Doppleganger:
Unleashed From Groom Lake!

Somewhere out in the desert, near a secret government test lab that has been long shuttered, and unusual explosion occurred overnight. Witnesses reported colored lights in the sky beforehand. This is just the thing that you and your government conspiracy group, "Out There!" has been waiting for!

You gather your team and head out into the dark desert. In the middle of nowhere, you start to encounter burning rubble of unknown origin…small glows of fires burn in the night just over the horizon in all four directions. The evidence that you've so longed to find is all around you!

After investigating a rather large cockpit-like structure in the dry lake bed known as Groom Lake, you have found all the evidence you need: ALIEN LIFE EXISTS! In your exuberance, you rush back to your vehicles to return to civilization with the news only to find all of your tires slashed, the brake lines and fuel lines cut, and all radios and cell phones dead. Apparently there's a traitor in your midst.

Now, it's a fight for survival to get out of the desert as a team, while holding on to your precious evidence, AND with someone you can't trust to be your friend.

OBJECT:
As a *Human*, the object is to get out of the desert alive to civilization. As the *Alien Doppleganger*, the object is to prevent the team from escaping the desert at all costs without being discovered. Along the way, humans can pick up certain scoring opportunities; if the humans escape, then the human with the most points wins.

COMPONENTS:
10 six-sided dice.

The Team Pawn.
For showing the current location of the Team in the desert.

Life Tokens.
For keeping tracking of the Strength for each player.

Map Tokens.
For keeping track of which Desert Tiles the Team has cleared.

Character Cards.
These are all Humans, except for one Alien.
One player may be secretly assigned the Alien card. It is his job to try and thwart the Team from reaching civilization without being discovered to be an Alien.

Desert Tiles.

Desert tiles are placed next to each other as the Team scouts out the Desert that they are trapped in. They come in 4 different types, not including the START tile. They may have additional icons indicating the types of OBSTACLES that the Team must defeat before proceeding.

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	Open Desert, this tile also shows a High Heat obstacle.
	Mountain Range
	Canyon
	Civilization – the ultimate goal for the Humans!

The backs of the tiles can show one of three icons. Desert tile initially start out in 3 separate draw piles (based on their back-side icon). When drawing new tiles to build the Desert, the pile that a player draws from is determined by counting the number of spaces the Team is currently away from the START tile.

Note that the distance does not currently relate to the number icon on the Tile. What do you expect? It's a prototype!!

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	Draw from these tiles if the team is up to 4 Tiles away from the START tile.
	Draw from these tiles if the team is up to 8 Tiles away from the START tile.
	Draw from these tiles when you have no other choice.

Supply Cards.
Supply cards come in four type, TOOLS, ALIEN PROOF, RECOVERY, and POINTS. Tools are used to defeat obstacles shown on Desert tiles. ALIEN PROOF are cards that denote collected proof that Aliens have crashed on earth. Alien Proof comes in two different type, Lifeform and Technology.
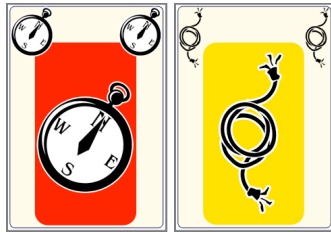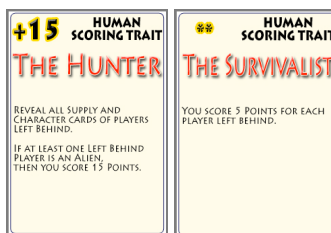
The Compass, Rope, Canteen, and Shovel cards are used for clearing obstacles that the Team needs to overcome in the Desert in order to move.

Alien Proof cards can be used to clear Alien Probe obstacles. In addition, they can award Humans that find civilization with scoring points.
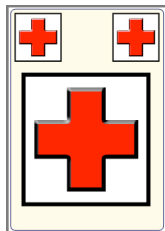
Recovery cards can be played from a player's hand instead of discarding a Life token.

Human Scoring Trait cards are cards that cannot be played once they have been taken into a player's hand. If a Human has any scoring trait cards and the Team moves on to a Civilization tile, then the player scores the points as shown on the card. Assuming, of course, that the player is still with the team and not left to die in the Desert alone.

The exception to this rule is **The Infection**. Once a player acquires The Infection, the player is now an Alien, and he is trying to thwart the team from reaching Civilization.

SETUP:
Tiles:
1. Place the START tile in the middle of the table.
2. Place the **Team Pawn** on the START tile.
3. Separate the Desert tiles into three piles, based on the types of tile backs and shuffle each pile face down. Stack each type near the center of the table.

Dice:
Place the dice near the center of the table.

Life Tokens:
Give each player the appropriate number of Life Tokens as shown below.
For a 3 player game, each player starts with 6 Life Tokens.
For a 4 player game, each player starts with 5 Life Tokens.
For a 5 player game, each player starts with 4 Life Tokens.
For a 6 player game, each player starts with 3 Life Tokens.

Setting up the Characters:
1. Put out on the table an amount of Human Character cards equal to the amount of players, plus the Alien Character card.
2. Take two Recovery cards from the Supply deck, and place them on the Alien. Turn this stack face down.
3. Turn all of the Humans face down.
4. Shuffle the Supply deck, and randomly deal two Supply cards face down on the Humans.
5. "Shuffle" the stacks to randomize which stack is the Alien (do not intermix the cards! The Alien needs to start with two Recovery cards).
6. Randomly give each player a stack. Now each player should have either a Human or Alien character, and two Supply cards.

(If you want to guarantee that the player's have an alien in their midst, simply remove one Human).

Supply Cards:
1. Starting with a random player, deal out an additional 10 Supply cards.
2. Everyone must look at their Supply cards, and then discard enough Supply cards so that each player has at most 3 Supply cards. This also starts a Supply discard pile (face down).
3. Place the shuffled Supply deck near the center of the table.

Determine who goes first by any reasonable means.

Notes on Gameplay:

There are a few rules that must be adhered to. Players ARE NOT allowed to show their Supply cards to another player at all. They may talk about the cards that they currently hold, but they are not allowed to show or trade Supply cards. The only way a player can see what cards another player may have is if they are handing out new Supply cards from an unexplored Crash Site (see Crash Site Supplies) to another player.

In much the same way that the cards are handled, when scouting out new Desert tiles to add to the map, players cannot show other players the tiles that they have discarded. They may say what they have discarded, but they cannot SHOW the discarded tile.

These things are important to remember. Of course, a player may lie about what cards he has, or what tiles he has discarded.

Often, the rules talk about **Neighboring Tiles**. Neighboring Tiles are tiles that are placed directly next to a selected tile (usually the tile that the Team is currently on), and positioned horizontally or vertically to the selected tile. In general, diagonals do not count in this game.

The rules often mention the term **Cleared** when referring to tiles. Most tiles have an icon on them that determine an obstacle to overcome, or a Crash Site. When the Team successfully clears an obstacle, a Map Token is placed on the Tile to indicate that this tile is now passable, and the Team Pawn can move on it.

A Tile with no Icon on it is naturally "cleared." For completeness sake, you may add a Map Token to this tile if you wish.

A tile with a Crash Site has not been explored yet. When the Team pawn is moved on to the Crash Site, new Supply cards are handed out. A Map Token is then placed on this tile to indicate that the Crash Site has been cleared of all supplies that are there.

When placing cards into the Supply discard pile, they should be placed face-down.

THE GAME:
Players take turns becoming "the leader" of the Team, determining what actions that the players will be taking.

A player can spend 2 Action Points on his turn. These are the ways a player can spend the points:

(1 Action Point) SCOUT THE DESERT.
(1 Action Point) MOVE THE TEAM to a Cleared Open Desert tile or to a Cleared Civilization Tile. Moving the Team may also result in **exploring a Crash Site** and handing out new Supply cards.
(1 Action Point) ATTEMPT TO CLEAR a neighboring tile with an obstacle on it.

(2 Action Points) MOVE THE TEAM to a Cleared Mountain tile, and remove from the game the top or bottom Supply card on the discard pile.
(2 Action Points) CALL FOR A VOTE to leave a player behind.

Scout the Desert:
If the Team in on a tile where it has an "open" space next to it vertically or horizontally for a new tile to be placed, the current player may spend 1 Action Point to "Scout the Desert."

This is done by drawing 2 Desert tiles (from the appropriate stack, see below), and without showing the other players, select one to discard face-down. The remaining tile is used to add to the Desert.

When placing a tile, note that some edges of the tiles have small red dots. Tiles must be placed so that edges with red dots match up with tiles on the map with red dots. Tiles may be rotated to better fit these restrictions. However, all edges must match with similarly marked edges.

Placing the Tile:
The player must first attempt to place the selected tile next to the tile that is the Team's current location, horizontally or vertically.

If the tile cannot be placed as above, then the tile should be placed (if possible) diagonally to the current location.

Finally, if the tile cannot be as above, then the tile should be placed anywhere next to any tile on the Desert.

Remember, when placing tiles, be sure to check for the red dot rule!

Which Stack do I draw from?
To determine which stack the Tiles are drawn from, count up the shortest path of previously placed tiles from the current Team location to the START Tile. These tiles may be cleared, uncleared, or Canyons.

If the distance is 4 tiles or less, draw the Tiles from the Tile stack with the "3" on the back. If there are no more Tiles in the "3" stack, draw from the "6" stack.

If the distance is 8 tiles or less, draw the Tiles from the Tile stack with the "6" on the back. If there are no more Tiles in the "6" stack, draw from the "Compass" stack.

Otherwise, draw the tiles from the Compass stack.

If the Compass stack has run out of Tiles, shuffle all discarded Tiles into one single stack from which all Tiles are drawn from at this point.

Move the Team:
When moving the Team Pawn, the following must be followed:
- If a Desert tile has an Obstacle Icon on it, you cannot move on it until it is Cleared (see Attempt to Clear) as is indicated by a placement of a Map Token on the tile.
- The Team Pawn can never move on to a Canyon tile.
- If the Team is moved on to a tile with a Crash Site with no Map Token on it, then the Team has not explored this area yet, and the current player can divide up the supplies that were found there (See Crash Site Supplies).
- It costs 2 AP to move on to a cleared Mountain, 1 AP to move on to a cleared Open Desert or cleared Civilization Tile.
- If the Team is moved to a Mountain, the acting player must also remove from the game the top or bottom card on the Supply discard pile (assuming that there are cards in the discard pile). It is his choice to remove either the top or bottom card.

Crash Site Supplies:

If a player moves the team on to a Tile with a Crash site that does NOT have a Map Token on it, the Team collects new supplies from that site. The number shown on the Tile indicates how many Supply cards will be handed out.

The current player draws 2 Supply cards. The player discards one of these cards face-down, and then gives the other card to any player (including himself). This is repeated as shown by the number near the Crash Site icon.

Once all of the new Supplies are handed out, a Map Token is placed on this tile to indicate that it has been previously searched.

If the Supply deck has run out of cards, shuffle the discard pile to use as the new Supply deck.

Attempt To Clear an Obstructed Tile:
If a Tile has an obstacle icon on it, it is considered to be blocked until the Team can clear it. Once cleared, a Map Counter goes on the tile to indicate that the Team has cleared it.

For a current player to declare an attempt to clear an obstacle on a tile, the Team must be on a Neighboring tile to the tile that is wished to be cleared.

The current player announces his declaration to clear the tile, and then asks all Team members to play Supply cards from their hands, face down in a small pile in front of the current player. The players may talk about what cards they are playing, however, they do not have to be telling the truth (especially in the case of the Alien). The current player may also

add cards face-down at this time if he wishes, or he may wait until after all other players have added cards.

Players may also discard Life Tokens to the pile, if they wish.

Players CANNOT play Human Scoring Trait cards!

Once all players have played the cards that they wished, the current player shuffles the played cards, and then reveals them, flipping them over.

The current player then takes up to 10 dice, one die for each Life Token and Supply card that matches the correct Supplies that can be used against the appropriate Obstacle.

Supplies that do not match to the obstacle do not add to the dice amount.

Obstacle Icons						
Name	HIGH HEAT	FLASH FLOOD	ROCKY TERRAIN	SAND-STORM	ANIMAL ATTACK	ALIEN PROBE
Usable Supply Cards	**CANTEEN**	**ROPE COMPASS**	**ROPE CANTEEN SHOVEL**	**WATER COMPASS**	**SHOVEL**	**SHOVEL Any ALIEN PROOF**

Example: If the obstacle that is wished to be cleared is Rocky Terrain, any Rope, Canteen, Shovel, and Life Counter will add 1 Dice to be rolled.

Example: If the obstacle that is wished to be cleared is an Alien Probe, any Shovel or any type of Alien Proof card, and Life Counter will add 1 Dice to be rolled.

If you started the game with more than 4 players, any Supply card tool that does NOT match the Obstacle's Usable Supply Card list, subtracts one die from the amount of dice rolled.

The current player may add Life Tokens or Supply cards from his hand at this time face-up if he wishes to add more dice. Only the current player can add cards and life counters this way at this point.

The current player rolls the dice. If the total of the dice is greater than the value shown on the tile next to the Obstacle Icon, the Obstacle has been cleared; place a Map Token on the cleared tile. The Team token can be moved on to this tile.

Failure to Clear an Obstacle:
If the total of the dice is equal or less than the Obstacle value, the Obstacle is not cleared.

Additionally, in the case of failing to clar the obstacle, all players roll one die. All players that roll the highest value (including ties) must do the following:

Discard a Life Token or a Recovery card from their hand. These are discarded from the game.

A Supply card is randomly drawn from their hand (by another player), and revealed to the rest of the players.

If it is a Tool, or a Recovery card, the player gets to keep the card.

If it is a Human Scoring Trait, that is not The Infection, the player may decide to keep the card, or discard it to the Supply card discard pile.

If it is The Infection, his Alien infection has been revealed!! The player with The Infection discards Life Tokens from other players equal to the amount that the infested player has. The Life Tokens discarded must be divided across at least two other players, if possible. The infected player is removed from the game.

After an Attempt to Clear an Obstacle has been resolved:
The cards and Life Tokens that were played are discarded out of the game (the Supply tool cards are discarded to the Supply discard pile), whether or not the Obstacle was cleared.

If a player is required to "pay" a Life Token, but has none to pay with (and has no Recovery card to pay with), that player is out of the game, left to die alone in the desert.

Call for a Vote:
If a player wishes to remove another player from the game, he may call for a vote against that player. All players, except for the player targeted for removal, must vote either YES or NO for the removal. If a clear majority (no ties) vote "YES," then the targeted player is out of the game, left to die a terrible death in the Desert.

A Lonely Death:
If a player has been voted out of the game, or has been left to die because he ran out of Life Tokens, that player while out of the game, still keeps his Character card and Supply cards with him. These may be important during the end of the game, and are not recycled back into play.

THE GAME ENDS WHEN….
The game can end in a few different ways.

1. If someone moves the Team Pawn to a cleared Civilization tile, the Alien player(s) have lost. The remaining Humans reveal their Scoring cards, and points are totaled up as shown on the cards. The Human with the most points has won the game. Ties are acceptable.

2. If no Humans remain in the game, the Alien has won.

3. If it has become clear that there are not enough Supply cards left to overcome the obstacles that exist, the Humans can give up, and the Alien player(s) win. The Alien(s) win even if they are removed from the game; they have completed their mission in preventing the Humans from escaping.

4. If the Team pawn has become "Trapped" on the Desert map surrounded by canyons in such a way that there is no way to escape, the Alien(s) has won.

EXAMPLES:
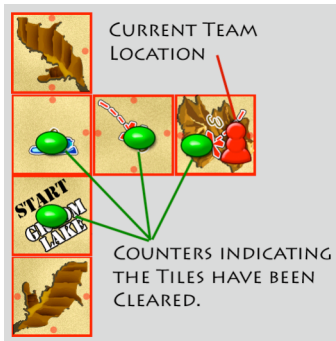
The game is based on moving through a somewhat randomly created Desert. The Team Token shows the current location of the Team. The team can be only moved on Tiles that have been cleared of Obstacles, and are not Canyons. Counters are used to indicate tiles that the Team can be moved to.

When placing a Desert tile, the player must first try to place it either vertically horizontally to the current Team Location. Red dots along the edges of all tiles must match. Also, edges with no red dots must also match up with similar edges.

Remember, a leader can only Scout for a new Desert tile if the Team is currently on a tile that has an open horizontal or vertical space available.

If a tile cannot be placed horizontally or vertically due to red dots not lining up, then the tile can be placed diagonally to the current Team location. Again, the red dot rules must be followed.

If there is no legal placement to place the tile diagonally, then the player can add the tile horizontally or vertically anywhere on to the map, as long as the red dot rule is followed.