

The Venus Invasion

The Story

By the year 2035, Earthlings had decided that life did not exist on other planets. Of course, our wise politicians needed something to scare people, so we built a planetary defense just in case. Each country launched a defense ship powered by hydrogen, and hydrogen cells would be launched periodically from Earth's surface. All the ships moved in unison to maintain complete coverage of the planet. The United Nations would vote on which direction the ships should move at any given moment, and all ships would replicate the exact same maneuver. The end result was the creation of manufacturing jobs and international peace.

Until the aliens invaded.

The aliens opened portals in our upper atmosphere to send their invasion ships. The portals inadvertently disrupted our defense grid, sending ships in every direction. Unfortunately, the committee that designed the grid decided that only one ship could break formation at a time. Now that we are facing extinction, can we all agree to get along and fight the aliens?

Most countries have already been destroyed. Only the handful represented at the table still exist. Work together to save the Earth, but only one of you can become the post-apocalyptic superpower!

Board Setup

Place the 6 alien vortexes randomly on the board. There must be at least 3 empty spaces between vortexes.

Basic Card Design

Each card has a series of 4 instructions comprised primarily of forward, turn left, turn right, and u-turn.

Basic Turn

1. Draw 4 cards.
2. Discard 2 cards.
3. Place 1 card face down.
4. Show the final card to the other players.
5. Other players vote thumbs-up or thumbs-down. The active player only votes in the case of a tie.

6. If thumbs-up wins, then the active player does the face-down card, and all other players do the face-up. Otherwise, the active player does the face-up card, and all other players do the face-down card.
7. The active player does their action first. As they begin their action, a new hydrogen container is launched from earth, and a new hydrogen cell can be placed in the active player's initial square. After the hydrogen cell is launched and the active player moves, all other players move their ships at the same time.
8. If a ship ends its movement on top of an alien ship or vortex, then they must transfer a hydrogen cell to the alien reserves.
9. If a ship ends its movement on the same square as another ship, then the player with the most cells must discard a hydrogen cell. If there is a tie for the most cells, then each of the tied players must discard a hydrogen cell.
10. Once all ships have been moved, the aliens send a command to their fleet. Flip over the top card of the draw pile and perform that action for all alien ships. If the ship ends its movement on top of human ships, each of the relevant players must transfer a hydrogen cell to the alien reserves.
11. If the aliens have 5 or more hydrogen cells in their reserves, then roll the die. If there is still a vortex corresponding to the number on the die, then discard 4 cells from the alien reserves and turn over the vortex to reveal the newly arrived alien ship. If the indicated vortex has already been used, then discard 2 cells for the attempt.
12. When a human ship runs out of hydrogen cells, the aliens are able to hypnotize the country's ambassador. The ambassador should begin voting with the goal of helping the aliens. Any cells they collect immediately go to the alien reserves.
13. If one human ship manages to collect 10 hydrogen cells, then they are able to fire the planetary defence blast and drive the aliens away. They win instantly! *No tie-breaker.*
14. If only one human has any hydrogen cells, then they are the winner. The last human hero! Of course, all humans are exterminated tomorrow morning, but it is nice to be a hero for a little while!

Movement

1. This is a wrapping map. If you go off the board on one side, you simply continue your movement on the same row from the other side of the board.