

[Extraterrestrial Grail](#) – “The outer space board game of cunning and strategy!”

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I. Introduction

The universe is teetering out of control and the aliens that inhabit it are getting restless. Rumors about total annihilation have spread through every corner of each galaxy. The rumor is that if one particular object can be obtained, then that alien's race and home planet will be saved. Otherwise, their race will be exterminated and their home planet will be destroyed. One alien whispers to another, "What are we looking for?" The other alien snaps back, "The Grail, of course."

Extraterrestrial Grail is a turn-based strategy board game for 2 - 4 players. Extraterrestrial Grail takes place in outer space in which you are an alien searching for the Grail. Only one player gets the Grail at the beginning of the game, so the other aliens must find out where it is by fighting each other and searching planets for it. The object of the game is to have the Grail card in your hand when the alarm goes off at the end.

If you have any feedback, suggestions, praise, criticism, or comments then feel free to email me at extraterrestrialgrail@gmail.com.

Website Links:

- <https://sites.google.com/site/extraterrestrialgrail/>
- <https://www.thegamecrafter.com/games/extraterrestrial-grail>

Game Requirements:

- 30 - 45 minutes
- 2 - 4 players
- Minimum age: 12+ years

II. Game Components

- A. Game Board (1)
- B. Alien Cards (8)
- C. Instruction Cards (28)
- D. Attribute Cards (48)
- E. Planet Boxes (8) (not included in base edition)
- F. Game Manual (1)
- G. Alien Spaceship Game Tokens (8)
- H. Six-sided Die (4)

- I. Digital Timer (1)
- J. Notepad (1)
- K. Pencil (1)

III. How to Play

A. Setup and Starting the Game

1. Shuffle the instruction cards and place them face down in their designated area on the game board.
2. Shuffle and deal out one alien card face up to each player.
3. Have each player place their alien spaceship token on their home planet. Have them look at their alien card to determine what color spaceship they should take and to determine what the name of their home planet is.
4. Use the notepad and pencil in order to record each alien's life points onto it. This will be used to keep track of how many life points are left for each alien during the game. Designate one player to keep track of the life points.
5. Shuffle and deal out all of the attribute cards face down to each player (2 players = 24 cards each, 3 players = 16 cards each, 4 players = 12 cards each). Allow the players to look at their own attribute cards.
6. Have everyone roll a 6-sided die to determine who goes first in choosing planets (highest roll wins). In case of any ties for the highest roll, have those players re-roll. The order of choosing goes to the left from the player who rolled the highest. Choose any available planet until all the planets have been taken.
7. Now choose up to 6 attribute cards to hold in your hand and place the remaining cards in the planets that you have chosen. If any of the 6 attribute cards in your hand have an eye in the top right hand corner, then place that card face up in front of you so that other players may see it (it is still included as part of your hand).
8. Have everyone roll a 6-sided die to determine who goes first (highest roll wins). The order of play goes to the left from the player who rolled the highest. Place your alien cards on the game board in the order of play.
9. For 3 or 4 players, the digital timer will be set for 30 minutes and then the deadly game of Extraterrestrial Grail begins. For 2 players, the digital timer will be set for 25 minutes.

B. Turn Options

1. Options for a player's turn.
 - a. **Roll die and move your alien** (only once per turn).
 - b. **Search a planet for attribute cards** (if your alien token is on a planet).
 - c. **Start a battle** with an enemy alien located on the same space as your alien.
 - d. **Use an attribute card in your hand.**
2. *Example of a player's turn:* Player One's turn has started. Player One announces that they are going to move and rolls the 6 sided die. The die shows 3. Player One is the alien "Yulma". Since Yulma has an intelligence level of "Smart", Player One gets to move their alien spaceship token 4 spaces instead of 3 (adds one to their roll). Player One

moves their token 4 spaces and lands on a star. Player One currently has 3 life points remaining and decides to use the “Food” attribute card in their hand. Player One announces use of the “Food” attribute card and places it in the discarded attribute cards pile. Player One’s life points are recorded as having 5 life points now. Player One announces that their turn is over.

C. Traveling Across the Stars

1. INT (Intelligence)
 - a. Stupid = subtract 1 from your dice roll to move (*for example*: if you roll a 1 then you do not move that turn).
 - b. Normal = whatever you roll is how far you can move.
 - c. Smart = add 1 to your dice roll to move, (*for example*: if you roll a 6, then move 7 spaces).
2. Each star/nebula/portal/planet counts as 1 space.
3. Once you roll the dice, you must move.
4. Anytime you have the opportunity to pass by a planet on your move, you can choose to land on the planet instead of moving past it.
5. Anytime you have the opportunity to pass by an alien on your move, you can choose to land on the same space as that alien. You may start a battle if you wish.
6. If you land on a pink nebula , then draw an instruction card.
7. If you land on a blue hyperspace portal , then you can move to anywhere you want on the same turn (except to another hyperspace portal or your current position).
8. You can use each attribute card in your hand only once per turn if not in a battle.
9. When a player ends their turn on their home planet, they regain 1 life point if they have less than maximum health.
10. A player cannot deliberately waste time during their turn. If someone is wasting time and does not do anything after 10 seconds, then their turn is over.
11. If a player dies (life points go down to zero) outside a battle, then all of that player’s attribute cards are placed inside the closest planet’s box.
12. *Example of moving your alien*: Player Two announces that they are going to move and rolls the 6 sided die. The die shows 5. Player Two is the alien “Fungen”. Since Fungen has an intelligence level of “Stupid”, Player Two gets to move their alien spaceship token 4 spaces instead of 5 (subtracts one from their roll). Player Two moves their token 4 spaces and lands on a star.

D. Searching Planets

1. Things to take into account when landing on a planet
 - a. Can you breathe? You can only breathe on your home planet. In order to breathe on other planets without losing 1 life point when landing on the planet, you must have a Respiration Headgear, Gas Mask, or be the Fungen alien. If you can’t breathe then subtract 1 life point when landing on the planet.

b. Can you sustain the temperature? If you like hot  and land on a cold  planet then subtract 1 life point when landing on the planet. And vice versa. If your alien prefers moderate  temperatures then you can sustain any planet's temperature. Every alien can sustain moderate temperature planets.

c. Can you see? If you don't have a Flashlight, Mug Gloves, or a similar ability then you can't search a dark  planet for attribute cards.

d. Is the planet mountainous? If you don't have Rope or a similar ability then you can't search a mountainous  planet for attribute cards.

2. However, if you only wish to battle an enemy alien on a mountainous planet then you don't need Rope and on a dark planet you don't need a Flashlight to battle.

3. When searching a planet, the player must look at all the attribute cards.

If any Booby Traps , Nitrous Oxide Canister , or Eboolian Virus  are found then the player must announce the card(s) to the other players, take action appropriately, and discard those cards (the only time you these items don't go off if you are in control of that planet). After all of the attribute cards for the planet have been looked through, the player is allowed to swap the cards in their hand with the cards for the planet. The player can swap as little or as many attribute cards as they want, as long as they end up with a maximum of 6 cards in their hand (the rest stay with the planet).

4. In order to take control of a planet, you must search the planet for attribute cards (the original player who chooses the planet during setup starts off with control of those planets). After searching a planet for attribute cards, the player that just searched that planet holds onto the planet box for that planet (don't pass it back to the player who used to have control).

5. *Example of searching a planet:* Player Three (who is the alien Krlb) lands on the planet Frxtln. Player Three currently has 7 life points. Since Player Three has the "Respiration Headgear" attribute card in their hand, there is no life point penalty applied for landing on this planet. Frxtln is a cold planet and Krlb prefers hot temperatures. Since Player Three does not have a "Heat Pump" or "Thermal Garment" attribute card in their hand, then 1 life point is removed from Player Three who is now recorded as having 6 life points. Player Three announces that they would like to search planet Frxtln. Frxtln is a dark planet. Since Player Three has the "Flashlight" attribute card in their hand, they are allowed to search the Frxtln planet box. Player Three takes the Frxtln planet box from Player Four and looks through all of the attribute cards in it. Player Three finds a "Booby Trap" attribute card in this planet and announces so to all of the players. The "Booby Trap" card is placed in the discarded attribute cards pile and Player Three's life points are now recorded as having 4. Player Three swaps out some cards from their hand with some cards from the Frxtln planet box. Since Player Three has

been the last alien to search planet Frxtln, they place the planet box next to them to indicate that they now have control over the planet.

E. Battling Other Aliens

1. The order of turns for a battle is random (roll dice to decide, higher roll goes first, if tie then re-roll); unless one of the players is Andont (Andont always goes first).

2. Options in a battle

a. **Use natural attack:** roll a 4/5/6 to take away enemy life points (see alien card for damage amount). If the enemy alien is stunned when a natural attack hits them, then the attacker gets a random attribute card from the enemy alien. This occurs if the enemy alien has any cards in their hand and if the attacker has room for a card in their hand.

b. **Run:** roll a 5/6 to successfully run away (end of battle).

c. **Use an attribute card.**

3. Battles continue until one alien dies or leaves the battle.

4. If an alien dies, then the victor gets to choose whatever attribute cards are left over from the dead alien (with a maximum of 6 cards in their hand). The extras are placed inside the box of the closest planet from the battle.

5. You can only battle a player once per your turn (you can start a battle with a particular alien only once per turn, however you can battle multiple different aliens on the same turn).

6. *Example of battling another alien:* Player Four (who is the alien Gaup) lands on the same star as Player One (who is the alien Cratic). Player Four currently has 5 life points and Player One currently has 6 life points. Player Four announces that they wish to start a battle with Player One. Player Four and Player One both roll their dice. Player Four rolls a 5 and Player One rolls a 2 so Player Four starts their battle turn first. Player Four announces the use of the “Bomb” attribute card in their hand and rolls a 5. Player Four needed to roll a 3, 4, 5, or 6 in order for the card to be a successful hit. Player One now has 3 life points and the “Bomb” attribute card is placed in the discarded attribute cards pile. Player One announces the use of the “Ray Gun” attribute card in their hand (shows the other players this card) and rolls a 2. Player One needed to roll a 4, 5, or 6 in order for the card to be a successful hit. The “Ray Gun” missed so Player One’s battle turn is over. Player Four announces the use of the “Grenade” attribute card and rolls a 6. Player One now has 1 life point remaining and the “Grenade” attribute card is placed in the discard pile. Player One announces the use of the “Hyperspace Portal Device” attribute card in their hand. Player One places their spaceship token on a star far away from Player Four and discards the “Hyperspace Portal Device” attribute card. This battle is now over and Player Four’s turn continues.

F. Object of the Game

1. The object of the game is to have the Grail  in your hand when the alarm goes off or have the Grail in your hand when all the other aliens have been eliminated. If no one has the Grail when the alarm goes off, then everyone loses. *For*

example: If there is time still left on the timer and only 1 alien is still alive, then that alien must find the Grail before time is up to win the game (the game will end when the last player standing finds the Grail).

IV. Card Appendix

A. Eight Alien Cards

1. Andont



- a. Planet: Teon (hot)
- b. Intelligence: Stupid
- c. Color: Purple
- d. Temp Preference: Moderate
- e. Life Points: 7
- f. Natural Attack: -1
- g. Advantages: Always goes first in a battle.

2. Cratic



- a. Planet: Frxtln (dark planet) (cold)
- b. Intelligence: Average
- c. Color: Black
- d. Temp Preference: Moderate
- e. Life Points: 8
- f. Natural Attack: -1
- g. Advantages: Immune to the Eboolian Virus and can see in dark.

3. Fungen



- a. Planet: Obridlengile (dark planet) (moderate)
- b. Intelligence: Stupid
- c. Color: Pink
- d. Temp Preference: Moderate
- e. Life Points: 7
- f. Natural Attack: -1
- g. Advantages: Can see in dark and breathe on any planet.

4. Gaup



- a. Planet: Zazabee (mountainous planet) (cold)
- b. Intelligence: Average
- c. Color: Green
- d. Temp Preference: Cold
- e. Life Points: 9
- f. Natural Attack: -1
- g. Advantages: Has a high number of life points and able to scale

mountains.

5. Krlb



- a. Planet: Vrillb (hot)
- b. Intelligence: Smart
- c. Color: Blue
- d. Temp Preference: Hot
- e. Life Points: 8
- f. Natural Attack: -2
- g. Advantages: Natural attack is -2.

6. Lonya



- a. Planet: Phlaeioub (moderate)
- b. Intelligence: Average
- c. Color: Orange
- d. Temp Preference: Moderate
- e. Life Points: 8
- f. Natural Attack: -1
- g. Advantages: Decrypting Headsets and Mask Selectors do not

work against this alien.

7. Nedut



- a. Planet: Blien (mountainous planet) (cold)
- b. Intelligence: Average
- c. Color: Red
- d. Temp Preference: Cold
- e. Life Points: 8
- f. Natural Attack: -1
- g. Advantages: Able to scale mountains.

8. Yulma



- a. Planet: Tavoosh (mountainous planet) (hot)
- b. Intelligence: Smart
- c. Color: Brown
- d. Temp Preference: Hot
- e. Life Points: 7
- f. Natural Attack: -1
- g. Advantages: Ability to stun enemy in battle using her natural

attack (if natural attack hits then roll again, 4/5/6 in order to stun) and able to scale mountains.

B. Forty-eight Attribute Cards

1. A player can hold a maximum of 6 attribute cards in their hand at a time.
2. A *starred* card means that you must display this card in your hand; this card has an eye in the top left hand corner. If the attribute card has an eye in the top left hand corner, then place that card face up in front of you so that other players may see it (it is still included as part of your hand).

3. If usage is not mentioned in the top right hand corner, then the attribute card is reusable (can be used more than once).

4. If there is a negative number in the bottom right hand corner, then that number signifies the number of life points to be removed from the enemy if the attribute card is used successfully.

5. If there is a positive number in the bottom right hand corner, then that number signifies the number of life points to be added to the player when that attribute card is used.

6. If there are one or more numbers in parenthesis in the bottom left hand corner, then that signifies what the player must roll in order for the attribute card to be successful/take action.

a. *For example:* The Missile attribute card displays “4, 5, 6” in the bottom left hand corner. During a battle a player uses this card and rolls a 5. This card is successful and 4 life points are removed from the enemy (and the Missile card is discarded since it is a one time use card). If the player had rolled a 1, 2, or 3 then the Missile would be discarded (since it missed the enemy and it is a one time use card) and their battle turn would be over.

7. For the attribute cards listed below in this manual, the number inside the parenthesis indicates how many of these cards are in a deck.



- (1) **5th Dimensional Portal Device** (one time use) – The alien spaceship token is taken off the board for up to 5 minutes. The player can come down at anytime and anywhere. If after 5 min the player doesn't choose where to land after 15 seconds, then the default is their home planet. If the timer goes off when an alien is in the 5th dimension and holds the Grail, then that player wins. If the player does not have the Grail when the timer goes off and is in the 5th dimension then that player loses. This card can be used in battle as a means to escape.



- (1) ***Body Suit*** – If on body when Booby Traps are found on a planet, then the Booby Traps take away 1 life point each instead of 2 and discard the Body Suit. If on body in battle and hit for 2 or more damage, then take away no life points that turn and discard.



- (2) **Bomb** (one time use) – Takes away enemy 3 life points when used in battle.
 - Roll a 3/4/5/6 to hit.



- (3) **Booby Trap** (one time use) – When a player finds this when searching a planet that they are not in control of, it takes away 2 life points for each Booby Trap. Discard the Booby Trap cards afterwards.



- (1) ***Decryption Headset*** – If 1 or more aliens are within 8 spaces of you, then use this card to try to take a peek at their hands. This card can be used in space or in battle once per turn.
 - Roll a 4/5/6 – you get to look at each enemy’s hand of hidden attribute cards (within 8 spaces of your alien spaceship token).



- (1) **Eboolian Virus** (one time use) – Poisons the victim when it is found searching a planet that they are not in control of. Lose 1 life point at the end of each turn that the infected player takes (does not include battle turns). Take the Eboolian Virus card and slide it under the infected planet on the board. Any other players who land on an infected planet become infected as well. Each planet the victim touches becomes infected. Cannot be used in battle.



- (3) ***Flashlight*** – Lets you search a dark planet for attribute cards.



- (3) **Food** (one time use) – Heals you 2 life points but not past your maximum (original amount of starting life points).



- (1) ***Freeze Pump*** - When held in your hand of attribute cards, it can pump out cold air to make the planet’s temperature moderate or cold. When both the freeze and heat pump are held in the hand, it will create a healing energy for the alien which gains 1 life point at the beginning of a new turn (if not past the max).



- (1) ***Gas Mask*** – Nitrous Oxide Canister does not affect you and it also doubles as a Respiration Headgear.



- (1) **The Grail** – The most important card in the game. When the buzzer sounds at the end of the game, all opponents and their planets blow up except the sole alien in possession of **The Grail**!



- (4) **Grenade** (one time use) – Takes away 2 enemy life points when used in battle.
 - Roll a 2/3/4/5/6 to hit.



- (1) ***Heat Pump*** – When held in your hand of attribute cards, it can pump out heat to make the planet’s temperature moderate or hot. When both the freeze and heat pump are held in the hand, it will create a healing energy for the alien which gains 1 life point at the beginning of a new turn (if not past the max).



- (1) **Hyperspace Portal Device** (one time use) – Go to any spot on the board immediately (except another blue hyperspace portal). This card can be used in battle as a means to escape.



- (1) **Immunity Pill** (one time use) – Makes you immune/cures you of the Eboolian Virus. After using this card, place it underneath your alien card so that it is slightly visible.



- (1) **Intelligence Booster** (one time use) – Raises intelligence to average from stupid and to smart from average. No effect on intelligence if already smart. After using this card, place it underneath your alien card so that it is slightly visible.



- (1) **Laser Rifle** – This card can be used in space or in battle once per turn. It has a range of 8 spaces away (planet to planet is possible).
 - Roll a 4/5/6 to take away 1 enemy life point.



- (1) ***Mask Selector*** – An enemy will need to roll a 5/6 to battle a player with this card in their hand when the player is on a planet. Otherwise the enemy cannot battle you for that turn. When an enemy is looking for a space battle (passes by your star or lands on it), then the enemy needs to roll a 4/5/6 to find you.



- (2) **Missile** (one time use) – Takes away 4 enemy life points when used in battle.
 - Roll a 4/5/6 to hit.



- (1) ***Mug Gloves*** – Lets you steal in battle and also can act as a Flashlight.
 - Roll a 4/5/6 – enemy gives you one random card (only if the enemy has an attribute card and you have less than 6 attribute cards in your hand).



- (1) **Nitrous Oxide Canister** (one time use) – Stuns the victim when it is found searching a planet that you don't have control of or when used in battle. The victim ends his turn immediately when found searching a planet. If used in battle, then the enemy alien is stunned for two turns (i.e. attacker takes two turns in a row). If the enemy alien is stunned then the attacker can choose to flee the battle. This card is used once then discarded.



- (1) **Ray Gun** - Takes away 3 enemy life points when used in battle.
 - Roll a 4/5/6 to hit.

-  (3) ***Respiration Headgear*** – Lets you breathe on any planets' atmosphere.
-  (1) ***Rocket Boots*** – When this card is in your hand, you only need a 4/5/6 to run from a battle. Also, add 1 to you dice roll when moving.
-  (3) ***Rope*** – Lets you search a mountainous planet for attribute cards. The rope will also allow the attacker in battle to randomly steal a card from the enemy alien by tying them up (if the attacker has room for an attribute card).
 - Roll 5/6 when the enemy in battle has half or more than half their life points.
 - Roll 3/4/5/6 when enemy in battle has less than half their life points.
-  (1) **Stun Ray Gun** – Used in battle to stun an enemy alien. If the opponent is successfully stunned then the operator can choose to flee the battle.
 - Roll a 4/5/6 to stun enemy for two turns (attacker takes two turns in a row).
-  (2) **Super Food** (one time use) – Heals you 3 life points but not past your original amount of starting life points.
-  (2) ***Thermal Garment*** – Adverse planet temperatures no longer hurt you. *For example:* If you like hot and land on a cold planet with a Thermal Garment then you don't lose a life point for each turn on the planet. And vice versa for a cold alien on a hot planet.
-  (1) **Time Altering Device** (one time use) – Take another turn if used outside of battle (you can use attribute cards again and re-roll to move again). If this card is used in battle, then the alien who uses this card gets to take two turns in a row since the defender will be stunned during that time.
-  (2) **Whip** – Automatically takes away 1 life point from enemy in battle for each turn it is used.

C. 28 Instruction Cards (when you land on a pink nebula, draw a single instruction card)

- (8) Gain a new turn.

- (4) Gain one life point (if you have the maximum number of life points, then you gain a new turn).
- (4) Lose an attribute card and it gets displaced on closest planet.
- (4) Lose current turn.
- (1) You are sucked into the nebula and transported to planet Blien.
- (1) You are sucked into the nebula and transported to planet Frxtn.
- (1) You are sucked into the nebula and transported to planet Obridlen.
- (1) You are sucked into the nebula and transported to planet Phlae.
- (1) You are sucked into the nebula and transported to planet Tavoosh.
- (1) You are sucked into the nebula and transported to planet Teon.
- (1) You are sucked into the nebula and transported to planet Vrill.
- (1) You are sucked into the nebula and transported to planet Zazabee.

V. Extraterrestrial Grail Tips and Help

A. Extraterrestrial Grail: Base Edition

1. The only difference between the regular edition and base edition of Extraterrestrial Grail is the exclusion of the planet boxes in the base edition. You have two options for playing Extraterrestrial Grail: Base Edition:

- a. Instead of putting attribute cards in planet boxes, place the cards face down next to the planet on the game board. Also, keep track of which player has control of each planet on the paper that records the life points for each alien.
- b. Get 8 business size envelopes and write the planet names onto each of them.

B. Game variants

1. For different variations on how to play Extraterrestrial Grail, you could play for 45 or 60 minutes instead of just 30 minutes. The greater the number of inexperienced players would make a case for a longer game.
2. Also, the game is still playable for 6 or 8 players as well. For 6 players deal out 8 attribute cards to each player and for 8 players deal out 6 attribute cards to each player. If you play with 6 or 8 players, then set the digital timer on for an hour.

VI. Complete Tutorial Walkthrough

A. Game title screen

1. Help Menu

- a. Game Manual – Clicking on this menu item will spawn a process that opens the Extraterrestrial Grail Manual pdf file.
- b. About – Clicking on this menu item will provide version information, email, and website links for Extraterrestrial Grail.



2. Game Menu



- a. New Game – Clicking on this menu item will start a new game of Extraterrestrial Grail.
- b. New Game (Beginner Tutorial) – Clicking on this menu item will start a new game of Extraterrestrial Grail which will popup text boxes to explain what is going on in the game.

- c. Options – Clicking on this menu item will bring up the options to choose from for a new game of Extraterrestrial Grail.

Game Options

Number of Players Turn Time Seconds 30

☐ 2 Player Game Game Time Minutes 20

☐ 3 Player Game Battle Time Seconds 20

☒ 4 Player Game Starting Alien RANDOM

Difficulty ☐ Simple Mode

☐ Easy ☐ Disable Sound Effects

☐ Medium ☐ Disable Game Music

☒ Hard ☒ Show Option Dialog For New Game

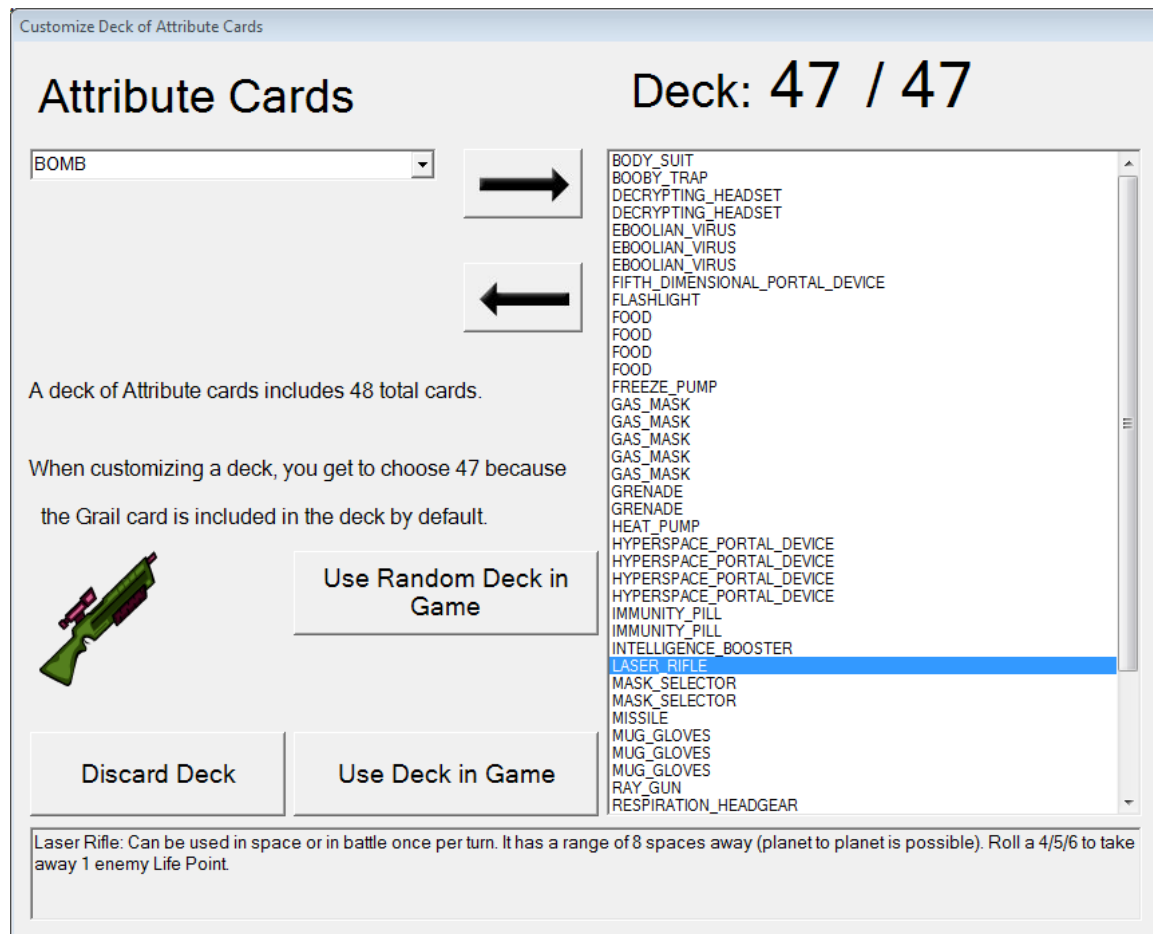
☐ Use Custom Deck Of Attribute Cards

Clear Option History

OK Default Cancel

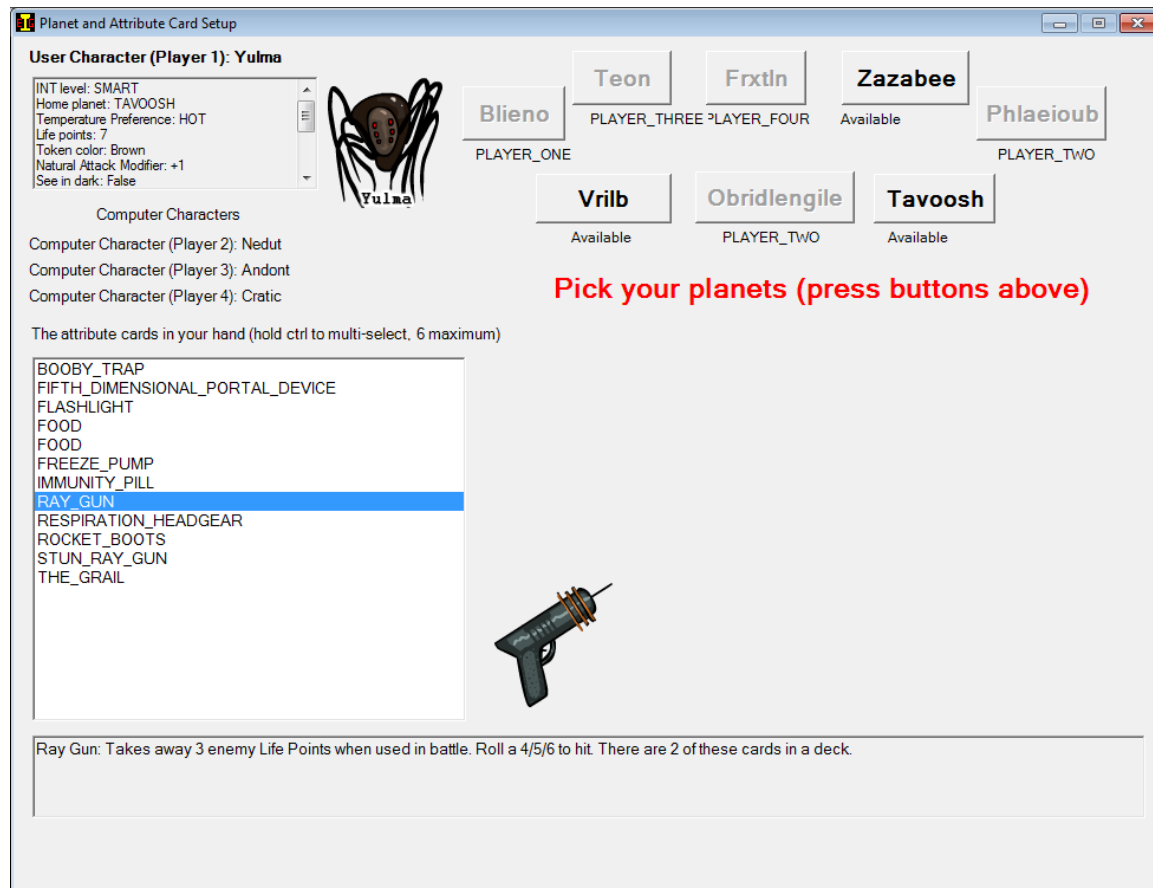
- i. Number of Players – choose the number of total players in the game (including the 1 user player)
- ii. Difficulty – choose the game difficulty
 - 1. Easy: the amount of Life Points that the user starts with is tripled
 - 2. Medium: the amount of Life Points that the user starts with is doubled
 - 3. Hard: start with the usual amount of Life Points
- iii. Starting Alien – this dropdown allows you to choose the starting alien you wish to be or have it be randomly selected
- iv. Turn Time Seconds – duration of a turn
- v. Game Time Minutes – the duration of the game
- vi. Battle Time Seconds – the duration of a battle turn
- vii. Simple Mode – if this box is checked, then the following will occur in the game: the number of

- different Attribute cards is lessened, breathing / temperature / mountainous / light penalties no longer occur
- viii. Disable Sound Effects – if this box is checked then sound effects will be turned off
 - ix. Disable Game Music – if this box is checked then the game music will be turned off
 - x. Show Option Dialog For New Game – if this box is checked then the option dialog will popup when you click on the new game button
 - xi. Use Custom Deck of Attribute Cards – If a custom deck has been created and saved, then it will be used in the game if this box is checked
- d. High Score – this menu item will pop up a window to show your current game high score. You must win the game in order to save your high score. You can increase your score during the game by doing the following:
- i. (+50) killing a player
 - ii. (+?) using Attribute cards
 - iii. (+5 per each minute left) beating the game quickly
- e. Customize Deck of Attribute Cards
- i. Discard Deck – leave this window and discard all your changes without saving
 - ii. Use Deck in Game – save the current deck and set the option to use the customized deck to true. You must have 47 Attribute cards selected in order to save your deck and use it in the game
 - iii. Use Random Deck in Game – a random deck of Attribute cards will be created for you and saved (discards any deck that was being built). The option to use this customized deck is set to true.



f. Exit – this will close Extraterrestrial Grail.

B. Planet and Attribute Card Setup

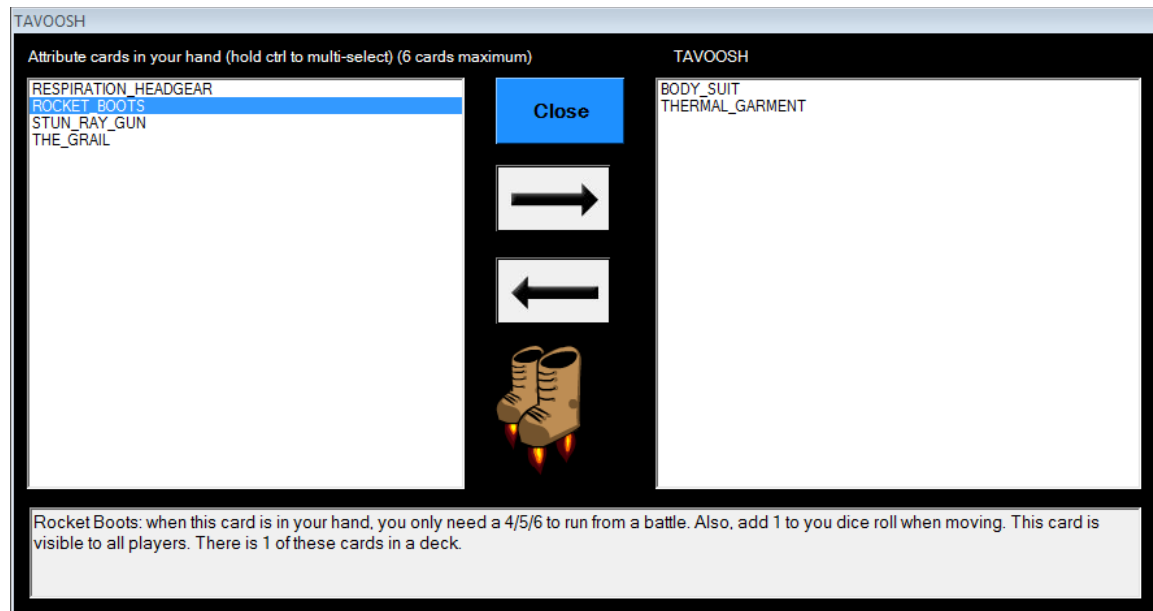


- a. The order of choosing planets is completely random. If a planet button has been grayed out and there is a player listed underneath it then you cannot chose that planet envelope. Click on any available planet that is left. After all the planets have been chosen, now you have to distribute your cards into them. You can only hold 6 attribute cards in your hand so the rest must go into the planets. Choose wisely and make do with the cards that are dealt to you. Select the attribute cards, select a planet from the dropdown, and click the arrows to move the cards. When you are ready to play, press the start button at the bottom of the window.

C. Extraterrestrial Game



- The character cards and buttons are listed in the order that which turns will be taken.
- Yellow bar – This yellow bar indicates which player is currently partaking in their turn
- Red bar – This red bar indicates which player is the user
- Move button – This button should be pressed when the user chooses to move, click on the white/black blinking square to move. You can only move once and you can only move during your turn.
- Search Planet button – This button is pressed when your alien is on a planet and you to choose to search that planet for Attribute cards. The cards on the left side are in your hand and the cards on the right hand side are stored on the planet.



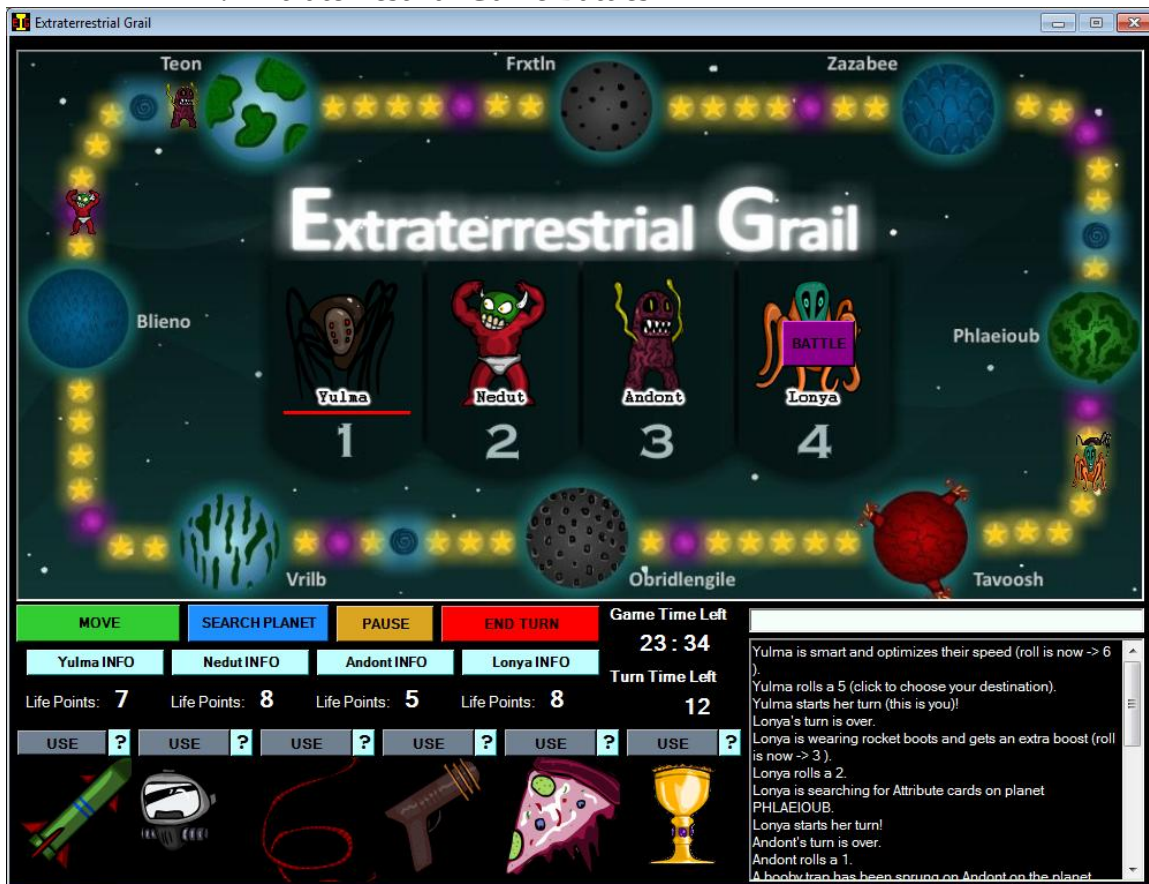
- f. Pause button – Pressing this button will pause the game and the music.
- g. End Turn button – This will end the user's turn.
- h. INFO buttons – Pressing this button to get information about the alien.



- i. USE buttons – Click on an Attribute Card when it is your turn or when it is your turn in battle to use it.

- j. ? button – Click on the ? button in order to see a description of the attribute card in the black status text box.
- k. White text box – If you type into this box and press enter, then this text will be communicated to all the other players. If you type in a message with an asterisk (*) at the beginning and end, then it will express action. For example: *scratches his head* will look like “Krlb scratches his head.” In order to use a command, press the ` key in the Status box. The Tilde key is located on the left side of the keyboard, above the tab key. For example type `exit into your status box, press enter and the game will exit. Some example commands include:
 - i. “quit” or “exit” – exits the game
 - ii. “clear” – clears all the text in the status text box
 - iii. “restart” or “new game” – go back to the EG title screen
- l. Black text box – The box with the text in the bottom right corner is called the “Status Box”. This will tell you what is going on in the game so you will be referring to it often.

m. Extraterrestrial Game Battles



- i. When you are on the same star or planet as another alien, then you can click on the purple battle button in order to initiate a fight.



- ii. The bars indicate that these players are in a battle with each other. The yellow bars indicate that this player is currently in the process of their battle turn.
- iii. In a battle, you have four options for your battle turn
 1. Run From Battle – you have a 33% chance of running from battle
 2. Natural Attack – you have a 50% chance of hurting the other player
 3. End Turn – you can choose to end your battle turn without doing anything

Use – you can click the USE button to use an attribute card against the other player in battle

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Revision Date: Wednesday, August 07, 2013