

## THE INVASION GAME

FOR 2 TO 4 PLAYERS • AGES 7 AND UP

### CONTENTS

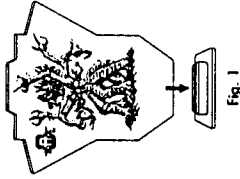
- ANIMORPHS™ Gameboard • EGS Tower • 24 Morph cards  
 • 4 Morph card holders • 12 Mission cards • 4 Large stands  
 • 1 Small stand • EGS Tower card • Legend card • 4 Plastic pawns  
 • Visser III pawn • Deck of 48 playing cards • 3 Location markers  
 • 2 Dice

### ASSEMBLY

Carefully detach the game pieces from the cardboard sheet and platform.  
 Discard the waste.

#### The Visser III pawn:

Fit this card into the one small plastic stand.  
 See Figure 1.

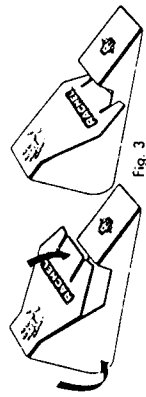


#### The EGS Tower:

Fold along its score lines. Fit the side and top tabs into their matching slots. See Figure 2.

#### 4 card holders:

Fold each along its score lines, and fit the tab into the slot. See Figure 3.



### SETUP

See the photo on the package back.

- Place the EGS Tower on the "EGS BUILDING HERE" gameboard square. Place the Visser III pawn, in its stand, on top of the Tower.
- Separate the EGS Tower card and the Legend card from the 12 Mission cards. Lay the Legend card where all players can see it. Set the EGS Tower card aside for now.
- Shuffle the 12 Mission cards and place them facedown in a pile near the gameboard. Draw the top 3 Mission cards and place each in a large plastic stand. Stand these up where all players can see them. Now place one Location Marker on each of the matching gameboard Mission spaces. Example: If THE MALL Mission card is in the stand, place a Location Marker on THE MALL on the gameboard.
- Separate the 24 lenticular lens Morph cards by color, into 4 sets of 6 cards each.
- Each player chooses a pawn, the matching color Morph card set, and the matching color card holder. Put any leftovers back in the box. Place your pawn on the gameboard triangle that says "START HERE AT CASSIE'S BARN." Place your assembled card holder in front of you, and spread out your 6 Morph cards faceup beside it. All players do the same.
- Shuffle the deck of 48 playing cards. Deal 5 cards facedown to each player. Place the remaining cards in a facedown Draw pile near the gameboard.

## YOU'RE READY FOR THE INVASION!

### OBJECT

Defeat aliens. Collect Mission cards. Destroy Visser III and the Kandrona ray generator atop the EGS Tower.

#### About your goal:

During the game, you'll race to activate Mission spaces and try to defeat the aliens there to collect the matching Mission card. You start as a human, and as you play, you "Make the Change" and morph into different animals so that you can travel quickly and battle effectively.

As Mission cards are collected, new Mission cards are drawn and the matching Mission spaces become active. Any player who has collected 3 Mission cards can race for the EGS Tower and try to destroy the generator and win the game!

### GAMEPLAY

The player whose birthday is first takes the first turn. Play continues to the left.

On your turn, you may do one of the following:

- Roll one die and move. If you reach an "active" Mission space or the EGS Tower, you may battle the aliens there. See How to Battle, page 6
- Battle the aliens on an "active" Mission space or on the EGS Tower.

At any time on your turn, you may play 1 or 2 cards from your hand, including the cards that let you "morph." See page 4.

Always end your turn by refilling your hand to 5 playing cards. You may never have more than 5.

**NOTE:** On your turn, you may elect not to move or battle and, instead, you may discard your entire hand and draw 5 new cards.

### THE GAMEBOARD SPACES

There are 4 kinds of spaces. Each space counts as one as you move your pawn.



The 12 Mission spaces become "active" when a Location marker is placed there. When you reach an active Mission space, you'll battle to try to collect the matching Mission card.



The EGS Tower space is where the final battle is fought to try to destroy the generator and win the game!

Path spaces. The Legend card reminds you who travels on which path.



Red path: Humans, Bears, Tigers and Elephants only.



White path: Eagles only.



Yellow path: Ants only.



Blue path: Dolphins only.



12 Morph spaces: Land here, play a "Make the Change" card, and you can morph to another form.

## MOVING AND MORPHING

### How to Move

- Move space by space along any path you want, as long as your morph form allows you on that path. You do not have to move the full count shown on the die.
- If your pawn lands on an occupied path space, move it ahead to the next open path space.
- One or more pawns may occupy a Morph space, a Mission space or the EGS Tower space.
- You can move through any Morph space or Mission space, counting it as one space; or you can stop at a Morph space to morph, or an active Mission space to battle.

### How to Morph

You need to morph when you want to switch to another animal form so you can follow another path or prepare for battle on an active Mission space.

#### Here's how:

1. Your pawn must be on a Morph space.
  2. Play the appropriate "Make the Change" card. Example: To morph into an eagle, play the Change card that shows an eagle. You could also play a Wild card to morph into any one of the 6 animals.
  3. If there is a Morph card on your holder, put it back in front of you. Replace it with the new Morph card, so all players can see which animal you have become.
- You remain in this animal morph until 1) you play a card to morph again, or 2) an opponent plays a card that forces you to morph back to your human form.

## THE CARDS

Play cards from your hand faceup next to the Draw pile. If the Draw pile runs out, shuffle the discards to start a new Draw pile.



**Make the Change.**  
Play only when you are on a Morph space.



**Take a card from another player.**  
Pick a card at random from a player of your choice, and add it to your hand. That player does not replenish his/her hand until the end of his/her next turn.



**Make the Change Wild Card.**  
Play to morph into any animal in your set of 6!



**Ax doubles your roll on a move.**  
Play to move twice as far as the die directs. It cannot be played to double the roll in battle.



**Change back now!**  
Play on your turn to force another player to move to the nearest Morph space (mover's choice) and change back to human form.



**Visser III moves.**  
Play to move the Visser III pawn to any Mission space or the EGS Tower space.



**Move your pawn to any Morph space.**  
Play this card to move to any of the 11 Morph spaces. (Use this as a shortcut to an active Mission space.)



**The Elimist cancels "Visser III moves."**  
If an opponent plays "Visser III moves," play this card to cancel it. This is the only card played out of turn.

## VISSER III

This powerful alien general gives players plenty of trouble! The Visser III pawn can occupy only Mission spaces or the EGS Tower space.

In order to battle on a Mission space occupied by Visser III, players must be in ant form. Only the ant is small and sneaky enough to defeat him!

When battling on the EGS Tower space occupied by Visser III, players must be in elephant form and must roll an 8 or more to destroy the Kandrona ray generator.

## HOW TO BATTLE ON A MISSION SPACE

On an active Mission space, you may battle the alien(s) there to try to collect the matching Mission card.

#### Here's how:

1. Find your current animal form on the Mission space's matching Mission card. The number next to the animal is the lowest number you can roll on the dice to win the battle there.
2. Roll both dice and total the numbers:
  - If the number is the same as or more than the number needed, you win the battle! Keep your pawn on the space, but take the Location marker off. Take the matching Mission card from its stand and place it faceup in front of you.

Draw the next Mission card, place it in the stand and place the Location marker on the matching gameboard Mission space.

- If the number is less than the number needed, you lose the battle. On your next turn, you may either move away, or (if the Mission space is still active) stay there and use your turn to battle again!

## THE EGS TOWER

The first player to collect his or her third Mission card takes the EGS Tower card and fits it into the remaining stand. This activates the space on top of the EGS Tower.

To battle on the EGS Tower space, wait for your turn. Then move onto the Tower space from the adjoining red path space. You must be an elephant, so morph if you need to. Then battle as you would on a Mission space.

To win the battle and destroy the generator, you must roll 7 or more on the dice. If Visser III occupies the space, you must roll 8 or more.

## WINNING

The first player to destroy the generator on top of the EGS Tower wins the game!

We will be happy to hear your questions or comments about this game.

Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free).



48461

### DISCHOLASTIC

© 1998 Scholastic Inc. ANIMOPHYS and associated logos and designs are trademarks of Scholastic Inc. Based on the ANIMOPHYS book series by Katherine Applegate. All Rights Reserved. Rules © 1998 Hasbro, Pawtucket, RI 02862. All Rights Reserved. Printed in U.S.A.

