## Order of Play

- Draw 2 cards (2 face-up, 2 face-down, or 1 of each; if a Moolti-Pass is drawn from face-up cards you don't get a second draw). Replace any drawn face-up cards as soon as they are drawn with cards from the draw pile.
- If you are able to complete one of the 3 Merit Award cards showing, you MUST do so, using cards from your hand. Discard the required player cards to the discard pile. Take the completed Merit Award card, flip it over, and place it in a 'Completed Awards' pile.
- If you are unable to complete any Merit Award, you
  MUST instead choose one of the top Merit Award
  cards from a single pile to discard it to a 'Failed
  Awards' pile. (You may wish to put these in a
  sideways pile just above the Merit Award card piles
  so there's no way to confuse them with 'Completed
  Awards')
- If the draw pile for replacing face-up cards is depleted at any time, re-shuffle the discard pile to make a new draw pile.

## Special Cases

- If all face-up playing cards happen to be the same type at any point, you MAY (only if you want to) discard them to the discard pile, then re-shuffle the discard pile into a new draw pile and re-lay out 5 new face-up cards.
- If 3 Moolti-Pass cards end up in the face-up cards, you MUST discard those Moolti-Pass cards to the discard pile. Then re-shuffle the discard pile into a new draw pile and replace the 3 face-up cards into the empty spaces.
- You may end up with no cards left in your hand.
   That's fine (although see note in Tactics section later).



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## Game End

- When all Merit Award cards are depleted, the game is over.
- Add up all the points shown on your 'Completed Awards' cards (Merit Award cards that had to be discarded to the 'Failed Awards' pile are not counted). This is your score for the game.
- Try to beat your previous highest score! The maximum possible score is 60 points, achievable by completing every Merit Award card (implying you had no 'Failed Award' cards). This is theoretically possible, but pretty unlikely to achieve.



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## Tactics

- When you inevitably are unable to complete any of the 3 Merit Award cards from any of the 3 piles, requiring you to discard ("fail") one, choosing which to discard is important. Discarding a low-point card may be a smaller loss, but discarding a higher-point card (such as Mind Control) may be better for you in the long-run if none of the currently available faceup draw cards nor cards in your hand relate to that Merit Award card.
- You may at some point end up with no cards left in your hand. That's ok, but you need to be aware that Merit Award cards may soon come up (or may already be there) that require 3 or more matching cards to complete, which you won't be able to complete in one turn when you only get to pick up 2 cards per turn!
- Once each Merit Award card pile starts to run out, it will likely become harder and harder to complete any Merit Award card on a given turn. Failing Merit Awards becomes much more frequent close to game end – so try to plan ahead!

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• Place 5 playing cards face-up in a row and place the remaining cards face-down in a draw pile.

yourself.

• Shuffle the playing cards and deal 4 cards to

 Shuffle the Merit Award cards and deal into 3 piles (blue-side up). There will be one pile with 1 less card than the other 2 piles – that's fine.

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This is a high score variant for solo play, but with quite a bit of strategy as to how to progress through the

Variant created by Nick Shaw @ BGG.com

Game designed by David Rene Miller @ subQuark, LLC

"Alien Boot Camp"

Mint Tin Aliens Solo Variant

| Score | Date |
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Training Log

| Score | Date |
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Training Log

| Score        | Date |  |  |
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Training Log