bunker, 6 Extra Life; Starting Deck: 2 Tractor Thrust, 8 Dilithium

Solo Mode Starting Values

10 Bunker Elements, 4 Extra Life; Starting Deck: 3 Tractor Thrust, 7 Dilithium

If you want to emphasize the survival element more, reduce the number of Extra Life tokens awarded to the players at game start. If you want to take player death completely off the table, you can instead increase the Extra Life tokens awarded at game start.

Recommended Starting Positions:

- 2 Players:
- 3 Players:
• 4 Players:

For Solo play, we recommend to start at the center of the moon base (=> Position 1 in the three player setup).

While these starting positions provide the best balance, it is perfectly fine to choose your own starting positions – you will see that each positions comes with its own challenges.

9. Solo Mode

The goal in Solo mode is to shoot the UFO. The secondary goal is to maximize your score.

The Solo Mode plays exactly like the multiplayer mode, with the following modification: After a shot is fired by you, you have to roll the Space Invaders dice. A bunker value of 1, 2, 3 or 4 indicates the Space Invaders column above Bunker 1,2,3 or 4 firing.
That means one bunker element is removed from this bunker. A value of 5 means all Invaders are firing. All bunkers lose one element, and if you are not protected by a bunker you will be hit as well. A value of 6 means nothing happens.
10. Researchable Cards

*Energy Cost 2:*

- **Reboot**
- **Gravity Thrust**
- **Absorption Shield**

*Energy Cost 3:*

- **Bilithium Boost**
- **Research Breakthrough**
- **Energy Boost**

*Energy Cost 4:*

- **EMP**
- **Quantum Replication**
- **Time Dilation**

*Energy Cost 5:*

- **Resource Refinery**
- **Powerup**
- **Research Lab**
11. Non-Researchable Cards

Used like an Energy Card

Used like an Energy Card

Used like an Energy Card

Used like an Energy Card