

GAMEWICK GAMES

PRESENTS

SANTA CLAUS VS. THE SPACE INVADERS

BONUS CHARACTER & ITEM CARDS
FOR SHUFFLING HORROR PLAY.

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Release Date: 12/28/17. Playtest Version 1.0

Instructions For Play

These new character and item cards are for use with your ROSWELL 51 movie deck. These are substitution cards for game play, not additional cards to add to your game's movie deck.

Survivor Cards: Before the game begins, the Director selects four original ROSWELL 51 character cards to keep in play (eight will be out-of-play). These four cards are shuffled in with the eight new character cards. These twelve cards are then placed on the Survivor Draw Pile as per the normal start of a game.

Item Cards: The Director similarly selects two ROSWELL 51 item cards to keep in play (six will be out-of-play). With the six new item cards in this set, the standard eight item count is restored. These item cards are now thoroughly shuffled into your movie deck as normal.

In this way, the game begins with the standard count of Survivor cards (12) and Item cards (8). All normal rules of play are followed.

QUESTIONS? CONTACT US VIA OUR WEBSITE AND
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A SHUFFLING HO-HO-HORROR SPOOF-TACULAR!

THAT'S NOT SANTA FLYING OVERHEAD!

SANTA CLAUS VS. THE SPACE INVADERS

**A FESTIVE BATCH OF CHARACTER & ITEM
CARDS FOR ROSWELL 51 PLAY!**

A black and white illustration featuring a space invader on the left, holding a trident-like weapon. On the right are two reindeer with large antlers, wearing collars. The background shows a landscape with a small building and a UFO in the sky. The entire scene is framed by a film strip border at the bottom.

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A Note on Survivors - Special Powers & Capture -

As you will see, each new character has a special power (similar to The Robot in *ROSWELL 51*). These powers follow normal game rules, with one exception: "CAN ONLY BE CAPTURED". Three characters have this power: The Santa, The Mrs., and The Kids. If these characters fail their Flail roll (or suffer a headshot), they are not eliminated as normal; instead, they are captured by the aliens. The character is placed on the bottom of the attacking throng and is now their prisoner.

A captured character is only freed when that throng is destroyed. It is then shuffled back into the Survivor Draw Pile (where it may be drawn again on any player's normal turn). Such a card will temporarily block the Turning Point and Last One Standing end game cards.

It is possible for the game to end with one or more characters captured by the aliens, with no one left to rescue them. Players will have to wait until the sequel to find out what happens next!

SEE THE ALIEN WARLORD'S PLAN TO RUIN CHRISTMAS!

THE COAL SHOVEL



MUSCLE	SPEED	BRAINS	GUTS

+ 3 DAMAGE BONUS

THE BB GUN + AMMO



MUSCLE	SPEED	BRAINS	GUTS

SHAD DAMAGE

THE ROLLING PIN



MUSCLE	SPEED	BRAINS	GUTS

+ 1 DAMAGE BONUS

THE SLING SHOT+COAL



MUSCLE	SPEED	BRAINS	GUTS

+ 2 DAMAGE BONUS

THE NUNCHUKS



MUSCLE	SPEED	BRAINS	GUTS

+ 2 DAMAGE BONUS

THE CANDY CANE



TAKE REEL# POWER POINTS








MUSCLE	SPEED	BRAINS	GUTS

+ 2 DAMAGE BONUS



These print/play cards will stand out from the regular Roswell 51 card deck. For play, all cards must be placed into card sleeves (available at most game/hobby shops). This disguises the new cards within the original Roswell 51 movie deck.

WATCH SANTA AND HIS MERRY FRIENDS STAND IN THE WAY!

THE JERKY ELF +1 SPEED VS. FLAIL  IT'S GOING TO BE MERRY FISTICUFFS FOR YOU! 	THE WOODEN SOLDIER +1 DAMAGE BONUS  GO AHEAD... PUSH MY BUTTONS. 	THE MRS. CAN ONLY BE CAPTURED  THEY PICKED THE WRONG NIGHT TO MESS WITH THE CLAUS... 	THE SANTA CAN ONLY BE CAPTURED  I'M NOT FEELING SO JOLLY RIGHT NOW. 
MUSCLE SPEED BRAINS GUTS 7 6 6 7	MUSCLE SPEED BRAINS GUTS 7 5 5 8	MUSCLE SPEED BRAINS GUTS 6 6 8 7	MUSCLE SPEED BRAINS GUTS 8 7 7 8
THE KIDS CAN ONLY BE CAPTURED  YOU'RE ALL GOING ON THE NAUGHTY LIST! 	THE REINDEER 2 MUSCLE ATTACKS (ANTLERS)  MESS WITH THE SANTA. GET THESE ANTLERS! 	THE GINGERBREAD BOY -2 OFF DAMAGE TAKEN  YOU WANT A PIECE OF ME? 	THE PERKY ELF +1 SPEED VS. FLAIL  I'M HERE TO MAKE TOYS AND KICK BUTT. THE TOYS ARE DONE... 
MUSCLE SPEED BRAINS GUTS 4 6 6 4	MUSCLE SPEED BRAINS GUTS 7 7 5 6	MUSCLE SPEED BRAINS GUTS 4 8 5 7	MUSCLE SPEED BRAINS GUTS 6 7 7 6

HO-HO-HOLIDAY THRILLS & CHILLS AWAIT!!!