

THE AWFUL GREEN THINGS FROM OUTER SPACE™



8TH EDITION

GAME DESIGN BY TOM WHAM

REVISED AND EDITED BY STEVE JACKSON



CONTENTS



Prologue	4	Weapons	6	Epilogue	9
Before Your First Game	4	Line of Sight	7	Crew Survival (a very short game)	9
Playing Pieces and Game Map	4	Attack Restriction	7	Game Balance	10
Preparation for Play	4	Running Out of		To Help the Crew	10
Crew Starting Locations	4	Monster Counters	7	To Help the Green Things	10
Initial Monster Population	5	The Weapons	7	Outside the Znutar	10
Initial Monster Placement	5	Weapon Effect Chits	8	Entering and Leaving the Ship	10
Discovering the Awful		5 DICE (or 4 or 3 dice)		Airlock Control	10
Green Things	5	TO KILL	8	Movement Outside the Znutar	10
Sequence of Play	5	5 DICE TO STUN	8	New Units	10
Monster Player's Turn	5	NO EFFECT	8	Ship's Boats	11
Example of a Monster Attack	5	GROW	8	Attacks from the Boats	11
Crew Player's Turn	6	SHRINK	8	Outside the Boats	11
Movement	6	1 DIE FRAGMENTS	8	Combat Inside the Boats	12
How to Move	6	Using Several		Rules Changes	12
Movement Restrictions	6	Weapons at Once	8	Setup	12
Stacking	6	Using Several Untried		Weapons	12
Attacks	6	Weapons at Once	8	Green Things Growth	12
Hand-to-Hand Attacks	6	How to Win	9	Victory Conditions	12
Monster Growth After Attacks	6	Crew Escape	9	Designer's Notes	12
"Leadfoot" the Robot	6	Znutar Self-Destruct	9	About Steve Jackson Games	12

STEVE JACKSON GAMES



★ THE VOYAGES OF EXPLORATION SHIP
ZNUTAR
 A STARSHIP ON A MISSION OF EMPIRE



ALMOST SIMULTANEOUSLY, THE CREATURES OF THE FIVE PRINCIPLE WORLDS DISCOVERED SPACE TRAVEL... AND EACH OTHER!

NOBODY THOUGHT ABOUT MAKING WAR

FREE DRINKS FOR EVERYONE!

HOORAY!

HUZZA!

SO THEY MADE PEACE AND HAD A GOOD TIME INSTEAD

THEY FORMED A COOPERATIVE GOVERNMENT THAT WORKED. TRADE AND DEVELOPMENT FOLLOWED AT AN INCREDIBLE PACE. IT WAS JUST A MATTER OF TIME UNTIL...

THE INHABITANTS ALL CHIPPED IN A YEAR'S WAGES, SO THE GOVERNMENT COULD BUILD AN EXPLORATION SHIP... THAT WOULD TRAVEL TO THE STARS!

VERY IMPRESSIVE! INDEED!

A MULTI-RACIAL CREW WAS SELECTED FROM THE VARIOUS SPACE FORCES

SMUDALIANS

SMBALITES

FRATHMS & REDUNDANS

WOTTA VIEW!

AND THEY TOOK OFF FOR POINTS UNKNOWN.

TO EAT, THEY TOOK ALONG CANNISTERS OF ZGWORTZ...

HOW'S THE ZGWORTZ?

SUPERB!

GHOD, MORE ZGWORTZ. HOW LONG CAN THIS GO ON?

UNTIL WE RUN OUT OF CANNISTERS!

ZGWORTZ TODAY

GLUG GLUG

THEIR ROBOT WAS THE MIRACLE OF CURRENT SCIENCE

ZZZ

CLANK

C'MON LEADFOOT, TIME TO STUFF YOU!

EACH NIGHT, ITS FNUDDING WAS REPLACED WITH A FRESH BATCH, WHILE THE OLD WAS BEING FED AND CLEANSED.

MMM

ALMOST FINISHED

GURGLE

THE ENGINE ROOM

WHAT BEAUTIES!

SHE'LL DO LIGHT & EASY.

THE SCIENCE LAB

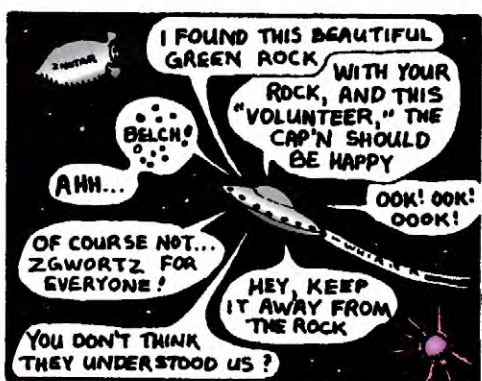
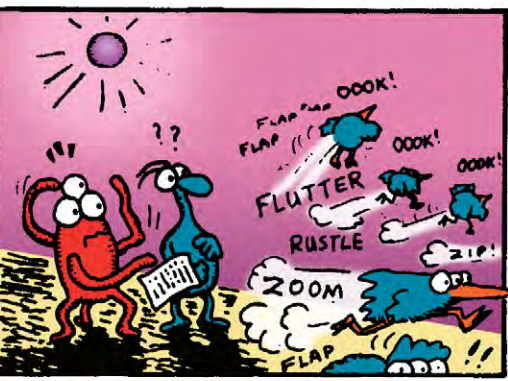
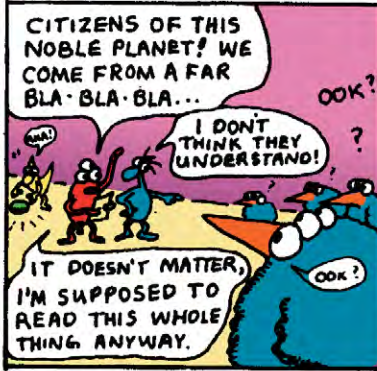
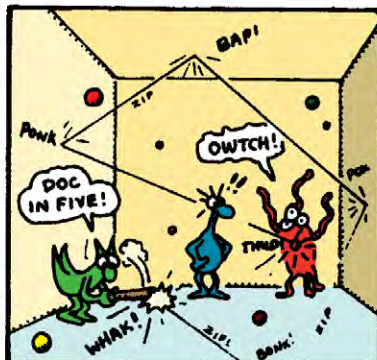
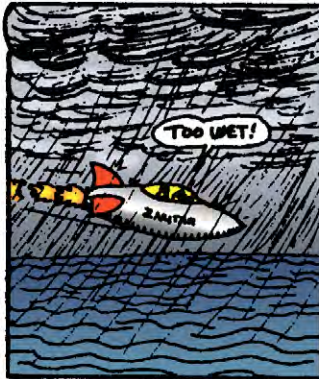
WELL, SMOODUM, IS IT EDIBLE FOR REDUNDANS?

I DUNNO YET CZZC!



THE VOYAGES OF EXPLORATION SHIP
ZNUTAR
 AN UNEXPECTED ENCOUNTER
 OF THE WORST KIND

SEVERAL YEARS
 HAVE PASSED.
 THE ZNUTAR
 HAS LOOKED
 OVER MANY
 NEW WORLDS.
 UNFORTUNATELY,
 ALL WORLDS THEY
 HAVE EXPLORED
 SO FAR HAVE
 BEEN FOUND
 UNSUITABLE...



PROLOGUE

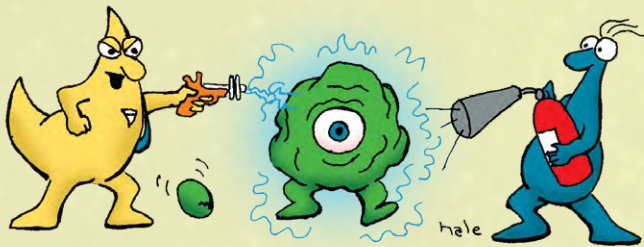
Somewhere far away in space, an advanced civilization built its first starship. Its crew was selected from five planets, and the Exploration Ship *Znutar* set out for the unknown. They traveled for years, mapping and charting new worlds, eating Zgwortz, and playing pool.

Eventually, they found a world with semi-intelligent inhabitants, and took one along for a mascot. What they didn't know was that a "mineral specimen" from that planet was actually an egg. On board, out of sight, it hatched into an Awful Green Thing. The monster grew and laid eggs. The eggs hatched and skulked through the ship. Then the crew discovered them . . .

One player assumes the role of the Awful Green Things, happily growing and eating crewmen. The other player represents the ship's crew, fighting for their lives against the alien menace.

This game consists of the following components:

- The tastefully illustrated box.
- The gameboard.
- This rulebook.
- Five green dice.
- A ziplock bag to hold the counters.
- Counter sheets with the following playing pieces:
 - **22 Crew** – including the Robot and the Mascot.
 - **71 Awful Green Things** – 12 Adults, 18 Babies, 19 Eggs, and 22 Fragments.
 - **29 Weapons** – three Bottles of Acid, three Cannisters of Zgwortz, two Communications Beamers, two Electric Fences, two Fire Extinguishers, three Gas Grenades, two Hypodermics, three Knives, two Pool Sticks, three Cans of Rocket Fuel, two Stun Pistols, and two Welding Torches.
 - **15 Weapon Effect Chits** (red) – four *1 Die Fragments*, one *Grow*, one *Shrink*, two *5 Dice to Stun*, two *No Effect*, one *5 Dice to Kill*, two *4 Dice to Kill*, and two *3 Dice to Kill*.
 - **14 Optional Pieces** – three Boats (the Scout, the Cockboat, and the Saucer), two Cargo Movers, eight Jet Suits, and the Ook Soot. These are used only for the "Outside the *Znutar*" optional rules – see p. 10.



BEFORE YOUR FIRST GAME

Remove the counters from the counter sheet. Read the rules once all the way through. Then one player takes the crew and the other the monsters. You're ready to play.

PLAYING PIECES AND GAME MAP

Crew and monster counters have three numbers, showing:

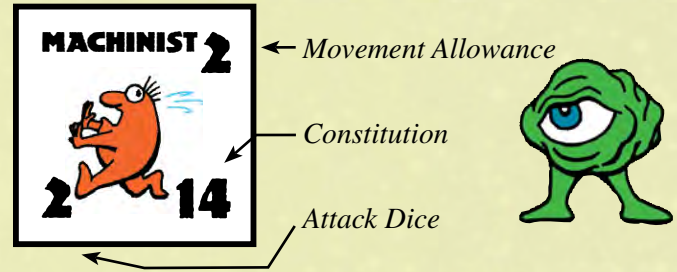
Movement Allowance: The number of areas the crewman or monster may enter on a given turn.

Constitution: The number which must be rolled or exceeded by attack dice in order to "kill" that counter.

Attack Dice: The number of dice the crewman or monster may roll when involved in hand-to-hand combat.

The playing board represents the *Znutar*. The ship is divided into *areas* – compartments or sections of passageway. Hatches are shown by thick black lines in the walls. Some areas have pictures of weapons, showing where those weapons start the game.

Also on the board is the Weapons Display, with drawings of the weapons available to the crew. As each weapon is tried, a Weapon Effect Chit is drawn at random and placed beside the picture on the Weapons Display. This shows the effect of that weapon for the rest of the game.



PREPARATION FOR PLAY

The Crew Player places the 29 weapons on the board, in the areas containing the appropriate weapon pictures. When there are more counters for a weapon than pictures of that weapon, the Crew Player divides the weapons between the pictures as he chooses, as long as each picture has at least one weapon. The Monster Player sorts the monsters into piles of Adults, Babies, Eggs, and Fragments, and places them in front of him. Put the 15 red Weapon Effect Chits in a cup beside the board.

If the "Outside the *Znutar*" optional rules are being used, the eight Jet Suits and two Cargo Movers start out in the Boat Bays and Cargo Hold (see p. 10). The Ook Soot goes in DC Central. The boat counters aren't placed on the board unless a boat leaves the ship.

Now, before play begins, three things must happen. The Crew Player sets up the crew; the Monster Player sets up the monsters; and the crew discovers the monsters!

CREW STARTING LOCATIONS

The Crew Player places the crew about the ship, choosing locations from the following list:

Captain Yid (3/27/3)	Either Bridge
1st Officer (2/19/3)	Either Bridge
Comm Officer (1/11/4)	Either Bridge, Computer Room
Operations Officer (1/12/3)	Life Support Center, Officers' Quarters
Engineering Officer (1/12/2)	Engine Room, Pool Room
Supply Officer (1/11/2)	Ship's Store, Wardroom
Doc (1/11/4)	Sick Bay, Pool Room
Medic (1/11/4)	Sick Bay, Hospital Ward
Sparks (1/16/3)	Either Bridge
Marine Sergeant (3/21/3)	Pool Room, Mess Deck
2 Marines (2/19/3, 2/18/3)	Pool Room, Sick Bay
Cook (1/21/3)	Galley, Wardroom
Yeoman (1/15/3)	Either Bridge
Technician (1/11/4)	Any Sensor
Engineer (2/13/2)	Engine Room, Either Machine Shop
Machinist (2/14/2)	Either Machine Shop
Coxswain (2/18/3)	Mess Deck, Sick Bay
2 Pilots (1/15/3, 1/12/3)	Crew's Quarters, Pool Room
Robot (4/44/1)	Either Machine Shop
Mascot (1/8/4)	Captain's Cabin

Initial Monster Population

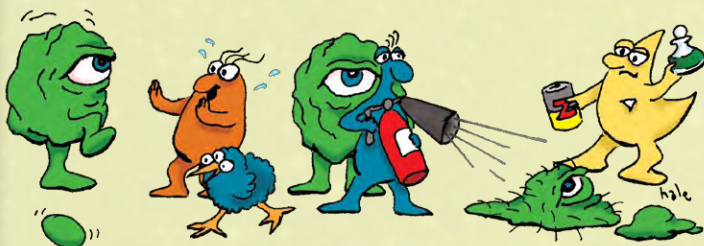
After all crew pieces have been placed, the Monster Player determines his starting population of Awful Green Things. He rolls one die and consults the table below.

Die Roll	Population
1	6 Eggs, 4 Babies, 2 Adults
2	6 Eggs, 3 Babies, 3 Adults
3	5 Eggs, 4 Babies, 3 Adults
4	4 Eggs, 4 Babies, 4 Adults
5	2 Eggs, 5 Babies, 4 Adults
6	1 Egg, 6 Babies, 4 Adults

Initial Monster Placement

The Monster Player now rolls one die to determine where to place the first monster, and puts it on the board. The rest of the initial monsters are then placed, *one per area*. Each one must go in an area adjacent (connected by a passageway or hatch) to one already occupied by a monster. No monster may start in an area with a crewman.

Die Roll	The first monster is placed in the . . .
1	Main Cargo Hold
2	Science Lab
3	Scout Bay
4	Cockboat Bay
5	Saucer Bay
6	Choice of the above



Discovering the Awful Green Things

After all monsters are placed, the Crew Player must move one or two crew up to their printed movement allowance, to enter an area or areas containing an Awful Green Thing. Once in an area with a monster, they may attack using hand-to-hand combat (see *Attacks*, p. 6). Weapons may not be grabbed before this move. No matter who wins this first battle, the alarm is raised and the game is on, starting with the monsters' first turn.

SEQUENCE OF PLAY

The Awful Green Things from Outer Space is played in alternating turns. During his turn, a player moves his pieces around the board and attacks the enemy in the following sequence:

Monster Player's Turn

1. GROW
2. MOVE
3. ATTACK
4. WAKE UP

Crew Player's Turn

1. GRAB WEAPONS
2. MOVE
3. ATTACK
4. WAKE UP



MONSTER PLAYER'S TURN

1. GROW – The Monster Player picks one of the four levels of monsters to “grow.” If Fragments are chosen, all Fragments turn into Babies. If Eggs are chosen, all Eggs turn into Babies. If Babies are chosen, all Babies on the board are exchanged for Adults. If Adults are chosen, each adult monster lays an egg – place an Egg counter under each Adult.

To keep from getting mixed up, replace counters one at a time. Monsters which are stunned (as a result of combat) cannot grow or lay an Egg. If there are not enough pieces to grow all creatures of a given level, the Monster Player decides which ones will grow or lay eggs, up to the limit of the pieces provided with the game.

2. MOVE – All Babies and Adults which are not stunned may be moved, even if they have just grown or laid Eggs. Babies may move only one area per turn. Adults may move up to two areas per turn. Eggs and Fragments do not move. Monsters may always leave an area containing crew or an Electric Fence (see *Weapons*, p. 6), but must stop immediately upon entering an area occupied by crew (unless the crewmen are stunned) or an active Electric Fence.



3. ATTACK – Once all movement is completed, the Green Things may attack any or all crew who are in the same areas as monsters. Attacks are resolved, one area at a time, at the choice of the attacking player. Each monster may use its attack dice once per turn (stunned monsters may not attack). Any number of monsters in a given area may attack the same crewman; all their attack dice are rolled for one total. In any attack, if the amount rolled equals or exceeds the *constitution* of the crewman attacked, the crewman is dead (removed from play). If an attack fails to kill its target, there is no effect.

If a crewman is killed, one of the monsters which attacked that crewman devours it and immediately grows one level. If more than one monster was involved in the attack, the Monster Player chooses which monster to grow. Exception: If the Robot is eaten, the effects are unpredictable – see p. 6!

4. WAKE UP – After all attacks are completed, all stunned Green Things will recover. Turn their counters right-side-up.

Example of a Monster Attack

1. The Monster Player picks where the first attack is to be made. In this case, he chooses the Mess Deck.

2. The Monster Player decides which monsters will attack which crew in the area. Not all crew must be attacked, but all attacks in an area must be stated before any dice are rolled. In this case, he decides that the two Adults will attack the Cook and the Baby will attack the Mascot. He decides to ignore the Pilot.

3. The number of dice needed for each attack is figured and that number of dice is rolled. The total is compared to the constitution score of the crewman. The two Adults attacking the Cook roll 8 dice (6, 5, 5, 4, 4, 3, 1, 1 = 29). Since the Cook's constitution score was only 21, the Cook is dead. His counter is removed from play and one of the monsters that attacked him lays an Egg. The Baby's attack on the Mascot is rolled on 2 dice (5, 2 = 7). The Mascot has a constitution of 8, so the attack fails.

4. The Monster Player now picks what area he will make his next attacks in.

CREW PLAYER'S TURN

After the Monster Player has finished his attacks, the Crew Player may begin his turn.

1. GRAB WEAPONS – Any crewman in an area with an available weapon may grab it. Each crewman (except the Mascot) may carry one weapon. When a weapon is grabbed, place its counter beneath the counter of the crewman carrying it. If two or more crew begin their turn in the same area, they may trade or give each other the weapons they are holding. A crewman may hold a weapon but choose not to use it, fighting hand-to-hand instead. The Mascot and the Awful Green Things may not pick up or use weapons. The Crew Player is limited to the number of weapon counters provided with the game.

2. MOVE – All crew have a movement allowance printed on the counter. This is the number of adjacent areas (connected by hatches or open passageway) that the crewman may enter on a given turn. Smabalites move 2, Frathms and Snudalians move 3, Redundans and the Mascot move 4, and the Robot moves 1. Movement is not affected by carrying a weapon, but a crewman may not grab a weapon during his move.

The Crew Player may move any or all of the crew each turn. Crew must stop when they enter an area containing Adult or Baby monsters or an active Electric Fence. They may always *leave* an area, no matter what is in it!

3. ATTACK – In a manner similar to monster attacks, the Crew Player now resolves any crew attacks on the Awful Green Things, one area at a time. Crew engaging in hand-to-hand combat must be in the same area as the monster(s) they are attacking. Some weapons may be tossed or fired into adjacent areas or down passageways. The uses of each weapon are described starting on the next page.

The effect of a weapon on the Green Things is determined by drawing a Weapon Effect Chit from the cup each time a new weapon is used (see below). Two weapons will have an adverse effect on any crew present in their blast areas. Rocket Fuel will do *5 Dice to Kill* on all crew, and a Gas Grenade will do *5 Dice to Stun* on all crew except the Robot.

Any weapon dropped or thrown by a crewman, or left behind when he dies, remains on the board. It may be picked up during the Grab Weapons phase of any later turn. Exception: When a Bottle of Acid, Rocket Fuel, Gas Grenade, or Cannister of Zgwortz is used, the Crew Player returns the counter to an appropriate starting area (see map). It may be picked up and used again later.

4. WAKE UP – Any crewmen Stunned by a Gas Grenade on the *last* turn now awaken, having missed a whole turn.

MOVEMENT

During the movement portion of a player's turn, any or all of that player's pieces may be moved around the ship. Each piece has a movement allowance printed on it. This is the maximum number of areas in the ship that piece may enter on a given turn. Pieces may move less than their movement allowance, but may never exceed that number on one turn. The movement allowance may not be saved or applied to other pieces.

HOW TO MOVE

Both the crew and the monsters move about the ship by traveling from area to adjacent area. Areas are adjacent only if they are connected by either a hatch (the thick black line in the wall) or open passageways (the thin black lines in the passageways). A piece spends one movement point to enter each area.

MOVEMENT RESTRICTIONS

Pieces must always stop movement upon entering an area with an opponent's piece or pieces (except for Eggs, Fragments, and

stunned foes). All pieces must stop on entering an area containing an Electric Fence (next page), but only if the fence is active.

Pieces may not leave the *Znutar* unless attempting a "crew escape" (p. 9), or unless the "Outside the *Znutar*" rules (p. 10) are being used.

STACKING

Any number of pieces, from one or both sides, may occupy the same area. There is no "stacking limit."

ATTACKS

There are two basic types of attacks in the game – hand-to-hand attacks, which may be made by both monsters and crew, and weapons attacks, which can only be made by the crew. Most attacks are made by rolling "*dice to kill*." If the total score rolled against an enemy piece is greater than its constitution, it is dead!

If several pieces attack one foe, all attack dice are added together. If the total rolled with all the dice equals or exceeds the constitution of the piece under attack, that piece is dead and removed from play.

HAND-TO-HAND ATTACKS

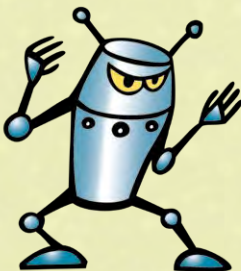
To make a hand-to-hand attack, a piece must be in the same area as the piece attacked. Each piece may attack only one other piece in a turn, regardless of how many attack dice it has. The attacking player may choose to attack any or all of the opposing pieces in an area, if he has enough pieces to attack them all.

MONSTER GROWTH AFTER ATTACKS

Each time a crewman is killed (except for the Robot), one of the monsters devours the body and immediately grows one level. If an Adult eats the body, it lays an Egg. If more than one monster attacked, the Monster Player may choose which monster is to grow.

"LEADFOOT" THE ROBOT

Because of the way the Robot makes salad out of the Green Things, they all view Leadfoot as their most serious threat. Any monsters in the same area as the Robot must attack only the Robot. If their attack should succeed and Leadfoot is killed, the Monster Player must pick one Green Thing to try to eat the Robot. A Weapon Effect Chit is drawn and its results are applied immediately. This chit is then returned to the cup so that it may be used again.



WEAPONS

The crew of the *Znutar* are all capable of hand-to-hand combat with the Awful Green Things, using their attack dice. However, they will soon find themselves in trouble if this is the only way they try to deal with the monsters. To survive, they must use weapons.

There are two major types of weapons (hand-held and thrown) and two types of weapon effects (individual and area effect).

Hand-held weapons are the Welding Torch, Stun Pistol, Communications Beamer, Hypodermic, Pool Stick, and Fire Extinguisher.

Thrown weapons include the Can of Rocket Fuel, Gas Grenade, Cannister of Zgwortz, and Bottle of Acid.

The Knife may be used hand-held or thrown, and an active Electric Fence always fills a given area.

Individual weapons affect only one monster – the one under attack. Area effect weapons affect all monsters in the area (or, for some weapons, areas) under attack. If a die roll is required, though, roll separately for each creature affected.

LINE OF SIGHT

The hatches of the *Znutar* are automatic, and open and close easily. Thus it is possible for a crewman to stand at a hatch, open it momentarily, and fire or throw a weapon through it into the next area. A crewman's line of sight extends through any hatch he is adjacent to, until it is blocked by a wall or another hatch. Line of sight extends down straight corridors, but not around corners.

Line of sight is never blocked by intervening creatures. A crewman with a stun pistol could open a hatch at one end of a passageway, fire through a group of monsters and crew, and hit a target at the far end of the passageway.

ATTACK RESTRICTION

A crewman who moves into an area containing an Adult or Baby monster must stop. If he attacks on that turn, he may only attack the monsters in that area. He may not attack monsters in other areas, even if he has a ranged weapon.

A crewman who *starts* in an area with an Adult or Baby monster may stay there and use a ranged weapon against a monster in another area.

RUNNING OUT OF MONSTER COUNTERS

You are limited to the number of counters in the game. If you run completely out of any type of monster counter, it probably means the Green Things have the upper hand!

- If there are no Adult counters left, Babies cannot grow for any reason, so ignore "Grow" results.
- If there are no Baby counters left, Fragments and Eggs cannot grow for any reason, and Adults hit with a "Shrink" result are removed from play.
- If there are no Fragment counters left, monsters hit with a "Fragment" result are removed from play. (If there are some Fragment counters left, but not enough to equal the result rolled on the die, just place the ones you have.)
- If there are no Egg counters left, Adults cannot lay eggs, and Babies and Fragments hit with a "Shrink" result are removed from play.

THE WEAPONS

BOTTLE OF ACID

Number Available: 3

Where Found: Science Lab

A Bottle of Acid affects only one monster per turn and must be thrown at the monster under attack. It may be used in the same area as the crewman carrying it, or tossed into an adjacent area.

When a Bottle of Acid is used, return the counter to the Science Lab.

CANNISTER OF ZGWORTZ

Number Available: 3

Where Found: Mess Deck, Galley

A Cannister of Zgwortz affects only one monster per turn and must be thrown at the monster under attack. It may be used in the same area as the crewman carrying it, or tossed into an adjacent area.

When a Cannister of Zgwortz is used, return the counter to either the Mess Deck or the Galley (Crew Player's choice).

COMMUNICATIONS BEAMER

Number Available: 2

Where Found: Both Sensors

A Communications Beamer affects all monsters in the area into which it is aimed. It may be aimed into any area that can be seen (see *Line of Sight*, above) by its operator. It affects only one area of the ship per turn.

See p. 10 for a variant Comm Beamer rule that can be used to help the crew.



ELECTRIC FENCE

Number Available: 2

Where Found: Main Cargo Hold

An Electric Fence affects all monsters who move into or remain in the area containing the Fence. Monsters must stop when entering an area with an active Fence. Unlike other weapons, the Fence takes effect on the Monster Player's turn. Resolve its effect after monster movement is complete, but before any attacks are resolved. Any surviving monsters may leave the area on their next turn.

Crew are not harmed by an active Fence, but must also stop movement when entering its area. They may leave at their full movement rate on the next turn.

Setting Up the Fence: To activate the Fence, the crewman carrying it must spend a whole turn in one area, without moving or attacking. To dismantle a Fence (it happens), a crewman must begin the turn in the same area as the Fence to be dismantled. He may grab it and move with it normally on that turn.

If the effect of the Fence is undesirable, the Crew Player may turn it off by remote control during the Grab Weapons phase.



FIRE EXTINGUISHER

Number Available: 2

Where Found: Machine Shops

A Fire Extinguisher affects all monsters in the area into which it is fired. It may be used in the same area as the crewman who is carrying it, or in an adjacent area.



GAS GRENADE

Number Available: 3

Where Found: Damage Control

The gas from a Grenade affects all creatures in all areas covered by the cloud. The cloud is only stopped by hatches. If a Gas Grenade is thrown into a room or passageway, all creatures (including crew) in that area are affected. Gas does *5 Dice to Stun* to the crew. A Grenade may be tossed through a hatch into an adjacent area, or set off in the same area as the crewman that was carrying it. The cloud immediately disappears after attacks are finished for that turn. If two or more Gas Grenades are used in the same area, the effect is not multiplied.

When a Gas Grenade is used, return the counter to Damage Control.



HYPODERMIC

Number Available: 2

Where Found: Sick Bay

A Hypodermic affects only one monster per turn and may only be used when in the same area as the monster under attack.



KNIFE

Number Available: 3

Where Found: Galley

A Knife affects only one monster per turn. If wielded by hand, it may only be used in the same area as the crewman carrying it. The Knife may be thrown into any area that can be seen (see *Line of Sight*) by the crewman.

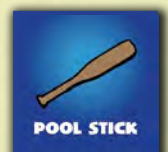


POOL STICK

Number Available: 2

Where Found: Pool Room

A Pool Stick affects only one monster per turn and may only be used when in the same area as the monster under attack.



ROCKET FUEL

Number Available: 3

Where Found: Either Fuel Pod

An exploding can of Rocket Fuel affects all creatures in all areas covered by the blast. The blast is only stopped by hatches. Thus, a can of Rocket Fuel that goes off in the passageway affects all creatures (including crew) in that passageway. Rocket Fuel does *5 Dice to Kill* against crew. It is best tossed through a hatch into an adjacent area, but it may be ignited in the same area as a crewman. Only the Robot can be certain of living through this!

When a can of Rocket Fuel is used, return the counter to a Fuel Pod.



STUN PISTOL

Number Available: 2

Where Found: Bridges

A Stun Pistol affects only one monster per turn, but may be fired into any area that can be seen (see *Line of Sight*) by the crewman carrying it.



WELDING TORCH

Number Available: 2

Where Found: Machine Shops

The Welding Torch affects only one monster per turn and may only be used when in the same area as the monster under attack.



WEAPON EFFECT CHITS

Since the Awful Green Things come from Outer Space, the crew of the *Znutar* does not know exactly what its weapons will do to them. When a weapon is used for the first time against the monsters, a Weapon Effect Chit is immediately drawn for that weapon and placed next to the illustration on the Weapons Display. This shows the effect of that weapon for the rest of the game.

Since attacks are resolved one at a time, on an area by area basis, it is possible for the Crew Player to discover the effect of a weapon in one area and avoid using the same weapon in another area, if it fails to produce the desired result. It is advisable to test untried weapons on only one monster at a time, or the crew may be overwhelmed by Fragments.

5 DICE (or 4 or 3 dice) TO KILL

The indicated number of dice are rolled, separately, against each monster under attack. If the total is equal to or greater than the constitution of the monster attacked, it is dead (removed from play).

5 DICE TO STUN

Five dice are rolled, separately, against each monster under attack. If the total equals or exceeds the monster's constitution, it is stunned (turn the counter upside-down relative to the board). It may not grow, move, or attack on its next turn. A stunned monster wakes up (is turned back) at the end of its *next* turn. Stunned monsters are still subject to other forms of attack.

NO EFFECT

Nothing happens when this weapon is used. The weapon is useless. Counters for this weapon should be removed from the board.

GROW

The monster or monsters under attack all grow one level, in the same manner as during the Grow phase of the Monster Player's turn. However, this does not cause Adult monsters to lay Eggs!

SHRINK

The monster, or monsters, under attack are all forced down one level. Adults are reduced to Babies, Babies and Fragments are reduced to Eggs, and Eggs are vaporized!

1 DIE FRAGMENTS

The monster, or monsters, under attack are blown to bits and removed from play. A die is rolled for each monster removed. Place that many Fragments on the board where the monster was. More than one *1 Die Fragments* effect against a single monster or monsters in a given turn results in only one die roll per monster. *1 Die Fragments* is not cumulative, as are *Dice to Kill*. On a subsequent turn, however, a Fragment (or Fragments) could be blown into further Fragments.

If the die roll is greater than the number of Fragment counters available, just place all the Fragments you have left. If the Green Things player is completely out of unused Fragment counters (22 are provided) then monsters are still removed but no more Fragments appear.

USING SEVERAL WEAPONS AT ONCE

Sometimes many weapons, both tried and untried, become involved in a large battle. When this happens, all rules still apply. All attacks must be declared before any dice are rolled for the first attack. The various weapon effects are applied to the monsters in the following order:

1. *Grow*
2. *Shrink*
3. *Dice to Kill* (this includes hand-to-hand attacks)
4. *1 Die Fragments* (affecting only living monsters)
5. *5 Dice to Stun*

If several weapons are used on a given monster or group of monsters and the Crew Player already knows what the weapons will do to the Green Things, all similar results are added together. All *Dice to Kill* and all *Dice to Stun* are totaled.

Example: Two Adults and five Fragments are in the Mess Deck as the results of a *1 Die Fragments* on the turn before. The crew has jumped in with a Gas Grenade (known to do *3 Dice to Kill*) and two Cannisters of Zgwortz (known to do *5 Dice to Stun*), while the Marine Sergeant has entered bare-handed for a fist fight. The Gas Grenade will do a basic *3 Dice to Kill* against all the monsters in the Mess Deck. The Marine Sergeant attacks one Adult and the two Cannisters of Zgwortz are thrown at the other.

Six *Dice to Kill*, from the gas and the Sergeant, are rolled against the first monster, and it is killed. *3 Dice to Kill* from the gas are rolled against the second Adult, but it survives the attack. The Fragments are killed by successful die rolls caused by the gas. Next, 10 *Dice to Stun* from the two Cannisters of Zgwortz are rolled against the surviving Adult and it is stunned for a turn. Finally, *5 Dice to Stun* are rolled against each crewman because of the Gas Grenade.

USING SEVERAL UNTRIED WEAPONS AT ONCE

If two or more untried weapons are used on a single monster (or group of monsters) in the same turn, a Weapon Effect Chit is drawn from the cup. This is the effect of *each* of those weapons for *this attack only*. After the attack, the chit is returned to the cup. The crew has not discovered the effect of any weapon used in that attack.

Example: Two Adults and a Baby are hiding in the Science Lab. Captain Yid and Sparks open the hatch and fire both a Fire Extinguisher and a Stun Pistol into the area. The pistol is aimed at one of the Adults. Neither weapon has been used before, so only one chit will be drawn for both weapons. The chit drawn is *Shrink*. The Baby is reduced to an Egg, as is the Adult that was fired on by both the Stun Pistol and the Fire Extinguisher. The other Adult is reduced to a Baby.



The chit is returned to the cup. If another Fire Extinguisher or Stun Pistol is used in a different area on this turn, a new chit would be drawn for its effect. If the Fire Extinguisher and Stun Pistol are ever used together again, a new chit is still drawn!

Special case: Rarely, a circular situation appears with new weapon effects. If a new weapon is tried in a multiple-weapon attack, and the chit drawn has a priority lower than *Shrink*, it is possible that all the monsters will be dead or gone by the time its result is applied. This would mean that the crew never actually uses it and learns its effect!

If this happens, return the new weapon's effect chit to the cup; if the weapon was thrown, return it to its user. The weapon has not yet been tried.

HOW TO WIN

The winner of the game may be determined by one of two methods. In the first, the game lasts until one side decides that things are hopeless and gives up.

The other system uses victory points, which are awarded as follows:

If the Awful Green Things take over the *Znutar*, the Monster Player scores 111 points. If the ship immediately blows up because of a successful self-destruct (see next page), the Monster player scores only 55 1/2 points.

If the crew escapes in the ship's boats (see *Crew Escape*), the Crew Player scores victory points for each constitution point of crew that makes it home (excluding the Robot and the Mascot).

If the crew destroys all the Green Things, the monsters score 0 and the Crew Player scores victory points equal to the constitution value of the surviving crew, not counting the Robot and the Mascot.

The player with the high score wins.

CREW ESCAPE

When none of the weapons work and the Robot and most of the crew are dead, it may become apparent that the remaining crew doesn't stand a chance of stopping the Awful Green Things. At a time like this, any crew who can make it to the ship's boats may leave the *Znutar* and attempt to get back home on their own. The Scout will carry up to two crew, the Saucer four, and the Cockboat will carry any number.

To leave, the crew simply moves into the appropriate boat bay and say they are escaping in that boat. Any monsters in the boat bay may be ignored. All the boats do not need to leave on the same turn. Once the crew leaves, they concede 111 victory points to the monsters (55 1/2 on a self-destruct). They are gambling that some of them will make it home with the sad news about the *Znutar*. Every boat that escapes must be guided through the Epilogue (below).

ZNUTAR SELF-DESTRUCT

Before the crew abandons ship, they may try to set the engines to overload to blow up the *Znutar*. To do this, either the Captain, First Officer, Engineering Officer, or a Pilot must be at one of the bridges for one crew turn, and must not attack on that turn. The Crew Player must then announce that he is initiating self-destruct.

At the end of the third crew turn following, the *Znutar* explodes. All Green Things are killed, along with any crewmen who have not escaped in the boats. Thus, the crew has three full turns to get away from the turn in which the self-destruct is initiated. Once initiated, self-destruct cannot be canceled.

Self-destruct scores 55 1/2 points for the Awful Green Things; any escaped crewmen will count normally if they make it through the . . .

EPILOGUE

Getting home will be an adventure in itself for the crewmen who escape on the boats. Take each boat through the following sequence of events, each of which includes a decision or a die roll, as the crew attempts to get back to Snudl-1. If an event calls for the death of a crewman, select one at random from those in the boat in question. All boats start with #1.

1. Choose a course: straight to Snudl-1 (go to #7) or for the last planet visited (go to #3).

2. The boat travels through space for one year. Roll one die. On a 1, 2, or 3, go to #7; on a 4, 5, or 6, go to #8.

3. The boat lands on a previously explored world. Roll one die. On a 1, 2, 3, or 4, go to #4; on a 5 or 6, go to #6.

4. The crew encounter hostile natives. They may run away (go to #8) or stay and fight (go to #5).

5. The battle is joined. Roll one die for the number of hostile natives. The crew rolls the total of its attack dice and the natives

roll one attack die each. If the crew rolls higher, go to #6. If the natives tie or roll higher, one crewman dies and the survivors must return to #4.

6. The crew is able to replenish its food and fuel supply. Roll one die. If a 1, 2, 3, or 4 is rolled, go to #2. If a 5 or 6 is rolled, go to #12.

7. The boat travels through space for two years. Roll one die. On a 1, 2, or 3, go to #13; on a 4, 5, or 6, go to #14.

8. The boat is lost in outer space. Roll one die. On a 1, 2, or 3, go to #9; on a 4, 5, or 6, go to #10.

9. The boat nears a black hole. Roll one die. If a 1, 2,

or 3 is rolled, go to #2; on a 4, 5, or 6, go to #11.

10. The boat passes through a cosmic cloud. Roll one die. On a 1, 2, or 3, go to #8; otherwise, go to #15.

11. The boat disappears. All the crew aboard are lost.

12. The survivors reach Snudl 1 safely!

13. The boat lands on a strange planetoid. Roll one die. On a 1, 2, or 3, go to #6; on a 4, 5 or 6, go to #15.

14. The boat travels through space for four years. Provisions and fuel are running low and the crew will starve to death in two more years unless resupplied or Snudl-1 is reached. The crew may set course for Snudl-1 (go to #2) or a previously explored world (go to #3).

15. A strange disease infects the crew. Roll 4 *Dice to Kill* against each crewman present. If any survive, roll one die. On a 1, 2, or 3, go to #6; on a 4, 5, or 6, go to #7.

CREW SURVIVAL (A VERY SHORT GAME)

Those with only a minute or so in which to play may try the following short scenario. Sort out the crew members and turn them all face down. Roll one die and draw that many crew. If you roll a 1, roll again and take that many more from the pile. If you have four or fewer crew, they all escape in one boat. If you have five or more crew, they may escape in two different boats.

Now run your boat(s) through the Epilogue. You win if you successfully return any crew to Snudl-1.



GAME BALANCE

Here are some suggestions for changing game balance – either to make things easier for a new player, or to even things out if one side seems to win too often.

To Help the Crew

The “Outside the *Znutar*” rules (see below) give the crew a bit of an advantage.

If you don’t want to go outside, try this variant rule:

Comm Beamer. The Comm Beamer has two settings: High Frequency and Low Frequency. If the crew player doesn’t like the first result he gets with the Comm Beamer, he can change the frequency setting and try again on a later turn. Draw a new chit for the other result. Thereafter, the crew player can pick which of the two results he wants, any time a Comm Beamer is fired. (This rule helps the crew a lot, because the Comm Beamer is the very best weapon . . . if it works at all.)

To Help the Green Things

The easiest way to help the Green Things is to add one extra Adult to whatever they roll in setup.

OUTSIDE THE ZNUTAR

These optional rules allow crewmen and Green Things to leave the *Znutar* and fight on the ship’s skin, and even in space. This allows more silliness after you’ve played the basic game. An earlier version of these rules appeared in *Dragon* magazine.

Note: These rules help both sides, but they help the crew more than they do the Green Things. You may want to allow the monsters an extra Adult in the setup, if they have trouble winning otherwise.

ENTERING AND LEAVING THE SHIP

Crew and monsters may exit and enter the ship in the following places:

- The Main Cargo Hold;
- The three Boat Bays;
- The two Sensors;
- The launch tubes in Probe Control;
- The engine tubes in the Engine Room.

Any number of crew and monsters may pass through these portals in a turn. Entering or leaving the ship takes the whole turn. The crewman or monster must start adjacent to the airlock; passing through the airlock is the only movement allowed that turn.

The Green Things don’t need to breathe; they can stay in space for a long time, and, in the time-scale of the game, can grow and reproduce normally.

Crewmen do need to breathe. They solve this problem by putting on the small Universal StickyFoot Suits that are stored in each exit area. This is the reason it takes a whole turn for a crewman to enter or leave the ship. (Note that these suits do not protect crew inside the ship from Gas Grenades.) No counter is required for the suits, because they have no effect other than protecting the crewman from space.

Airlock Control

The *Znutar* is equipped with the newest and best in automatic airlocks. Unfortunately, they are so very automatic that they work for the Green Things, too! Thus, monsters can enter and exit the ship, just like crewmen.

There are two ways that the crew can keep monsters from using the airlocks:

First, if there is a crewman inside the ship, next to the airlock, he can manually override the lock control, and nothing outside can enter. He can only do this if he is not fighting that turn. So, if there are enough Green Things in an area to attack all the crewmen there, more Green Things can enter from outside on that same turn.

Second, if either the Captain or First Officer is on the bridge or auxiliary bridge, he can open or close any one lock at the beginning of any monster turn.

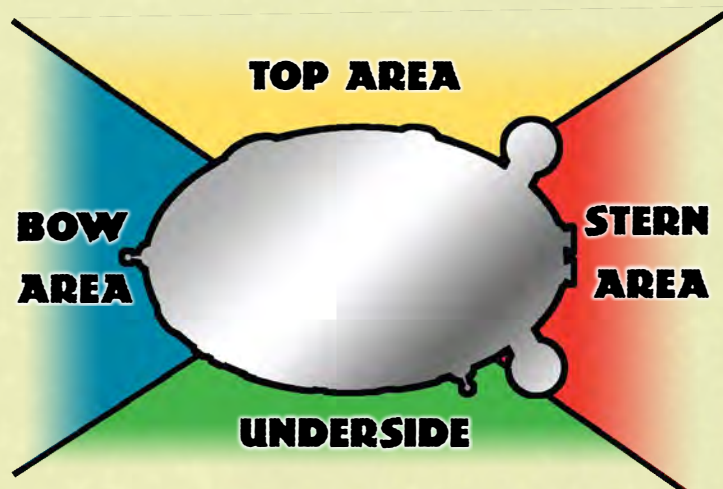
However, any lock that is closed during the monster turn must stay closed during the following crew turn, and cannot be re-opened until the beginning of another monster turn!

The Green Things can *not* use the airlock controls to keep crewmen from entering or leaving the ship.

Movement Outside the *Znutar*

There are two distinct ways to move while outside the ship: either floating in space, or walking along the skin of the ship.

Jet suits, cargo movers, and the ship’s boats can float in space. Green Things cannot attack them while they are in space. There are four space “areas,” as shown below. A unit may move from any area to an adjacent one on the movement phase of its turn. A unit in space can attack any Green Thing on the skin adjacent to that area. Green Things on the skin cannot attack units in space.



Green Things and pressure-suited crew members move by walking along the skin. Each portion of the skin outside a room of the *Znutar* is a separate “skin area.” (Exception: Each of the Fuel Pods has two Skin Areas – one on either side of the space-area dividing line.) Movement on the skin is handled just like movement in the ship.

NEW UNITS

CARGO MOVERS

Number Available: 2

Where Found: Main Cargo Hold

These heavy-duty devices assist the crew in cargo handling. Any crew member or the Robot (but not the Mascot) may enter or leave a cargo mover during the Grab Weapons phase of a turn. There is room for only one “person” inside. Put the pilot’s counter underneath the Cargo Mover counter.

The cargo mover has grav pods which let it move from one area to one adjacent area per turn. It is too large to enter any areas of the ship except the cargo hold and the boat bays, and these must be entered from outside the *Znutar*. While outside the ship, a cargo mover is considered to be in space, out of reach of any Green Things walking on the skin of the *Znutar*. The large claws of the cargo mover are too clumsy to handle any weapon other than a can of Rocket Fuel (if someone gets one to where the cargo mover can reach it). The claws can reach through a hatch to grab something on the other side, but not to attack. If the claws grab a Green Thing through a hatch or inside the ship, they do 3 dice hand-to-hand damage. If the cargo mover is in space, the claws can grab one Green Thing (any size) per turn and throw it off into space, where it will eventually die.



A cargo mover may be attacked by Green Things only if it is inside, in the cargo hold or a boat bay. If a cargo mover is destroyed, any hits over 40 are applied to its occupant. Cargo movers may be attacked while empty.

JET SUITS

Number Available: 8

Setup 2 each in Boat Bays and Cargo.

These handy suits let crew members perform sustained spacewalks without being tethered.

Any crew member or the Robot (but not the Mascot) may enter or leave a jet suit during the Grab Weapons phase of a turn. Put the occupant's counter underneath the Jet Suit counter.

If a crew member is carrying a weapon when he dons a Jet Suit, he must drop it. It will take another Grab Weapons phase to pick it up again with the suit's claws. The manipulative arms of a jet suit allow its occupant to carry and use any weapon.

Six small thrusters let the suit move from one area to any adjacent area, inside or outside the ship, once per turn. When out in space, a jet suit is considered to be beyond the reach of any Green Things. Thus, outside the ship, a jet suit can attack Green Things without any danger of a counterattack. Inside or outside the ship, a Jet Suit has a 1-die hand-to-hand attack with its manipulative arms. This *replaces* the occupant's normal hand-to-hand attack.

Inside the ship, jet suits can be attacked. If a jet suit is destroyed, any hits over 20 are applied to its occupant. Jet suits may be attacked while empty.

A Jet Suit cannot fit inside a Cargo Mover.

Inside the ship, the occupant of a Jet Suit may ignore Gas Grenade attacks.



OOK SOOT

Number Available: 1

Setup: Damage Control Central

Engineer Officer Smodum made this special soot for the Mascot after it came aboard, since it couldn't use the crew's suits. The Ook can put it on or take it off during any Grab Weapons phase. Switch counters to show whether the Ook is wearing the soot or not; use the soot counter, upside-down, to show the empty ook soot. The monsters may not attack the soot while it is empty.

When the Ook is in its soot, gas grenades don't affect it. Its constitution value is doubled, but its movement is slowed to 3.



SHIP'S BOATS

Separate counters are provided for each of the ship's boats. These can leave the ship and enter the space areas around the *Znutar*. Use the counters only if the crew enter a boat to leave the ship. The boats can only move from the boat bay to space, or from one space area to an adjacent one, each turn. Each boat may only re-enter its own bay.

Any crew member can operate any boat. The Robot and Mascot cannot operate a boat. Neither can the Green Things.

The Scout has life support for two crew, the Saucer four, and the Cockboat can carry any number (they sit very close together). The Robot and Mascot do not count against the capacity of the Scout or Saucer. Neither do Green Things, if they get in.

Neither Jet Suits nor Cargo Movers will fit in the boats.

Neither weapons nor Green Things can harm the boats or anyone inside them.

Attacks From the Boats

Crew in the Scout and Saucer can open the boat's lid (if they're wearing their pressure suits) and use weapons on Green Things on the ship's surface adjacent to that space area. Crew in the Cockboat can't attack monsters except with rocket blast (see below).

Any crewman on the skin of a boat can use weapons as though he were wearing a Jet Suit.

Rocket Blast: This rule only applies to the Scout and the Cockboat (the Saucer has grav drive). Usually, while maneuvering close to the ship, the boats use tiny thrusters. However, they can use the full force of their rocket blasts as a weapon, with the same effect as one can of Fuel; the blast from the Cockboat counts as two cans. The blast affects all creatures on the ship's skin in that space area, or all creatures in the hold or bay in question, or all creatures on the skin of the other boat (if one boat used its rocket blast on the other).

There is a catch: The boat which uses its rocket blast will zoom off the board, and may not return until the third turn after the blast. It returns on the crew movement phase, and may appear in any space area.

Outside the Boats

Both Green Things and crew (in their sticky-foot pressure suits) may be on the outside of a boat. Green Things may only get on the outside of a boat while it is in a boat bay, and can't leave until the boat returns. When a boat leaves the boat bay, any Adult or Baby Green Thing that was in the boat bay can choose whether to be on the boat, leaving with it, or to stay in the boat bay. Eggs and Fragments automatically stay in the boat bay.

Likewise, crewmen in the boat bay can choose to ride out of the bay on the outside of a boat.

Crewmen on the skin of a boat may enter the boat on their movement phase, if there's room. Likewise, crewmen inside a boat may go to the skin of the boat. Opening the hatch of any boat will be fatal to any crewman inside who didn't stop to put on his pressure suit!

Abandon Ship! If there are Green Things on the outside of a boat when the crew abandons ship, the crew has to kill those Green Things before they can enter the Epilogue!

Jumping: Crewmen can jump from the exterior of the ship to the exterior of a boat, or vice versa, or from one boat to another, regardless of which space area the boats are in. This takes their whole movement phase. Roll a die for each crewman that jumps. If he's jumping to a boat, he misses on a 1, 2, or 3. If he's jumping to the ship, he only misses on a 1. (The Robot never misses.) If a crewman misses, he's lost forever unless one of the boats leaves the board to pick him up. The boat, and everyone in it, misses that turn and returns on the next turn with the crewman clinging to its skin. Each boat can rescue only one person per turn.

Combat Inside the Boats

The only way for Green Things to get inside a boat (unless the crew does something stupid like holding a door open or carrying an egg inside, which they won't do in the game) is for a Green Thing to be on the outside of a ship's boat in space, and for no crew to be left inside the boat. Obviously, for the last crewman to leave the boat, the door had to be open, so the Green Thing could then get in. This will never happen if the crew is careful.

If it does happen, then the crew might try to retake the boat. Consider the inside of the boat to be one area, and conduct combat normally.



RULES CHANGES

Setup

Green Things can set up outside the ship, provided they follow the usual guidelines for initial setup. Since the crew can't come outside immediately, this may be a good move.

Weapons

Fire Extinguishers and Gas Grenades will not work outside the ship. All other weapons work normally. Rocket Fuel which explodes outside the ship affects all creatures in the same space area, except for those inside the ship's boats.

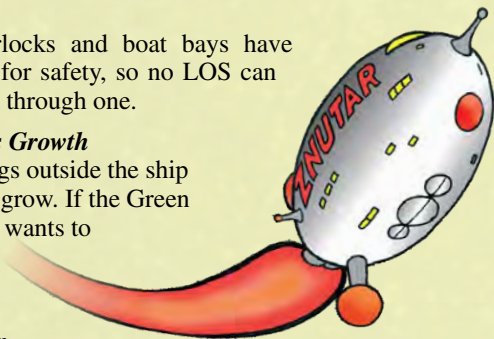
Any unit in a space area has a line of sight (LOS) to any unit in that space area, or on a skin area of the same space area. It also has LOS to units in adjacent space areas, but not to the skin areas of adjacent space areas. This will only come into play if Green Things get into a space area by clinging to the outside of a ship's boat.

Any creature on a skin area has a LOS to any other skin area in the same space area, or to any creature in an adjacent skin area (even if it's in a different space area).

Outside airlocks and boat bays have double doors for safety, so no LOS can ever be traced through one.

Green Things Growth

Green Things outside the ship never have to grow. If the Green Things player wants to grow the ones inside, but not the ones outside, he can.



Victory Conditions

The game is not over until one side controls the whole ship. If the crew controls the interior and the Green Things control the exterior, the crew must open the airlocks, either to flee in the ship's boats or to fight. To go home in a ship (or a boat) with Green Things clinging outside would be a bad idea.

DESIGNER'S NOTES

I wish to make it perfectly clear that I have not been to see the movie *Alien*. I did, however, enjoy the movie *Green Slime*. If you manage to catch it on the late show some night, it is sure to put you in the mood for a game of *Awful Green Things*. Other inspiration came from the many space operas that I've read involving a struggle with aliens for control of a spaceship. There are quite a few of these, you know.

Strategy Tips for the Crew: Grab as many weapons as you can get, even if you don't use them right away. You may need them later. Carefully test each weapon on one monster at a time whenever possible. Nothing is more discouraging than a passageway full of 22 Fragments. The crew with 2 and 3 attack dice are best employed in hand-to-hand combat, leaving the weapons to the weaker crew.

Strategy Tips for the Monsters: On the first turn, attack as many of the crew as possible. You can replace your losses; the crew can't. Once the crew has found a good area effect weapon, disperse as many monsters as you can spare to quiet areas of the ship to lay lots of Eggs. Unless the Robot is giving you a great deal of trouble, it is best to leave it alone. Its slow movement generally allows you to run away, and it takes at least five Adults for a good chance to kill it.

Playing "Outside the Znutar": Make sure you have plenty of Zgwortz on hand when you try these rules.

– Tom Wham

ABOUT STEVE JACKSON GAMES

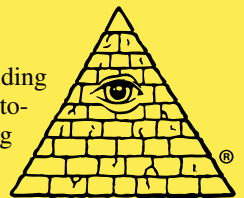
Steve Jackson Games is committed to full support of all our games. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss *Awful Green Things from Outer Space* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. *The Awful Green Things from Outer Space* web page has sample art, optional rules, and downloadable rulesheets at www.awfulgreenthings.com.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all our releases, including this game, are available on our website – see above.

Gamer and Store Finder. Meet other gamers, and find new stores, with our Gamer and Store Finder: www.sjgames.com/gamerfinder.

Interact. We're on Twitter (@sjgames) and Facebook (www.facebook.com/sjgames). Check out our videos on YouTube (www.youtube.com/user/SteveJacksonGames) and our pictures on Flickr (www.flickr.com/photos/sjgames/).



GAME DESIGN BY TOM WHAM REVISED AND EDITED BY STEVE JACKSON

Cover and map art by J. David George • Cover design by Ben Williams

Counter art by J. David George and Carl Anderson

Illustrated by Tom Wham, Beverly Hale, and Carl Anderson

Chief Operating Officer: Philip Reed • Production Artist: Ben Williams • Prepress Checker: Monica Stephens

Print Buyer: Philip Reed • Marketing Director: Paul Chapman • Director of Sales: Ross Jepson

Development, playtesting, and other venerable aid by David Cook, Rob Kuntz, Gary Gygax, Ernie Gygax, Jim Ward, Ollie, Will Niebling, Luke Gygax,

Lawrence Schick, Jeff R. Leason, Ralph T. Williams, Tim Kask, Gary Jaquet, Mike Carr, David Ladyman, Beverly Hale, C. Mara Lee, and Zelda.

Also Norman Banduch, Kelly and Rif Christiansen, Joyleen Garrity, Steffan O'Sullivan, and Daniel U. Thibault.

The Awful Green Things from Outer Space, the likeness of the Green Thing, the all-seeing pyramid, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

The Awful Green Things from Outer Space is copyright © 1980, 1988, 1990, 2000, 2003, 2011 by Tom Wham. All rights reserved.

www.awfulgreenthings.com