

MARS ATTACKS

TEN-MINUTE TAKEDOWN™



Contents

This box contains one custom die, 15 target pieces, four flying saucer tokens, and rules. Two, three, or four can play. The icons on the die represent the flying saucers, giant insects, and giant robots you're sending to destroy the human targets.

Learn to Play!

Video at marsattacks.sjgames.com

Setup

Step 1: Choose your color.

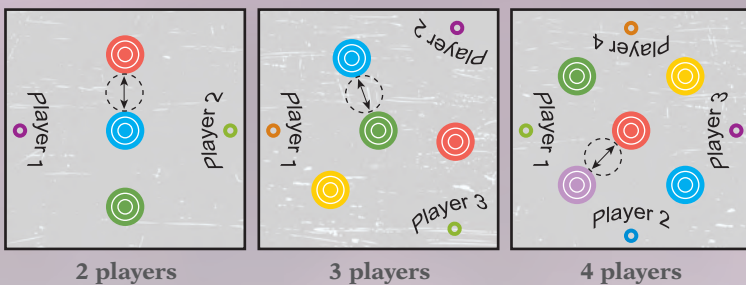
Each player chooses one of the four flying saucers.



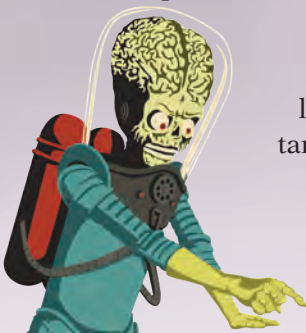
Step 2: Assemble the targets.

Each target has three pieces: center disc, middle ring, and outer ring. Together, they form a picture on one side and a solid color on the other. Make sure the picture side of each target is face-up at the start of the game. Enough pieces are included to assemble five targets. You will use one more target than there are players in the game, and it doesn't matter which targets you choose. Use the diagrams below to help you arrange the targets based on the number of players.

Setup Examples



All targets should be separated by a distance equal to one of the large rings.

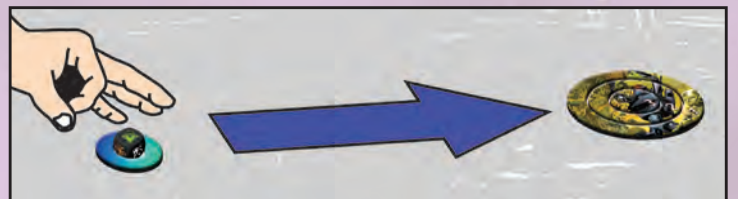


Place your flying saucer in front of you, roughly one arm's-length away from the center target. This spot is your **Base**.

The player who is currently closest to Mars goes first, so give that player the die.

Gameplay

On your turn, place the die inside the center space of your flying saucer. Now flick the die toward one of the targets. Use any technique you prefer to flick the die from your flying saucer.



When you take your shot, the die must completely leave your flying saucer. The shot does not count if the die did not completely leave your saucer, even if the die landed on a target or another player's saucer. Place the die back in the center of your saucer and flick again.

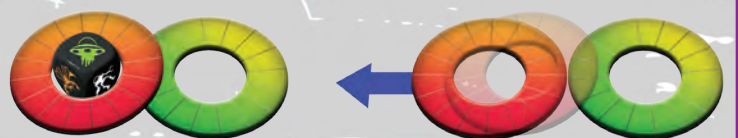
If the die misses all targets:

Without moving the die, drop your flying saucer over it. Then hand the die to the player to your left. Your turn is over, but you will take your next shot from your new location. Over the course of the game, your flying saucer may end up all over the table. Players are encouraged to get up and move around!



Overlapping Pieces

The die may land in such a way that placing your flying saucer will cause pieces to overlap. If this occurs, place your flying saucer as you normally would. Then remove the die and pull your flying saucer toward you until there is no longer an overlap.



If the die leaves the table:

If the die leaves the table, your turn is over. Your flying saucer returns to your Base. Play passes to the left.

If the die lands on a target:

When the die lands on a target, you will claim the outer piece of that target. The die has landed on the target if it is touching the top surface of a target piece (a leaning die still counts). Check to see if the icon on the die matches the icon shown on the target before claiming a target piece.



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If the icon on the die does not match the target, take the lowest-value piece of that target and keep the colored art side face-up. Form a score pile near your Base.

If the icon on the die matches the target, take the lowest-value piece of that target and flip it over so the solid-color side is face-up. It's worth more points! Form a score pile near your Base.

The numbers on the target pieces indicate how many points each is worth at the end of the game.

After you claim a target piece, return your flying saucer to your Base. Play passes to the left.

NOTE: The die itself must land on the target in order to claim a target piece. If your flying saucer overlaps the target, but the die is not on the target, you have not yet landed on the target. During gameplay, your flying saucer might overlap another player's flying saucer, the target, or both – see *Overlapping Pieces*.

If the die lands on another player's flying saucer:

If the die lands on another player's flying saucer, which may happen either accidentally or on purpose, that saucer is sent back to its Base. Drop your own saucer over the die, then carefully remove the other saucer and return it to its Base. Leave your own saucer in place and hand the die to the player to your left. Your turn is over.

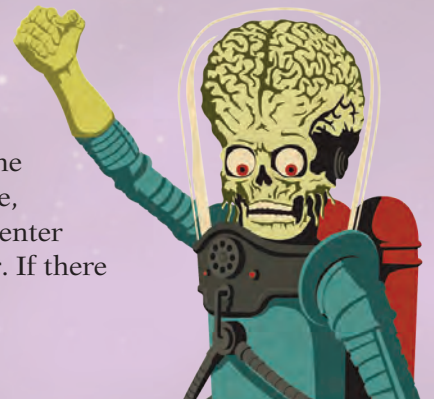
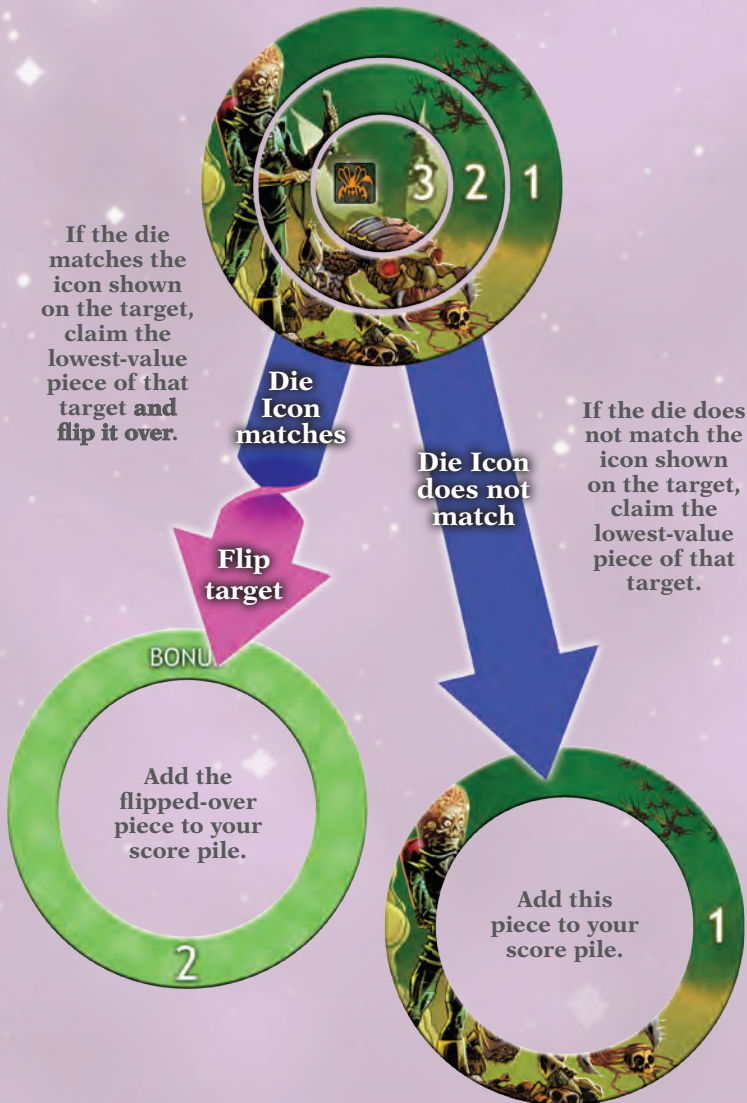
If the die lands on another player's flying saucer AND a target:

If the die lands on another player's flying saucer AND one of the targets, send that player's saucer back to its Base and claim the lowest-value piece of that target. Be sure to check whether the icon on the die matches the target! Return your flying saucer to your Base after claiming the target piece.

End of Game

When all the target pieces are claimed, the game is over. All players add up the points showing on their target pieces. The player with the most points wins.

If there is a tie, the tied player who claimed the most target pieces is the winner. If there is still a tie, the player with the most center target pieces is the winner. If there is *still* a tie, play again!



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