



Aliens vs. Villains

Game Rules



For 2 to 4 players
Ages 7 and up

OBJECT:

Be the first player to successfully battle four villains (five in a two-player game).

CONTENTS:

Game board, Omnitrix card with red plastic filter, 34 alien/malfunction cards, 18 villain cards, two game dice, label sheet, 4 Ben 10 movers, 4 mover stands.

SET UP:

Place a number label, in any order, on each side of one game die. Do the same with the "win", "lose" and molecule labels on the other die.

Carefully remove the Ben 10 movers and place each one in a mover stand.

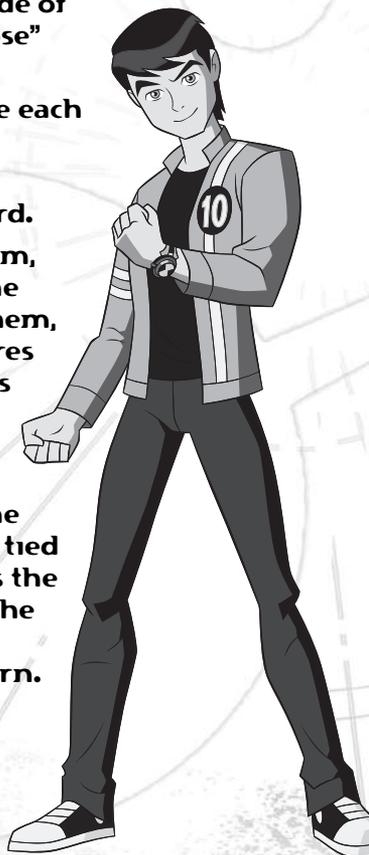
Players choose a mover and place it on the corresponding colour space on the game board.

Mix the alien/malfunction cards and place them, face down, on the omnitrix in the center of the game board. Mix the villain cards and place them, face down and in any order, around the squares on the game board, one card per space. This is also the path that players will move along.

PLAYING:

Players roll the number die to see who gets the highest number. If a tie keep rolling between tied players until it's resolved. The first player rolls the number die and moves that many spaces on the game board. You can always move in any direction but only in one direction on each turn. Each player can enter the board from two different spaces.

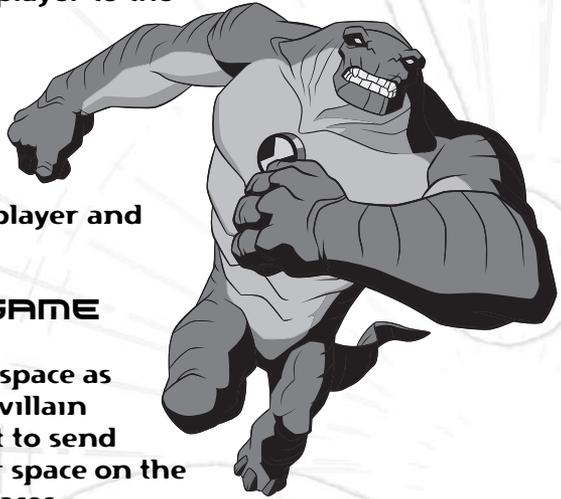
When you land on a villain card, turn it face up on the space. Each villain has four



different numbers on its card. Turn the top alien card over and place the Omnitrix card over it so that the red lens reveals the alien's picture and number.

If the number of the alien matches one of villain's numbers, a battle begins! Roll the battle die until you roll either a "win" or a "lose". If you win, collect that villain card. Put your mover on top of the space until your next turn. During the game, players must count any empty spaces as they move along the board. Place the alien card at the bottom of the stack. If the number of that alien does not match one of the villain's numbers, remove the alien card and place it at the bottom of the stack. The player to the left now takes his/her turn.

Omnitrix Malfunction Card:
If you get the malfunction card on your turn, take it for use later in the game. You can play it once against any player and cause them to lose one turn.



LANDING ON THE SAME SPACE:

When you land on the same space as another player and beat the villain that you are both on, you get to send the other player to any other space on the board, including the start spaces.

ENDING AND WINNING THE GAME

The first player to defeat 4 villains (5 in a two-player game) wins.

We appreciate your comments on Ben 10 Alien Force Aliens vs. Villains
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