

Search the colony of Hadley's Hope to find the **Command** area, find the colonists. Enter the Atmosphere Processor and damage the **Reactor Coolant**. Retreat back to the dropship that you call to the colony, all before the clock strikes midnight.

### Components

- 9 Development cards
- 8 Colony Tiles
- 3 Counters
- 8 Atmosphere Processor Tiles

### Setup

1. Place the **Landing Grid** tile on the table. Set aside the **Stairwell** tile.
2. Separate and shuffle the Colony and Atmosphere Processor tiles.
3. Shuffle the Development ("Dev") cards, and **discard the top 2 facedown**.
4. Record your starting Attack (1) and Health (6) scores.
5. Note the starting game time of 2000 (twenty hundred) hours.

### Colony Turn Sequence:

1. Choose an open exit side leading to a new area, or one you've already visited.
  2. If a new area, place a new colony tile. One open side matching your old tile's exit.
  3. Draw a Dev card, even if revisiting an area. If there are no cards left, see **Time Passes**. Look at the text beside the time corresponding to the game time
  - "Item" - You may draw the next Dev card and find the item shown in the bottom right corner of the new Dev card. If you choose not to draw a card, you do not get an item.
  - "Aliens" - See **Combat**.
  - Event** - Add or subtract health as noted (if any) or follow other instruction.
  - "Signal Dropship for evac" - You may draw the next Dev card and call the dropship to the location shown in the bottom left corner of the new Dev card. If you choose not to draw a card, you do not summon the dropship. See **Dropship**.
  - "Alien Queen" - See **Alien Queen**.
4. Follow the instructions (if any) on the

### Special Rooms

The location of the colonists are stored in **Command**. The Atmosphere Processor must be put into meltdown in the **Reactor Coolant** room. In either room, draw and resolve a Dev card as you normally would, then draw and resolve another Dev card. If you are still alive and in the area after resolving the card, you have found the colonists or started the nuclear meltdown. In the **Medlab** room, resolve a Dev card as you normal, then you may draw another Dev card and find the item shown on the new Dev card. If you choose not to draw a card, you do not get an item.

If you cower in the **Mess Hall** or **Air Ducts**, for your turn i (See **Covering**), you add 3 to your Health points instead of the normal 2.

**Moving Into the Atmosphere Processor**  
The only way to enter the Processor is through the **Entrance's** arrow side. When you exit, place the **Stairwell** tile next to the **Entrance** tile, lining up the arrows. Then draw and resolve a Dev card as normal.

### Atmosphere Processor Turn Sequence

Turns progress inside as they did outside, except that most sides are closed except for a small doorway through which light seeps.

### Time Passes

The game starts at 8pm (2000 hours). An hour has passed each time you need to draw a Dev card and there are none left. Note the new hour, and use this time when resolving new Dev cards. Reshuffle the entire Dev card deck (including the two you discarded in the previous shuffle) and discard the top two.

When an Item card is the last card drawn; time passes normally, reshuffle, discard, and then draw the first card to determine which item was found.

### Combat

To resolve combat with aliens, subtract your current Attack score from the number of aliens you face to find the number of health you lose in defeating the aliens.

# Aliens - Attack Score = Damage

If there is no way to exit any tile to reach a necessary room, 3 Aliens open a doorway in the wall of your choice your location. You must fight and cannot run away.

### Alien Doors

### Dropship

Place the Dropship on the location indicated on the new dev card, you have until midnight to reach it. If the specified location has not yet been placed on the map, discard the Dev card and draw another until this is no longer the case.

### Alien Queen

The Queen appears in your location. No weapon has any affect and she must be run away from. She will move into your square each turn until you reach the Dropship.

### Winning the Game

You win the game by (1) Finding the colonists in Command (2) Causing the reactor in the Atmospheric Processor to meltdown in the Reactor Coolant location (3) Evacuating with the Dropship.

**Pulse Rifle** - Add 2 to your Attack score. ammo to be used in 2 battles.

**Smartgun** - Add 3 to your Attack score using this weapon. Only has enough ammo to be used in 2 battles.

**Flare** - Can combined with either Flamethrower or Spare Ammo to destroy a group of aliens without giving them a chance to deal any damage. Flares can be used more than once.

**Smartgun** - Add 3 to your Attack score using this weapon. Only has enough ammo to be used in 2 battles.

**Pistol** - Add 1 to your Attack score.

**Knife** - Add 1 to your Attack score.

**Flamethrower** - Expend its fuel at the aliens as you run away to avoid taking damage from running away. Can also be combined with the Flare to destroy all aliens without receiving any damage. One use.

**Spare Ammo** - Combine with Flare to destroy all aliens without taking damage.

Combine with Smartgun to give two more uses. May only be used once.

**Shotgun** - Add 1 to your Attack score.

**First Aid Kit** - Add 2 Health points.

**Flamethrower** - Expend its fuel at the aliens as you run away to avoid taking damage from running away. Can also be combined with the Flare to destroy all aliens without receiving any damage. One use.

### Atmosphere Processor Turn Sequence

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### Combat

To resolve combat with aliens, subtract your current Attack score from the number of aliens you face to find the number of health you lose in defeating the aliens.

# Aliens - Attack Score = Damage

You may never lose more than 4 Health in one combat. You never gain Health in a battle.

### Running Away

When you draw a Dev card with aliens or the **Alien Queen**, you may choose to avoid combat by running through an exit which leads to a room you've already explored. The aliens or Alien Queen swipes at you as you leave, taking away 1 Health point. You do not draw a Dev card for the room you're running into.

### Covering

After resolving the turn you may hide in a corner. You regain 2 Health points, but you lose time. Discard the top Dev card, do not resolve the card. If you are in the **Air Ducts** or **Mess Hall**, you regain 3 Health points instead of 2.

### Items

Record the items you carry, as the Dev cards are shuffled back into the deck when Time Passes.

# ALIENS

## IN MY POCKET

A Variant by Peter Cobcroft based on



By Jeremiah Lee  
Graphic Design by Kwanthai Morfyn





**ALIENS**  
**MYPOCKET**

**2000**  
Slip in  
nasty goo  
-1 health

**2100**  
Signal  
Dropship  
for evac

**2200**  
3 Aliens

**2300**  
5 Aliens

**Command Location**

UNIT	STATUS	TYPE	LOCATION
ARMED	TEST	ENGAGED	INTERROGATE
SPECTRAL PROFILE	ARMED	TEST	LOCATION



**Knife**

**ALIENS**  
**MYPOCKET**

**2000**  
Item

**2100**  
4 Aliens

**2200**  
Game over man!  
Game over!  
-1 health

**2300**  
7 Aliens

**Side Road Location**

UNIT	STATUS	TYPE	LOCATION
ARMED	TEST	ENGAGED	INTERROGATE
SPECTRAL PROFILE	ARMED	TEST	LOCATION



**Pistol**

**ALIENS**  
**MYPOCKET**

**2000**  
3 Aliens

**2100**  
Acid drips, you  
lose an arm -2  
health only one  
weapon can  
be held

**2200**  
6 Aliens

**2300**  
Signal Dropship  
for evac

**Barren Area Location**

UNIT	STATUS	TYPE	LOCATION
ARMED	TEST	ENGAGED	INTERROGATE
SPECTRAL PROFILE	ARMED	TEST	LOCATION



**Pulse Rifle**

**ALIENS**  
**MYPOCKET**

**2000**  
Item

**2100**  
3 Aliens

**2200**  
Uh..I'm gettin'  
lot's of movement  
multiple signals  
somethin's movin'  
and it ain't us!

**2300**  
1 health  
Item

**Main Room Location**

UNIT	STATUS	TYPE	LOCATION
ARMED	TEST	ENGAGED	INTERROGATE
SPECTRAL PROFILE	ARMED	TEST	LOCATION



**Shotgun**

**ALIENS**  
**MYPOCKET**

**2000**  
3 Aliens

**2100**  
Lock does not  
cycle - discard  
the next Dev  
card

**2200**  
Item

**2300**  
5 Aliens

**Landing Grid Location**

UNIT	STATUS	TYPE	LOCATION
ARMED	TEST	ENGAGED	INTERROGATE
SPECTRAL PROFILE	ARMED	TEST	LOCATION



**Spare Ammo**

**ALIENS**  
**MYPOCKET**

**2000**  
Something  
is creeping  
up on you

**2100**  
Item

**2200**  
6 Aliens

**2300**  
Signal Dropship  
for evac

**Landing Grid Location**

UNIT	STATUS	TYPE	LOCATION
ARMED	TEST	ENGAGED	INTERROGATE
SPECTRAL PROFILE	ARMED	TEST	LOCATION



**Flamethrower**

**ALIENS**  
**MYPOCKET**

**2000**  
You think  
you hear  
something

**2100**  
You find some  
rations +1  
health

**2200**  
4 Aliens

**2300**  
Alien Queen

**North Lock Location**

UNIT	STATUS	TYPE	LOCATION
ARMED	TEST	ENGAGED	INTERROGATE
SPECTRAL PROFILE	ARMED	TEST	LOCATION



**Flare**

**ALIENS**  
**MYPOCKET**

**2000**  
Found spare  
slap-patch  
+1 health

**2100**  
Item

**2200**  
4 Aliens

**2300**  
5 Aliens

**Mess Hall Location**

UNIT	STATUS	TYPE	LOCATION
ARMED	TEST	ENGAGED	INTERROGATE
SPECTRAL PROFILE	ARMED	TEST	LOCATION



**First Aid Kit**

**ALIENS**  
**MYPOCKET**

**2000**  
2 Aliens

**2100**  
Find survivor -  
may move to  
Airducts if  
available

**2200**  
5 Aliens

**2300**  
Signal Dropship  
for evac

**Entrance Location**

UNIT	STATUS	TYPE	LOCATION
ARMED	TEST	ENGAGED	INTERROGATE
SPECTRAL PROFILE	ARMED	TEST	LOCATION



**Smartgun**





