INTRODUCTION

It is March 1954. A few days ago, the United States detonated a hydrogen bomb at Bikini Atoll, inadvertently disabling an ancient alien artifact which generated a **force field** protecting the entire planet.

Now, alien spaceships are landing all over the world. Amazon warriors lure men into their vessels to serve as **slaves** on Venus. Superintelligent Martians herd humans into their ships, where their **brains** are removed and returned to Mars to operate the cybernetic machines which keep their civilization alive. Ravenous tentacled creatures from Ganymede lurk beneath the oceans, sending probes into coastal regions to capture unwary humans for **food.** Centipede-like Titanian **parasites** attach themselves to humans, then reproduce to infect more people. Xenophobic robots based on Pluto incinerate entire cities as part of their mission to **exterminate** all organic life.

The tanks and jets of Earth's military forces are of little use against energy shields and death rays, but a few experimental programs have developed primitive spaceships capable of teleporting Earth's population to a **secret underground refuge** in which they can hide until Earth's scientists develop sufficient technology to defend them.

In *Venus Needs Men!* you can play one of the five alien worlds attempting to capture or destroy Earth's population while preventing the other players from doing the same, or else you can play Earth trying to fend off the aliens while getting your population to safety.

OVERVIEW

The essence of *Venus Needs Men!* is as follows:

✦ **Build** spaceships and **move** them to Earth.

✦ Use your spaceships to **collect population** chips and teleport them back to your home world (or to the Secret Underground Refuge, if you are playing Earth).

✦ **Attack** other players' spaceships to prevent them from collecting population.

✦ Play **Zap cards** to help yourself or hinder other players.

The first player to collect a plurality of Earth's total population (101) **wins the game** immediately.

Number of players	Population needed to win
2	51
3	34
4	26
5	21
6	17

GAME VERSIONS

You can play *Venus Needs Men!* in two ways:

✦ **Basic Game:** This version will introduce you to the fundamental concepts and strategies of the game. It is easy to learn, and it can be an enjoyable and interesting game on its own.

✦ **Enhanced Game:** This version adds unique technologies and special abilities for each player. It allows for more strategies and options, but may be somewhat harder to learn at first.

PARTS OF THE GAME

BOARD — The board represents the Earth and five worlds of the solar system. It is divided into 30 **areas**:

✦ 5 **home worlds** (Venus, Mars, Ganymede, Titan, and Pluto). These are sometimes referred to here as **planets,** although in reality Ganymede and Titan are moons.

- 11 **space areas** (black background). **Orbit** is a special space area.
- 13 **Earth areas**, including 8 **land areas** (green background) and 5 **ocean areas** (blue background). Each is labeled with a name, and the land areas also have a starting population.
- **Secret Underground Refuge.** Although this is part of Earth, you can't move spaceships to it.

Broken lines indicate **neighboring areas,** which govern how you move and attack, as described later.

SPACESHIPS — There are six sets of spaceships, with colors corresponding to the five planets plus Earth. Each set has five spaceships, except Earth, which has four, and Ganymede, which has six.

DICE — There are three dice, with sides numbered 0 through 9. The 0 is always considered to be a 10.

POPULATION — The plastic chips represent Earth's population. Each **green chip** is **one unit** of population (about 25 million people).

The **yellow chips** are only used in the Enhanced Game. Each yellow chip represents one unit of population which has been infected by Titanian parasites.

Each **red chip** denotes **five units** of population. You may exchange five green or yellow chips for one red chip, or vice versa, at any time.

There are 60 green chips, 25 red, and 40 yellow, but if for some reason you run out you may use coins, beads, or other chips to represent additional population.

CARDS — There are 76 cards used in play, plus 12 reference cards. The upper left corner of each card says which type it is:

- 36 **Zap cards.** These are kept secret. Each player has their own deck of Zap cards and their own discard pile. You can keep three Zap cards in your hand; each is played once and then discarded.
- 18 **Technology cards** (only used in the Enhanced Game). These are public — any player can look at them at any time. Each player starts with three Tech cards: Weapon, Defense, and Movement. They are always in effect and last the entire game.
- 16 **Technology Upgrade cards** (only used in the Enhanced Game). You can acquire these during the game; once acquired, they are permanent and remain public. Seven of these are duplicates; two are unique.
- 6 **Special cards** (only used in the Enhanced Game). Each player receives one Special card at the beginning of the game, listing that planet's special ability. These are also public and permanent.

SETUP

1. Put **population** chips on the eight land areas on Earth, as marked on each area — 27 units in China, 21 in India, 16 in Europe, and so on.

Remember, 1 red chip = 5 green chips.

2. Choose a **home world** (one of the five alien planets or Earth), either randomly or according to your preference. Any combination of planets is allowed, with or without Earth.

3. Take the set of **spaceships** for your home world's color and put some on your home world as follows:

Planet	Color	Starting spaceships	
		Basic Game	Enhanced Game
Venus	Purple	2	2
Earth	Green	0	0
Mars	Red	2	2
Ganymede	Blue	3	2
Titan	Yellow	3	2
Pluto	Black	5	2

4. If you are playing the Enhanced Game, take the three **Technology cards** and one **Special card** for your planet and put them face up in front of you.

5. If you are playing the Enhanced Game, shuffle the 16 **Technology Upgrade cards** and put the top three cards face up beside the deck.

6. Shuffle the 36 **Zap cards** and deal out an equal number to each player. If you have five players, there will be one left over — just put it aside, out of play. Draw the top **three** Zap cards from your deck to make your starting hand.

TURNS

Pluto takes the first turn, or else the first player clockwise from Pluto if no one is playing Pluto. Play proceeds to the left (clockwise).

At the beginning of your turn, if you have fewer than three Zap cards in your hand, **draw cards** from your deck until you have three again. If you run out of cards, you don't get to draw any more, so use them wisely!

Next, choose **one** of the following actions to perform:

- **Build** a spaceship
- **Move** your spaceships
- **Attack** enemy spaceships
- Collect **population**
- **Research** a technology upgrade (Enhanced Game only)

You can never combine actions. If you decide to move, all your spaceships must move (or do nothing) — you can't have some spaceships move while others attack or collect population.

BUILD ACTION

Put a new spaceship of your color on your home world. If you are the Earth player, put it in any populated area except the Secret Underground Refuge.

If all of your spaceships are already on the board, you can't build any more, until some of them are destroyed.

In the **Basic Game,** if you are **Titan,** you can build **two** spaceships with a single build action, and if you are **Pluto,** you can build **three.** In the **Enhanced Game,** you can normally only build **one** spaceship per action, but some Technology and Special cards let you build two.

MOVE ACTION

Each of your spaceships can move **one area.** In the Enhanced Game, some Technology cards let you move two areas.

If you are in…	… you can move to:
Space area or planet	✦ Neighboring space area
Orbit	✦ Any Earth area
Earth area	✦ Any other Earth area ✦ Orbit

You may move to an area even if another player already has a spaceship there. There can be any number of spaceships belonging to any number of players in the same area.

No spaceships can move to the Secret Underground Refuge.

ATTACK ACTION

Each of your spaceships can attack one enemy spaceship (a "target").

If you are in…	… you can attack a target in:
Space area or planet	✦ Same area
Orbit	✦ Any Earth area ✦ Orbit
Earth area	✦ Same area ✦ Neighboring Earth area ✦ Orbit

In the **Basic Game,** roll **two dice** for each attack. If *either* die is an **8 or higher,** the target is **destroyed;** otherwise, nothing happens. The target may not "shoot back" until its owner's turn.

The **Enhanced Game** is similar, but instead of always rolling two dice, roll the number of dice listed on your **Weapon Technology** card. If any of your die rolls is greater than or equal to the target's **defense value** (listed on that player's **Defense Technology** card), the target is destroyed. A target has a different defense value depending on whether it is in a space area (including Orbit), a land area, or an ocean area.

You must declare which enemy spaceship you are attacking before you roll the dice. You can use different spaceships to attack the same target more than once. You can wait and see how one attack goes before deciding the target of your next attack.

POPULATION ACTION

Each of your spaceships can collect **one** population unit from the area it is in and send it back to your home world (or to the Secret Underground Refuge, if you are the Earth player). Remember, 1 red chip = 5 green chips.

Once you collect population, it is **safe** — no other player can affect it. However, in the Enhanced Game, population in the Secret Underground Refuge may be attacked as described on Earth's Special card. Infected population (described on Titan's Special card) may be collected by other players, or destroyed by Pluto, while it is still on Earth.

The **Earth player** may not collect population until an alien spaceship has either **attacked** an Earth spaceship or **collected** or **destroyed** population (infecting doesn't count).

RESEARCH ACTION

When you take this action, you may first **discard** one of the face-up Technology Upgrade cards and turn over the top card to **replace** it.

Then **choose** an Upgrade card and roll **one die.** If your roll is greater than or equal to the number indicated on the Upgrade card, you acquire the Upgrade. It takes effect at the end of the turn. Place the card with your other Technology cards and turn over the top card from the Upgrade deck to **replace** it.

You may not attempt to acquire an upgrade which duplicates or is obsoleted by a card you already have. If you acquire an Upgrade which obsoletes another of your Upgrades, discard the obsolete one. Each Upgrade card lists the cards it duplicates, obsoletes, or is obsoleted by.

ZAP CARDS

You can play a Zap card at **any time,** even if it is not your turn, unless the card says otherwise. If you play a Zap card which **conflicts** with a previously played Zap card, or there is a question of priority, the card with the **highest number** (in the lower right corner) **wins.**

When you play a Zap card, follow the instructions on the card, and then put it on your discard pile face up. Each player should keep a separate discard pile.

Instead of playing a Zap card normally, you can use it to **extend** your action. **Discard** up to three Zap cards. For each card you discarded:

✦ **Build** one extra spaceship (if you did a build action this turn)

✦ **Move** one of your spaceships one extra area (if you performed a move action)

✦ **Attack** once more with one of your spaceships (if you performed an attack action)

✦ Collect, infect, or destroy one extra **population** (if you performed a population action)

✦ Roll again to **research** a Technology Upgrade (if you performed a research action)

In the Enhanced Game, when you discard a Zap card to extend your action, Technology and Special cards do not apply. For example, if you have the *Alluring* Special (Venus), you still only collect one extra population for each Zap card you discard, not two.

Certain Zap cards (*Natural Disaster, Alien Plague*) cause each player to receive population, which may result in two or more players obtaining enough population to win at the same time. If this happens, those players share the victory.

Some Zap cards may affect a player's choice of action for the turn. In general, as long as you haven't moved or built a spaceship, rolled the dice, or picked up a chip yet, you can change your mind about your action, even if a card has been played.

Some Zap cards allow a player to take an immediate action. These cards may be played in the middle of a turn. After the card action has been completed, play resumes with the player whose turn was interrupted. This does not count as a turn (except for *Time Dilation*).

TECHNOLOGY & SPECIAL CARDS

Technology and Special cards are used only in the Enhanced Game. Many of them conflict with the rules given above. In such cases, the **cards take precedence** over the general rules. For example, ordinarily when another player makes a successful attack roll, the target is destroyed. However, if the target player has the *Robotic* Special card (Pluto), the target is only disabled instead of being destroyed.

DIPLOMACY

You may **negotiate** with other players at any time. You may not trade or give away spaceships, population, Tech/Special cards, or Zap cards. You are free to honor or break any agreements as you see fit.

You may discuss plans and offer advice freely ("table talk"). For example, if one player is about to win, you may point this out to another player who might be able to prevent it.

TWO-PLAYER RULES

If you have only two players, each player should choose **two planets** (other than Earth) and play them as a **team.** A team wins if the total population on **both** of its home worlds combined is 51 or more.

Players take turns normally for each of their planets, **alternating** so that no player gets two turns in a row. For example, if Wally is playing Mars and Venus, and Al is playing Ganymede and Titan, they should play in the order Titan – Mars – Ganymede – Venus.

Each player has **one** deck of 18 Zap cards. When you play a card, you must say which of your planets you are playing it for, if it makes a difference (for example, if it lasts until "the beginning of your next turn"). Likewise, if a Zap card says to choose a player, choose one of that player's planets for it to affect.

GAME LENGTH

For a shorter game, use less population; for a longer game, use more. To avoid ties, the total should not be evenly divisible by the number of players. The score needed to win should be the total population divided by the number of players, rounded up. For example:

	Short	Normal	Long	Epic
China	20	27	34	40
India	16	21	26	31
Europe	12	16	20	24
Africa	7	9	11	13
North America	6	8	10	12
Australia	6	7	10	11
Russia	6	7	9	11
South America	4	6	7	8
Total	77	101	127	151
Goal (2 players)	39	51	64	76
Goal (3 players)	26	34	43	51
Goal (4 players)	20	26	32	38
Goal (5 players)	16	21	26	31
Goal (6 players)	13	17	22	26

FOR MORE INFORMATION

If you have questions about the game that are not answered here, please visit our website, www.venusneedsmen.com, or send e-mail to info@venusneedsmen.com.