

ATTACK of the MUTANTS™

TABLE OF CONTENTS

INTRODUCTION TO THE RULES	Page 1
I. General Introduction	Page 1
II. The Number of Players	Page 1
III. A Brief Description of the Game	Page 1
IV. The Game Equipment	Page 1
THE BASIC GAME RULES	Page 2
I. Introduction to the Basic Game Rules	Page 2
II. Basic Game Set Up and Preparation for Play	Page 2
III. The Basic Game Sequence of Play	Page 2
IV. The Movement Phases — How to Move	Page 2
A. General Rules of Movement	Page 2
B. Special Mutant Side Movement Rules	Page 3
C. Special Human Side Movement Rules	Page 3
V. The Combat Phases — How to Resolve	Page 3
A. Combat Definition	Page 3
B. Combat Set Up	Page 3
C. Rounds of Combat	Page 3
D. Combat Resolution Procedure	Page 3
VI. The Glow and Go Phase	Page 4
VII. The Turn Record Phase	Page 4
VIII. Basic Game Victory Conditions —	Page 4
How to Win	Page 4
THE OPTIONAL RULES	Page 4
I. Introduction to the Optional Rules	Page 4
II. Play Balancing for the Faint of Heart	Page 4
III. Overwhelming Odds	Page 4
IV. Bugging Out	Page 4
V. Hidden Movement	Page 4
VI. Alternate Scenario	Reduced Gameboard Card

INTRODUCTION TO THE RULES

I. GENERAL INTRODUCTION

ATTACK OF THE MUTANTS is a game of the last attempt of the survivors of the Big Melt-Down of 1993 to escape the twisted and dying world around them for a distant and better place. In the Science Building at Central State Tech, kindly old Professor Applewhite has discovered the technique of Dynamic Ultimate Placement which will allow the transport of living beings to a different or alternate Earth. As the game begins, Professor Applewhite and his daughter and research assistant, Penny, have begun the procedure to lock-on and create the Gate. Outside the Tech Room, they are guarded by the surviving R.O.T.C. cadets and numerous Janibots. While the delicate lock-on procedure is under way, disaster strikes. Football players, cheerleaders, frat rats, and campus copy (now more indistinguishable than ever before due to massive radiation) attack the Science Building in a desperate attempt to stop the escape of the "Normies".

These rules need not be memorized, but should be carefully and thoroughly read. The rules should be used as a

reference for questions that arise during the playing of the game, and a Table of Contents is included for ease in locating needed rules.

II. THE NUMBER OF PLAYERS

ATTACK OF THE MUTANTS may be played by two players.

III. A BRIEF DESCRIPTION OF THE GAME

Each player controls one of the groups, either the Mutants or the Humans. The Mutant player's task is to capture the Tech Room. The Human player's task is to prevent this, and to escape through the "Gate". The players must maneuver their units in the most efficient manner to eliminate the opposing units, and accomplish their objectives.

IV. THE GAME EQUIPMENT

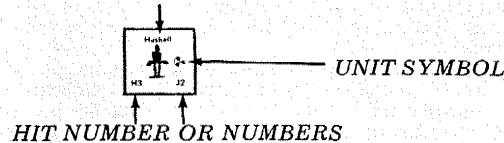
The following components are used for the play of the game. Please inspect them carefully, and familiarize yourself with them while reading through this section.

A. THE PLAYING PIECES: The game includes 133 playing pieces which are die-cut and must be punched out of their frame for use. These playing pieces are called "units".

The units show the various Human, Janibot, and Mutant units used in the game. The units contain some of the information needed to play the game, the content of this information being shown by its location on the unit. Carefully examine the examples below:

1. CHARACTER UNITS: The Character units are the units moved on the gameboard during a game. They are five-eighths by five-eighths inches in size.

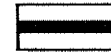
UNIT IDENTIFICATION



UNIT SYMBOLS:

	Human Tech ("4")	Both called "Human" units	Controlled by the Human Player. (Blue Background)
	Human Guard ("5")		
	Janibots ("2" or "3")	All called "Mutant" units	Controlled by the Mutant Player (Yellow Background)
	Mutant Leader (Black)		
	Radioactive Mutant (Red)		
	"Normal" Mutant (Green)		

2. WALL UNITS: The Wall units are placed by the Human player before play begins.



3. GAME TURN UNIT: This is used to record the current Turn during a game.



4. SMASHED DOOR UNITS: These are used to record where doors have been smashed by rampaging Mutants.

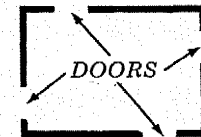


5. COMBAT LOCATION UNIT: This unit is used to mark the location of a Combat on the gameboard.



B. THE GAMEBOARD: The gameboard forms the surface on which the units are placed and moved. The "Science Building Area" shows the floorplan of the building. The "Combat Display" is used to resolve Combats. The rectangular "rooms" of the Science Building Area are used to determine the movements and exact positions of the units. The furniture drawn in these rooms is purely decorative; it plays no part in the game.

A TYPICAL ROOM



1. MUTANT SET UP SQUARES: Situated immediately around the Science Building are twenty-eight green "Mutant Set Up Squares", seven on each side on the building. These are used for setting up the Mutant units at the start of the game, and can also be used for Mutant movements during the game.

2. TURN RECORD TRACK: The row of boxes numbered "1" through "15" is called the "Turn Record Track", and is used to record the game time.

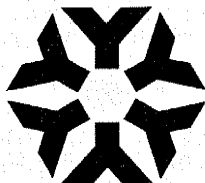
3. CHARTS AND TABLES: Also printed on the gameboard are the various Charts and Tables needed for playing the game.

C. PLASTIC BAGS: Two plastic bags are included for the separation and storage of the units after they are punched out. The Human Character, Wall, Game Turn, Smashed Door, and Combat Location units should be kept in one bag, and the Mutant Character units in the other.

D. RULEBOOK: This booklet contains all the rules for play of the game.

E. REDUCED GAMEBOARD CARD: This card contains a reduced copy of the Science Building Area for use with an Optional Rule. The back of this card contains the Developer's Notes.

F. OTHER: Two standard six-sided dice, one for each player, are needed for play, but not included in the game.



THE BASIC GAME RULES

I. INTRODUCTION TO THE BASIC GAME RULES

These rules cover the play of *ATTACK OF THE MUTANTS* in its simplest form. After reading these rules, players should play a few games to familiarize themselves with the mechanics of play and to develop some expertise. The Optional Rules section introduces further topics, and covers rules that provide additional flexibility and detail for advanced players of the game.

II. BASIC GAME SET UP AND PREPARATION FOR PLAY

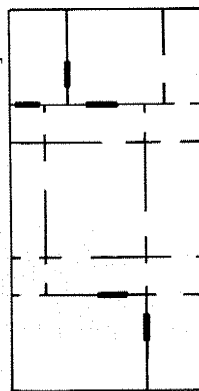
A. SELECTION OF SIDES: Each player rolls one die. Roll again to break ties. The player with the high roll may choose to be either the Human or the Mutant player. As alternatives, players may resort to brute force, ownership of the game, or any other mutually agreeable method of determining sides. The Human player should sit at the side of the gameboard containing the Turn Record Track, and the Mutant player should sit opposite to this position.

B. GAMEBOARD SET UP: The players place their units on the gameboard.

1. HUMAN PLAYER SET UP: The Human player sets up his units first, within the following restrictions:

a. WALL UNITS: Only twelve of the Wall units are used in the Basic Game. They are placed to block the doors between rooms in the Science Building. No Wall units may be placed in doors leading to Mutant Set Up squares or in doors of the Tech Room. Any other doors may be blocked. No more than two Wall units may be placed adjacent to one another, as shown below:

NO! THREE
WALL UNITS
ARE ADJACENT



YES! ONLY
TWO WALL UNITS
ARE ADJACENT

b. HUMAN TECH UNITS: Both Tech units must be placed in the Tech Room.

c. HUMAN GUARD UNITS: The Guard units may be placed in any desired rooms *except* the Tech Room. No more than one Guard unit may be placed in any one room during this set up.

d. JANIBOT UNITS: The Janibot units may be placed in any desired rooms *except* the Tech Room. No more than one Janibot unit may be placed in any one room during this set up, although one each may be placed in the same rooms as the Guard units.

e. GAME TURN UNIT: Place the Game Turn unit in the "1" box of the Turn Record Track.

2. MUTANT PLAYER SET UP: After the Human player completes set up, the Mutant player sets up in the Mutant Set Up squares, within the following restrictions:

a. MUTANT LEADER UNITS: One Mutant Leader unit must be placed on each of the four sides of the Science Building.

b. One Mutant (Radioactive or Normal) unit must be placed in each of the twenty-eight Mutant Set Up squares, including the four squares occupied by the Mutant Leader units.

c. The remaining Mutant units may now be placed in any of the Mutant Set Up squares. There are no limits on the number of Mutant units that may be placed in a square, as long as a and b, above, have been fulfilled.

III. THE BASIC GAME SEQUENCE OF PLAY

The game starts when all set up and preparation is completed. The game is played in "Turns". Each Turn is divided into six "Phases", which must be performed in the order listed below. One Phase is also divided into "Steps", which must also be performed in the given order. Simply pass over any Phases or Steps that do not apply during a given Turn. The Turn sequence is repeated over and over until *ten* Turns have been completed.

A. THE MUTANT MOVEMENT PHASE: The Mutant player attempts to move his units on the gameboard, following the Steps below:

1. **THE DOOR-SMASHING STEP:** The Mutant player indicates the units attempting to smash a particular door, then resolves the attempt.
2. **THE DOOR-OPENING STEP:** The Mutant Player indicates which groups are eligible to open doors for other groups.
3. **THE MOVEMENT STEP:** Eligible Mutant units are moved into adjacent rooms or squares.

B. THE MUTANT COMBAT PHASE: All Mutant units in the same room with Human or Janibot units must resolve Combat.

C. THE HUMAN MOVEMENT PHASE: The Human player may move any Tech, Guard, or Janibot units that are eligible to move into adjacent rooms.

D. THE HUMAN COMBAT PHASE: All Human and/or Janibot units in the same room with Mutant units must resolve Combat.

E. THE GLOW AND GO PHASE: The Mutant player checks each of the remaining Radioactive Mutant units to see if they perish.

F. THE TURN RECORD PHASE: The end of one Turn and the start of the next Turn is recorded on the Turn Record Track by the Human player. The game ends with the conclusion of the tenth Turn.

IV. THE MOVEMENT PHASES — HOW TO MOVE

Movement represents the action on the gameboard as the Mutants work their way toward the Tech Room, and the Humans try to stop them. Unless otherwise noted, the rules in this section apply to the units of both sides. Character units are moved *only* during their own side's Movement Phase.

A. GENERAL RULES OF MOVEMENT: During his Movement Phase, a player should move his Character units singly or in groups that are moving together. They may be moved in any desired order, but it is usually easiest to start at one side of the gameboard and work towards the other side; this avoids much confusion. Once a player moves a unit and removes his hand, he may not return to it later to change the movement in any way.

1. During his Movement Phase, a player may move as many or as few of his Character units as desired. Movement is completely voluntary. No player is ever forced to move a unit.

2. All Character units have a maximum movement rate of one room per Turn. Movement from room to room must be consecutive, and must be through doors. Units may be moved through any door, if eligible, in any of the four directions. They may not be moved diagonally.

3. No Character units may pass through doors that are blocked by a Wall unit.

4. The movement rate of one unit may not be transferred to another unit, nor, if not used, may it be accumulated from Turn to Turn.

5. Units must remain on the playable, or gridded, portion of the gameboard. No unit may leave the playable portion of the gameboard unless eliminated.
6. Wall units may not be moved. They remain where placed during the game set up.
7. While one player is taking his Movement Phase and moving his Character units, the other player may not move his units, only observe the other player's movements to confirm their legality.
8. There are no limits on the number of units that may be together in the same room or square.

B. SPECIAL MUTANT SIDE MOVEMENT RULES:

The following rules apply only to the Character units on the Mutant side.

1. Mutant units may be moved from room to room only through smashed doors or through doors opened by other Mutant units during the Door-Opening Phase of that same Turn.
2. **THE DOOR-SMASHING STEP:** Doors may only be smashed by Mutant units located in a room containing the particular door. The Mutant player may attempt to smash as many doors as desired and/or possible during the Door-Smashing Step of a Turn, but only during this Step.
 - a. The Mutant player indicates the Normal Mutant and/or Radioactive Mutant units that will attempt to smash an indicated door. Mutant Leader units may *not* be used to attempt to smash doors.
 - b. The Mutant player then rolls one die and consults the SMASHED DOOR TABLE printed on the gameboard. Crossgrid the number rolled with the number of Mutant units used in the attempt. If the number rolled is equal to or less than the Hit Number listed, the door is smashed. If the number rolled exceeds the listed Hit Number, the attempt fails, and the door is not smashed. *For example, if an attempt is made with two Mutant units, and a "1", "2", or "3" is rolled, the door is smashed. If a "4", "5", or "6" is rolled, the attempt fails.*
 - c. If the attempt succeeds, place a Smashed Door unit in the door to indicate that it has been smashed.
 - d. If the attempt fails, turn the involved Mutant units upside down as a reminder that they may *not* be moved during the coming Movement Step.
 - e. An individual Mutant unit may only be used for one attempt to smash a door during any single Turn. Only one attempt to smash an individual door may be made during any single Turn. Different Mutant units or groups of units in the same room may be used to attempt to smash different doors in that same room.
 - f. Units that successfully smash a door may move through it or any other smashed door during the same Turn. Once a door is smashed, it remains so for the rest of the game, and Mutant units may move through it freely.
3. **THE DOOR-OPENING STEP:** Mutant units may "open" a door separating them from another room also containing a Mutant unit or units. The Mutant player may do this simply by announcing that it is being done.
 - a. As a reminder that the door has been opened, place the Mutant units that will move through the open door on top of it. They can be moved through during the Movement Step.

- b. Mutant units used to smash or attempt to smash a door may not be used to open a door.
- c. An open door is automatically closed again after the units pass through it. It does not remain open, and to use it again on a later Turn, the Mutant player would again have to have it opened or smashed.
4. **THE MOVEMENT STEP:** The Mutant player may move all of his units during this Step, unless they were involved in an unsuccessful door smashing attempt. Mutant units may be moved from Mutant Set Up square to Mutant Set Up square the same as they can be moved from room to room. There are no doors to open or smash between Mutant Set Up squares.

C. SPECIAL HUMAN SIDE MOVEMENT RULES:

The Humans have no problems with the doors, so they may move from room to room without that worry or restriction.

1. Tech units must remain in the Tech Room during Turns one through four. They may leave and move normally starting on Turn five.
2. Janibot units may not be moved unless accompanied by a Human unit (Tech or Guard). In other words, a Janibot unit or units must begin the Turn with a Human unit or units, enter the adjacent room with them, and end the Turn with them.
3. Janibot units may *never* enter the Tech Room.
4. No Human or Janibot units may ever enter a Mutant Set Up square.

V. THE COMBAT PHASES — HOW TO RESOLVE COMBAT

A player may carry out Combats only after completing the Movement Phase.

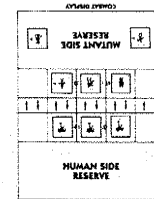
A. COMBAT DEFINITION: A "Combat" occurs only when opposing units are located in the same room. When this occurs, a Combat must be resolved, and will continue until all Character units on one or both sides have been eliminated in the room.

B. COMBAT SET UP: The player who just completed his Movement Phase will determine the order in which the individual Combats will be resolved. After each individual Combat is finished, another is started until all Combats on the gameboard have been resolved. A Combat is set up as follows:

1. All Character units in the room are removed from the Science Building Area, and moved to the Combat Display. The Combat Location unit is placed in the room to record their location. When the Combat is over, the surviving units will be replaced in the room, and the Combat Location unit removed.
2. Due to the size of the rooms, no more than five Character units from each side may Engage each other in Combat during one Round of Combat. Excess Character units are placed in the Reserve boxes.
3. The player with the smaller number of units in the Combat, or, if both sides have equal numbers of units in the Combat, the player who did *not* just complete a Movement Phase lays out his units one per box in the five "Engaged" boxes for his side on the Combat Display. The other player then pairs off an equal number

of units, one per box, opposite the enemy units in the "Engaged" boxes for his side. Any excess units are placed in their appropriate Reserve boxes. When there are excess units, it is totally the player's choice as to which are Engaged and which are in Reserve. Sample set ups for Combats are shown below:

**FIVE MUTANT SIDE UNITS
ARE IN COMBAT WITH
THREE HUMAN SIDE UNITS.
THREE MUTANT SIDE UNITS
ARE ENGAGED AND PAIRED
AGAINST THE HUMAN SIDE
UNITS, AND THE TWO EX-
CESS MUTANT SIDE UNITS
ARE PLACED IN RESERVE.**



**EIGHT HUMAN SIDE UNITS
ARE IN COMBAT WITH
SEVEN MUTANT SIDE UNITS.
FIVE UNITS OF EACH SIDE
ARE ENGAGED AND PAIRED
AGAINST EACH OTHER, AND
THE EXCESS UNITS FROM
BOTH SIDES ARE PLACED
IN RESERVE**



C. ROUNDS OF COMBAT: Combats are fought in "Rounds". During each Round, a unit in Combat will "engage" the opposing unit against which it is paired until one or both are eliminated. After the Combat for one Engaged pair is resolved, the next pair is resolved, etc., until all Engaged pairs have resolved their Combats. After all Engaged pairs are resolved, another Round is set up, the same as was done initially, by again pairing off units and placing excess units in Reserve, if both sides still have units in the room. Rounds continue until one or both sides have all units in the room eliminated.

D. COMBAT RESOLUTION PROCEDURE: To resolve a Combat between an Engaged pair of units, *both* players roll a die simultaneously for their Engaged unit.

1. Human side units (Tech, Guard, and Janibot) have one "Hit Number" printed on them. If this number or less is rolled by the Human player, the Mutant unit with which it is Engaged is eliminated and removed from the gameboard.
2. Mutant side units have two Hit Numbers printed on them. The "H" Hit Number is used if the opposing Engaged unit is a Human (Tech or Guard) units. The "J" Hit Number is used if the opposing Engaged unit is a Janibot unit. If the printed number or less is rolled by the Mutant player, the Human side unit with which it is Engaged is eliminated and removed from the gameboard.
3. As a result of these rolls, it is possible that only one side's unit will be eliminated, both sides' units will be eliminated, or no units will be eliminated. If no unit was eliminated, roll again, and continue to do so until at least one of the Engaged pair of units is eliminated.

VI. THE GLOW AND GO PHASE

After the completion of the Human Combat Phase, the Mutant player must check each of his remaining Radioactive Mutant units to see if they succumb to the effects of their radiation. The Mutant player rolls one die for each such unit, and, if a "6" is rolled, that unit is eliminated (see the GLOW AND GO CHART on the gameboard for reference during a game).

VII. THE TURN RECORD PHASE

A. The completion of one Turn and the start of the next Turn is recorded on the Turn Record Track by advancing the Game Turn unit into the box with the next Turn number in sequence. This should be done by the Human player.

B. Only Turns "1" through "10" are used for the Basic Game, and the game ends with the completion of Turn 10. The shaded boxes, Turns "11" through "15" are used *only* with the Alternate Scenario Option.

VIII. BASIC GAME VICTORY CONDITIONS — HOW TO WIN

The object of the game is for the Humans to be in control of the Tech Room at the end of Turn 10 so that they can escape through the Gate into a new and better world. Obviously the Mutants want to prevent this by occupying the Tech Room themselves. The various degrees of victory for both sides are given below, and, following the conclusion of Turn 10, both players should check to determine the final result.

A. **DECISIVE HUMAN VICTORY:** The Human player wins a decisive victory if he has at least one Human Tech and three Human Guard units in the Tech Room at game's end.

B. **MARGINAL HUMAN VICTORY:** The Human player wins a marginal victory if he has at least two Human (Tech and/or Guard) units in the Tech Room at game's end.

C. **DECISIVE MUTANT VICTORY:** The Mutant player wins a decisive victory if he has at least one Mutant Leader unit and three other Mutant (Normal and/or Radioactive) units in the Tech Room at game's end.

D. **MARGINAL MUTANT VICTORY:** The Mutant player wins a marginal victory if he has at least two Mutant units of any type or types in the Tech Room at game's end.

E. **DRAW:** None of the above conditions are met. No winner. Try again!



THE OPTIONAL RULES

I. INTRODUCTION TO THE OPTIONAL RULES

Once players have mastered the Basic Game Rules of *ATTACK OF THE MUTANTS*, they may wish to try some or all of the rules found in this section. Each section of the Optional Rules is separate, and can be used by itself or in conjunction with other Optional Rules. All Basic Game Rules still apply when Optional Rules are added, unless stated otherwise. The individual players may decide for themselves which of the Optional Rules to use.

II. PLAY BALANCING FOR THE FAINT OF HEART

To have evenly balanced games between players of different skill or experience with the game, the following can be done:

A. **HELPING THE HUMANS:** Let the Human player use the remaining three Wall units when the game is set up.

B. **HELPING THE MUTANTS:** Make the Hit Number for all Janibots a "2" instead of a "3".

III. OVERWHELMING ODDS

This rule reflects the fact that a superiority in numbers can have a dramatic effect on Combat.

A. If the Mutant player has *three* times as many or more units (including Reserves) than the Human player has at the *start* of any Round, the Mutant player may subtract "1" from his die rolls during that Round. *For example, if a "3" was rolled, this could be treated as if a "2" was rolled.*

B. If the Human player has *two* times as many or more units (including Reserves) than the Mutant player has at the *start* of any Round, the Human player may subtract "1" from his die rolls during that Round.

IV. BUGGING OUT

Although rarely done in the type of movies that this game depicts, some people are surprisingly reluctant to die to the last man when there is a chance to retreat. This Option is dedicated to all you craven cowards out there who want to run away to fight another day.

A. At the start of any Round where one side would be eligible for the die roll modification described in the Overwhelming Odds Option, the other player has the option to head for the hills within the following restrictions:

1. If all units of a side retreat, the opponent may immediately follow (Mutants *may* follow, as the door is open) with an equal number of units. Excess units remain in the original room. Janibot units may only follow if accompanied by a Human unit.
2. If at least one unit is left behind by the retreating player, no opposing units may follow. Of course, the "volunteer" left behind may cut you out of his will.
3. Janibot units may only retreat if accompanied by a Human unit.
4. Mutant units may only retreat through a smashed door.
5. There is no limit to the number of times that a group of units may retreat or pursue in a Turn.
6. Units may never retreat into a room that contains opposing units.
7. Janibot units may not retreat or pursue into the Tech Room.
8. Human Tech units may not retreat from the Tech Room prior to Turn 5.

B. Retreat and pursuit movement has no effect on subsequent movement during a later Movement Phase.

V. HIDDEN MOVEMENT

For those of you who like nasty little surprises, this Option can provide a few.

A. Make photocopies from the Reduced Gameboard Card. These are used for secretly marking the locations of the units.

B. The Human player should secretly mark the locations of his Character units on the copy, *and* the locations of all wall units. The Mutant player should secretly mark the set up locations of his Character units.

C. Wall units are not revealed to the Mutant player until a Mutant unit or units enters a room that contains them. If the Mutant player successfully smashes a door, the Human player must reveal if any Human side units are in the room on the other side of the door, but their numbers and types are not revealed until Mutant side units enter the room. Human side units may be removed from the gameboard, and their locations again noted on the Reduced Gameboard copy as soon as they no longer share a room with the Mutant units.

D. The locations of Mutant units in Mutant Set Up squares are never revealed to the Human player. When Mutant units are in a room, their location must be revealed to the Human player (thanks to the building's security system), but not their numbers and types, which are only revealed when units of both sides occupy the same room.

VI. ALTERNATE SCENARIO

On one of the infinite number of alternate planes of existence, there exists *another* Central State Tech, etc., etc. This time, kindly old Professor Applewhite is put-tering away with the Gate by using it as a window to examine different dimensions. Lo and behold! The old coot discovers a Mutant World, and locks on the fine-tune for a better look. Much to his surprise, mutants begin popping through into his Tech Room. He manages to sound the alarm before they attack him (despite his attempts to reason with them). The mutants begin a frantic attempt to leave the building as the R.O.T.C. guards fight to contain them.

A. ALTERNATE SCENARIO SET UP: The Human player sets up as in the Basic Game. The Mutant player then inverts all of his Character units, and mixes them thoroughly. The Mutant player then rolls one die and places that number of units in the Tech Room. The Sequence of Play for the first Turn then begins with the Mutant Combat Phase.

B. On each succeeding Turn, the Mutant player again starts by rolling one die and placing that number of randomly selected Mutant unit in the Tech Room. Sequence of Play from that point is as in the Basic Game, although if Human side units are in the Tech Room, the newly-arrived Mutant units there may not move out; they must stay for the Combat Phase.

C. The Penny Applewhite unit is never eliminated in Combat. If a Mutant unit gets a "hit" on her, she is taken "captive". While a captive, the Penny Applewhite unit must move with a Mutant unit or units, and is moved by the Mutant player. This unit takes part in no Combats while a captive. If all the Mutant units with the Penny Applewhite unit are later eliminated, the unit is "freed", and again becomes a normal Human side unit, until captured again.

D. Only Radioactive Mutant units actually on the game-board are checked for elimination during the Glow and Go Phases.

E. ALTERNATE SCENARIO VICTORY CONDITIONS: Victory conditions are different from those in the Basic Game.

1. DECISIVE MUTANT VICTORY: The Mutant player wins a decisive victory if he can move at least one Mutant unit with the captured Penny Applewhite unit out of the Science Building (into a Mutant Set Up square) by the end of Turn 15.

2. MARGINAL MUTANT VICTORY: The Mutant player wins a marginal victory if he can move at least one Mutant unit out of the Science Building by the end of Turn 15.

3. HUMAN VICTORY: If at the end of Turn 15, the Mutant player has failed to accomplish 1. or 2., above, the Human player wins.

4. DRAW: If at the end of Turn 15, the Mutant player has no units out of the Science Building, *but* the Penny Applewhite unit is a captive, there is no winner.

NOTE: Once a Mutant unit leaves the Science Building, it may not re-enter. The Mutant player may exit a unit to establish a Marginal Victory, and continue playing to attempt to win a Decisive Victory.

DEVELOPER'S NOTES By Nolan Bond

If you bought this game, you have probably been a fan of Grade B horror/science fiction films since you were first able to peer over the movie seat in front of you. You've eaten as much stale candy and popcorn, and stayed up as late watching them as any person around, and you've got the cavities and bags under your eyes to prove it. Whether it featured gigantic thingies like "The Cockroach That Captured Cleveland", wierd thingies like "My Aunt, The Vampire", or any other awful (or awfully silly) thingie, you've seen it, and, in a strange sort of way, loved every minute of it. Of course, the best of the genre are the films that involve teenagers or college students ("Hey, gang! I'll borrow dad's car, Marcie can borrow her father's gun, and we'll get that thing before it cancels the Spring Prom!"). *ATTACK OF THE MUTANTS* should be considered by players to be a rerun of one of these horror flicks. The cast of characters should be familiar, as you have come to know them from dozens of old movies.

Professor Andrew Applewhite: The typical absent-minded professor who is continually mixing the wrong chemicals or connecting the wrong wires and making a general hash of everything. All of this to a chorus of, "Oh, my!", and, "Oh, this is bad. Very bad." Somehow, despite all this, he is the one person who can come up with a gizmo to save the Earth. Ah, kindly old Prof. Applewhite.

Penny Applewhite: Prof. Applewhite's loyal assistant and daughter. Wholesome, clean-scrubbed, and pretty. Penny has been so busy helping Dad that her social life is the envy of most monastic orders. Except recently. Which brings us to the love of her life,

Leon "Buck" Bukaw: Cadet Captain, Senior Class Vice President, and Campus Police Informer. Continually does things for other people's "own good". Does have muscles and wavy hair, and Penny thinks that he's swell.

"Mack" McKenzie: Cadet Sergeant. Sadistic, but cruel, "Mack" is well on his way to being the first R.O.T.C. NCO ever "fragged" by his men. Compared to him, General Patton was a slob. His socks have creases, and he uses linseed oil on his hair.

"Joey" Cabelli: Tough-talking, wise-cracking kid from Brooklyn. Thinks everyone else is a hayseed. Runs Central Techs only floating crap game. Joey's goal in life is to get the heck back to New York, and eat at a Deli. Won his Corporal's stripes in the crap game.

Otis Higgins: Iowa farm boy, and former R.O.T.C. Corporal (until he tried making an eight the hard way). Otis is a dedicated Animal Husbandry major, and believes that cows possess the Secret of the Universe. Otis is a likeable sort, but secretly resents everyone standing upwind of him.

"Jeb" Stewart: Unreconstructed Rebel. Jeb's one goal in life is to become a Marine Boot Camp DI with a platoon of baby-faced Yankees.

Percy Fitzwalter: I.Q. 180. The Dean's son. At age 16, he wrote a treatise on binomial theorem that enjoyed a European vogue. Showers with his tie on, and sleeps with his slide rule.

The Janibots: These are your standard Kamigawa 4697J Robot. They are programmed to service a particular room by correcting everything that is "wrong". Since Mutants do not fit their pattern of what a human should look like, they attempt to "fix" them in a flurry of pliers, saws, files, and laser welders. This accounts for their Combat value, as they are not truly armed. Slightly different fittings account for the different Combat values. Humans can use voice override to move them from room to room, but they are incapable of moving independently. The one room they may not enter is the Tech Room, as their electronics clash horribly with the unconventional equipment which creates the "Gate".

The Doors: These are automatic activation, hologram triggered security doors made by Kirk Enterprises. All authorized personnel have a laser hologram programmed into each door, so that the sensor recognizes them and automatically opens the door. The weakness of the door (utilized by the Mutants) is its manual override system. Each door has a pressure plate on both sides so that a special visitor whose hologram is not in the program can be admitted by parties on both sides of the door. These doors were intended merely to restrict access, and not to stand up to a determined assault.

The Mutants: Some things are best left to the imagination. Just remember, the entire student body and faculty of Central State Tech was at a pro-nuke rock concert at the Big River Nuclear Facility when a minor malfunction occurred. As the band began an unexpected road trip to China, our college friends escaped to the groves of academe. The radiation did its awful work, and these shambling horrors soon learned of our gallant band of "Normies" holed up in the Science Building. This is where the game begins.

So that, gentle reader is the roots of *ATTACK OF THE MUTANTS*. It makes no pretence of being anything other than what it is — a fun little game. It's for those people who have pushed one too many Panzer regiments into Russia, or who have gone up Little Round Top once too often. Relax, and enjoy a change. I have to go now, as my wife just called to say that a truck has left some big pods at the house. Oh, well. I'll check them out as soon as I've had a nap. . .

THE END?

