

# ALIENS

# URBAN INSANITY

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# Rule Book

# EXPANSION



## Introduction

The **Aliens Expansion Set** lets you invade the city, and interfere with your opponents' plans!

From the Mother Ship, you can beam Aliens down to any area of the city and take over roads, city blocks, and suburbs controlled by the other players.

And if that wasn't insane enough, they can also abduct Urbanites and take them back to their Mother Ship for unimaginable torture and experimentation.

Aliens are non-player entities that violate all placement and control rules AND they win all ties when competing for roads, city blocks, or stadiums.

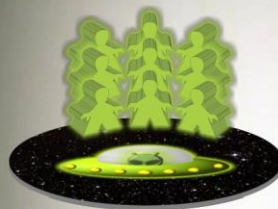
But all is not lost if they infect your area. There are ways to send them back to their Mother Ship or even transport them to another player's area.

Urban Insanity has gone interstellar. Be prepared for some *out-of-this-world* fun!

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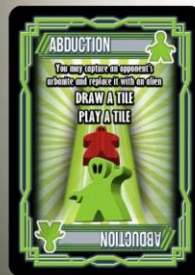
## Setup



Place the Mother Ship off to one side and put all 9 Aliens on the Mother Ship.

Assign one player to manage the Aliens.

Shuffle the 12 Alien Tiles in with the other city tiles.



Shuffle the 9 Alien Action Cards in with the other action cards.

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## Action Cards



**ABDUCTION**—Before you draw and play a tile, you **may** replace an opponent's Urbanite with an Alien from the Mother Ship. Place the captured piece in the Mother Ship. **You may only abduct Urbanites.**



**BEAM DOWN**—Before you draw and play a tile, you **may** place an Alien from the Mother Ship onto any road, building, or suburb on any **unoccupied** tile, even if it is already controlled by another player.



**BEAM UP**—Before you draw and play a tile, you **may** take an Alien from any tile and put it back in the Mother Ship.



## Alien Tiles



**Alien Tiles** are played just like any other tile. You may use the tile normally and place one of your playing pieces on the tile, following rules of control of features on the tile.

**Optionally**, if you decide NOT to play one of your pieces on the Alien Tile, you may choose **one** of the following actions:

- **Place an Alien from the Mother Ship** on any road, building, or suburb on the Alien Tile, even if that feature is already controlled by another player.
- **Move an Alien already in play from another tile** onto any road, building, or suburb on the Alien Tile, even if that feature is already controlled by another player.





## Rules for Aliens

If a road or city block is completed, return all Aliens on that feature to the Mother Ship. If an Alien is removed from the board for any reason, place it back in the Mother Ship.

You may not place an Alien *from the Mother Ship* using an Action Card or Alien Tile if there are no Aliens remaining on the Mother Ship. You may still move an Alien using an Alien Tile.

Aliens may not be placed on stadiums or abduct Urbanites from stadiums.

You cannot add one of your pieces to a city block, road, or suburb that is controlled by an Alien. Aliens ignore this rule and can be placed regardless of control.

You may reclaim one of your abducted Urbanites by subtracting 4 points from your score. You must have at least 4 points to do this.

If the Aliens win or tie for control of a city block, road, or suburb, NO points are awarded.

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## Miscellaneous Rules

### **Mobsters**

Mob Cars can remove Aliens.

Aliens cannot abduct Big Dudes or Mob Cars.

### **Skyscrapers**

If a city block has an Alien on it, return all Bulldozers in that city block to their owners.

Aliens cannot abduct Bulldozers.

### **Fire Engines**

Aliens cannot abduct the Fire Truck or Blaze Tokens.

### **Franchises**

If Aliens control a completed city block, the player completing the city block still receives Franchise Tokens for the stores in the city block.

Aliens cannot abduct Storekeepers.

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# Get all 6 Expansion Sets!



They have arrived! Take over your opponents' cities and abduct their Urbanites!

STOP



Build cities at twice the speed using your bulldozer. Erect a skyscraper! Bring in a wrecker and clear out your opponents' buildings!



It's all-out gang warfare, Mafia style! Wipe out your opponents! Bribe the cops and put them in jail!



Air-drop your Urbanites anywhere! Double the points on roads. Gas up your vehicles!

Go, Go, Go!



Hire an arsonist to light up your opponents' city block! Call in the fire brigade to save your buildings! It's four-alarm insanity!

STOP



Become a business tycoon! Grab up valuable real estate and create a monopoly! It's Wall Street and the market is open!