

GRAVE ROBBERS FROM OUTER SPACE

Welcome to *Grave Robbers from Outer Space the Resurrected Edition*. This game is two games in one: you can play with the new improved rules that add a hint of card drafting and some resource management, or you can play using the classic rules of the original *Grave Robbers from Outer Space*. How you want to play is up to you. *Cult Classic* game rules can be found at the end of the rule book.

To play *GROS:RE* you will need the deck of cards, two or more friends and something to keep score with.

Decide how many movies will be made (1 for a short game, 2 or 3 for longer, and 1 per player for a marathon). Making a movie begins at *Movie Title Generation* and ends at *Movie End*.

MOVIE TITLE GENERATION

Shuffle the deck and reveal six cards. Using the title words at the bottom of each card, agree upon a movie title. Each word in the title will be worth bonus points during the final scoring. Record the title and shuffle the cards back into the deck.

SET UP

Deal 8 cards to each player. If anyone has no characters at all, deal that player a new hand and shuffle the old hand into the deck. Once everyone has at least one character in hand, players draft what their starting hand will be. Players choose one card and pass the rest clockwise around the table. Each player does this 8 times. When the drafting is done, players place all the characters from their starting hands face up in front of them (ignore the characters' popcorn costs at this time). Any negative characters, such as the Stoner, or creature compatible characters, such as Mom, can be held back at this time.

ORDER OF PLAY

Players take turns, starting to the left of the dealer. Each player will get an Establishing Shot. That is players may not play any cards or generate any effects that are detrimental to another player for the first round of play. Once everyone has had their first turn, the mayhem can commence. Players may not Roll the Credits until their third turn. These are feature length films, after all.

Players perform the following actions in order:

1) Ready. You make sure you are ready to take your turn by filling your hand to your current hand limit (normally 8, but certain cards can increase your hand size). This is also the time to "fill" all your popcorn producing cards (turn them upright).

2) Play. Play as many cards as you can afford. Any type of card can be played during your turn, but FX cards are the only type that can be played by someone who isn't the active player. Props and characters are generally added to your own movie (although some are added into opponents' movies), while creatures are used to attack your opponents. Locations can go either way, and FX cards do all sorts of things. While players are allowed to use FX cards during another player's turn, it should be noted that the active player gets to play the first card of their turn (you may not play an FX card on someone's turn before they have played a card from their own hand or declined to play any cards). Further details of the workings of each type of card are found in the Card Types section of the rules.

3) Discard. Once you have played all the cards you wish to, if you are above your hand limit, you must discard the excess. You may always choose to discard more cards than you are obligated to throw away. Discarding without generating an effect is your signal that your turn is over.

MOVIE END

The movie will come to an end in one of two ways. Either someone with at least one surviving character in their movie has successfully played a *Roll the Credits* card (which launches one final round of play), or the draw deck has been exhausted. The player who draws the final card from the draw deck will complete their turn and the movie is immediately over.

FINAL SCORING

When the movie is over, players score points equal to the defensive values of all the cards in play in their movies, plus an additional 5 points for each card bearing a title word from the name of the current movie the player has in play or in hand.

After the chosen number of movies have been made, the game is over and the player with the highest total score is the winner.

CARD TYPES

There are six types of cards in the basic game (7 if you are using one of the *Script Revisions* or *Plot Twists* expansions, 8 if you are using both expansions): *Characters*, *Props*, *Locations*, *Creatures*, *FX*, and *Roll the Credits*.

Characters (blue): Characters are the stars of your movie. You want yours to live and you want your opponents' to die. There is no limit to the number of characters you may have in your movie, and no limit to how many you can play in a single turn (assuming you can afford the popcorn cost). Characters have a name (this is the sort of trope the character fills in the movie, not an actual name). It appears at the top of the card. Characters have a defensive score used for both end scoring and defending against creature attacks. It appears in the circle with the flexed arm icon. Characters will have

traits. Traits are described in greater detail in their own section. Many characters have special powers, called FX abilities that take precedence over the regular rules of play. These rules appear in the text box below traits. Characters will have a popcorn cost appearing in a strip near the bottom of the card. This is the cost to bring this card into play. If you have no characters in your movie, your first character is free. Some characters produce popcorn. These characters have a popcorn bucket on the left side of the card. If a character's FX ability requires popcorn to use it, you may use it at any time (unless stated otherwise) if you can afford the popcorn cost.

Props (orange): Props are weapons and tools used to buff your characters. Except for the colour difference, the overall anatomy of a prop is the same as a character card. Props must be given to a character when played. There is no limit to the number of props a character can have, but no character can obtain more than one new prop per turn. Props may be moved from one character to another during your turn (this counts as the receiving character obtaining a new prop). Once a character dies, all its props go to the graveyard with it. Should one of your characters get killed during your own turn, you may now switch props from it to another character once the FX or creature attack has been declared.

Locations (green): Locations are where players' movies take place. Each player's movie can have one location in it at a time (although some locations can be add-ons to existing locations). The anatomy of a location card is the same as props and characters.

Creature (red): Creatures are used to attack an opponent's movie, and kill a character. Their anatomy is similar to the previous card types, but they have an attack value (the knife icon) rather than defence. Also, they never produce popcorn. There is no limit to the number of creatures you can play on a single turn (assuming you can afford them all), but each is resolved individually. Creature attack rules are described in detail in the section on attacking.

FX (yellow): FX cards do all manner of things for players, from drawing extra cards, to boosting or weakening creature attacks, to flat out sending characters directly to the graveyard. They are the only type that can be played by someone who isn't the active player. Remember, if you plan on jumping the active player with FX cards, you must let her play at least one card first (or declare her intention to not play any cards this turn). FX cards are resolved in First In First Out sequence, the exception being when you play an FX to cancel another FX.

Roll the Credits (black): These cards are used to bring the current movie to an end. To play one, it must be your turn and you must have at least one living character in your movie. Playing a *Roll the Credits* card immediately ends your turn (even if another player successfully counters it). Each player may now take one final turn (starting with the player to the left of whoever Rolled the credits).

PAYING POPCORN

To play a card, you must pay the appropriate amount of popcorn. Popcorn comes from two sources:

- 1) Any card you have in play that has the popcorn bucket icon can be "spilled" (that is rotated 90 degrees) once per round for a single popcorn.
- 2) Cards can be discarded from hand to generate popcorn (one popcorn per card).

The cost to play a card is the number of kernels shown on the banner at the bottom of the card being played.

TRAITS

Traits are descriptive words or triggers that can be found on characters, creatures, locations, and props, or can be granted or removed by FX cards or FX abilities. Most traits don't have any rules associated with them, but some do. If a trait doesn't have a rule here, it is just used as a trigger for FX cards and abilities. Some traits are opposed to each other (**Male/Female, Old/Young, Smart/Dumb**, etc). If a card gains a trait in opposition to a previously existing trait, the previous trait is nullified. If the *Big Dumb Jock* gets "*Edjumacated*" he is now just smart, not both dumb and smart.

Family: All family characters gain +1 defensive score for each other family card in the same movie with them.

Swarm: Gun props lose their defensive bonus against creatures with swarm

Aquatic: Aquatic creatures cannot target a movie that has a location that isn't aquatic. Aquatic creatures can attack movies that have no location.

Psycho: When a psycho creature attacks, any player (not just the active player) may play weapon props to boost the psycho's attack strength. These weapons are all sent to the graveyard after the attack is resolved. Ignore the popcorn cost of any weapons played in such a manner.

CREATURE ATTACKS

When playing a creature card, the active player is attacking another player's movie. Compare the creature's attack score to the total defensive score of the target movie. Don't forget to factor in modifications to either score generated by FX cards and abilities. If the creature's total equals or exceeds the defensive score, the attack is successful and the attacker may choose one character in the target movie to die.

Regardless of the success or failure of the attack, the creature plus all cards used during the attack go to the graveyard. The active player may make as many attacks as desired in a single turn, but each is resolved independently before the next one is made. During an attack, all players are welcome to play FX cards, but only those

that directly effect the outcome of the attack should be applied until the attack is fully resolved. For example, playing *Production Value* to add +2 to a **Female** character in the defending movie could save the defending movie from the attack, so it is resolved as part of the attack, but using *Back to the Home* to eliminate an old character from the attacking player's movie has no impact on the attack, so it waits until the attack is over to be resolved.

ALWAYS SUCCEEDS

Occasionally a card will say that a certain creature or creatures with a certain trait will "always succeed" at a particular location. This means that regardless of how the MATH adds up, the attack is considered a success. Players are still free to use FX cards to eliminate the attack (*Ha Ha Scared You*, for example).

LETHAL FX

Sometimes, FX cards kill characters outright. When one such card gets played, it is the person playing the card who chooses the victim(s), unless the card explicitly states other wise.

EXAMPLE OF AN ATTACK

Marisa is under attack. It is Angel's turn and he has decided to play the *Subterranean Cannibals* creature. Marisa has the *Guy Everyone Knows Will Get Killed*, the *Nymphomaniac Cheerleader* (with the *Spell Book*), and the *Big Sister* (with a *Pistol*) and they're all hanging out at the *Insane Asylum*. Total Defense is **15**. The *Subterranean Cannibals* have an Attack of **12**, which isn't going to cut it.

Angel has some unspent popcorn, so he spills two to play the *Stoner* into Marisa's movie. The *Stoner* brings her Defense down to **13**. Angel has to work a little harder. Because the *Cannibals* have the **psycho** trait, players can add weapons to the attack for free. Angel plays the *Flame Thrower*, bumping his score to **19**. The *Cannibals* will feast tonight! But Marisa spills one popcorn and plays *Run Away!!!!* to add +5 to her movie's Defense. Matti spills some popcorn of his own and plays *We Come In Peace* to add a further +2 to Marisa's score. She is now up to **20**, while the attack is only at **19**.

Tim plays *Cut!* to cancel Matti's *We Come in Peace*, so Marisa is back down to **18**. Marisa spills her final popcorn to play *Over Budget*, which cancels Tim's *Cut!* This means Matti's *We Come in Peace* is back in effect since it never got canceled. Marisa is back to **20**.

Jonathan jumps into the fray by playing *Too Stupid to Live*. This lets him kill one **Dumb** character in the target movie. The *Nymphomaniac Cheerleader* is **Dumb**, but so is the *Guy Everyone Knows Will Get Killed*, so Jonathan must target him. Now that the Attack and Defense are tied at **19** and no one has any other tricks up their sleeves, the attack is deemed a success and Angel chooses to kill Marisa's *Nymphomaniac Cheerleader*. The *Cheerleader*, her *Spell Book*, the *Cannibals* and all the other cards used during the attack are all sent to the graveyard.

Most Attacks will be far more straight forward than that, but some will get that involved.

STUDENT FILMS

When you are first learning the game, or attempting to teach it to new players, we recommend you use the following variant for beginners.

The game play is the same except for these two changes:

- 1) Ignore the drafting phrase at the beginning of the game. Beginners won't know the cards well enough to decide which ones are worth keeping.
- 2) Student directors should fill their hand to 8 cards at the END of their turn, not the start. This gives them the time during other players' turns to study their cards and prepare for their next turn. It also means they will have more cards at their disposal should another player attack them.

Once everyone has played the game once or twice, feel free to graduate to the regular rules of play.

CULT CLASSIC (CC) RULES

Most of the rules are identical whether you are playing the *Resurrected Edition* or the *Cult Classic*. What follows is a list of the differences. To play the CC, follow the RE rules unless those rules are contradicted here. Those who are familiar with the CC may notice a few changes that are not highlighted here. These are refinements to the CC that have occurred in the 14 years since the CC was first released. You are welcome to play full old school if you want, but we believe these little tweaks enhance the CC without making it as different as following the RE rules would.

SET UP

Players are dealt 6 cards, not 8, and there is no drafting phase. Players place their starting characters immediately in play (creature-capable and negative characters can be held back if desired).

HAND LIMIT

Six is now the normal hand limit.

CARD COST

The CC has no popcorn costs. Cards are free to play. If a card has an FX ability that costs popcorn, simply discard that many cards from your hand to use the ability and you are using the card exactly as it was in the CC.

That's it. You are now qualified to play using either rule set. Enjoy, and keep watching the skies!!!!!!!!!!!!