

# MEEPLESHIP FROM MARS!

1-4 Players, 8+, 30-60 minutes. Copyright 2018

**GOAL:** Your team has been abducted by the Little Green Meeples! You must work together to plant explosives, escape the MeepleShip, and prevent the invasion of Earth! The player with the most Meeple Tech at the end of the game is the ultimate hero and winner!

**ALIEN VICTORY:** The game ends immediately when 12 Meeples from the Invasion Bay reach Earth before an Enforcer does. The world has been taken over by the Little Green Meeples!

**2-4 PLAYER GAME SETUP:** Shuffle the deck of cards and place them face-down to form a draw pile. Place the draw pile, Meeples, and clips next to the board. Each player places their Enforcer pawn in the Cooler room on the ship, takes a Character/Meeple Tech-Tracker card and places a Meeple on the 1 space of that card. Place a number of Meeples in the ship areas with an Alien Meeple Tech symbol. Choose the first player and turn order moves clockwise from there.

**1 PLAYER GAME SETUP:** Shuffle the deck of cards and place them face-down to form a draw pile. Place the draw pile, Meeples, and clips next to the board. Choose an Enforcer and place the pawn in the Cooler room on the ship. Place the corresponding Character/Meeple Tech Tracker card in front of you. Put a Meeple on the 1 space of that card. Place a number of Meeples in the ship areas with an Alien Meeple Tech symbol. Since there is only 1 Enforcer, perform your actions like normal but they are unlimited. You must Activate all 4 explosives before leaving the ship.

**GAME PLAY:** The Enforcers take turns moving throughout the MeepleShip, fighting alien Meeples, placing explosives, and collecting the most Meeple Tech before the invasion of Earth is complete. Each Enforcer can take up to 3 actions on their turn. When the draw pile runs out, shuffle the discard pile and form a new draw pile. Lay down an alien Meeple to represent 5 Meeples when needed.



## ACTIONS:

**Move:** An Enforcer spends 1 action to move into an adjacent area (Room, Corridor, or Elevator). Moving through a Door does not count as an action but 1 Meeple Tech must be spent each time an Enforcer moves through a Locked Door. When an Enforcer enters an area with a Meeple Roll symbol, the Enforcer must stop, make a Meeple Roll, and clear the room of meeple before moving on. **A Meeple Roll triggers whenever an Enforcer enters the area even when there is already an Enforcer and/or Meeples in that area.** See 'Entering Named Rooms' on p.3 and Meeple Roll on p.5.

**Fight:** Whenever an Enforcer and Meeples share an area, the Meeples must be destroyed before any other action can take place. Spend 1 action to roll the die and destroy that amount of Meeples. **Each Enforcer also has a +10 bonus to all Fight roles.** As an example, rolling a 50 and adding the +10 for a total of 60 destroys 6 Meeples. A natural 00 (100 on the die) is an automatic Slaughter of all Meeples in the area! However, a natural 10 rolled, regardless of the bonus, means that the Enforcer is being Probed by the Meeples! See Probed on p.3 for more details.

An Enforcer can Fight more than once on his turn. **An Enforcer cannot Fight Meeples that are in Saucers in the Invasion Bay. See 'Board' on p.3.**

When an Enforcer destroys all Meeples in an area, he gains 1 Meeple Tech. When he rolls a Slaughter he gains 2 Tech!

**If an Enforcer cannot clear a room of Meeples by the end of their turn, place a Meeple on Mars. Not clearing a Named Room by the end of their turn puts 2 Meeples on Mars!**

**Fight Earth Meeples:** When an Enforcer escapes the MeepleShip and lands on Earth, spend an action to Fight all the Meeples on Earth. An Enforcer that clears Earth of all Meeples by the end of their turn immediately ends the game and players count all their Meeple Tech to determine the winner.

**If an Enforcer cannot clear Earth of Meeples on their turn, that player loses 3 Meeple Tech and places 10 more Meeples on Earth! Also, place 1 Meeple on Mars.**

**Search:** When an area has the Search icon and there are no Meeples in that area, an Enforcer can spend 1 action to Search the area. Draw a card from the draw pile. An Enforcer can Search an area more than once. See Search on page 5 for further details.



**Board:** When an Enforcer is in the Invasion Bay, has at least 10 Meeple Tech and there are no Meeples in the area (excluding Meeples in Saucers), **the Enforcer can spend 2 actions to Board an unoccupied Saucer.** Place the Enforcer on Earth. See 'Fight Earth Meeples' on p.2.

**Activate:** When an Enforcer is in a Named Room (excluding the Cooler), and there are no other explosives there, **the Enforcer can spend 2 actions to Activate an explosive timer.** Place a color-appropriate clip to the Enforcer in the room. **Explosive timers (clips) must be placed by each Enforcer before any Enforcer can Board a Saucer to leave the Meeple-ship.** When the players win the game and prevent the invasion of Earth, the explosives will trigger and automatically destroy the Meeple-ship!

**WIN CONDITIONS EXPLAINED:** Each Enforcer must Activate an explosive timer. Then, the first Enforcer to destroy all Meeples on Earth stops the game immediately. Each player adds up their Tech and the player with the most wins! Meeple Tech collected and collected cards are positive points, whereas, Set-Back cards are -1 point each.

**1 PLAYER WIN CONDITIONS EXPLAINED:** The player must Activate all 4 explosive timers then destroy all Meeples on Earth to stop the invasion.

#### TERMS & DEFINITIONS:

**Probed:** When an Enforcer Fights Meeples and rolls a natural 10 on the die, place a Meeple on Mars and lay the Enforcer pawn down in the area the Enforcer is in. This ends the turn. **When the Enforcer starts their next turn, stand the Enforcer up and perform another Meeple Roll.**


**Entering Named Rooms:** Any Room that has a name, such as the Engine Room or Martian Bay. See 'Activate' above for setting explosives.


**Meeple Tech:** Gain Meeple Tech to move through locked areas and escape the Meeple-ship. The player with the most tech is the ultimate hero. 1 Meeple Tech is worth 1 point at the end of the game. On your character's Meeple Tech track, move the Meeple 1 space up the track when you gain a Meeple Tech. When you place the Meeple on 5, leave it there, and when you gain another, place it on the 1 and continue this process.



#### MEEPLESHIP KEY:


 This symbol is not a space but it indicates what areas connect to each other.

 **Doors:** Doors are not considered a space. They separate spaces and show what areas connect to each other.


 **Locked Doors:** Like regular Doors but 1 Meeple Tech must be spent each time it is gone through.


 **Elevator:** This is considered a space and only 1 Enforcer can occupy an Elevator at a time.

 **Locked Elevator:** Like a regular Elevator but 1 Meeple Tech must be spent each time it is gone through.

 **Alien Meeple Tech:** A number of Meeples listed on the symbol are placed directly on this symbol at the beginning of the game. The first Enforcer in the area collects the Meeple tech before resolving any Meeple Roll there.

 **Sub-Level Corridor:** These Corridors are considered a space and show what areas connect to each other. Dotted lines represent the Sub-Level Corridors beneath the Main floor. Any number of Enforcers can be in a Corridor at a time.

 **Main-Level Corridor:** These Corridors are considered a space and show what areas connect to each other. Any number of Enforcers can be in a Corridor at a time.

 **Main-Level & Sub-Level Rooms:** These Rooms are considered a space and generally have something in them. When an Enforcer enters a Room, they immediately collect any available Alien Tech there and then they perform a Meeple Roll if the symbol is listed. Any number of Enforcers can be in a Room at a time. If the Room has a name, see Entering Named Rooms on p.3 for more details.



### MEEPLESHIP KEY CONTINUED:



**Red Alert:** When the sixth Meeple is placed on Mars, disperse 1 Meeple to each of the 5 Red-Alert symbols on the Meepleship. These Meeples are extra Meeples that must be fought in those areas. The sixth Meeple is placed in 1 of the vacant Saucers in the Invasion Bay (these Meeples cannot be fought). When a Meeple is placed in the last (third) Saucer in the bay, send those 3 Meeples plus an additional 3 Meeples down to Earth. When 2 Meeples are placed on Mars, filling the 6th space and having 1 left over, place the Meeples like normal, then place the additional Meeple on Earth.



**Search:** When an area has the Search icon and there are no Meeples, an Enforcer can spend 1 action to Search the area. Draw a card from the draw pile. An Enforcer can Search an area more than once.

When a Spaceship is drawn, immediately place a Meeple on 1 of the Saucers in the Invasion Bay.

When a card is drawn that says "Collect this card", place it face-up next to your character card to use at a later time. The blue symbol on the card indicates what it does. See Alien Tech Symbols on p.6.



When any other card is drawn, it is now a Set-Back card. Place the card next to your character card face-down. **Each Set-Back card is -1 point at the end of the game. When you perform a Meeple Roll, add the number of Set-Back cards to the roll.** Such as, if you have 3 Set-Back cards, add 30 to the roll. Ex. The die roll is 90, add 30 to make 120 or 12 Meeples.

**Set-Back cards can be removed!** Spend 2 actions on your turn to discard 1 Set-Back card. Also, before a Fight action, you can discard 1 Set-Back card to give up your +10 bonus to your Fight actions for the rest of your turn.



**Meeple Roll:** When an Enforcer enters a Room or Corridor with this symbol, regardless of who is currently there, immediately roll the die to determine how many alien Meeples are there or added there. The number listed on the symbol adds or subtracts to that roll. Also, add the Enforcer's Set-back cards to the roll. See Set-Back cards listed under Search. Ex. The roll comes up 50, the symbol adds 20, and the Enforcer has 5 Set-back cards (+50). The total is 120 so 12 Meeples are placed in the area.



### MEEPLESHIP KEY CONTINUED:



**Anti-Gravity Room:** Enforcers lose their +10 Fight bonus while in this room. It also takes 3 actions to leave an Anti-Gravity Room.

### COLLECTED CARD ALIEN TECH SYMBOLS:



**Hyper-Action:** Discard this card to take an extra action. This card is worth 1 point at the end of the game.



**Luck:** Discard this card to reroll 1 of your Fight actions or Meeple Rolls. You must apply the second result. This card is worth 1 point at the end of the game.



**Laser Tech:** Discard this card to destroy 3 extra Meeples in your Fight actions this round. This card is worth 2 points at the end of the game.



**Teleport Tech:** Spend 1 action and discard this card to teleport to an adjacent Room, Corridor, or unoccupied Elevator that is connected to the area you are in. You do not have to spend any Meeple Tech to move through or onto a locked area. You can teleport no matter who shares the area with you. If you teleport into an area that has a Meeple Roll, roll and place alien Meeples there. This card is worth 2 points at the end of the game.

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