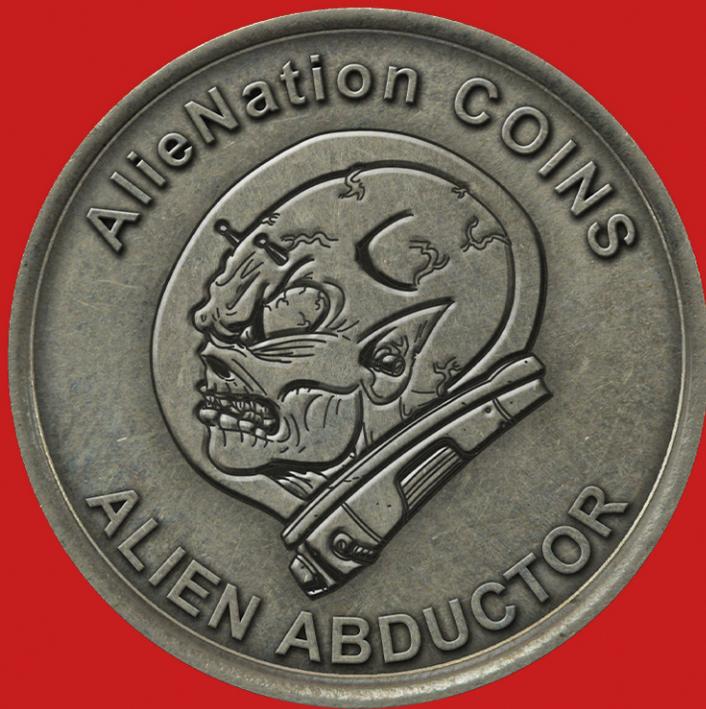


Alienation Mission



coins

AlieNation Coins Rules

It's 1956 and Aliens have crash landed in center of the heartland. The mother ship is now hovering above the crash site and the public is left wondering what they want. You must help your fellow citizens by exposing the alien plot to destroy humanity and take over our world. You must help publish their true motive in the newspaper. ***Because in 1956 if it's in the newspaper it's true!*** You must hurry before the aliens turn your friends into humanoids, publish their propaganda, win public acceptance, and take over the nation.

The game begins with everyone drawing a character coin. The coins have an allegiance side and an identity side. The allegiance side will be either Alien or Human. The identity side gives you a unique roll to use for your allegiance unless your allegiance changes due to mind controlling aliens.

Each round there will be a newspaper article released either exposing the alien plot or painting them in a good light. The Aliens are hovering in the Mother Ship high above paying close attention and giving orders to their minions and Humanoids to insure that they win public approval.

When you play a game with a large group, it is easy for the moderator to make mistakes. Using the cheat sheet provided at the end of these rules can help you keep the game moving correctly. Use a new sheet for every game. They are available to print at HomeRunGames.com under the AlieNation coins section.

Tips for the Moderator:

Telling the story of what happened during the night is not as much work in this game because much of what happens is announced by other players or is kept secret. When players wake up and are revealed write their name next to the character they have. This will help you to keep track of them and keep the flow of the game moving. Hide your sheet by folding it in half during the day. A clipboard is helpful. When speaking make sure not to speak in a characters direction so that you don't accidentally give their identity away. Once a player is selected get a confirmation from the selector by getting a yes nod.

How to Win:

Humans have 3 ways to win:

1. Publish 6 articles exposing the Aliens as bad.
2. Destroy the alien ship (Secret Agent)
3. Kill the Alien Leader (Death Ray)

Aliens have 2 ways to win:

1. Turn all humans into humanoids.
2. Publish 6 pro-Alien articles, win public confidence and take over the government.

Set Up:

Take out any extra coins that wont be used for the game and cross them off of the moderator's cheat sheet.

Number of Aliens to be used:

7 - 9 Players: 3 Aliens (Alien Leader, Alien Abductor, Alien Janitor (will also have minor role))

10 - 12 Players: 4 Aliens (Alien Leader, Alien Abductor, Alien Janitor, Minion)

12 - 15 Players: 5 Aliens (Alien Leader, Alien Abductor, Alien Janitor, Alien Trooper, Minion)

16+ 6 Aliens (Requires extra coins added at moderators discretion.)

Pass the bag around with the coins to be selected. Each player will draw a coin and conceal both sides. One side gives their affiliation and the other contains their identity.

The moderator gets a cheat sheet, the Newspaper article card pile, and the envelope.

Game Begins:**Night:**

See progressive night scenarios after the Moderator's Cheat Sheet

Night of Full Scale Invasion:

1. The Moderator will know that it is a full scale invasion when the Alien Leader raises their hand to start the night. When this happens the Alien Leader opens their eyes without being asked, the decision on the 2 people to abduct will belong to the Alien Leader. The Alien Abductor will watch.
2. The Alien Abductor is asked to open their eyes but the moderator will point to the Alien Leader who will choose 2 people to immediately turn into Humanoids by pointing to them. With a wand or stick the moderator touches the 2 people that have been abducted. They do not get to see who abducted them and they do not need to show their identity.
3. After that the regular nightly activities continue.

Night After Full Scale Invasion:

1. The President is asked to open their eyes and they choose 2 people to turn to the Human side. The Moderator touches the 2 people and lets them know that if they are and alien they will now be a Human Sympathizer and need to vote and do the will of the humans. If they are a humanoid they will turn back to human.
2. After that the regular nightly activities continue.

Destroying the alien ship:

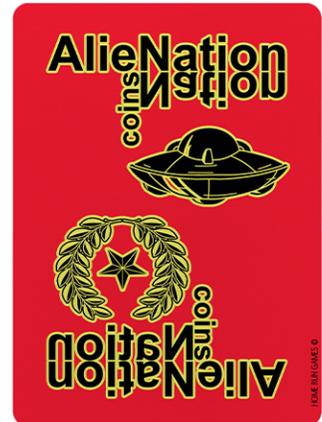
The ship can only be destroyed by the secret agent. They must first be abducted twice and turned into a humanoid. (The Secret Agent is impervious to alien abduction, so they will be acting like they are a humanoid.) Now with access to the ship they can destroy it. On 3 consecutive nights the Secret agent must place a bomb in different areas of the ship. After the 3rd consecutive bomb is successful the moderator will announce the victory of the humans the next day. To place a bomb the secret agent will hold their hand up holding a number between 1 - 5. The Alien Janitor will do the same, if the Janitor's number matches, the bomb is cleaned and is not successful. The ship will be destroyed if there are 3 consecutive bombs that are successful or if 6 total bombs are successful.

Abduction:

Every night the aliens abduct one person. Only one alien knows who's been abducted. When someone is abducted the moderator taps them once. If someone is abducted 2 times they become a humanoid controlled by the aliens and will wake with the aliens on the following night. Only one alien can abduct a person, the other aliens must keep their eyes closed. If the Alien Abductor is jailed, the Trooper will become the abductor. If the Trooper is also jailed the Janitor will become the abductor. If all are jailed the Alien Leader will become the abductor. If the Alien leader is the abductor, it only takes one abduction to make anyone a humanoid. The moderator will give the person abducted 3 taps if they were abducted by the Alien Leader.

Newspaper Articles:

There are 4 newspaper articles released every night for editing only one will be published in the morning. The Reporter gets to look at the 4 articles before they are turned over to the staff to edit. The editor and the news staff will be random players and will change each night. The first editor will be chosen by the moderator and the 3 people to their left will be the news staff. Each new night the editor and news staff will change. The next editor and staff will be those sitting to the left of the previous news staff and so on. The editor is always the person sitting to the far right of the group and they make the announcement of the published article in the morning. If there are 3 articles in 3 consecutive rounds exposing the UFO, then the public goes into panic mode. (See *panic mode details below*)



Editing the newspaper articles:

The first editor will be chosen by the moderator and the 3 people to their left will be the news staff. Each new night the editor and news staff will change. The next editor and staff will be those sitting to the left of the previous news staff and so on. The editor is always the person sitting to the far right of the group and they make the announcement of the published article in the morning. Each night 4 newspaper article cards are randomly chosen by the editor out of the newspaper deck. Each news article is either in favor or against the aliens. After looking at the articles the editor hands the 4 articles to the moderator. The moderator first wakes the reporter and shows them the 4 articles before they are edited. Then after the reporter goes back to sleep the 4 cards are given to the first staff member. Each staff member looks at the articles while the others close their eyes. They each discard one of them and hand it to the moderator to be placed in the article discard pile then hand the cards to

the next staff member. Then the last staff member chooses 1 article to publish and puts it in the envelope. In the day the editor announces the article and reads the summary revealing a pro or anti alien article. Debate can then ensue as the staff and the editor recount what they saw at the printing press the previous night. But who can you really trust? If the reporter controls the article the moderator does not tell anyone, but the staff can talk.

Panic Mode:

If there are 3 articles in 3 consecutive rounds exposing the Aliens, the public goes into panic mode. In the confusion everyone in jail breaks out, but after they regain order the public will vote to arrest 2 people that night.

Jail:

Every day all the players get together and vote who they think is an alien and should be arrested. After the person is arrested the following night the Justice of the peace can choose to open their eyes to see the affiliation (Human or Alien). The Justice of the peace can do this twice during the game, they then choose to let them go or keep them in jail. (If the Justice of the peace is a humanoid and they've captured an alien they must let them go.)

The players in Jail cannot vote during the day.

Jail Break:

The Minion can cause a jail break once in a game, all players get out of jail. Starting night 3.

Full scale invasion:

The Alien Leader decides when to make the invasion. (See Night of Full Scale Invasion) Wait until the time is right if the public option seems to be against you it may be time. The Alien leader can turn 2 humans into Humanoids in one night. When you invade you crash your UFO and the public knows you are on earth. You are subject to earth's elements and human attacks. Invasion needs to work quickly because you can lose an Alien or Humanoid every night to the elements or humans. Starting the night after the invasion the President opens their eyes and points to 2 people, if they are alien then they will become a human sympathizer doing the will of the humans. If they are a humanoid they will become a human again.

Building the Death Ray:

The mechanic and scientist have been working at the UFO crash site and are rebuilding the death ray that was onboard the ship. Each night they must try to work together to fix the death ray. When prompted by the moderator the Scientist and the Mechanic will keep their eyes closed and hold up a number on their hands between 1-6. The numbers they hold up must add up to the corresponding number of the phase to complete the construction of that phase. All 3 phases must be completed to shoot the death ray. These are the numbers that must be achieved to complete each phase.

Phase 1: 7

Phase 2: 4

Phase 3: 9

Shooting the Death Ray:

It takes 3 people to operate the death ray. So once the death ray is completed on the next night the mechanic will be asked to open their eyes and choose one player to help them to shoot the death ray. After the player is chosen the mechanic again closes their eyes. The moderator will tap that person to let them know they will be helping to fire the death ray. If they are a humanoid or an Alien they will sabotage the operation by holding their thumb down. The mechanic has the option to change out the helper each night. To shoot the death ray the mechanic, the scientist and the chosen player will hold up their fingers one one hand. They must hold up the same number of fingers on one hand.

- *If the mechanic or the scientist is changed into a humanoid they must hold thumbs down when asked to show their number. The moderator will announce that they were unsuccessful each time.*
- *When the death ray is fired if the Minion is still in his service he may jump in front of the death ray once and save the Alien Leader, but die himself. If the minion has already protected the Alien leader, the Alien Leader has the chance to dodge the shot. He and the minion will be asked to hold up a number between 1 and 5 that must add up to 7. If they don't add up to 7 the Alien Leader is hit.*

Special roles:



Moderator:

Narrates the game at night and ensures the flow continues without interfering in the day.



Soldier:

1. Once in a game can fight back after being abducted for the second time. If they fight back they can stay human. They will do this by raising their hand and opening their eyes to see their abductor. After they are abducted for a second time.
2. They will need to be abducted a third time to be turned into a humanoid.



Secret Agent:

Has power to be abducted but stay human. When they are turned they can infiltrate the UFO and place a bomb each night, if they succeed on 3 consecutive nights or 6 total bombs they destroy the UFO and the game is over.



Chemist:

After the 3rd night they can choose a player once during the game to deactivate and save from being a humanoid. They must choose someone at night and the moderator will let them know if it works.



President:

1. Can be abducted 3 times before being abducted. While this will no doubt be uncomfortable, aside from the horrible nightmares, the alien abductions have no effect.
2. After the 6th night, once during the game can point to see if someone is the Alien Leader.
3. The night after a Full scale invasion they choose 2 people to save and turn to the human side. If the 2 people have been abducted they will be returned to human and be informed by a tap from the moderator.



Psychic:

The psychic has telepathic powers and can read the Aliens minds. They can guess each night who the aliens are. The moderator can only tell them if they have chosen someone with an alien affiliation.



Scientist:

Helps the mechanic put together a death ray gun from a crashed ship, but they don't know each others identity. *See building the death ray.*



Mechanic:

Helps the scientist put together a death ray gun from a crashed ship, but they don't know each others identity. *See building the death ray.*



Reporter:

Gets to look at the newspaper articles before they go to the editor each night. Once during the game they can control the article released. If they choose to control the article they give a thumbs up to the moderator when he asks in the night. The moderator will then point to the cards and the Reporter will give another thumbs up when the article they want to keep is pointed to. If they have been turned into a humanoid the alien chosen as the editor will take their place as the editor each night. If the reporter has already controlled an article the alien reporter cannot control another one.



Police Officer:

Stands guard at the jail when someone is arrested. The Aliens can use the death ray against him to break someone out once during the game after the 3rd night. If they fire the death ray the Alien Leader will hold up a number on one hand when they fire the weapon. The Police officer must hold up the same number to block the death ray and keep control of the prison. If the police officer doesn't hold up the right number the prisoner all escape.



Justice of the Peace:

Twice during the game starting at night 3 the Justice can choose to see the Affiliation side of a coin. If the Justice is turned into a humanoid they must let those with an alien affiliation go. If they suspect that someone with a human affiliation is a humanoid then they can keep them in jail at their discretion.



Droid Suit:

1. It will take 3 abductions to be turned into a humanoid.
2. Once during the game after night 8 they can choose once who the Humanoid is. If they are correct the Humanoid turns to the Human side if, they are wrong, they must vote like an alien for 2 turns.

Minion:

1. Once in the game can throw themselves in front of the death ray to save the Alien Leader.
2. Can do a jail break once in the game starting with night 3, If they want to do a jail break they wave both hands in the air Any time during the night. The moderator will take note and let everyone know in the morning.
2. If the Minion is abducted twice they will wake up with the other Aliens each night, but won't reveal they are the minion.



Alien Leader:

1. After 6 rounds the Alien leader can choose to look at the identity side of 2 people.
2. Beginning at night 3, Once in the game the Alien Leader can Choose to fire the death ray at the police officer to release those with an alien affiliation from jail.



Alien Abductor:

Is the alien that does all of the abductions.

Alien Janitor:

The janitor will hold up a number each night beginning with night 3 to clean the ship. If the number matches the number given by the secret agent to place a bomb, the bomb will be found and disarmed.



Alien Trooper:

The Alien Trooper will become the reporter if the reporter is abducted.

Humanoid:

Once during the game after night 8 can try to guess who the secret agent is. If they are correct the Secret Agent is captured and turned into a humanoid. If they are wrong they must vote with the humans for 2 turns.



Moderator's Cheat Sheet

CHARACTER	PLAYER'S NAME	ACTIVITY
Alien Leader:	_____	
Alien Minion:	_____	Save the Leader ____
Alien Abductor:	_____	
Alien Trooper:	_____	Reporter
Alien Janitor:	_____	Cleaner _____
Humanoid:	_____	Guessed who is the Secret Agent _____
President:	_____	Check to see Alien Leader _____
Secret Agent:	_____	Consecutive Bombs _ _ _ Total Bombs _ _ _
Scientist:	_____	
Mechanic:	_____	Phase 1: ____ Phase 2: ____ Phase 3: ____
Reporter:	_____	Control the article _____
Chemist:	_____	Deactivate Humanoid _____
Psychic:	_____	
Soldier:	_____	
Police Officer:	_____	
Justice of the Peace:	_____	
Droid Suit:	_____	Guessed the Humanoid _____

Night 1:

1. The Alien Leader and the minion wake up and see each other, then they both go back to sleep.
2. Aliens (including the Alien Leader, but not the minion) wake up and see who the other aliens are.
3. Then all the aliens all point to whom they would like to be abducted. After that all aliens but the abductor close their eyes. After the other aliens close their eyes the abductor chooses someone to abduct and points to them. With a wand or stick the moderator touches the person that has been abducted. The human does not get to see who abducted them and they do not need to show their identity.
4. After the Abductor closes their eyes the editor wakes up and draws 4 article cards, looks at them and puts them in an envelope.
5. The reporter wakes up and the moderator holds up the 4 articles so the reporter can see them. The reporter decides if they want to control the release of the article. The reporter can only control the release of the article once during the game. If they choose to control give the moderator a thumbs up and then the moderator will point to the cards and the reporter will give another thumbs up when he points to the card they want to release. That card is placed into the envelope and the others are discarded. The staff members all see the envelope with only one card and hand it back to the moderator. If the reporter has waited to control the article after being turned into a humanoid they must release a pro-alien article.
6. The scientist and mechanic keep their eyes closed and hold up a number on their hand between 1 and 5. The numbers must add up to 7 to rebuild the first phase of the death ray. If they get it then they move to phase 2 in night 2 if not they must continue to try each night until each phase is built in order. They only hold up 1 number per night.
7. The Psychic is asked to wake up. They guess who an alien is by pointing. The moderator nods their head yes or no after they point. Yes for alien affiliation, no for a human affiliation.

Everyone wakes up: Day 1

The editor announces the article that was published Pro Alien _____ Pro Human _____
Debate ensues and the people will all make a vote at the end of the day who they want to arrest.

Night 2:

1. All the aliens and humanoids wake, they all point to whom they would like to be abducted. Then all aliens but the abductor close their eyes. After the other aliens close their eyes the abductor chooses someone to abduct and points to them. With a wand or stick the moderator touches the person that has been abducted. The human does not get to see who abducted them and they do not need to show their identity.
2. New editor wakes up and chooses 4 cards out of your hand, then places them in the envelope.
3. Reporter wakes up and decides if they want to control the article.
4. The 3 staff members get to look at the cards and do their jobs each individually.
5. The scientist and mechanic hold up the numbers on their hands to continue to rebuild the death ray.
Phase 1: 7
Phase 2: 4
Phase 3: 9
6. The Psychic is asked to wake up. They guess who an alien is by pointing. The moderator

nods their head yes or no after they point. Yes for alien affiliation, no for a human affiliation.

7. The Justice of the Peace wakes up and can choose to see the affiliation of the newest person arrested in jail. They can decide to release or keep them in jail.

Everyone wakes up: Day 2

The editor announces the article that was published Pro Alien _____ Pro Human _____

Debate ensues and the people will all make a vote at the end of the day who they want to arrest.

Night 3:

1. All the aliens and humanoids wake, they all point to whom they would like to be abducted. Then all aliens but the abductor close their eyes. After the other aliens close their eyes the abductor chooses someone to abduct and points to them. With a wand or stick the moderator touches the person that has been abducted. The human does not get to see who abducted them and they do not need to show their identity.
2. New editor wakes up and chooses 4 cards out of your hand, then places them in the envelope.
3. Reporter wakes up and decides if they want to control the article. (If they've been abducted they hold up their hand and keep their eyes closed) the moderator taps the alien trooper and they will continue as the reporter.
4. The 3 staff members get to look at the cards and do their jobs each individually.
5. The scientist and mechanic hold up the numbers on their hands to continue to rebuild the death ray.
Phase 1: 7
Phase 2: 4
Phase 3: 9
6. The Psychic is asked to wake up. They guess who an alien is by pointing. The moderator nods their head yes or no after they point. Yes for alien affiliation, no for a human affiliation.
7. The Justice of the Peace wakes up and can choose to see the affiliation of the newest person arrested in jail. They can decide to release or keep them in jail.
8. Alien Janitor is asked to hold up a number on one hand. The Secret Agent is asked to hold up a number on one hand if they have been abducted. If not they will not hold up a number. If the numbers match it will keep the ship clean from bombs, if not, a bomb will explode and cause damage to the ship. 3 bombs on separate nights will destroy the ship. (During the next day the moderator will let everyone know if a bomb was placed and erupted. If not the moderator will not mention it.)

Everyone wakes up: Day 3

The editor announces the article that was published Pro Alien _____ Pro Human _____

Debate ensues and the people will all make a vote at the end of the day who they want to arrest.

Night 4:

Same as night 3.

Everyone wakes up: Day 4

The editor announces the article that was published Pro Alien _____ Pro Human _____

Debate ensues and the people will all make a vote at the end of the day who they want to arrest.

Night 5:

Same as night 4.

Everyone wakes up: Day 5

The editor announces the article that was published Pro Alien _____ Pro Human _____

Debate ensues and the people will all make a vote at the end of the day who they want to arrest.

Night 6:

Same activities 1 - 8 as night 5, then

1. At the end of the nightly activities the Alien Leader will wake up and can choose to see the affiliation of two people.
2. President is asked to wake up and given a choice of they want to use their one turn to guess who the Alien leader is.

Everyone wakes up: Day 6

The editor announces the article that was published Pro Alien _____ Pro Human _____

Debate ensues and the people will all make a vote at the end of the day who they want to arrest.

Night 7:

Same as night 6, but the Alien leader does not get to choose 2 players.

Everyone wakes up: Day 7

The editor announces the article that was published Pro Alien _____ Pro Human _____

Debate ensues and the people will all make a vote at the end of the day who they want to arrest.

Night 8:

Same as night 7, then

1. Humanoid is asked to wake up and can choose if they want who is the Secret Agent.
2. Droid Suit wakes up and can choose if they want who the Humanoid is.

Everyone wakes up: Day 8

The editor announces the article that was published Pro Alien _____ Pro Human _____

Debate ensues and the people will all make a vote at the end of the day who they want to arrest.

The rest of the nights are the same as 8 going forward.