

INSTRUCTION



INVASION OF THE POWER **CARD GAME**

CARD TYPES :

20 'ALIEN' CARDS – creatures ready to fight for the galaxy.

18 'VILLAIN' CARDS – creatures wishing to conquer the galaxy and destroy the law and order around.

8 SUPPORT CARDS – aiding the Aliens in their struggle against the evil.

2 CARDS FOR COLOURING

INSTRUCTION

At the foot of each card you will find the power of the Alien, Villain, or the support value, respectively (the OMNITRIX symbols).

1. INTRODUCTION:

BEN, a 10-year-old boy spends his summer holiday with grandpa MAX and GWEN, a not particularly favourite cousin of his. BEN is not keen on the prospect of boring stories and pickled earthworms. At night he sneaks out into the forest. There, he notices a falling star, which later turns out to be a fragment of a spaceship. Unexpectedly, a large watch appears from inside the a piece of the mysterious machine, and attaches itself to BEN's wrist... Yes, that was OMNITRIX and that's how it all started...

2. THE PURPOSE:



The purpose of the game is to defeat the largest possible number of Villains plotting to conquer the galaxy. The battle is fought with cards featuring various creatures, each allocated a specific power level. The largest collection of the VILLAIN CARDS wins the game.

3. PREPARATIONS TO THE GAME:

Each player is dealt the same number of the ALIEN CARDS, which he/she puts face down in a stack in front of him/her. The players do not inspect their cards. The same procedure is now followed for the SUPPORT CARDS, also dealt equal among the players. Any undistributed ALIEN and SUPPORT CARDS are out of the game and put aside. Now, the VILLAIN CARDS are shuffled and laid face down in a stack on the table. This will be the VILLAIN BANK.

Card distribution:

2 players – each player gets: 10 ALIEN CARDS + 4 SUPPORT CARDS

3 players – each player gets: 6 ALIEN CARDS + 2 SUPPORT CARDS

4 players – each player gets: 5 ALIEN CARDS + 2 SUPPORT CARDS

4. THE GAME:

4.1 THE BATTLE ROUND:

The youngest player picks the top card from the VILLAIN BANK and places it face up in the middle of the table. Now, each of the other players picks the top card from his/her ALIEN CARD stack and puts it face up in front of him/her. The victory goes to the player whose creature has the highest power score (see the OMNITRIX symbols at the foot of the card).

4.2 THE SUPPORT CARDS:

During the battle the player can decide to show down his/her ALIEN CARD together with a SUPPORT CARD.



The player's power is then the sum of the ALIEN CARD and SUPPORT CARD scores.

NOTE! Each SUPPORT CARD can only be played once. After use, it is put aside leaving the game. No more than one SUPPORT CARD can be played in any single battle round.

4.3 WHEN THE PLAYER WINS THE BATTLE ROUND:

During the battle the players show their cards and compare the power scores of their ALIEN CARDS with the score of the VILLAIN CARD. The round is won by the player holding the highest-scored ALIEN CARD (or ALIEN plus SUPPORT CARD) (higher than the power score of the Villain). The winner takes the VILLAIN CARD and places it in front of him/her. When the battle round is over the players remove the displayed ALIEN CARDS and slip them back to the bottom of their stacks.

4.4 WHEN THE VILLAIN WINS THE BATTLE ROUND:

If the power score of the VILLAIN CARD proves higher than that of any ALIEN CARD shown in a battle round, the victory goes to the Villain. This eliminates all ALIEN CARDS played in the round from further game. The cards will be put aside left out from the war. The VILLAIN CARD, on the other hand, goes back to the VILLAIN BANK slipped to the bottom of the stack.

4.5 THE DRAW

Each battle round calls for resolution. If the power score of a player equals the power score of the Villain, the player is victorious. If two or more players hold cards with the same power scores (higher or equal to the VILLAIN's score), there is a tie-break. Now, the players with equal powers show another ALIEN CARD each. The highest aggregate power score of the previously played ALIEN CARD

and the one shown in the tie-break prevails.
The winning player can collect the VILLAIN CARD.
If, however, no tie-break can be played because no ALIEN CARD is left in stock, the victory goes to the youngest player.



4.6 AFTER THE BATTLE – RESHUFFLING:

Once the whole battle is over each player shuffles his/her ALIEN CARDS, then passes the top one in his/her stack to the left-hand neighbour (no peeping!). The players place the received cards at the bottom of their ALIEN CARD stacks. When the reshuffling is over the cards are ready for another battle.

5. END OF THE GAME:

The game ends when all VILLAIN CARDS from the BANK have been used. The players count the number of the VILLAIN CARDS they have collected. The highest number wins. If, however, during the battle the players are caught short of the ALIEN CARDS, the game ends with the VILLAINS victorious.

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