

# EARTH GAMBIT

— LIGHT —



15-30'



10+



2-10

**STORY:** ALIENS from a distant, dying star desperately need a new home, and our pale blue dot called Earth is the perfect fit for them. They have sent their agents ahead of the heavy space liners in order to prepare the ground for invasion. Using advanced camouflage technology, they have made themselves indistinguishable from humans, disguised so well that even they don't know who their fellow outlanders are (a precautionary measure, preventing an uncovered alien agent endangering others of its kind). Blending into the scientific community, they have begun spreading pseudo-scientific disinformation to hinder technological advances and divide human societies. Our only hope for survival lies with our SCIENTISTS, who continue to turn the wheel of scientific progress in the right direction. While the two sides fight for existence, the EXTINCTIONISTS have come to believe that Earth is better off with no intelligent life at all, and so are trying to rid the world of both the aliens and the scientists!



10 Role cards



2 Psych Weapons  
1 Psych Defence



1 DISCARD card  
1 DRAW card



19 other Action cards

1 Stray Damage die



1 Double-sided  
Psych Token



6 Blue Science, 3 Yellow/Blue Science  
8 Red Science, 1 Yellow/Red Science



8 Player Aids



10 Special Abilities

## VICTORY CONDITIONS

**ALIENS** win when 6 red Science cards have been played.

**SCIENTISTS** win when 6 blue Science cards have been played.

**EXTINCTIONISTS** win when 3 yellow Science cards have been played.

Science cards with more than one colour count towards each colour on the card.

If the Extinctionists meet their win condition together with another team, the Extinctionists win.

## SETUP

- The last person to see a UFO is the starting player, or else choose the starting player randomly.
- Place the DRAW and DISCARD cards on the table. These are placeholders for the face-down draw pile and the face-down discard pile. You also need space for the science cards you will play (see Setup Diagram).
- Prepare Role cards based on the Setup Table. Shuffle and deal 1 Role to each player. Look at your Role, but don't let anyone else see it!
- Prepare a deck of Play cards based on the Setup Table. Shuffle and deal 1 Play card to each player face-down, and an additional 1 card to the starting player. These are the players' Hands. Place the rest face-down on the table, this is the Draw pile.
- (Optional) Shuffle and deal 1 Special Ability card to each player face-down.

**Setup Table:** Distribution of Roles, Science, and Psych Weapon cards based on number of players.

→	2	3	4	5	6	7	8	9	10
Aliens	1	1	2	2	3	3	4	4	4
Scientists	1	1	1	2	2	3	3	4	4
Extinctionists	1	1	1	1	1	1	1	1	2
Red Science	7	7	6	7	6	7	6	7	8
Blue Science	6	6	6	6	6	6	6	6	6
Psych Weapon	2	2	2	2	1	2	2	1	1

**Note:** Always include all of the other Science, Psych, and Action cards not mentioned in this table.

## Setup Diagram:



## PLAY

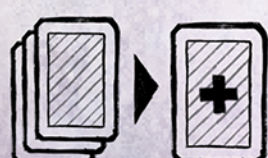
Players take a regular turn as follows (*note: Special Abilities can change these instructions!*):

- Draw 1 card from the Draw pile into your Hand, keeping it secret from the other players.
- Play 1 card from your Hand face-up and resolve its effect (see Playing a Card). If you can't play any cards (i.e., your Hand contains only prohibited Science cards), reveal your Hand to all players, and then discard 1 card.
- Pass 1 card to the next player in a clockwise direction.

Once the card is passed, the next player begins their turn.

During each player's turn, they are known as the active player.

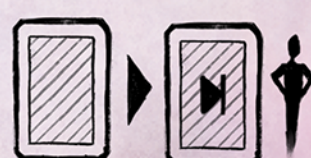
If the Draw pile runs out, keeping the Action card played by the active player separate, shuffle the Discard pile to form the new Draw pile.



Draw One



Play One



Pass One

## PLAYING A CARD

When a Science card is played, it remains face-up and counts towards the victory conditions. Science cards with more than one colour count towards each colour on the card. When an Action card is played, it remains face-up while its effect is resolved. Afterwards, Action cards are typically discarded face-down before the active player ends their turn. You can never say which cards you have in your Hand, but you can communicate information such as if the card is good, bad, or useful.

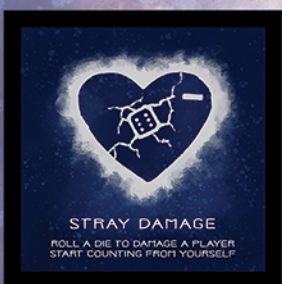
# Action Cards Good to know: All Action cards requiring a target can target any player, including yourself.



**Damage or Heal:** Choose whether to Damage or Heal target player. When a player is damaged, they discard 1 card of their choice from their Hand unless they are already damaged (have been forced to discard a card already). When a player is healed, they draw 1 card from the Draw pile if they are currently damaged.



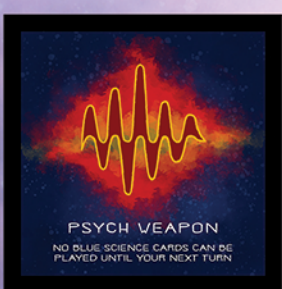
**Heal All:** Starting with the active player and proceeding in play order, each damaged player draws 1 card from the Draw pile.



**Stray Damage:** Roll a die to determine the target player to be damaged by counting through that many players in play order starting from the active player. E.g., if you roll a 1, you are damaged. If you roll 6 and the total number of players is 4, the target player is the player after you in play order.



**Force to Play:** Next time target player plays a card, they must play the card of your choice: the card in their Hand, the card they draw, or the card passed to them. You must choose when you play this card. Place this card face-up in front of them as a reminder. After they play the selected card, discard this card. If they are unable to play the selected card, they must reveal and discard it instead.



**Psych Weapon:** If a Psych Defence card is in play, discard both cards. Otherwise, place this card face-up in front of you and discard it at the start of your next turn. If another Psych Weapon card is face-up, discard it. While this card is face-up, no BLUE Science cards can be played (Yellow/Blue Science, Cancel Science, and Move Cancel Science can still be played normally). Put the Psych Token with the red side up near the Science cards as a reminder.



**Psych Defence:** If a Psych Weapon card is in play, discard both cards. Otherwise, place this card face-up in front of you and discard it at the start of your next turn. While this card is face-up, no RED Science cards can be played (Yellow/Red Science, Cancel Science, and Move Cancel Science can still be played normally). Put the Psych Token with the blue side up near the Science cards as a reminder.



**Cancel Science:** Cover an already-played Science card with this card or else discard it if no Science cards have been played yet. Covered Science cards don't count towards victory conditions.



**Move Cancel Science:** Move the Cancel Science card to cover a different Science card, then discard this card. If Cancel Science hasn't been played, or if there is only 1 Science card in play, this card has no effect (discard it).



**Rearrange Top 3:** Secretly look at the 3 top cards of the Draw pile. Put them back in any order.



**Protect Player:** Place this card face-up in front of target player to be protected. The protected player may choose to discard this card to ignore the effects of an action targeted at them specifically or collectively, except for Psych cards.



**Shuffle Hands:** Collect the Hands of all players. Shuffle them and re-deal back to players. Each player is dealt the same number of cards as they had in their Hand previously.



**Reset Hands:** All players discard their Hand. Starting with the active player and moving in play order, the active player draws 2 cards and all other players draw 1 card.



**Replace Card:** Target player discards 1 card from their Hand and draws a new card from the Draw pile.



**Take from Discard:** Target player shuffles the Discard pile, secretly looks through it, takes 1 card, and puts the Discard pile back. The same player then discards 1 card from their Hand (which can be the card they just picked). Discard this card when the action is complete.



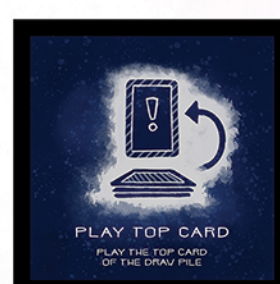
**Skip Turn:** Place this card face-up in front of the target player to skip their next turn. When a card would be passed to them, instead pass it to the player after them and discard this card.



**Trade Cards:** Choose 2 target players with at least 1 card in Hand to exchange cards face-down simultaneously. They can choose which card from their Hand to exchange.



**Steal Card:** Target player reveals a card from their Hand and draws a new card from the Draw pile. You play the revealed card. If it can't be played, discard it instead.



**Play Top Card:** Reveal the top card of the Draw pile and play it immediately. If it can't be played, discard it instead.



**Peek at Any Card:** Secretly look at any card. This can be a Role or Special Ability card, a card in another player's Hand, or the top card of the Draw or Discard pile.



**Special Ability Cards:** Can be used once per game. Keep face down in front of you until played. You cannot play a special ability if, after playing it, the active player would have no card left to pass.

Game Design: Liana Manukyan  
 Illustrations: Jakub Gazmercik  
 Rules Editing: Ian Tyrrell, Michael Lee, Andreas Hofmann  
 Videos, FAQ, and more information about the rules at our website.



Honest Quarks Games AG  
 8810 Horgen, Switzerland  
 honestquarks.com

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