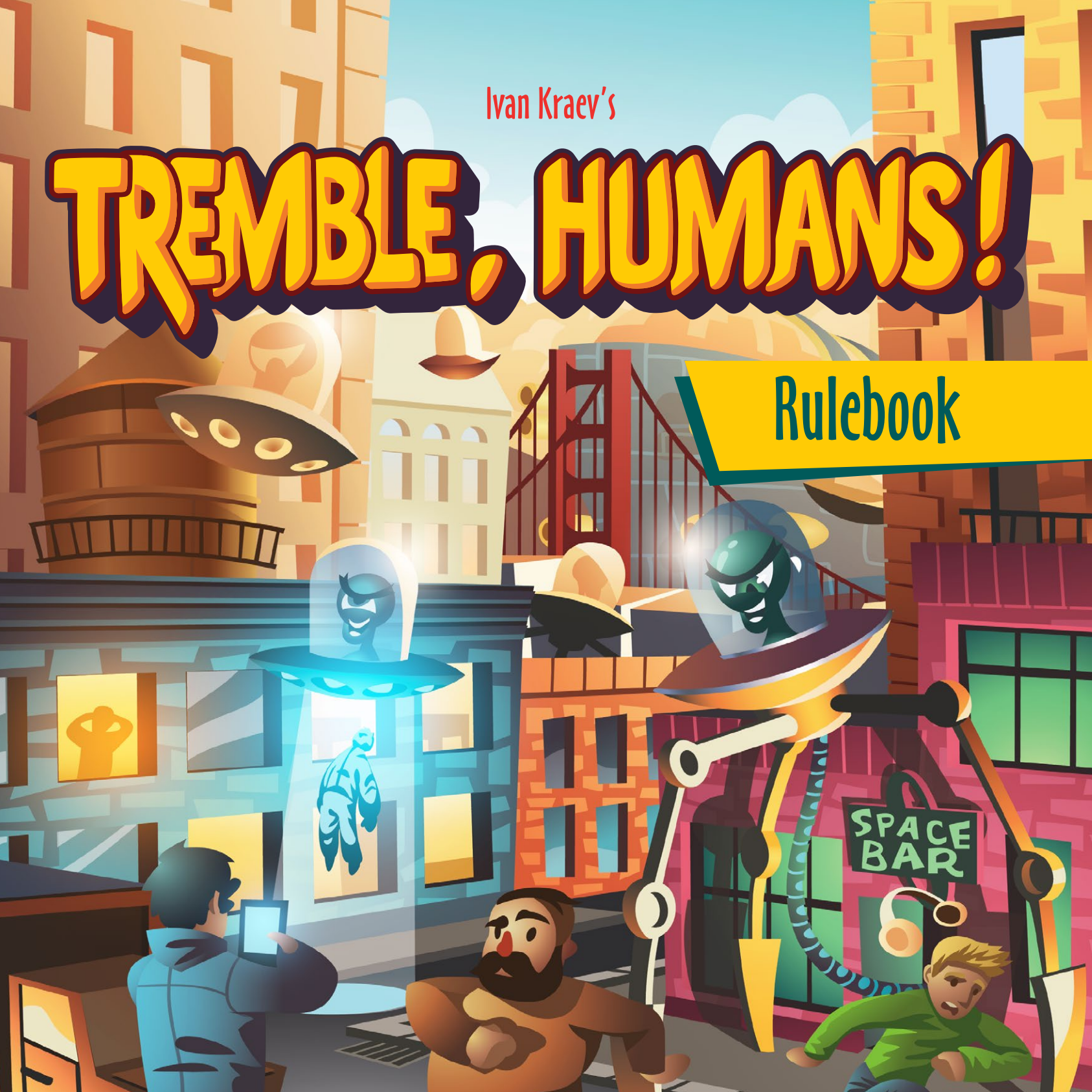


Ivan Kraev's

# TREMBLE, HUMANS!

Rulebook



## About the game

Welcome aboard, captain! All systems prepared, we are ready to launch. Destination: Earth. Mission: collect valuable resource — humans. They might resist, but I suggest you not to worry much about them - your real source of problems is the other captains, as no one wants to miss an opportunity to catch a million or two. You also can carry out tasks for Intergalactic Alliance to make additional profit. Have a nice hunt, captain!

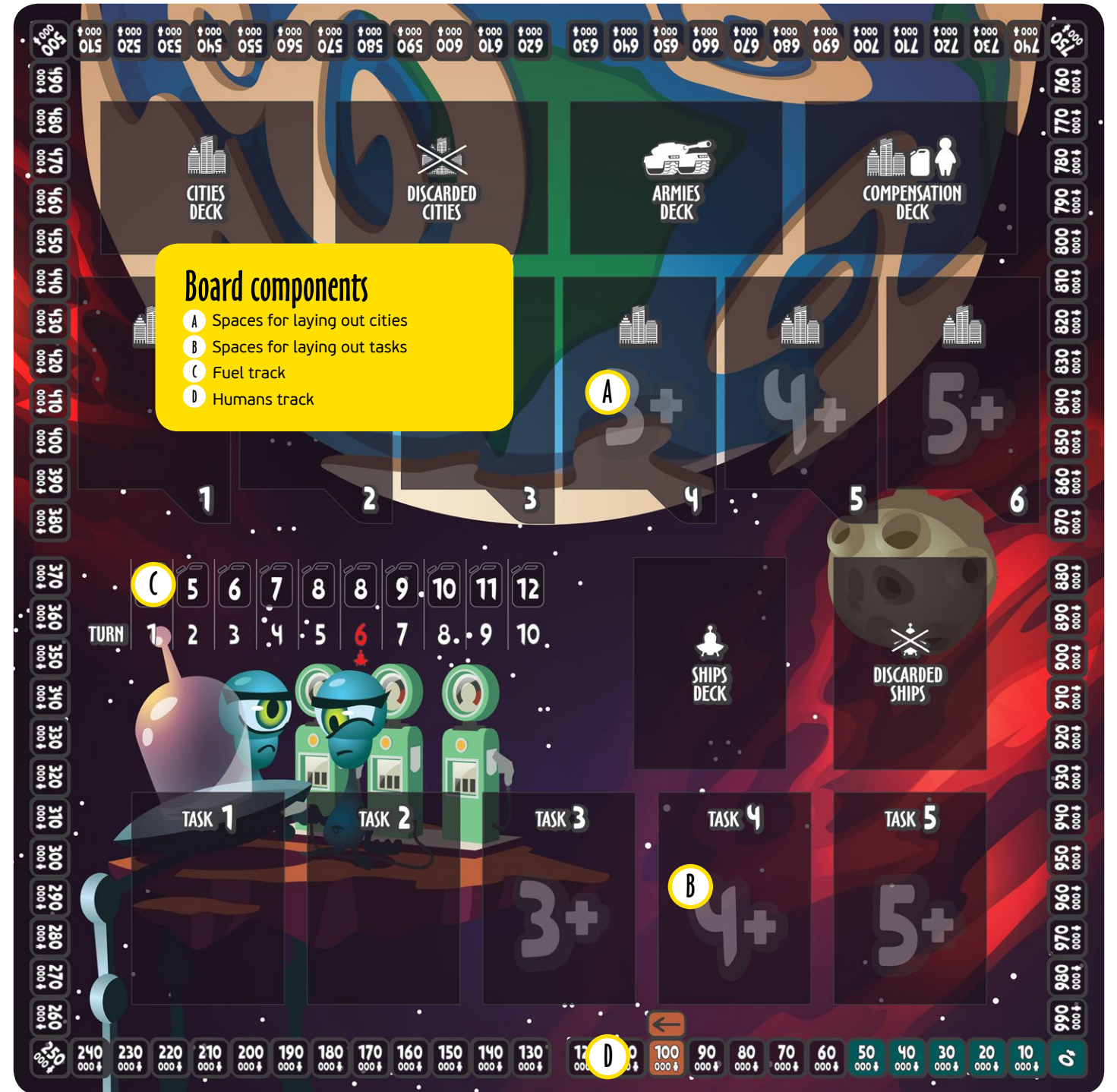
## Game components

- 1 Game board
- 2 60 city cards
- 3 20 human armies cards
- 4 105 cards with alien ships and stations
- 5 9 task cards
- 6 5 credit cards
- 7 20 compensation card
- 8 5 hint cards
- 9 30 attack tokens
- 10 5 flying saucer markers
- 11 Turn and fuel limit marker
- 12 2 D6 dices
- 13 Rules you hold in your hand



## Board components

- A Spaces for laying out cities
- B Spaces for laying out tasks
- C Fuel track
- D Humans track



## Game setup

**1. Put aside extra cards.** If there are only 2 players, put aside city and task cards tagged "3+", "4+", "5+". If there are 3 players, put aside city and task cards tagged "4+" and "5+". If there are 4 players, put aside cards tagged "5+". If there are 5 players, keep all the cards.



**2. Make a cities deck.** Separate red-backed cards from blue-backed, then shuffle them separately. Put blue cards on red cards. This is your cities deck. Put it on the board near the spaces for cities.



**3. Give each player one saucer «training series» card.**



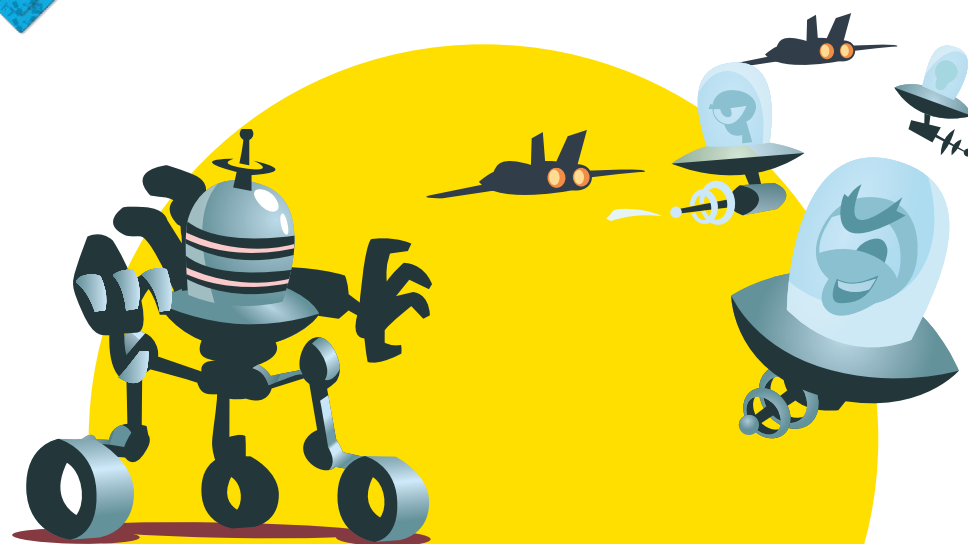
**4. Make a ships deck.** Separate all ships, except for the starting ships, by color: red and blue; then shuffle them separately (same as with cities). Put the blue ships deck on its space on the board, put red deck close to the board — it will be introduced to the game at round 6 and will substitute the blue deck. Orbital stations should be also shuffled into ships decks.

**5. Place markers and tokens.** Each player chooses color, takes a flying saucer marker and attack tokens of his color, then puts them on the 100,000 mark on the humans track in the board. Place a canister marker on the 1<sup>st</sup> turn mark and 4 fuel on the fuel and turns track.

**6. Determine tasks.** Randomly take cards from the tasks deck based on the number of players (2–3 players — 3 tasks, 4 players — 4 tasks, and so on). Put them face up at their corresponding space on the board.

**7. Shuffle the armies deck.** Shuffle the armies deck and put it at its place on the board.

**8. Shuffle the compensations deck.** In the same manner shuffle the compensations deck and put it at its place on the board.



## Goal of the game

A captain with the biggest number of humans at the end of the game becomes a winner.

Humans can be gained by conquering Earth's cities and completing tasks of the Intergalactic Alliance. During the game, captain will be spending their humans to acquire new ships and orbital stations for their squads. Humans are the most valuable currency among aliens.

## Gameplay

Blue cities and ships decks will be used for 1st to 5th turns, and red decks — for 6<sup>th</sup>–10<sup>th</sup> turns. At the end of the 10<sup>th</sup> turn all city cards will be played.

Players make their moves simultaneously; it consists of the following phases (these phases must be played simultaneously by all players):

**1. Buying ships and orbital stations.** Each player takes two cards from the ships deck and can buy up to two ships for their squad for a price depicted on cards. A player's marker moves at corresponding humans quantity back on the humans track. A captain cannot have more than 5 ships in his hand. Orbital stations doesn't count as his hand — they are played on the table right before the captain when they have been bought. Their maximum number is 2 and you cannot have 2 of the same stations.

**2. Putting city cards on the board.** From the cities deck put cards on their spaces below on the game board (a number of cards depends on a number of players). The Intergalactic Alliance considers these cities to be less protected this turn, and you are allowed to attack them. The number of cities depends on the number of players.

If 2 captains are playing, 3 city cards are put per turn; if 3 players — 4 city cards; 4 players — 5 city cards; 5 players — 6 city cards.

**3. Planning an attack.** Players look at the cities and decide which city or cities they want to attack this turn. For each city a player wants to conquer, a player should place before them the ships attacking it, and on top of it, an attack token with a number corresponding to the number of space on which a city is placed. Ships and tokens are being placed face down. It is allowed to attack several cities at the same time, using different ship groups. One ship or a group of ships may be allowed to attack only one city per turn.

Players are allowed to send to attack ships and groups of ships that do not overlimit the number of fuel made available by the Alliance for this turn (see fuel track). 4 fuels are available for the 1st turn, 5 fuels for the 2<sup>nd</sup>, and so on.

**4. Revealing attack tokens.** When all players have placed their ships and attack tokens, they simultaneously turn their tokens and ships attacking the cities face up. For each city, from left to right, a winner or competitors for reward for the city are being determined. Then, the progress depends on how many players have attacked each city.

- If only one captain attacked the city, he can cheer for conquering the city and continue to the phase "Reward".
- If two or more captains attacked the city, they should engage in a battle to determine the winner.
- If no one attacked the city, it is being discarded. Humans are lucky this time.

**5. Battle.** If more than 1 captains attack a city, each of them decides if he is going to fight for the city or will retreat.

- If the captain retreats, his ships return to his hand. He would no longer participate in conquering of this city
- If two or more captains decide to fight, the battle begins. During a battle, each captain in his turn rolls 2 dice and adds the results to the total attack value of their ships taking into account their traits. Whoever has the greatest number will conquer the city and get a reward.
- Losers choose one of their ships that participated in the battle to be destroyed. Destroyed ships are being sent to the DISCARDED SHIPS space. Each loser receives a compensation card from the compensations deck. It will help them in the future (see "Compensations").

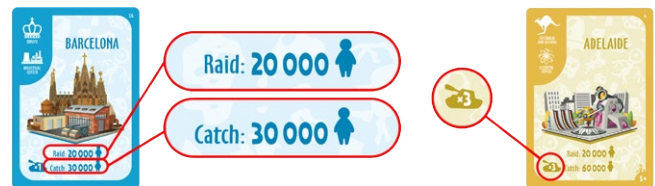
A captain with less total attack power at the start of battle is the first who announces his decision to fight or to retreat.

**6. Reward.** If a captain has won a battle or he was the only one who attacked a city, he receives a reward of captured humans. He also gets the city card as a trophy (these are required for some task from the Intergalactic Alliance). Also he has two choices:

- To raid the city fast and to catch humans on sight, and to add them to his number at the humans track. This way, he catches fewer humans, but he catches them for sure.



- Also, to search for and catch hiding humans. This way one can catch more humans, but there is a risk to face a human army dislocated in the city.

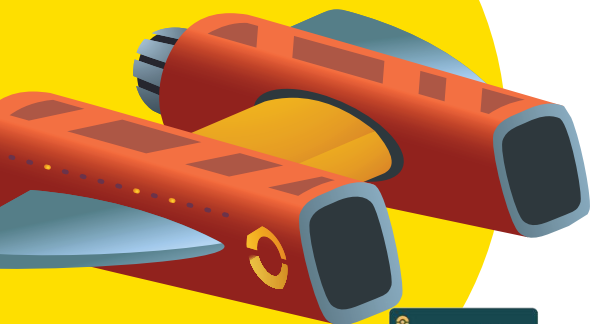


If a player decides to catch humans, he opens several cards from the armies deck, depending on what is written on the city card ("x2 catch" – 2 army cards, "x3 catch" – 3 cards). If there are one or several armies among these cards, the player has to fight them all one by one to complete the catch. Fighting an army is like fighting a captain, but human armies do not roll the dices. To win, a captain needs to get the total attack value of their ships plus the sum of rolling 2 dice to be equal or greater than the attack of the army.

- If the player loses to the army, he loses one ship of his choice (like in fighting with another player).
- If the player defeated all armies or if he is lucky to draw "No armies" card, he receives humans for the catch.
- If the player conquered the city (by raid or by catch), he also takes the city card — it will be necessary for the future tasks of the Intergalactic Alliance at the end of the game.

Like in fighting another captain, the player is allowed to retreat to save his ship. This way the city is discarded. The player receives no reward.

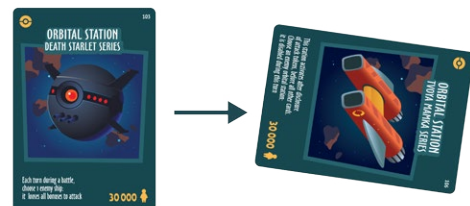
A next turn starts after these 6 phases. The marker on the fuel and turn track moves one step forward.



## Using orbital stations

Beside ships, captains can use orbital stations. These do not attack cities; they stay at the orbit and help with catching even more humans.

If a player buys an orbital station, he puts his card on the table face up.



Stations are not ships and they do not take place in your hand. A player can have only 2 stations at max.

As stations do not fly to cities, they do not waste fuel. While planning an attack, one does not place an attack token on a station (unless the card says otherwise). Stations are used once per turn.

After using a station, a player should turn its card to mark that it was used this turn. At the end of the turn and before the next one, all stations are being turned back to their original position.

## A battle with using stations (an example)

In this example, Bender and Zoidberg fight for Paris. Zoidberg has one ship — a cruiser with 13 attack value. Bender has a saucer with attack 3 because its bonus attack does not play in scientific center. The tripod's attack is 11 (5+3+3). The total attack of Bender's fleet is 14. Bender rolls 7, Zoidberg rolls 9. Thus, without using his station, Bender loses: 21 versus 22 for Zoidberg.

Bender decides to use his station and to add +3 attack to his saucer. He wins now: 24 versus 22. To counter this, Zoidberg as well decides to use his station. He chooses Bender's tripod and turns all his attack bonuses off. Thus, it's 18 versus 22 now. Zoidberg wins.

**Bender** 🎲🎲

**ORBITAL STATION**  
KEK, LOL, ROFL SERIES

Once per turn, add +3 attack to any of your ships

**SAUCER**  
GOLDEN EYE SERIES

+4 attack if attacks an industrial center

**TRIPOD**  
DOOM MOLE SERIES

+3 attack if attacks together with a flying saucer  
+3 attack if attacks a scientific center

**Zoidberg** 🎲🎲

**CRUISER**  
BOOM MOLE SERIES

50 000

**ORBITAL STATION**  
DEATH STABLE SERIES

Each turn during a battle, choose 1 enemy ship; it loses all bonuses to attack

**PARIS**

Raid: 50 000  
Catch: 80 000

**SCIENTIFIC CENTER**

## Tasks



At the beginning of the game, the Intergalactic Alliance assign strategic tasks for the captains, which should be completed during the invasion on Earth and for which it will grant additional humans at the end of the game.

The tasks deck is being shuffled at the beginning of the game, cards are being drawn depending on the number of players (the same amount). Task cards are being placed face top at their corresponding space.

Tasks can include conquering cities of a particular region (Africa, Europe, etc.) and conquering cities of a particular type (scientific, cultural, or industrial center).

A player having the most number of cities related to the task at the end of the game receives additional 200,000 humans. Second place player receives 100,000 humans. City cards can be used in all tasks (for example — one card for different tasks).

If 2 or more players win the 1st place, they receive 1st and 2nd places rewards (300,000) divided in half (rounded down).

If one player wins 1st place and 2 or more players win the 2nd place, the 1st receives 200,000 humans, and the others divide the 2nd place reward evenly (rounded down).

Captains are allowed to look at the cities conquered by the other players — it's a public information.

## Credit



Sometimes, captains are unlucky in their attacks and they don't catch any humans. Whenever a captain has less than 50,000 humans and less than 2 ships, he can receive a credit in the Interplanetary Bank. The player takes a credit card and adds 50,000 humans to his account on the humans track. He is obliged to return 60,000 humans until the end of the game, the credit card then returns to the box.

A player can take credit an unlimited number of times, as long as the requirements are met (no more than 50,000 humans and no more than 2 ships in his squad). But remember - you will have to return more than you get.

## Compensations



Compensation cards are special cards which are only received after losing to another player. A player takes one compensation card per one battle lost (no matter how many players fought in this battle). There is no limit on the number of these cards in the hand. You are only allowed to use these cards in the next turn (except for bonus humans). All compensation cards are for single usage, they are discarded after being used. If the compensations deck is empty, the discarded compensation cards are being shuffled and a new deck is formed. If several players use a card allowing the loser to take a city as a trophy, they roll the dice to determine the winner.

## End of the game and determining a winner

After all captains received rewards for completing tasks, a player having caught the maximum number of humans on the humans track is declared a winner.

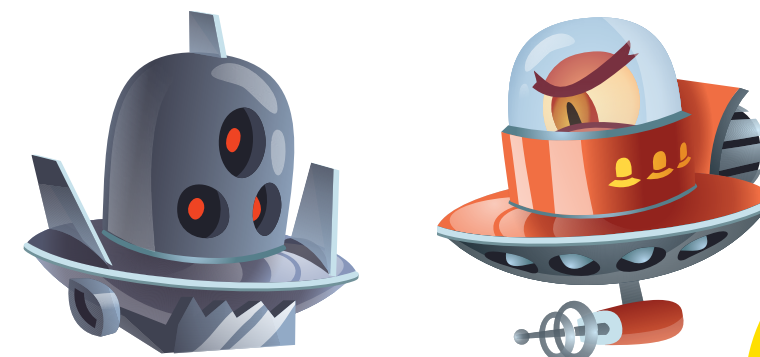
## 1. Buying ships (details)

At the beginning of each turn, each captain takes 2 cards from the ships deck. Each captain is allowed to buy 1 or 2 of these ships for their squad. Or buy none. To buy a ship, player takes card to his hand and moves his marker on the humans track back by the ship's price.

Unpurchased ships become discarded. The ships deck can contain flying saucers, tripods, cruisers, and orbital stations (see "Using orbital stations" clause).

A player can have 5 ships and 2 orbital stations maximum. A player cannot have 2 similar orbital stations. If a player wishes to buy a ship or a station, and he has already reached the limit, he is allowed to discard a ship or an orbital station of his choice and buy new ones. The player receives no compensation for discarded ships or stations (who needs this garbage anyway?).

If a player draws from the ships deck 2 stations, he is allowed (but not obliged) to discard them and take 2 more cards, but he has to show them to the others first.



## 2. Planning an attack (details)

After putting cities on the table, captains decide which cities they wish to attack to catch humans. To send a ship to attack a certain city, a player has to put this ship's card in front of him and to put an attack token on it. The ship card and the attack token must lay face down so other captains would not realize your evil plans. The number on the attack token must be in correlation with the number of the space on the board, on which a city of your interest is located.



Players are allowed to attack with any number of ships any number of cities as long as they stay in the fuel limit.

If a player has an additional fuel card, he can discard it and send more ships into battle than this turn's fuel limit allows him to. This kind of cards are compensation card which player can receive as a compensation for a battle he lost.

At 1<sup>st</sup> turn, a player can send ships with a total sum of consumed fuel of 4. For example, a training saucer with a consumption of 1 and a tripod with a consumption of 3 fuel.

At 2<sup>nd</sup> turn, a player can send ships with a total sum of consumed fuel of 5. At the last turn, the fuel limit reaches 12.

## 3. Planning an attack (example)

4 players play in this example. Thus, 5 cities are drawn from the cities deck each turn.

Leela attacks using only 1 ship. Zoidberg attacks one city using 2 ships (puts one token on 2 ships). Fry and Bender send 2 ships, but they put different tokens on them.



When all ships and attack tokens are in their places, players simultaneously turn them.



## 4. Revealing attack tokens (example)

In this example, all captains have already chosen the cities to attack. Players simultaneously reveal attack tokens and ships turning them face up. Leela and Fry attack city 1, Fry and Zoidberg attack city 5. These cities will be played between them in a battle phase. Only Fry attacks city 4. He skips a battle phase and receives a reward for this city. Only Bender attacks city 2. He also skips a battle phase and receives a reward for this city.

No one attacks city 3. This card is discarded face up. Lucky humans.

## 5. Battle (details)

If 2 or more players attack one city, they first measure their chances by comparing their squad's attack power and the attack power of enemy ships. The attack power is a sum of ships's power value and trait bonuses marked on their cards.

Next, each player attacking the city, starting with the captain with less total attack power, chooses one of two (if equal, agree on who decides first):

1. Retreat from the city and leave it to the stronger captain.
2. Fight for the city.

If retreated, captains do not receive neither humans of the city under attack, nor any compensation (they are cowards!). Their ships return to their hands.



To Battle!

Retreat

Your ships return to your hand.  
Your opponents get the city.

Victory!

Defeat

The city is yours! Receive your reward. Take the city card.



## Battle (example)

In this example, Bender and Zoidberg attack Seoul, and none of them wants to retreat. Thus, they begin a battle.

Zoidberg has 17 total attack power of his ships: a cruiser (9), a tripod (5) plus 3 as a bonus, because he attacks a scientific center. Another "+3" bonus does not work, because Zoidberg attacks together with a cruiser, not a saucer. Zoidberg rolls 6. The total sum of attacks and the rolls is 23.

Bender has 15 total attack power of his ships: flying saucer (3) plus 3 as a bonus, because he attacks together with a tripod, and a tripod (5) plus 3 as a bonus, as she attacks together with a flying saucer. Bender rolls 10. The total sum of attacks and the rolls is 24.

Bender wins and the city belongs to him now. Zoidberg loses and has to discard one of his ships. At least, he gets a compensation card.



Bender: +3 attack if attacks together with another tripod; +3 attack if attacks together with a flying saucer.  
Zoidberg: +6 attack against human armies; +3 attack if attacks together with a flying saucer; +3 attack if attacks a scientific center.



## Reward (example)

If a captain conquered one or several cities, he has 2 options:

**1. A city raid** during which a captain's ships catch only those who had no chance to hide decently. The player moves the marker of his color on the humans track forward by the number depicted on the city card under "Raid". Then, he takes the city card which could be used later on to complete a task (see "Tasks" chapter) at the end the game, putting it in front of him face up.

### 2. Catching hidden humans

- If a captain is not satisfied with a number of humans he gets for a raid, he could risk and catch also humans hiding in the dark corners of the city. Although, this way he has a chance to face a human army protecting the city. The player looks at the number before "Catch" ("x1", "x2", or "x3") and draw 1, 2 or 3 cards accordingly from the armies deck. An army card could have a size of an army or it could be a "no army" card (they flew in terror).
- If a captain draws no army card, he finishes catching humans easily and receives them in great number.
- If a captain draws one or more human armies, they have to fight them one by one if they are to complete the catch.

Fighting an army is like fighting with enemy ships, except only that an army does not roll dices and has the attack of only the value depicted on the army card.

To determine the winner, the captain has to sum up the total attack of their ships (including bonuses) and add to it a sum of rolling 2 dice. If the sum is bigger or equal to the army attack, the captain wins. If it is lower, he loses.

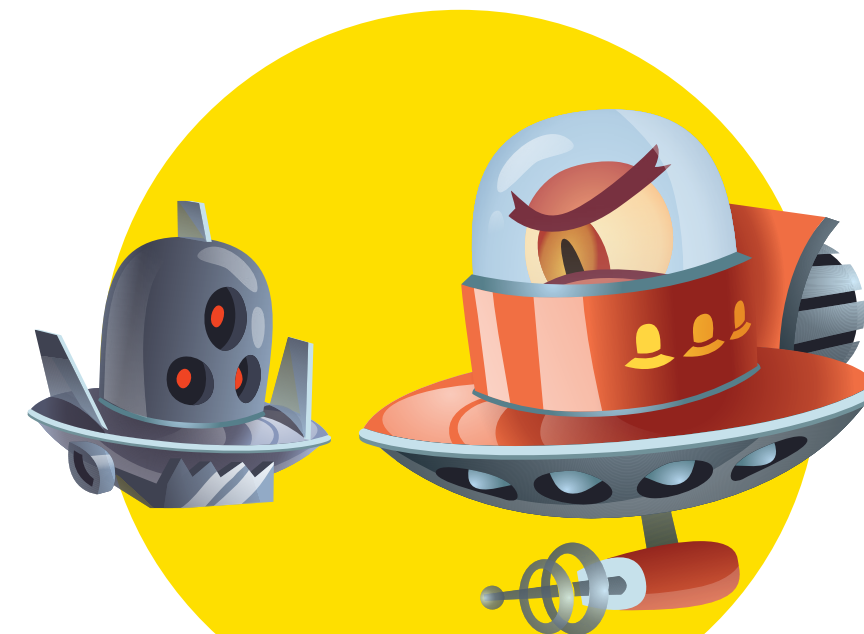
If the player defeats the human army, he receives a reward according to "Catch" score on the city card. If he loses, he loses one ship of his choice.

If the player understands, before the battle, that he will lose, he is allowed to retreat, so he would not lose a ship (same as in fighting with another captain). This way, the captain's ships return to his hand, and the city card is discarded.

A captain receives no compensation for losing to a human army.

## We thank all who participated in the playtest:

Delli Arieri, Loerglil Meflzh, Aleksandr Aleksanin, Andrei Aristov, Valerii Novikov, Konstantin Vahnin, Evgenii Ibragimov, Sergei Kaptsov, Vladimir Nikitenko, Aleksandr Tkachev, Margarita Dedova and Gamernaia 2A: Aleksandra Klimova, Mariia Bendus and Evgeniia Pestova.



# TREMBLE, HUMANS!



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## Questions, answers, and advice

### Do ships fly on diesel fuel?

They fly on a special brand of galactic diesel fuel.

### During buying ships action, am I allowed to buy both cards?

Yes, if you have enough humans.

### If I have 60,000 humans, am I allowed to buy a ship for 30,000, take a credit, and buy another ship for 50,000 humans?

No, a player buys 1 or 2 ships simultaneously. They are not allowed to take a credit before he buys a ship, because they have more than 50,000 humans, and they don't have enough humans to buy 2 ships without a credit.

### During buying ships, am I allowed to draw 2 cards and not to buy either of them?

Yes.

### Should I show the ship I bought to other players?

No, you should not. Better keep it a secret. Other captains still could make particular calculations based on your expenses. They will also see your ship next time you attack.

### Is there a way to check if other captains' expenses on ships are correct?

No, but you don't plan to cheat on your galactic brethren like a puny humans, do you?! Any captain would prefer an honest competition on the battlefield.

### Am I allowed to send all my ships to attack a single city?

Yes, you are allowed to send any number of ships to attack .

### Do I have to spend all the fuel allowed to me for a turn?

No, but you don't get unused fuel next turn. Next turn, you will have the same fuel volume as other captains (excluding additional fuel cards).

### Several of my ships participate in a battle. Should I roll the dice per each of them?

You roll the dice only once.

### If during a battle attack powers of the opponents were different, but after rolling the dice the sums are equal, should the results of rolling the dice again be added to the original attack powers or to the equaled sum?

If rerolling the dice, only the original attack powers and bonuses are taken into account. The results of the 1st rolls does not matter.

### Why do we have to split the cities deck into red and blue?

The red deck has more humans. At the end of the game, players can hit a jackpot.

### If I have a tripod being transferred to another city and my opponent has a station transferring enemy ship, what plays first?

Station plays first.

### How do you put cards into discard, and am I allowed looking through them?

Discarded cards are put open, face top. Any captain is allowed to look through them at any time.

### Where do I store conquered city cards?

They should be placed in front of you in the open to allow anyone to look at your trophies.

### If I have a tripod being transferred to another city and my opponent has the same, who moves first?

In this case, you and your opponent secretly place on your tripods tokens with the numbers of the cities where you wish to transfer them, then you simultaneously reveal the tokens.

### If I lost a battle, having only a starting invulnerable saucer, does it return to my hand?

Yes.

### If I lost a battle, having a starting invulnerable saucer and another ship, am I allowed to destroy my invulnerable saucer?

No, invulnerable saucers cannot be destroyed in a battle. You have to destroy the other ship.

