

# GRAVE ROBBERS

## FROM OUTER SPACE

B-movies. The name invokes wooden performances, cheesy special effects, and plot holes you could drive a truck through. Yet we watch them anyway. Even late at night when you think no one is looking at you, we know you do. Now's your chance to create your own B-movie with Grave Robbers from Outer Space!

To play Grave Robbers from Outer Space (GROS) you will need one deck of GROS cards, a flat place to play, at least one friend, and a sense of humor.

### Object

To win, you need to score more points than your opponents do. You may play one hand and highest total wins or you can play to a specific point total and the first player to reach or exceed that total wins.

A deck of GROS cards is made of several types of cards: Characters, Locations, Props, Creatures, Special Effects (SFX) and two special "Roll the Credits" cards.

**Characters** are the cast of your Movie. They all have a Defensive Strength (DS) value printed in the top left corner which is used to defend against attacks and to score your Movie when the hand

ends. Characters are played into your Movie on your turn only and you may play as many as you want in one turn. They stay in play until they are killed by creature attacks or removed by SFX. When that happens, all that Character's Props and any other cards that have been slid under it are discarded as well.



**Locations** are the places your Movies happen. They all have a DS bonus printed in the top left corner and are used the same way as on Characters. The DS bonus of many Locations will change depending on certain circumstances listed on the individual cards. When that happens, replace the bonus printed in the top left with the new value listed in the text box. A Movie may only have one Location at a time; playing a new Location on a Movie replaces the old Location. Locations stay in play until replaced by a new one, or removed by SFX. You may play Locations in anyone's Movie, but only on your turn.

**Props** are the tools, weapons and other stuff that your Characters find lying around.

They all have a DS bonus printed in the top left corner. Characters may have an unlimited number of Props, but you may only give a Character one new Prop per turn. Characters in your Movie may exchange Props simply by moving the Prop from the one Character to the other - this counts as playing a new Prop on that Character. Props stay in play until the Character they belong to gets removed from play or the Prop is removed by an SFX. You may only give out Props on your turn.

**Creatures** are the monsters and killers you use to attack the Characters in your opponents' Movies. They all have an Attack Strength (AS) printed in the top left corner. You may only make attacks on your turn, so you may only play Creature cards on your turn. At the end of the attack the Creature is discarded. Props cannot be played on a Creature, except for a card with the 'Psycho Killer' trait. Anyone may play one Prop on a 'Psycho Killer' to boost its AS. Any Props on the Creature are discarded at the end of the attack.

**Special Effects (SFX)** are the little extras that make the game different each time you play. They can boost AS or DS, remove cards from play, stop cards from being played, etc. SFX can be played at any time (even during an opponent's turn) and are resolved when played. SFX that stop cards cancel any effects generated by that card and sends it to the discard pile. SFX that can stop attacks immediately ends the attack.

**Roll the Credits** ends the current hand. They cannot be played in the first 2 turns. After the second turn, you can only play a "Roll the Credits" on your turn and only if you have at least one Character alive in your Movie. If no one stops the Roll the Credits, the hand ends and everyone tallies their scores. **Note: The hand also ends at the end of the turn of the player who draws the last card from the draw pile.**

## Playing the Game

### The Title

Each hand of GROS is a B-movie and every B-movie needs a bad title. This is where the Title words at the bottom of each card comes in. To determine the title, take the top 6 cards from the deck and look at the Title words. Using as many of the 6 words as possible (and adding whatever pronouns, prepositions, conjunctions, plurals, etc. you need), all players work together to create a title for your masterpiece of the macabre. The title must make sense and sound like a B-Movie title. Write down the title noting which of the Title words got used and return the cards to the deck. *Example: You draw 6 cards and get the following Title words: Zombie, Coed, Massacre, Planet, Vixen, and Vampire. You could decide upon the title "Planet of the Vampire Vixens" or "Zombie Coed Massacre" or "Massacre on the Planet of the Vampire Coeds".* **Note: All players use the same title for the current game.**

Once you have a title, you are ready to deal. Shuffle the deck and deal six cards to each player. If your first hand of six cards doesn't contain at least one Character, show your hand to the other players and shuffle it back into the deck and draw six new cards.

Repeat this procedure as needed until every player is dealt at least one Character.  
Place all your Characters face up on the table in front of you. This is your starting cast.  
Once everyone has his or her starting cast assembled, you are ready to play.

**Note: When playing any card you should read aloud the name of the card and the quote. That's half the fun of playing Grave Robbers!**

## The Turn

Play starts with the player to the left of the dealer and continues around the table. At the start of your turn you draw cards to fill your hand to 6 cards. **NOTE: You may not play cards that affect an opponent or their Movie during the first turn of the game. Think of the first turn as a player's Establishing Shot.**

Here's a breakdown on what you can do during your turn, in no specific order.

1. Play new Characters
2. Play new Props and/or move Props between Characters you control
3. Play new Locations in your or someone else's Movie
4. Make an Attack. (See "Making Attacks" below)
5. Use card abilities. Many Characters, Props and Locations have special abilities that you may use on your turn
6. Play a SFX. In fact, anyone can play SFX cards, but note: **the current player has the option to play the first card for his or her turn**
7. Roll the Credits. (Remember, only after the second turn and you need a Character)

**Card Conflicts: If a card ever conflicts the rules stated in this booklet, the text of the card always takes precedence.**

At the end of your turn, after you have played all the cards you want or can, you may discard as many cards from your hand as you like. If you have more than 6 cards in your hand, you must discard down to 6 or fewer.

## Making Attacks

You use Creature cards to make attacks against your opponent(s). Each card is a separate attack. Play your Creature card on the table and declare which Movie you are attacking. An attack succeeds if its Attack Strength equals or exceeds the Defensive Strength of the Movie it is attacking. (You add the DS of all Characters and the Location in the Movie, plus any bonuses given by Props and SFX). Once the attack is declared, any player may play any SFX cards they have to affect the outcome of the attack. Once all players have had the chance to play any cards/use any card abilities that they wish, the attack is resolved. If the attack failed, the Creature card and any SFX played by all players go to the discard pile. If the attack succeeded, the attacker chooses one Character from the target player's Movie to be discarded as well. All that Character's Props and any other cards that have been slid under it are discarded as well. You can attack whomever you want during a turn.

## Example of an Attack:

Ray, Dana, and Amanda are playing. It is Ray's turn and he wants to attack Dana's 10DS Movie containing the Characters "The Reporter"(DS3), "The Robot" (DS3), and "The Annoying Little Brother"(DS2), who are all hanging out in "The Tomb" (DS+2). Ray wants to attack with "Blob Monster" (AS9, has the 'Alien' trait) but on its own it isn't strong enough to win. So Ray plays the Location "Alien Headquarters" (DS+5 but -5 vs. 'Alien' attacks) on Dana, replacing "The Tomb" and will reduce his total DS to 3 when "Blob Monster" attacks. Ray declares the attack and puts the Blob on the table. Dana responds with the SFX "It Was Only a Dream", hoping to stop the attack but Amanda discards 2 cards and plays "Cat In The Closet" to stop Dana's SFX and Ray's attack continues. Dana then plays "Edjuncated" on the "Annoying Little Brother" giving him +2 DS (raising his Movie's current total to 5DS), then plays "Ray Guns" to double his DS to 10. In a last ditch effort, Ray plays "The Mad Scientist" using its ability to be played as a SFX to triple the current AS of any other Creature. With a new AS of 27, "Blob Monster" walks all over Dana's Movie and kills the Robot.

## Scoring Your Movie (and we don't mean the soundtrack)

Once the hand ends, it is time to tally the scores. Add up the total Defensive Strength of all the cards in your Movie to get your Base Score. Then add 5 Bonus Points for each card in your Movie or in your hand that has a Title word that matches any of the words in this hand's Movie title. *Example: If the Movie is "Night of the Undead Coeds", and you have cards with "Night" and "Coed" as the Title words, you will get 10 bonus points.* Add any Bonus Points you earned to your Base Score to get your Final Score for this hand. The player with the highest total wins or if you are playing to a set goal, add your Final Score to your running total, then play a new hand.

## Acknowledgements

I would like to thank the following people who helped me develop and playtest Grave Robbers From Outer Space: T.L. Bryers, Liz & Ray Fritz-Nemeth, Dale Garnier-Wells, Christo Gigantes, Stan Hooper, Amanda Martyn, Dana Sarafinchan, Tim Sullivan, Adam Tuori, Cristina Upton and family, Tony Walsh and Craig Walker for reminding me what's possible. And special thanks to Zev Shlasinger and Z-Man games for helping me make what's possible a reality. Most of all, I would like to thank Ed Wood, Roger Corman, Sam Raimi, Russ Meyer and everyone else in Hollywood who has made a really bad, really great movie. This game wouldn't exist without you.

## Credits:

Designed by Stephen Tassie © 2001 sparechange productions, inc.

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Graphic Design by Paul Gerardi & Mark McNabb

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