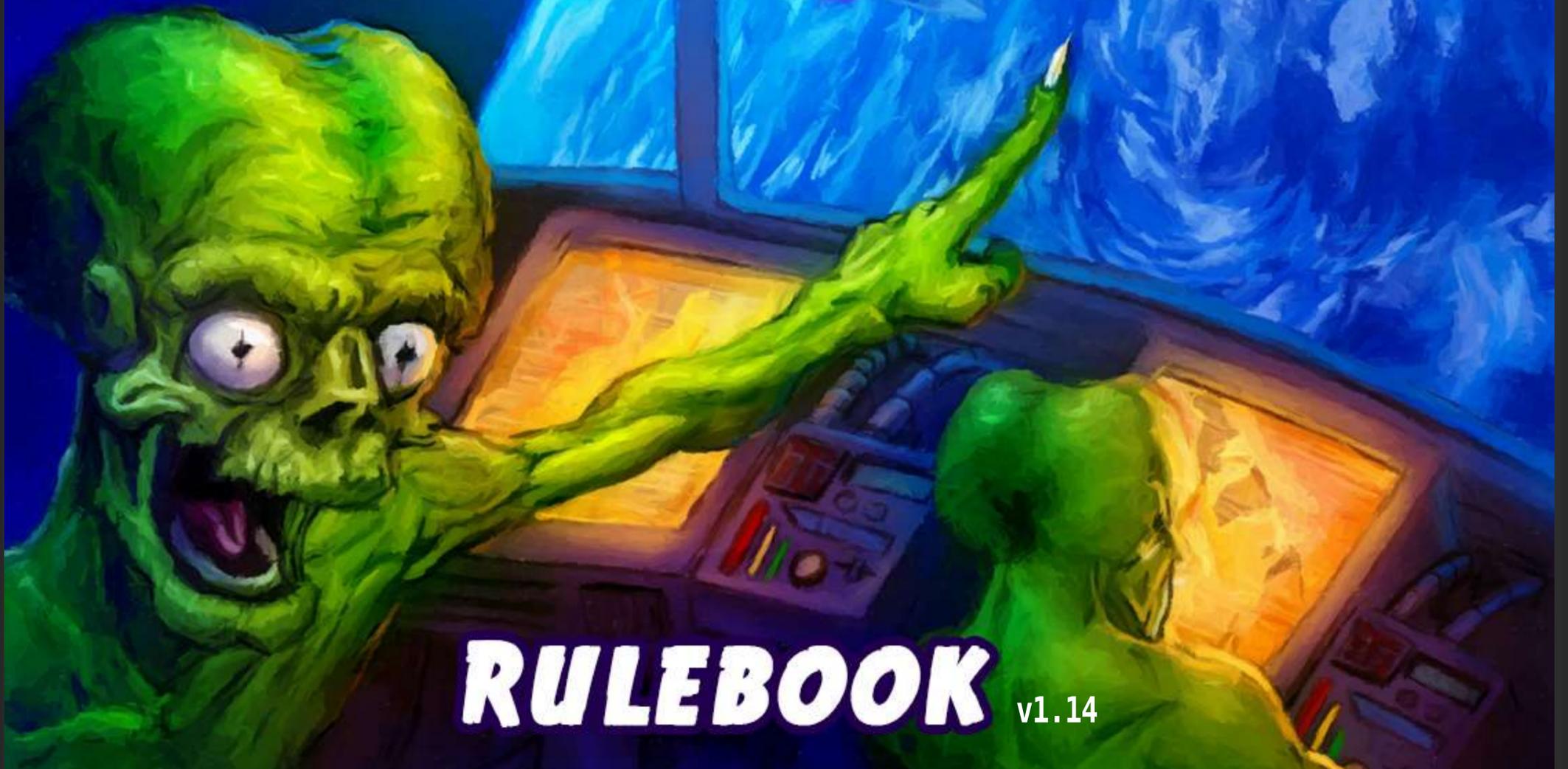


MARS vs EARTH



RULEBOOK v1.14

MARS vs EARTH

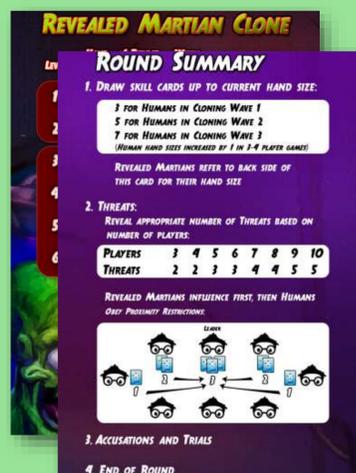
COMPONENTS & TABLE SETUP



Skill Discards (face down)



Undeclared Threat Discards (face down)



- 1 Resource Tracker board
- 30 DNA cards (25 Human, 5 Martian Clone)
- 12 Agent cards
- 86 Skill cards
- 20 Threat cards
- 7 Martian "+1 Threat" counters
- 4 Resource disks
- 1 Initiative card
- 5 "Quick Reference" cards

INTRODUCTION

Welcome to an alternate-history 1950's where little green men from Mars have descended upon Earth. Earth's last line of defense is an elite, multinational team of skilled agents.

If your DNA is pure, you will work to defend your home against the slimy invaders. If you find yourself cloned by the Martians, your goal is to weaken Earth's resources to a point where the hairy, talking apes cannot resist any longer. To complicate matters, you may find yourself switching sides throughout the game, and the later it is, the more powerful you will be!

The game is over when either the Humans have foiled enough of the Martians' plans, or the Martians have destroyed enough of the Humans' resources.

SETUP

1 STEP Place the Resource Tracker board in the center of the table.

Place the 4 Resource disks (each representing one of the Human Resources: Defense, Tech, People, and Food) at the appropriate starting level on the Resource Tracker, as detailed in the table below. If any one of these reaches 0, humans lose the game!

2 STEP Create a DNA deck for the game based on the number of players, as detailed in the table below. Place the remaining DNA cards in the game box—they won't be used for this game.

Number of Players	Starting Resources	Human DNA Cards	Martian DNA Cards
3	6	8	1
4	8	10	2
5	8	13	2
6	11	15	3
7	11	18	3
8	13	20	4
9	13	23	4
10	15	25	5



3 STEP

Shuffle each deck of cards and place them beside the main game board as shown in the Table Setup above. Be sure to use the custom DNA deck created in Step 2 above.

4 STEP

Deal the following cards to each player:

- 1 face up Agent card (in a 3-4 player game, do not include the Agents with only 1 skillset)
- 1 face down DNA card
- 3 face down Skill cards (4 in a 3-4 player game), forming the player's hand



Dealing the 1st DNA card is considered the first "Cloning Wave," as detailed in the "Playing the Game" section below.

Keep your DNA card a secret! Even if you received a Martian Clone DNA card, you cannot reveal yourself at this time, and it may be beneficial for you to bluff the other players for a few rounds.

5 STEP

Determine Initiative. The player who most recently watched a science fiction movie gains the Initiative card, on the non-Overridden side.

Initiative Order

Whenever the rulebook refers to performing a task "in Initiative Order," always follow this process:

1. Start with the player who currently has the Initiative Card
2. Proceed clockwise around the table

PLAYING THE GAME

Round Summary

1. Draw Skill cards
2. Threats
3. Accusations & Trials
4. End of round

Round Details

1 STEP

Draw Skill Cards. Each player draws enough Skill cards to bring their hand to their current hand size. Human players have a hand size based on the current stage of the game, which is called the "Cloning Wave" - their hand size is 3 in Wave 1, 5 in Wave 2, and 7 in Wave 3 (Humans have +1 hand size in 3-4 player games). Reshuffle the discard pile if the draw pile is empty.



Even if you have 1 or more face-down "Martian Clone" DNA cards, you play as a Human player during this step. Keep up the ruse!

Revealed Martian Clone players have a specific hand size based on their Martian level (refer to the Martian Clone hint card for details).

2a STEP

Reveal Threats. The player with the Initiative card draws and reveals the appropriate number of "active" Threat cards, based on the number of players in the game:

Number of Players	# Active Threats per round
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5



Reshuffle the Undefeated Threats discard pile if the draw pile is empty.



2b STEP

Determine Threat Mission Leaders.

In Initiative Order, each player may choose to Lead a mission against one (and only one) of the active Threats (by taking and placing the Threat card in front of them). Players may optionally choose not to Lead a mission. Once their decision is made, they pass all remaining active Threat cards to the next player in clockwise order.

Civilians and lower level revealed Martian Clone players cannot Lead missions (refer to the Martian Clone hint card for details).

Continue passing the Threats around the table until no further players can or wish to lead the remaining missions. Any remaining are put to the side—their missions will automatically fail at the end of the round.

2c STEP

Add Fate.

Draw 1 Skill card from the draw pile and place it face-down next to each Threat.

Nobody can look at this Fate card yet. It represents luck, outside influence, whatever. It will get shuffled into the results pile soon.



2d STEP

Martian Clone Influence.

Each revealed Martian Clone player may discuss strategies and submit Skill Cards (face-down) into active Threats, within established Rules of Secrecy and Proximity Restrictions (see related sections below). Submission of cards can occur simultaneously, in any order the players desire.

Revealed Martian Clone players also distribute their +1 Threat counters to any Threat(s) they wish at this time, regardless of Proximity (the Martian Clone hint card indicates how many +1 Threat counters each Martian player has available to them, based on their Martian level).

2e STEP

Human Influence.

Each Human player may discuss strategies and submit Skill Cards (face-down) into active Threats, within established Rules of Secrecy and Proximity Restrictions (see related sections below). Submission of cards occurs simultaneously, in any order the players desire.



Even if you have 1 or more face-down “Martian Clone” DNA cards, you play as a Human player during this step. Keep them guessing!

Recommendations:

1. *Players are expected to play honestly and fairly. Even though Skill card contribution is a simultaneous process, players need to be careful to submit only what they are legally allowed to, based upon Proximity Restrictions (see below) and any other applicable rules.*
2. *Mission Leaders are encouraged to try and track who contributed how many cards to their Threat. Of course, the Leader may always lie about these details later.*

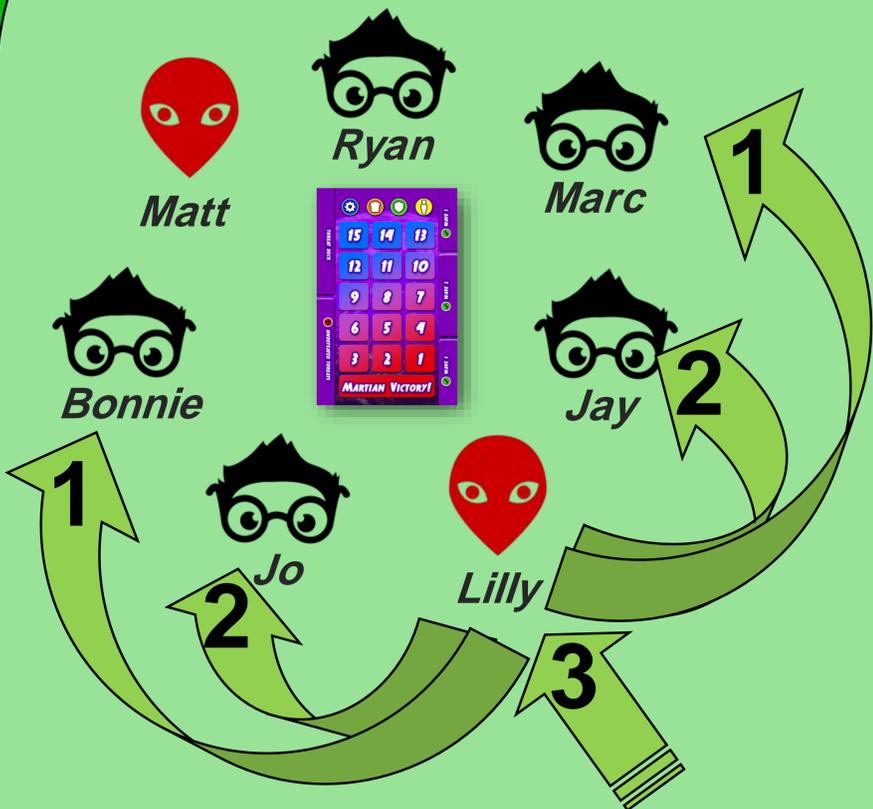
Proximity Restrictions

Deciding mission Leaders for each Threat is an important choice in Mars vs. Earth. Not only will Human Agents' unique Skills and leadership choices come into play during Threat resolution, but each mission's Leader and those players sitting nearest to the Leader will be able to contribute more Skill cards than other players, as follows:

1. The Leader for a mission may contribute 3 Skill cards at most to that Threat
2. The two players adjacent to the Leader may contribute 2 Skill cards at most
3. The next two adjacent players may contribute 1 Skill card at most

Example on next page

Proximity Restrictions Example:



The diagram above depicts how Lilly may only contribute a limited number of cards to each active Threat, based on where she is seated. So, her maximum card contributions are as follows:

- She may contribute up to 3 cards into a Threat she is Leading a mission against.
- She may contribute up to 2 cards into each mission Led by her neighbors (Jay and/or Jo).
- She may contribute up to 1 card into each mission Led by her neighbors' neighbors (Bonnie and/or Marc).
- Lilly cannot contribute cards to any missions led by Matt and/or Ryan.

Proximity rules only apply to Skill Card submissions. Revealed Martians may submit their +1 Threat counters anywhere.

Golden Rule

Once a card has been played to the table, it cannot be taken back or altered except as specifically allowed by the rules and/or other cards. The only exception to this is if a card was accidentally played against the rules—use the honor system to handle these cases.

Social Deduction & Rules of Secrecy

Players cannot refer to any card they may play or have played in uniquely identifiable ways. Players can say they're helping a mission a lot, somewhat, or a little, but they cannot say things such as:

- "I have a strength three card I can put in"
- "I have two science cards I can add"
- "My card won't help this Threat, but will help the next" (this is improper because this refers to very specific Skill Card effects)

Likewise, during Accusations (Step #3), players may say they would have a strong case or a weak case against an Agent, but cannot say more than that.

Following Threat resolution (Step #2f), if a player is asked how many Skill Cards they added to the Threat—they may say anything they would like, truth or not. For this reason, it is important for Leaders and other players to watch closely as cards are submitted to Threats, and if you choose to lie yourself be careful you don't get caught!

2f STEP Resolve Threats.

Threats are resolved one at a time. In Initiative Order, resolve each Threat completely before moving clockwise around the table. Threats with no mission Leader (those put to the side) are resolved after all other Threats.

Steps to resolve a Threat:

- **Shuffle.** The Leader shuffles all Skill cards that have been submitted to the Threat (including Fate), so no one will know who submitted which cards.
- **Reveal.** The Leader reveals each card one-by-one and places them into two piles—cards which match the Skill(s) shown on the Threat card (the "good" cards) and cards that don't match (the "bad" cards).
- **Immediate Effects.** Resolve any Skill card special effects with the yellow ▲ symbol.

- **Total the Cards.** Add the total strength of the “good” Skill cards, and subtract from that the total strength of the “bad” cards.

For Threats with multiple Skill symbols, ALL Skill symbols on the Threat card count as “good” for the Threat. Save those cows!

- **Add the Leader’s Skill.** The mission Leader MUST now add ONE of their Skill groups to the result total.

For example, if Roger Underhill was Leading the mission, the player controlling the Agent must now choose which Skill group to apply from the Agent’s skills.

Example: 7 “Good” Symbols 3 “Bad” Symbols



Skills

Roger’s player may choose to add Science (3), Diplomacy (2), or Military (2) to the positive 4 already totaled for the mission. To continue this example, let’s assume Roger contributes his Science Skill. This adds 3 to the total.

In the example above, the “Poisoned Reservoir” Threat requires Science skill symbols to be defeated. All other symbols count against the mission. So, in this example, we take our 7 good symbols and subtract the 3 bad, resulting in a final total strength of 4, which does not (yet) meet the Threat’s difficulty target of 7...

If Roger’s player decided to add their Military Skill to the Threat, that would count against the total (since only Science counts as positive/helpful for the example mission).

Hidden Martians may want to contribute positive Skills or otherwise help to defeat Threats, at least early on in the game. Stay hidden!

Wild Things:



Some Skill cards have “Wild” symbols on them:

During this “Total the Cards” step, the mission Leader decides how the wild symbols will count—good or bad.

The special effects of the Wild cards work like any other Skill card special effects - resolve them as normal.

- **Determine Outcome.** If the final total is below the Threat's difficulty number (the big number in the center of the Threat card), plus any +1 Threat counters that may have been added by Martians, then the mission to defeat the Threat **FAILED**. Otherwise, the mission was **SUCCESSFUL**.

Successful Missions: If the mission attempt Succeeded, then resolve all Skill card special effects with the green ✓ symbol, in whatever order the Leader chooses (note that unless the card states otherwise, multiple instances of the same effect will each resolve).



Continuing the previous Example:

Since Roger contributed his 3 Science, we add that to the **POSITIVE 4** outcome from totaling the cards. That gives a result of **+7 (positive 7)**.

Yay! The humans barely win that one and Roger is trustworthy! ... Or is he?

Then add the appropriate amount of Resources based on the Threat card's green ✓ symbol area (left side), and resolve any additional effects noted in that area. Very often, that box is empty.

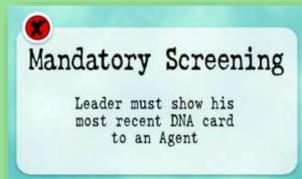


Now process the results of the Threat:

Failed Missions: If the mission Failed, then resolve all Skill card special effects with the red ✗ symbol, in whatever order the Leader chooses (note that unless the card states otherwise, multiple instances of the same effect will each resolve).

Threats without a Leader:

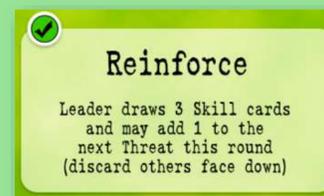
Any threats that were put aside earlier (those without a Leader) are now resolved as though they were Failed Missions.



Effects referring to the "next Threat this round":

These effects only affect subsequent Threats that are revealed as part of the current round of Threats. If there are no additional Threats in the current round, then those effects are ignored.

Then remove the appropriate amount of Resources based on the Threat card's red ✗ symbol area (right side):



If the mission was being Led by a Martian Clone player, that player may be eligible to remove an additional Resource (of one that was already lost due to the failed mission attempt) - refer to the Martian Clone hint card to determine when this is allowed and any other related details:

Initiative Card Overrides:

Some game effects will "override" the Initiative Card—when this happens, flip the Initiative Card to the Overridden side. As indicated on the Initiative Card, it will not pass to the next player at the end of the round—instead it will flip back to the normal side. If a subsequent game effect calls for override, the new effect occurs and the card is moved as appropriate, remaining flipped to the overridden side.

REVEALED MARTIAN CLONE			
LEVEL	HAND SIZE	+1 THREAT COUNTERS	WHEN LEADING
1	2	0	CANNOT LEAD MISSIONS
2	2	1	
3	2	1	
4	3	2	UPON MISSION FAILURE, LEADER REDUCES ONE OF THE LOST RESOURCES BY ANOTHER -1
5	4	3	
6	6	5	

Extra Bad



- **Score and Discard.** After all effects have been resolved, all Skill Cards related to the Threat are discarded face down. Depending on the mission's outcome, the Threat is either placed face down in the Undeclared Threats discard pile or in one of three Defeated Threats piles, based on the current Cloning Wave number (see "Winning the Game" later in the rulebook). Any +1 Threat counters are returned to the appropriate Martian players.

Overachievement

Extra Defeated Threats (beyond the quantity required to satisfy the current Wave) do "spill over" to the following Wave. Once Wave 3's quantity requirement has been met, the Humans win immediately.

Example:

Bonnie gets things rolling by Accusing Jo of being a slimy, traitorous Martian. She does so by placing a Skill card face-down in Jo's direction, verbally declaring "I accuse you!" Jay decides it's time for Jo to go as well, and he seconds the Accusation by also placing a facedown card:



2. **Trials:** Any Agent who had two Skill cards played against them in Accusation are brought to Trial. In Initiative Order, each Accused Agent goes through a Trial as follows:

- The Agent may now Defend themselves by playing one Skill card to the table face up.



- Reveal the Accusation cards.
- Resolve any Skill card special effects with the gavel symbol. Note that if a Skill card effect benefits the Defendant, even though it was played by an Accuser, the effect still benefits the Defendant!
- Add the total number of symbols (regardless of what skill they represent) played against the Accused. Then subtract the total number of symbols played in Defense—if the resulting total is 1 or more, then the Accused player is OUSTED (see below).

Otherwise, the Trial fails and play resumes as normal.

3 STEP Accusations & Trials.

1. **Make Accusations:** Any Human Agent (NOT Civilians) may, in no particular order, Accuse any other Human Agent of secretly being an Martian. To do so, she places one Skill Card face-down in front of the Accused player (remember the Golden Rule – once a card hits the table it cannot be taken back!). In order for a Trial to be called, another Human Agent must second the Accusation, also by placing one Skill card face-down in front of the Accused player.

Accusation rules:

- Only two Skill cards are needed to Accuse a single Agent – one to Accuse and one to second the Accusation. These cards must be submitted by different Human Agent players. After 2 cards have been played in Accusation, no further cards may be played against that Agent.
- An Agent may Accuse (or second) more than one Agent, provided they have the available Skill cards available to make each Accusation.
- An Agent may only be Accused once per round.
- Accused Agents may still accuse other Agents—the Trial Phase comes after the Accusation Phase.
- All Accusations must be made before proceeding to the Trial Phase.

3. Ousted. If the Accused player was ousted, then one at a time, creating palpable suspense, the player flips each of their DNA cards face up:



HUMAN: If all the DNA cards were Human, the player is now a Civilian. They must flip over their Agent card.

Refer to additional Civilian rules to the right.



MARTIAN CLONE: If any of the DNA cards were Martian Clone, the player is now a revealed Martian Clone. They discard their Agent card to the bottom of the Agent deck. General rules for Martian Clone players are covered in each section throughout this rulebook, but it is important to understand how **Martian Clone levels work**—refer to the **Martian Clone Levels** section on the next page.

Whatever the result (Civilian or Clone), from this point forward all DNA cards dealt to this player are face-up. Show your spots!



4. Cleanup. All Skill cards associated with the Accusations & Trials are discarded face-down.



Field Promotions. Human Agent players have the power to Field Promote Civilian players, as follows:

- Any Agent player may reveal and discard any strength-3 Skill card to Field Promote a Civilian (it doesn't matter what the symbols on the card are).
- Field Promotions cannot be performed for a Civilian who was Ousted during the same round.
- If two or more players wish to perform a Field Promotion in the same turn, resolve them in Initiative Order.
- Each player may only Field Promote once per round, even if they have surplus strength-3 Skill cards.
- When a Field Promotion is performed, follow the Civilian Reinstatement rules below.

Civilian Rules

When a Human player is Accused & Ousted from the Agency, even though their DNA is pure, they are reduced to a lowly Civilian.

Special rules for Civilian players:

- Civilians have no Agent status – their Agent card is flipped over (but might be used again later).
- Civilians cannot Lead missions.
- Civilians cannot Accuse or participate in Accusations.
- Any new DNA cards a Civilian player receives are automatically placed face up - Civilians are watched closely!
- Civilians are considered Human players for all other purposes (including hand size), but they are **not** considered Agents.

Civilian Reinstatement:

Field Promotions and some Threat mission success conditions allow a Civilian player to be Reinstated. Whenever this occurs:

- The Civilian player flips their previous Agent card back face up.
- The player's DNA cards are turned face-down.
- The player is now a full Agent again, just as they were at the beginning of the game.



4b STEP Check for new Cloning Wave.
 If, during Threat Resolution (Step #2f), the number of Defeated Threats for the current Cloning Wave reached or exceeded the number of required Defeated Threats per Wave (see “Winning the Game” below):

- Deal one additional DNA card to each player. Human Agents receive these cards face down, while Civilians and Martian Clone players receive them face up for all to see.

! DNA cards are always placed in front of each player in the order they were received, so it’s clear which card was received in each of the three Cloning Waves - this is important in determining Martian Clone levels (see the Martian Clone Levels section below for more information) as well as other important gameplay elements.

Example of DNA Card layout:

Jay keeps his DNA cards in front of him, face-down:



Cloning Wave #1
(start of game)



Cloning Wave #2



Cloning Wave #3

4c STEP Martians optionally reveal.
 Any Unrevealed Martian Clones who wish to voluntarily Reveal themselves may do so now, in Initiative Order, as follows:

- The player discards their Agent card to the bottom of the deck, face-down.
- The player flips each of their DNA cards face-up (without disturbing the order, as usual).
- The player overrides and takes the Initiative Card.

Multiple players may Reveal in this way during this step, in Initiative Order.

4d STEP Discard cards and pass Initiative.
 All players may choose to discard, face-down, any number of Skill cards remaining in their hands. If a player has more cards in their hand than their current hand size, they must discard enough to reduce their hand to the appropriate amount.

If the Initiative Card is flipped to the Overridden side, flip it over to the non-Overridden side. Otherwise, pass it to the next player in clockwise order (the player to the left).

Martian Clone Levels

The order DNA cards are received by a player is critical, especially in determining Revealed Martian Clone levels. When a Martian Clone player is Ousted from the Agency (or the player decides to voluntarily Reveals themselves), they will have a Martian Clone level equal to the sum of the Wave(s) they received their Martian Clone DNA card(s) in.

Example on next page

Some card effects allow other players to look at your DNA cards. Be sure to put them back in the right spot! Mooooo!

Martian Clone Level Examples:

- If the player received just one Clone DNA card in the first Wave (start of the game), they are a level 1 Martian Clone.



- If the player received just one Clone DNA card in the third Wave, they are a level 3 Martian Clone.



- If the player received a Clone DNA card in both the first and second Waves, they are also a level 3 Martian Clone.



- If the player received one Clone DNA card in all three Waves, they are a level 6 Martian clone!
(1 + 2 + 3 = 6)



Winning the Game!

If the Humans have achieved the required number of Defeated Threats to win, the game immediately ends with a Human victory!

Number of Players	Defeated Threats Required to Win
3	6 (2 in each Wave)
4	6 (2 in each Wave)
5	9 (3 in each Wave)
6	9 (3 in each Wave)
7	12 (4 in each Wave)
8	12 (4 in each Wave)
9	15 (5 in each Wave)
10	15 (5 in each Wave)

If -at any time- any Resource is lowered to ZERO or lower, the Martians immediately win the game!

Keeping track of Defeated Threats:

The Humans need to keep track of how close they are to winning. The way to do this is to pile up the Defeated Threats next to the Resource Tracker.

6 player example (2 Successes away from winning):



QUICK REFERENCE

Setup and Threat Details:

Number of Players	Starting Resources	Human DNA Cards	Martian DNA Cards	Number of Threats
3	6	8	1	2
4	8	10	2	2
5	8	13	2	3
6	11	15	3	3
7	11	18	3	4
8	13	20	4	4
9	13	23	4	5
10	15	25	5	5

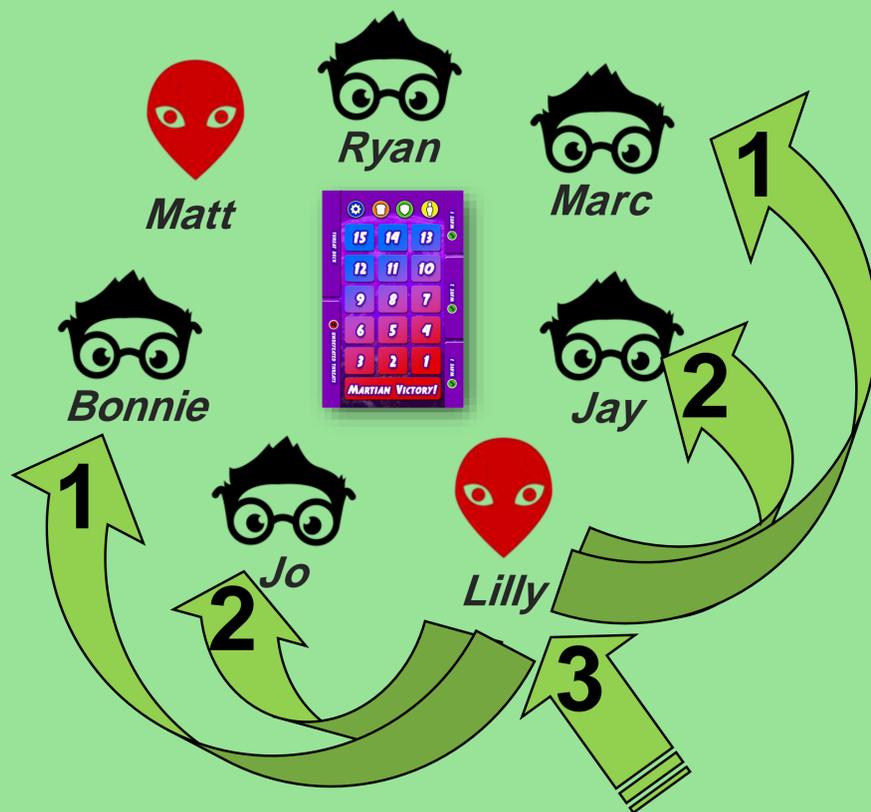
Round Summary:

1. Draw Skill Cards up to current hand size
(3 / 5 / 7 for humans, +1 for 3-4 player games)
2. Threats:
 - . Reveal Threats
 - . Determine Threat Mission Leaders
 - . Add Fate
 - . Martian Clones add influence
 - . Humans add influence
 - . Resolve Threats
3. Accusations & Trials:
 - . Accusations
 - . Trials
4. End of round:
 - . Field Promotions
 - . Check for new Cloning Wave
 - . Martians optionally reveal
 - . Discard cards and pass or flip Initiative

Proximity Restrictions

Each mission's Leader and those players sitting nearest to the Leader will be able to contribute more Skill cards than other players, as follows:

1. The Leader for a mission may contribute 3 Skill cards at most to that Threat
2. The two players adjacent to the Leader may contribute 2 Skill cards at most
3. The next two adjacent players may contribute 1 Skill card at most



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