

ULTIMATE EDITION

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# ESCAPE

## FROM THE ALIENS IN OUTER SPACE

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A degenerative brain illness known as Bellavita's disease has swept across the Earth, killing millions. For the last four years a medical research team has been assigned to orbit in Space Station **SELVA**. Their mission: to find a cure, and fast.

Recent research had begun showing positive results through the implantation of alien spores in the cerebral cortex of a selected number of test subjects.

On the morning of the 26th of July, chief medical attendant Fabrizio Miraggio was put in quarantine following an incident with one of the test subjects. Security personnel had to forcefully block him while he was trying to devour *Bibsy-332*, a laboratory monkey carrying the spores.

### **ON THE 28TH OF JULY ALL COMMUNICATION WITH SPACE STATION SELVA CEASED.**

*Escape From the Aliens In Outer Space* is a card game of strategy and bluff set on a badly damaged research station. 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 Space Station, but in the darkness the aliens are lurking... hungry for human flesh!



## MANIFEST

- 16 Character Cards
- 5 Escape Pods Cards
- 77 Dangerous Sector Cards, of which 17 Item Cards
- 8 Map Books with 8 Different Maps
- 8 Dry-Wipe Marker Pens
- 2 Cleaning Cloths

## SETUP

- Each player takes a **MAP BOOK** and a **MARKER**.
- All players must agree one Zone, out of the eight available in the map book. Each Zone has its own characteristics, discussed on the next page. *First-time players should start with GALILEI.*
- Shuffle the **DANGEROUS SECTOR CARDS** 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**. Separate the Character Cards by type into two piles (blue humans and red aliens) and shuffle them. Draw cards from each pile equal to half the number of players, and keep them face-down. If there are an odd number of players draw one more Alien card, so the Aliens in the game outnumber the Humans by one. Put the rest of the Character Cards back in the box without looking at them.
- Shuffle the selected Character Cards together and deal one to each player - this will determine your role for this game. If blue, you are a Human player, if red you are on the Alien team. Keep your Character Card face down (you may examine it at any time). Do not reveal your identity!
- Shuffle the **ESCAPE POD CARDS** and place them face down.
- Randomly choose a starting player.



**ATTENTION:** *First-time players can start with a more basic version of the game. Play in Zone Galilei, and ignore the rules relating to Items and Character Abilities. In this case, players should treat the Dangerous Sector cards which contain an Item as though they were Silence cards.*

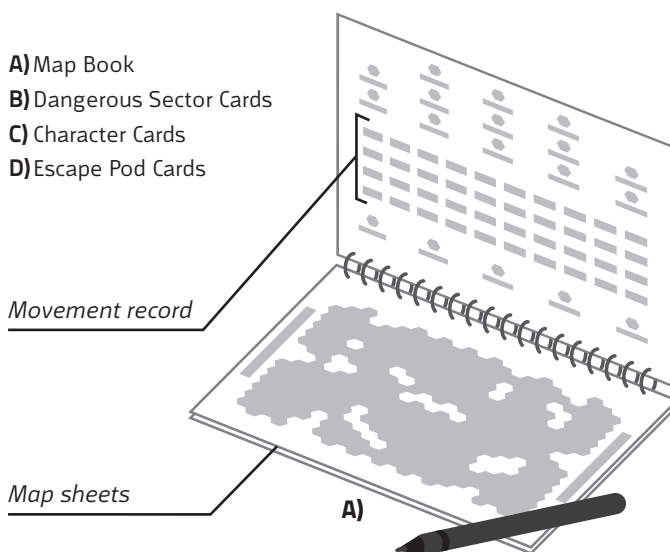
## OBJECT OF THE GAME

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 Pods. The **ALIENS** seek to hunt down all the Humans.

Each player's identity and position is kept secret: you will need to interpret their movement and behaviour to discover who and what they really are!

- Each Human player acts alone, trying to be the first to reach one of the Escape Pods.
- The Aliens must work together to intercept the Humans before they reach an Escape Pod.

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.



# THE ZONES

Your Map Book contains eight Map Sheets. Each Map Sheet shows a diagram of one Zone aboard the **SELVA**.

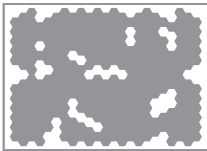
A grid of hexagons has been placed over the ship to control movement. Each hexagon is called a **SECTOR**, and every Sector is identified by a letter and a number.

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 includes the name of the Zone it represents.

Opposite the Map Sheet, on the back of the previous page in your Map Book, there is a **MOVEMENT RECORD** with 40 numbered spaces that represent the 40 turns of the game. Each turn, you will write down the Coordinates of the Sector your character is moving to and the initial of the items that you used that turn.



**ATTENTION:** *You can and should write clues about the actions of the other players on your map!*

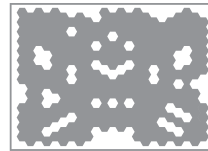


## **GALILEI**

*The Research Zone*

Ideal for new players, it is perfectly balanced between the Humans and the Aliens.

*Suggested for 4 to 8 players.*

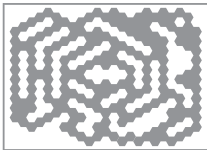


## **MARCONI**

*The Recreation Zone*

Good for long matches. The absence of Silent Sectors encourages backtracking.

*Suggested for 6 to 8 players.*



## **FERMI**

*The Technological Zone*

Best for competitive players, as it is strategically demanding. Not recommended for novice Humans.

*Suggested for 2 to 6 players.*

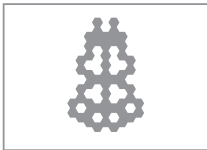


## **SOCRATES**

*The Navigation Zone*

Good for heavy thinkers. The perfect symmetry of this zone forces players to predict double-bluffs.

*Suggested for 2 to 6 players.*



## **GALVANI**

*The Transport 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.*

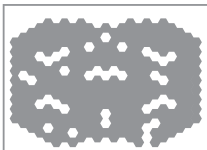


## **MORGENLAND**

*The Medical Zone*

Good for creative players. The narrow corridors are perfect for ambushes and require patience to develop original strategies.

*Suggested for 4 to 6 players.*

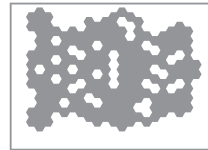


## **VOLTA**

*The Cargo Zone*

Good for quick-thinking players. The symmetry of the map is counterbalanced by the high concentration of Dangerous Sectors.

*Suggested for 4 to 8 players.*



## **LEVI-MONTALCINI**

*The Labyrinth Zone*

For advanced players. A competitive map to test your hunting and escaping skills against experienced players.

*Suggested for 4 to 8 players.*

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# GAME TURNS

The game will be played over a series of rounds. During each round play will move clockwise from the starting player, and each player must move his or her 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.**



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



**SILENT SECTOR:**

If you end your move in a Silent Sector declare “Silent Sector”, then end your turn.



**DANGEROUS SECTOR:**

If you end your move in a Dangerous Sector, you must draw a Dangerous Sector Card and follow its instructions, then end your turn.

**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, players cannot move through or end their move in this Sector.



**ALIEN SECTOR:**

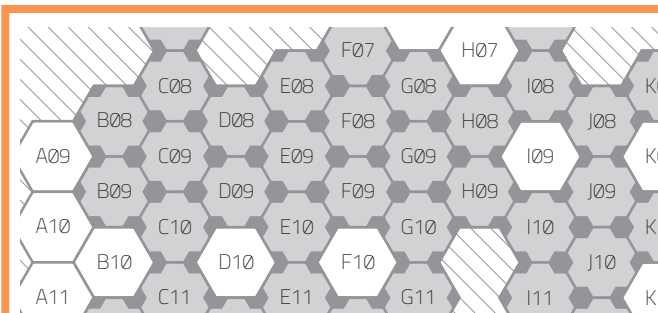
This is the starting Sector for all Alien players. After the game begins, players cannot move through or end their move in this Sector.



**ESCAPE POD SECTOR:**

Humans must reach one of these Sectors to win. Only Human players can end their move on an Escape Pod 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 or her turn.



**EXAMPLE:** Claudio (a Human) is currently in Sector D09. He can move to D08, C09, C10, D10, E10 or E09 this turn. He decides to move to Sector D08, and writes it down in the next space of his Movement Record.

Sector D08 is a Dangerous Sector, so Claudio must draw a Dangerous Sector Card. If he had moved to D10 instead, he would not draw a card because D10 is a Silent 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 four 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.



### SILENCE:

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

### ITEM:

If you draw an Item card, you must announce **"SILENCE IN ALL SECTORS"** as if you drew a Silence card. You might be able to use these cards immediately or during one of your next turns. *Items types are listed on the next page.*



**ATTENTION:** After you draw a Dangerous Sector Card you must not reveal it to other players! Discard the Noise In Your Sector and Noise In Any Sector cards face down after completing the instructions. Do not discard the Silence and Item cards! Instead, keep them with you for future use or to trick other players into thinking you obtained an Item.

If the draw pile runs out, reshuffle the Noise In Your Sector and Noise In Any Sector cards you discarded and create a new draw pile.

**EXAMPLE:** Claudio draws 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 or her 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 they are Human or Alien.
3. If players are killed, they must discard any cards they may be holding, including their Character Card which is revealed to all players.
4. When Human players are killed, during their next turn they start again from the Alien Sector as Aliens, without inheriting any special abilities or items from their previous life.
5. When Alien players are killed, they are eliminated from the game permanently.



**ATTENTION:** Be careful not to tip off your opponents too early! As soon as you attack, you will most likely reveal that you are an Alien. Humans cannot attack, unless they use the Attack item (see "Items"). It is important for Aliens to keep their identity hidden, to make their position harder to track and to help them get closer to their prey. On top of that, attacking early in the game may lead to accidentally eliminating other Aliens!

## 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 an Alien successfully kills at least one Human, that Alien's speed is increased until the game ends. It can now move one, two, or three Sectors each turn. **THIS BONUS DOES NOT INCREASE IF THE SAME ALIEN KILLS MULTIPLE HUMANS.**

**EXAMPLE:** Paolo, an Alien, is not tricked by Claudio's subterfuge. He moves to Sector D08, guessing that Claudio is there. Instead of drawing a Dangerous Sector Card, he announces, "I attack in Sector D08!" Poor Claudio! He has been killed by the Aliens. Claudio will now start playing from Alien Sector as an Alien when his turn comes. Paolo can now move up to three Sectors from his next turn.

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# ITEMS

When you draw a Silence card or an Item card you must keep them face down in front of you. You can examine them at any time.

**ONLY HUMAN PLAYERS CAN USE ITEMS.** Alien players cannot use items (unless specified by their Character Ability), but they can still collect them, placing the Item Cards face down in front of them to disguise themselves as Human.

Unless otherwise specified, you can use Items at any point during your turn. You can play Item Cards after completing your move, immediately before the next player begins. You can even use the Item Card on the same turn you draw it. You may use as many Item Cards as you wish during your turn.

When you use an Item, reveal it to the other players, and follow the Item card instructions (also available on the Map Books). **EACH ITEM CAN BE USED ONLY ONCE.** You may hold and use multiple copies of the same Item Card. Used Item Cards are kept place-up in front of you until the end of the game and are **NEVER** shuffled back into the Dangerous Sectors Cards pile.

**!** **ATTENTION:** *The Defence and Clone cards are only used when you are attacked.*



**ATTACK:** This card allows you to attack, using the same rules as the Aliens.

**NOTE:** *the Human player can still move only one Sector and can only attack after moving.*



**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.



**ADRENALINE:** This card allows you to **MOVE ONE EXTRA SECTOR** this turn. Play it at the beginning of your turn.

**NOTE:** *you only draw a Dangerous Sector card if you end your move in a Dangerous Sector.*

**EXAMPLE:** *Emilia is in Sector T13 of the Galilei Zone: so close to the Escape Pod! Fortunately, she has an Adrenaline card. She reveals it and moves two Sectors this turn instead of only one. She moves into Escape Pod 3!*



**SEDATIVES:** When you play this card you **DO NOT DRAW A DANGEROUS SECTOR CARD** this turn, even if you move into a Dangerous Sector. Play it at the beginning of your turn.



**DEFENCE:** Play this card immediately when an Alien attacks you. You are **NOT AFFECTED BY THE ATTACK.**



**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** (but not their identity). This card affects both Humans and Aliens.



**CLONE:** Play this card immediately when an Alien attacks you. You **DO NOT TURN INTO AN ALIEN.** Instead, you begin the next turn in the Human Sector (your clone is activated after the Aliens kill you, so you'll discard any Silence and Item cards you might be carrying).



**SENSOR:** Play this card on another player. That player must immediately **ANNOUNCE THEIR EXACT LOCATION COORDINATES.** This card affects both Humans and Aliens.



**MUTATION:** This card has the effect of turning the Human player into an Alien if used. Continue to play from the sector you were in when you used the Mutation card.

You must now **PLAY AS AN ALIEN** and try to kill the remaining Human players.



**CAT:** Play this card before drawing a Dangerous Sector Card. You must then **DECLARE NOISE IN TWO DIFFERENT SECTORS.** If you just drew a Noise In Your Sector card then one of them must be the Coordinates of the Sector you just moved into, otherwise they can both be the Coordinates of any Sector you choose, even if you drew a Silence or Item card. You must then discard any Silence or Item card you just drew as if they were a Noise In Your Sector or Noise In Any Sector cards.

**EXAMPLE:** *Claudio is in Sector J09 of the Galilei Zone and before drawing the Dangerous Sector Card he announces that he will use his Cat Item Card. Claudio draws a Noise In Your Sector card and announces: "Noise in Sectors I08 and J09". Next turn, an Alien, attacks in Sector I08: Claudio is safe!*

# CHARACTER ABILITIES

Here is the crew of the research station **SELVA**. Some of the crew have already been taken over by Aliens. Each Character has a unique Ability, some of which can be used only once during a game. Each Character Card shows the character's rank in the top left corner of the card.

Players do not have to reveal their identities when using Abilities unless specified. Note the turn you used your Ability with an asterisk on the movement record.



**ATTENTION:** If this is your first time playing the game, you can disregard character powers!

## THE HUMAN CREW



**THE CAPTAIN** does not draw a Dangerous Sector Card the first time he moves into a Dangerous Sector.



**THE PILOT** can announce two noises upon drawing a Dangerous Sector Card **ONCE**, as if he had used a Cat card and without needing one.



**THE PSYCHOLOGIST** begins the game in the Alien Sector.



**THE SOLDIER** can Attack **ONCE** in the game, as if he had used an Attack card and without needing one.  
**NOTE:** *this power is very useful if trying to pass as an Alien early in the game.*



**THE EXECUTIVE OFFICER** can stay still and not move during his turn **ONCE** during the game, without announcing it. Take a Dangerous Sector card or declare 'Silent Sector' as normal.



**THE CO-PILOT** can Teleport **ONCE** in the game, as if she had used a Teleport card and without needing one. She must disclose her identity and show her character card when doing so.



**THE ENGINEER** draws two Escape Pod Cards when he reaches an Escape Pod Sector and chooses which one to use. The unused Escape Pod Card is reshuffled with the remaining Escape Pod Cards



**THE MEDIC** can force another player to reveal their identity once during the game. The medic discloses his identity and reveals his character card when doing so.

## THE ALIEN CREW



**THE BLINK ALIEN** can use the Teleport Item Cards, when found, following the rules for Item Card play and without revealing his identity.



**THE SILENT ALIEN** can use the Sedatives Item Cards, when found, following the rules for Item Card play and without revealing his identity.



**THE SURGE ALIEN** can use the Adrenaline Item Cards, when found, following the rules for Item Card play and without revealing her identity.



**THE BRUTE ALIEN** is immune to all Attacks, Human and Alien. He must disclose his identity and reveal his character card when Attacked.



**THE INVISIBLE ALIEN** is immune to the Sensor Item and the Spotlight Item. Instead of revealing his location, he must disclose his identity and reveal his character card when targeted with those cards.



**THE LURKING ALIEN** can choose to directly attack in his Sector, instead of moving. If he does, he will not move at all in that turn.



**THE FAST ALIEN** can move up to three sectors on his first movement of the game.



**THE PSYCHIC ALIEN** always behaves as if he had drawn a Noise In Any Sector card when drawing a Silence Card.

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## ESCAPE PODS

When a Human player reaches one of the Escape Pod Sectors, he or she must declare which pod they have reached, then draw one Escape Pod Card and reveal it to the other players.



If the Escape Pod Card is **RED**, that Escape Pod has been damaged and cannot be used! For the rest of the game, no player can enter that Escape Pod Sector. You must attempt to escape from a different Escape Pod. The player cannot be attacked in this sector, but must leave it on the next turn.



If the Escape Pod Card is **GREEN**, you have successfully escaped from the spaceship. That Escape Pod has left SELVA and cannot be used by any other player! They will need to look for a different Escape Pod Sector.

If it becomes impossible for you to escape (because every Escape Pod has been damaged or used), the remaining Humans are automatically eliminated from the game!

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

## THE END OF THE GAME

The game ends after 40 turns or as soon as the last Human player either escapes or is killed. 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 Human player that is killed by the Aliens loses the game.

- Every Human that escapes research station SELVA is a winner!
- The Aliens win if they can eliminate the last living Human on board the spaceship!
- If all 40 rounds have been played or it becomes impossible to escape, any Humans still on board the ship are eliminated and the Aliens win!



**REMEMBER:** *Escape from the Aliens in Outer Space* is a game of bluff and guile that relies on setting and player interpretation. You are very much encouraged to chat with the other players during the game, discussing strategies, making accusations, and ideally pretending to be part of the opposing team! Just remember to never reveal your character card unless specified by the rules.

## HUNGRY FOR MORE?

There is a map editor and scenario creation tool available at

**WWW.EFTAIOS.COM**

where you can freely download and create new maps for the game to print at home, or browse a selection of optional rules from the designers.

## CREDITS

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**ULTIMATE EDITION:**



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**Thank you for purchasing the Ultimate Edition, it means the world to us that you are playing this game!**

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