

# Kenner



## **ALIEN** GAME

AN EXCITING SPACE ADVENTURE  
GAME FOR 2-4 PLAYERS.

Allens have invaded the  
spaceship Nostromo ...  
they're stalking the halls ...  
they're out to eliminate all the  
astronauts on board!

### **OBJECT**

Be the first player to get one of your  
Astronauts into the Space Shuttle  
Narcissus! (center of the board). Also,  
use your Alien to eliminate the astronauts  
of other players!

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## EQUIPMENT

Gameboard, two dice (1 white, 1 red), 12 Astronaut Tokens, (3 each of 4 colors), and 4 Alien Tokens (1 each of four colors).

## GET READY!



Each player sits on one side of the board and chooses the three (3) Astronauts and one (1) Alien that match the color on his or her side. Mount them in bases, place them in your home color square and you're ready to begin. ... (Aliens and Astronauts both start in the home square)

## LET'S PLAY!

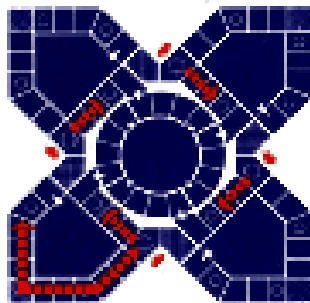
1. Each player rolls both dice. High roller goes first. In cases of a tie, the person who rolled the highest number first starts. Play continues clockwise around the board.
2. Players roll both dice each turn. Each player moves his or her Alien the number shown on the red die and one Astronaut the number shown on the white die. You can move only one Astronaut each roll.
3. You must use the whole number you roll when you move your tokens.
4. **DOUBLES:** Any player who rolls doubles gets a free roll. However, only two free rolls are allowed each turn. You do not have to move the same Astronaut on your free turn.
5. Any number of Astronauts and Aliens may occupy the same space.

Move your tokens according to the following Rules of Escape and Elimination.

## RULES OF ESCAPE AND ELIMINATION

### ASTRONAUTS

1. Astronauts are safe in their home bases. You do not have to move all three of them out at once. It may be a good strategy to leave one behind.



2. **Escape Route!** All the Astronauts are trying to escape to the space shuttle Narcissus<sup>®</sup>(center of the board). Astronauts leave their home bases and move clockwise around the board and into the Inner Corridor at their color arrow. Then they move clockwise around the Inner Corridor and into Narcissus<sup>®</sup> again at the colored arrow that matches that Astronaut. You do

not need to enter the Narcissus<sup>®</sup> by exact count.

3. **Astronaut Choice (Shortcut!)** Along the escape route there are spaces called Astronauts Choice. If an Astronaut lands on one of these spaces, he may take the shortcut if you want. The shortcut saves time, but can be more dangerous. Move across shortcut according to the numbers you roll.
4. When an Astronaut has gone all the way around the board and is ready to go into the INNER CORRIDOR, he takes the shortcut even if he does not land on Astronauts Choice.

### ELIMINATION OF ASTRONAUTS

1. An Astronaut is eliminated by an **Alien** in two ways:  
\*When an **Alien** ends his move on a space occupied by an Astronaut

OR

When an Astronaut is forced to end his move on a space occupied by an **Alien**.

2. **Aliens** never eliminate astronauts of their own color.

3. **SAFE SPACES**



There are several SAFE SPACES around the board where Astronauts are safe from **Aliens**.

4. If two or more Astronauts occupy the same space, they are all safe from Aliens. However, if an Alien lands on this space and all the Astronauts leave but one, the one left with the Alien is eliminated.
5. If an Astronaut is on the same space with his Alien, he can still be eliminated by another Alien.
6. All eliminated Astronauts are removed from the board.
7. Aliens are never eliminated.

## ALIENS

Aliens move around the board in the same direction as the Astronauts. However, because of their deadly power, they can make some moves that the Astronauts cannot.



### 1. AIR SHAFTS:

If an Alien ends his move on an Air Shaft, it may move to any other air shaft on his next roll. The move from one air shaft to another counts as one space, so if the roll is greater than one, the Alien may jump from one air shaft to another. It may also use any combination of jumping from air shaft to air shaft and regular moves.

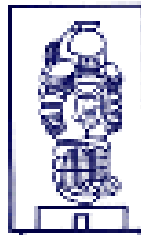
### 2. INNER CORRIDOR:

The Aliens enter the Inner Corridor as their Astronauts. Aliens can also leave the Inner Corridor on the same space they entered. After the Alien leaves the Inner Corridor, he must again move clockwise in the same direction as the Astronauts.

### 3. Aliens may always use the shortcut, if they choose.

If all your Astronauts are eliminated, keep moving your Alien. You might eliminate all your opponent's Astronauts and face a tie.

You still move only the number shown on the Red die, but keep rolling both dice. You can still roll doubles and get an extra turn.



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