

ALIEN PUPPIES



QUICKLY LEARN THE GAME FROM THIS 1-MINUTE VIDEO:

WWW.ALIENPUPPIES.COM/RULES



SPACE RULES



IN A NUTSHELL

You have a deck of cards containing Alien Puppies with unique powers, Earth Puppies and Action Cards. Your objective is to be the first to **put 3 Alien Puppies in the Backyard** in front of you without getting destroyed by your friends AND protect yourself against **Barkmageddon** card that is looming in the Draw Pile.



Alien Puppies



Draw Pile



Barkmageddon

HOW TO WIN

The first person to put 3 Alien Puppies in their Backyard wins!

Earth Puppies and Actions Cards will increase your chances of **winning**.



If there are no more cards to draw & on hand, the player with the most number of Alien Puppies in the Backyard **wins**.

Two player variant: Put 5 Alien Puppies in the Backyard to **win**.

SET UP

1 Shuffle the deck and deal 5 cards to each player **FACE DOWN**.



Each player views their cards. If anyone has **Barkmageddon** card, that player needs to exchange it for one card from the top of the remaining deck, then re-shuffle the deck.



2 Put the remaining deck **FACE DOWN** in the middle. This is the Draw Pile. The space in front of you is your Backyard.



TAKING YOUR TURN

When it's your turn, play **1 Action (optional)** a card, then end your turn by drawing a card.



1 Draw (must)

1 Action: Play any card from your hand OR play no card at all. You can only take 1 action per turn, unless you play special cards that allow you to take more.

3 Types of Action:

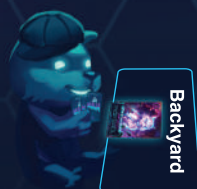
Put one Alien Puppy from your hand to your Backyard.

OR

Play any Action Card by putting it **FACE UP** on top of the Discard Pile.

OR

Play any Earth Puppy Combo (see the section below).

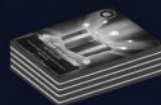


Discard Pile



Draw Pile

2 Draw: End your turn by drawing 1 card from the Draw Pile.



Draw Pile

The game continues **clockwise** around the table.

BARKMAGEDDON

If you draw Barkmageddon card, there are 2 ways to protect yourself:

Discard any 3 cards from hand.

OR

Discard 1 Alien Puppy from your Backyard.



Discard Pile



Draw Pile

If you have done one of the above, put **Barkmageddon** card back in the Draw Pile anywhere you like e.g. top of the deck if you want to destroy the next player. Hold the deck behind your back or under the table if you don't want others to know where you put the card.

If you cannot protect yourself from **Barkmageddon**, you lose. **Barkmageddon** card will go to the Discard Pile and play goes on without **Barkmageddon** card.

EARTH PUPPIES COMBOS

You can use **2 Earth Puppies** to:

Destroy any other player's Alien Puppy of your choice to the Discard Pile.

OR

Take any card of your choice from the Discard Pile.

You can use **4 Earth Puppies** to destroy 2 Alien Puppies or take 2 cards from the Discard Pile.



Earth Puppies



SAMPLE TURN



GUIDE FOR YOUR CARDS

- **Alien Puppies (12 cards)**

Each Alien Puppy has a special power that can be activated when you put it in your Backyard. You want to be the first person with 3 Alien Puppies in your Backyard to win the game! You can also use Alien Puppies in your Backyard to protect yourself from Barkmageddon.
- **Stop (6 cards)**

Stop any action of any player, except when they try to protect against Barkmageddon. Send their played card to the Discard Pile. For example, you can stop a player from putting their Alien Puppy to their Backyard and send that puppy to the Discard Pile. You can use this card anytime on any player (Instant Action Card).

You can use a Stop card on another Stop card to resume the action.
- **Bark (4 cards)**

Force any other player to discard half of their cards they choose from their hand (rounded up) to the Discard Pile.
- **Back Kick (4 cards)**

Force any other player to take any Alien Puppy of your choice from their Backyard to the top of the Draw Pile.
- **Time Machine (4 cards)**

Privately view and rearrange the top 3 cards of the Draw Pile.
- **Satellite (4 cards)**

View any other player's cards on hand.
- **Earth Puppies (20 cards)**

These puppies can create special power when you combine them in 2 or 4 (Details in Earth Puppies Combos section).
- **Gift from the Universe (4 cards)**

Take any card from the Discard Pile to your hand. You can view all cards in the Discard Pile and then pick any card.
- **Light-speed (4 cards)**

Skip your turn or any player's next turn. If you skip your turn, you can skip drawing a card - useful when you know Barkmageddon card is coming. If you skip another player's next turn, you need to draw a card to end your turn.
- **Shuffle (4 cards)**

Shuffle the Draw Pile without viewing the cards.
- **Fetch (4 cards)**

Pick a random card from any other player's hand to your hand.
- **Alternate Dimension (2 cards)**

Trade all cards on your hand with those of any other player of your choice.
- **Alien Theft (2 cards)**

Take one Alien Puppy from any other player's Backyard to your hand.

FAQs

Can I use Alien Puppy card in my hand to protect against Barkmageddon?

No, you can only use Alien Puppy card in your Backyard.

If I revive Alien Puppy card from the Discard Pile, does it still have its powers?

Yes, you can activate the powers again by putting Alien Puppies in your Backyard during your turn.

Houdini Komondor: You can set the rules that do not affect game rules directly. If someone takes this card away from your Backyard, the rule you created will no longer take effect.

✓ Allowed: each player needs to do 5 push-ups at the beginning of each round.

✗ Not allowed: Draw 1 extra card each turn.

Tornado Cane: View the top five cards from the Draw Pile and take one card of your choice without reshuffling the Draw Pile. Then proceed to draw another one card to end your turn.

Meteor Mastiff: You can draw one extra card every turn (optional). If the first card you draw is Barkmageddon, you can't draw the second card.

