



For multi-language instructions and how-to videos for this game, please visit www.haywiregroup.com

2-4 PLAYERS • AGES 8+ • AVG. GAME 20 MIN.

Transmitting live from Mars, a distress beacon beams directly to Earth: **MARS NEEDS HEROES!** The peaceful colony is under siege from intergalactic Invaders intent on taking control of the Red Planet. Whoever traps the most Invader Cards is the **ULTIMATE HERO!**

WHAT'S IN THE BOX?



20 numbered hero cards



4 freeze ray tokens



40 invader cards

THE OBJECT OF THE GAME

Capture the most Invader Cards of one color.

MEET YOUR TEAM



PHOBOS THE BOT: Named after the second Martian moon on which he was created, Phobos serves as the mechanic and utility player of the team. He can balance a piston on an inter-dimensional drive motor as easily as he can disarm an Invader's combat tank. If you're polite, he'll even prepare brunch after a battle.



TECH – NICODEMUS: Nicknamed Nick (from which he gets a kick), this computer genius wrote his first program at age 6 while attending the Mercury School for the Gifted. He's not comfortable unless he's staring at his tablet, and he provides the team with the plans and schemes needed to best capture the Invaders. And just look at those stylish frames!



DOCTOR – JANELLE: Born and raised on the Martian moon of Deimos, she studied science and engineering with the Martian people until deciding to go into service for the mother planet. With razor sharp reasoning skills and a love for adventure and discovery, she's also the explorer of the team.



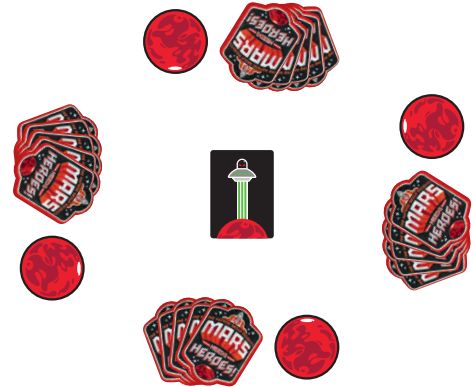
SQUAD LEADER – AIDEN: Aiden approaches every battle with the bravery he's shown since he was a Junior Defender on the Saturn moon of Titan. Jokingly called "Blaze" because of his fiery red hair, he considers defending the Martian people an honor. And he's good at basketball too.



SQUAD LEADER – ALLY: With ice water coursing through her veins and her reliable freeze ray always on her hip, Ally is the no-nonsense commander of the allies. Finishing first in her class at the Venusian Intergalactic Space Academy, she leads your squad with confidence and logic. Be glad she's on your side.

SETTING UP THE GAME

1. Give each player five Hero Cards, numbered 1 through 5. Note that the numbers are color coordinated for each player (red, orange, pink, and black).
2. Give each player one Freeze Ray token. Turn the token face down, showing the image of Mars.
3. Shuffle up the forty Invader Cards and place them in a draw pile face down in the center of the table.



Example 1: A four player game setup

PLAYING THE GAME

The youngest player goes first. Play continues clockwise.

1. The youngest player turns over two Invader Cards face up in the middle of the table for everyone to see.
2. Each player secretly chooses a Hero Number Card from their hand and places it face down in front of them. This is called "the bid".
3. When all players are ready, everyone reveals their chosen Hero Number Card at the same time (we suggest that someone prompts the group with a "Ready....? Go!").

WINNING THE BID

- Whoever played the highest Hero Number Card wins the bid. The winner takes both face up Invader Cards and places them off to the side.
- **All Hero Number Cards played in each round remain face up in front of each player.** This is important, as players may view these cards in future rounds when determining how to outbid their opponents.
- **If there is a tie between 2 Hero Number Cards they cancel each other out.** The winning bid goes to the next highest Hero Number Card played.

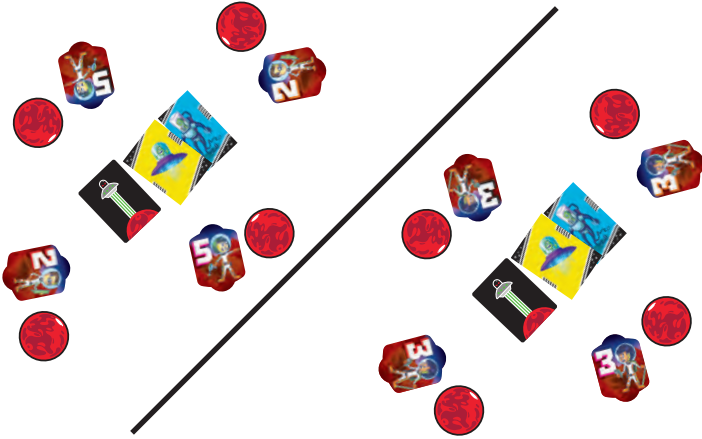


Example 2: The two "5's" have canceled each other out. The number "2" has won the bid.

- The winner of the round then takes two new Invader Cards from the draw pile and turns them over in the middle of the table for the next round of bidding.
- After five rounds of bidding, having gone through their entire hands, the players collect all their Hero Number Cards from the table and begin with a fresh new hand.

A BIDDING TIE

Sometimes during a round of bidding, every player bids the same Hero Number Card or bids two sets of Hero Number Cards that cancel each other out.



Example 3: Illustrated above are two examples of how a tie can occur.



Example 4: In this scenario, two more Invader Cards are turned over from the draw pile and added next to the Invader Cards already played. Players will then bid again with new Hero Number Cards in an attempt to win all four Invader cards on the table. A bidding tie can happen many times in a row, resulting in a player winning numerous Invader Cards at once!

THE FREEZE RAY



Each player has one Freeze Ray token that they can use **only once** in an entire game. The Freeze Ray is not reset between rounds.

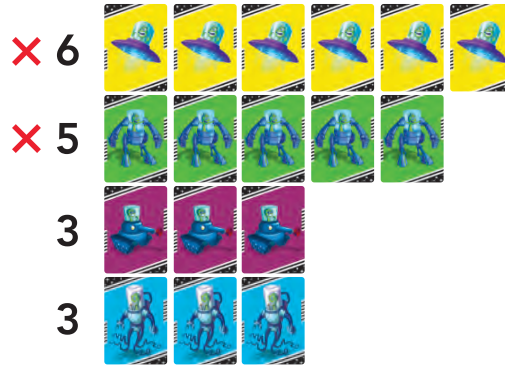
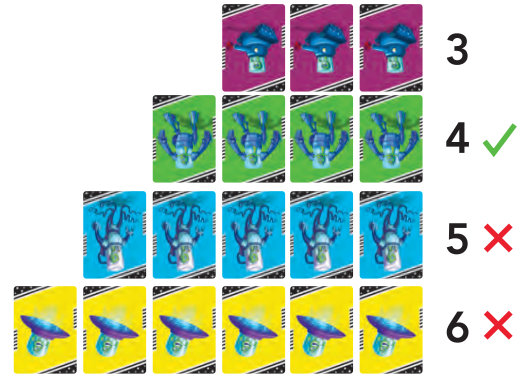
- The Freeze Ray is used during a round of bidding, after all Hero Number Cards have been revealed and before the winner takes their Invader Cards.

- The first player who yells 'FREEZE!' picks up their Freeze Ray token and slams it onto the table, overriding the winning bid of that round. The Invader Cards are now theirs instead!

- **Be strategic: you can only do this once per game.** This will also break any bidding ties on the table.

WINNING THE GAME

Once all Invader Cards have been turned over from the draw pile, the game is over. The winner is the person who has the most Invader Cards of any one color. If there is a tie, the winner is the person who has the second most Invader Cards of another color, and so on (see Example 5 in next column).



Example 5: Two players have six yellow Invader Cards. This is a tie. The next highest amount for each player is five cards each (also a tie). Moving on to the third set, the player with four green cards wins the game.

A BIDDING TIE TO END THE GAME

If, at the end of the game, there are no more Invader Cards to turn over and a bidding tie has occurred, pick up the Hero Number Cards you've already played and keep going until someone wins the last set of Invader Cards.

In the very rare event of an endless loop of bidding ties (seen only in a competitive two player game), it is recommended that the players do a reset: Each player starts with all five Hero Number Cards and the Freeze Ray tokens are turned back over for a second use.

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