

# ARMY VS ALIENS RULES

**Object of the Game:** To Rule the World!  
Whether you are playing as the Aliens or the Army, your goal is to destroy your opponent and have planet Earth all to yourself.

## Game Includes!

- 18 Dice (9 blue Army dice, 9 green Alien dice)
- 2 Cups and Lid Attachment
- 2 Battle Guides
- Instructions

## The Dice!

The faces of the dice represent the weapons you have at your disposal in your quest for world domination. Each unit has a different rank or value:

## Carrying Case!

Take Army vs Aliens anywhere you go! Use the lid included with the game to attach the dice cups together to create a carrying case.



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**WIGGLES**  
THREE-D

**AB**  
GAMES  
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- AGES 8+ KIDS
- 2 PLAYERS
- 15 MINUTES

ARMY		RANK	ALIENS	
Troopers		1		Invaders
Artillery		2		Death Rays
Tanks		3		Landers
Airplanes		4		Saucers
Generals		5		Overlords
Nukes		6		Motherships

**WARNING:**  
CHOKING HAZARD - Small parts  
Not for children under 3 years

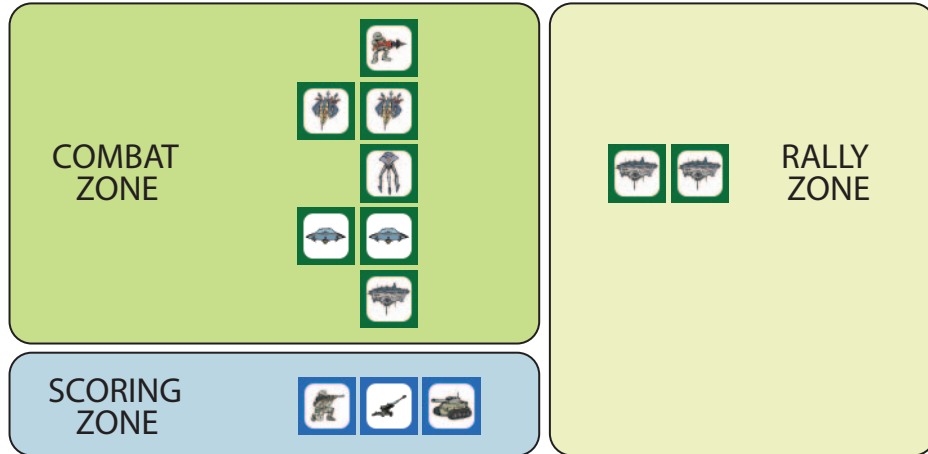


Go to [www.armyvsaliens.com](http://www.armyvsaliens.com) for more information!  
For more great Wiggles 3D games visit [www.wiggles3d.com](http://www.wiggles3d.com)

## Zones!

There are three gameplay Zones on each side:

- **Combat Zone:** These dice are still available for use in battle. They can be removed from combat to destroy enemy dice or to use their abilities. It is helpful to organize these dice by rank.
- **Rally Zone:** These dice have already been used to attack enemy units. They cannot do anything more until they are re-rolled.
- **Scoring Zone:** When your units destroy enemy units, you claim the enemy dice and put them on your side for scoring later. Be careful not to change which unit is face-up, as this can be important for scoring purposes later.



## Unique Units!

The Army player can only have one General in combat at a time; the Alien player can only have one Overlord in combat at a time. If you ever have more than one of these units on your side, you must immediately move all but one of them to the Rally Zone.

## Getting Started...

Separate the dice into Army and Alien factions and place them in the appropriate cups. Decide who will be the Army and who will be the Aliens. Both players roll all 9 of their dice to start the game, and then sort their dice by rank in front of them to form their Combat Zone. The Army player goes first. During each turn, a player must perform one action: either an Attack or a Rally. Passing is not an option.

## Attack!

There are 3 ways to attack:

(See *Battle Guides on back page, cards, or on the dice cups for additional dice details.*)

- 1) Move any 1 of your own dice with a rank of 4 or lower to your Rally Zone to destroy any combat die of lower or equal rank belonging to your opponent. For example, you can use one Artillery (rank 2) to destroy a Death Ray (rank 2) or an Invader (rank 1).
- 2) Move any 3 of your own dice of the same type to your Rally Zone to destroy one opponent die in combat that is exactly 1 value higher. For example, you can use 3 Tanks (rank 3) to destroy one Saucer (rank 4).
- 3) Use one of the units with a special ability (namely, the Overlord, General, Mothership or Nuke). NOTE: Dice with special abilities cannot be used in combat like other dice. They can only be used to generate their special ability effect. See "Special Abilities."

Move any enemy units destroyed by your units to your Scoring Zone.

## Rally!

If you do not want to attack on your turn, you must rally your forces. To rally, choose any of your dice that are in the Combat Zone and all of your dice that are in the Rally Zone and roll them. All dice rolled in a rally return to the Combat Zone.

## Winning!

Turns continue back and forth with players attacking and rallying until one player destroys the last of the opponent's dice, winning the game.

## Draws!

If 5 rounds pass without either player making an attack, the game ends. The player with the most dice in their Scoring Zone wins the game.

If the number of dice in the Scoring Zones are equal, players add up the ranks of the enemy dice they destroyed for points and the player with most points wins the game. If both players have the same number of points, the game is a draw.

## Special Abilities!



**Nuke** – Remove 3 Nukes from combat to destroy units of rank 3 or lower on both sides. This includes Trooper, Artillery, Tank, Invader, Death Ray and Lander units in play. All Army units destroyed this way are placed into the Alien player's Scoring Zone, just as if the Alien player had destroyed them.



**General** – Remove the General from combat to promote 1 rank of your dice that is in combat to 1 rank higher. You can promote all your Troopers to Artillery, all your Artillery to Tanks, or all your Tanks to Airplanes. Remember, you can only have 1 General in combat at a time.



**Mothership** – Remove 3 Motherships from combat to destroy any 2 Army units in combat.



**Overlord** – Remove the Overlord from combat to remove any 2 Army dice from combat. NOTE: The Overlord is the only die that does not destroy enemy dice: it just moves them to the Rally Zone. Remember, you can only have 1 Overlord in combat at a time.

## Game Variations!

### Multiple Rounds

Determine the number of games that you will play and take turns playing Army and Alien. The first player who wins the agreed upon number of games is the winner!

### Every Man for Himself - 3, 5, 7 Player Games

(To be used with multiple sets of the game)

Play continues clockwise after the first player is determined. In this variant there are no sides. Alien players can attack other Alien players and Army players can attack other Army players. Rules for combat and draws remain the same.

### Team Game - 4, 6, 8 Player Games

(To be used with multiple sets of Army vs. Aliens)

Split into even teams and choose a captain for each team. All teams alternate between players taking turns with the captain of each team going first. After all players have taken a turn, the round is complete and the captain from the first team starts the next round again. Turns continue until one side (either Army or Aliens) remains. Rules for combat and draws remain the same.