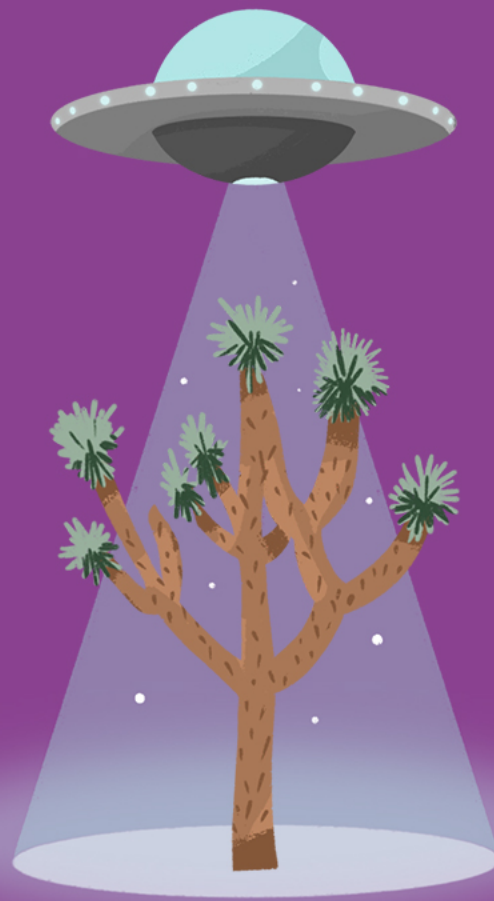


INVASION

— JOSHUA TREE —



INSTRUCTIONS!

Created by Blake Hodges-Koch
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InvasionJoshuaTree.com

*Compete with your friends
for the best Joshua Tree adventure...
before the ALIEN INVASION!*

How to Play

- The goal is to win *Adventure Points*!
- Do this by earning *ADVENTURE CARDS*
- Get *ADVENTURE CARDS* by spending the required *SUPPLY CARDS* on your turn
- *BONUS CARDS* help you out!
- *BOGUS CARDS* mess with your friends' trips!
- Heck yeah.

How to Win

Whoever has the most Adventure Points at the end of the game wins! Adventure Points are indicated on the *ADVENTURE CARDS* you earn. You can also earn Adventure Points by playing the most amount of *JOSHUA TREES*.

Ties go to who has the most adventures.

VICTORY IS YOURS.

Setup

- Lay all **ADVENTURE CARDS** face-up in the middle of the table. If you want, organize them in rows from most to least valuable. *It's cooler that way.*
- Shuffle the **PLAY CARDS**
- Deal 4 to each player
- Set the remaining **PLAY CARDS** in a stack face down. You will draw from these.

Discard played cards face up in a pile next to them. If you run out of draw cards, shuffle the discard pile and place face down. *You know the drill.*



ADVENTURE CARD



PLAY CARD

Turns

- Draw a card from the draw deck!
- Play a card OR purchase an **ADVENTURE** using cards in your hand!
Do one. Or pass.

Some **BONUS CARDS** let you make multiple plays. Otherwise you get one play.



BONUS CARDS help you!
(play on your own turn)

BOGUS CARDS let you mess with your friends!
(Play **ON YOUR OPPONENT'S TURN!**)

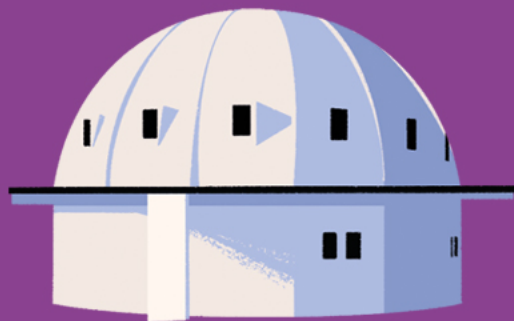
BOGUS CARDS INTERRUPT AND END THEIR TURN
(either right when they start or immediately after they've played,
depending on the card's instructions)

Any player may Bogus any other player's turn.

Be sure to yell "BOGUS!" in an obnoxious way as you do so.

Earning an Adventure

You can earn an **ADVENTURE CARD** on your turn if you have the appropriate **SUPPLIES**! Play the **SUPPLIES** all at once to take the **ADVENTURE CARD**, displaying it in front of you face up. Spent **SUPPLY CARDS** go to the discard pile. That **ADVENTURE** is now yours! Sweet.



Joshua Trees

You can play a **JOSHUA TREE** on your turn. Whoever has played the most **JOSHUA TREES** by the end of the game **WINS AN EXTRA 30 POINTS**.

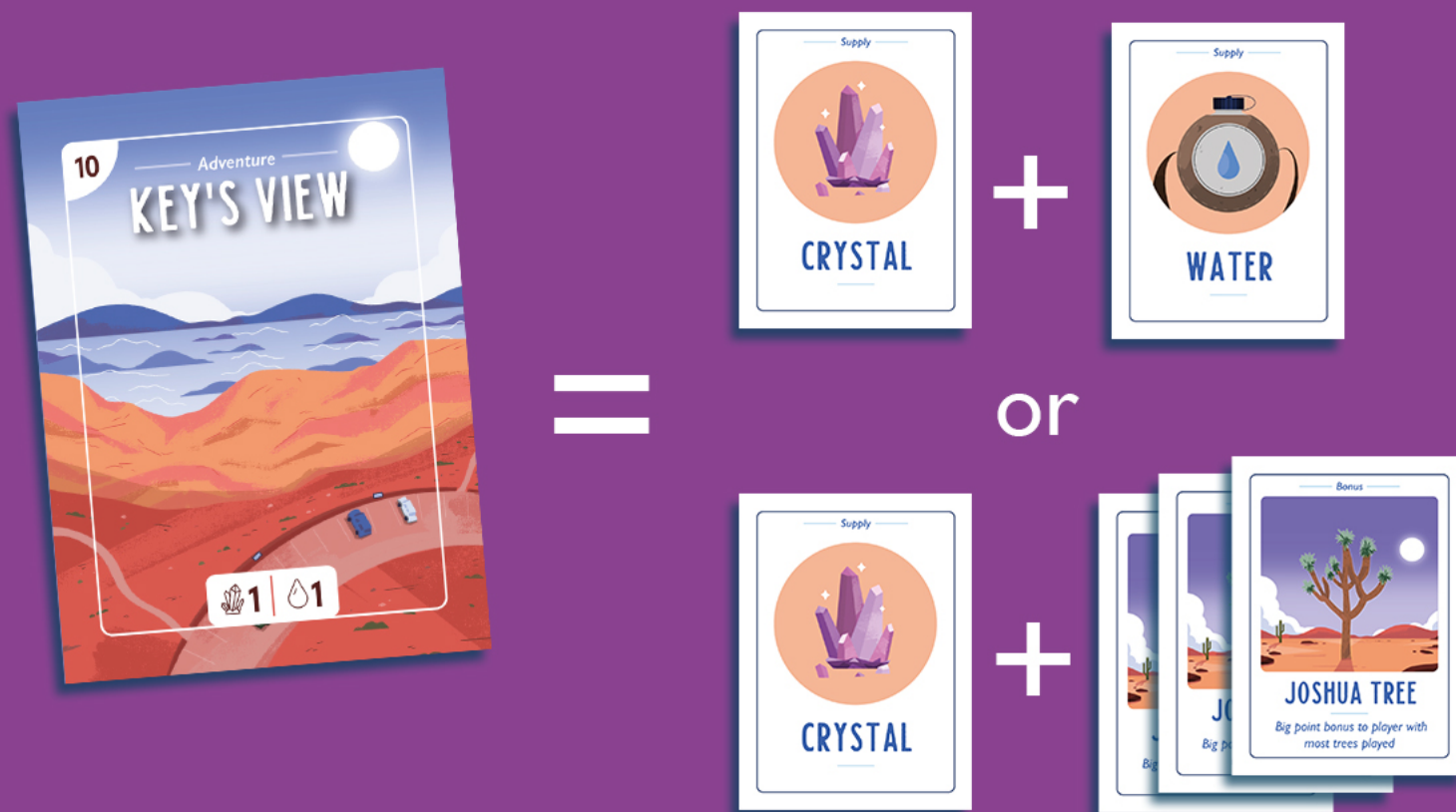
Play a **JOSHUA TREE** face up on the table in front of you. This **JOSHUA TREE** is now yours! You may only play one **JOSHUA TREE** per turn.

If players tie for most **JOSHUA TREES** played, split the 30 points.

Wild Supply Cards

3 of any of the same card = 1 **SUPPLY CARD** of your choice!
Spend all 3 at once (along with other required supplies) when purchasing an **ADVENTURE CARD**.

FOR EXAMPLE: if you're trying to purchase the **KEY'S VIEW ADVENTURE** but don't have **WATER**, you can play 3 **JOSHUA TREE CARDS** plus the required **CRYSTAL** to earn it instead!



Exchange Cards

Stuck with cards that ain't workin' for ya? Exchange 'em!

- Discard your hand for an equal amount of new cards from the draw deck.

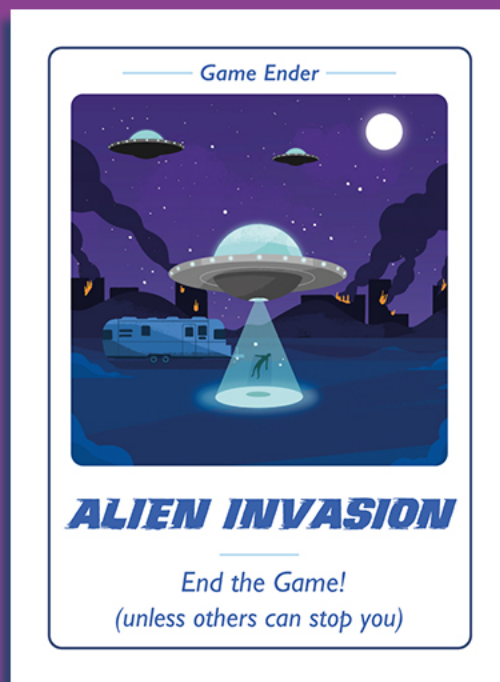
You must discard your **WHOLE HAND**.

This takes your **ENTIRE TURN**. You do not get to draw before exchanging or make a play.

Ending the Game

The game ends in one of two ways:

- All **ADVENTURE CARDS** are taken, OR
- The **HEATWAVE** and/or **ALIEN INVASION** cards are played



Heatwave/Alien Invasion!

The **HEATWAVE** and **ALIEN INVASION** cards give you the power to end the game when you want!

If you play a **HEATWAVE** or **ALIEN INVASION** card, the game will end that round... UNLESS! Your friends can stop you...

If ALL other players are able to discard the **SAME SUPPLY CARD** out of their current hands **RIGHT THEN** (no drawing, no trading), they can cancel the **HEATWAVE** or **ALIEN INVASION**.
Players **MAY** discuss which **SUPPLY CARD** to use.

Heatwave/Alien Invasion ***(cont'd)***

In a 2-player game, the opponent must discard 2 of the same card out of their hand to cancel the ending.

If all other players **CAN** play the same *SUPPLY CARD* that turn, the action is cancelled and the game continues. If all other players **CAN'T** play the same *SUPPLY CARD*, the game ends and points are tallied!

BUT WAIT THERE'S MORE: if the *HEATWAVE* AND the *ALIEN INVASION* card are played AT THE SAME TIME by the same player,
THE GAME ENDS RIGHT THEN AND THERE... NO MATTER WHAT! Boom.

***GET WEIRD AND
HAVE FUN!***



Who Made This Crazy Game?

INVASION: JOSHUA TREE was created by
Blake Hodges-Koch, co-founder of Wild Heart Ranch

Graphic Design by
Ollie Hoff

Featuring Art by Local Joshua Tree Artists
Matt Adams, Emma Atterbury, Boss Dog,
Teresa Watson, Hannah Campbell, Ayin Es,
and Juan Thorp

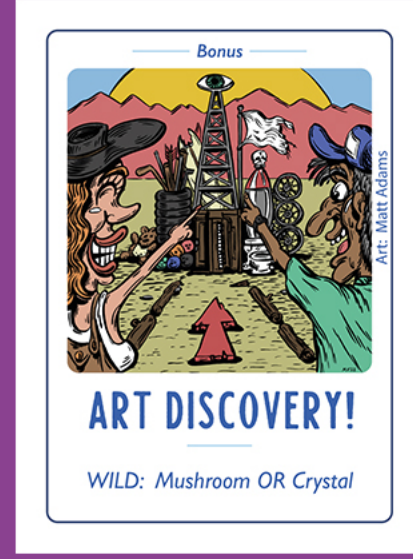
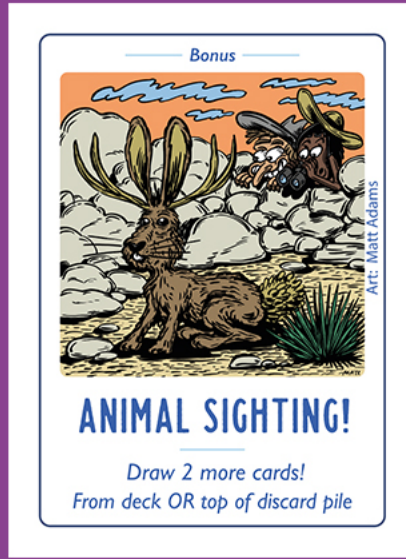
Beta tested by many wonderful friends and family



ARTISTS

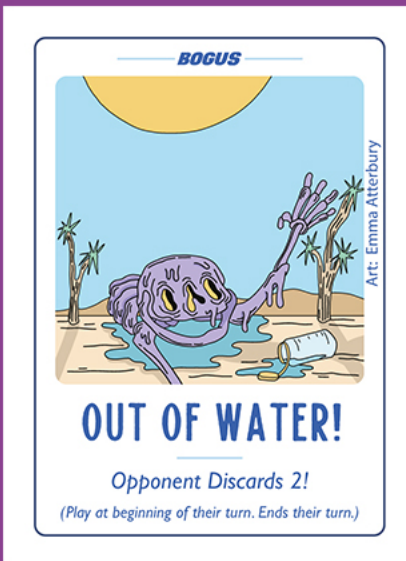
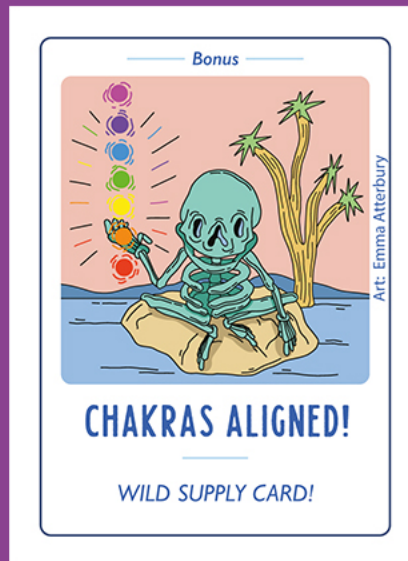
Matt Adams

@mattjadamsart



Emma Atterbury

@emmatterbury




Teresa Watson

@teresawatsonartist



Bonus



Art: Ayin Es

SHOOTING STAR!

WILD: Alien OR Crystal

Ayin Es

@ayin_es_art

BOGUS



Art: Ayin Es

LOST!

Opponent discards 1 and gameplay reverses!
(Play at beginning of their turn. Ends their turn.)

BOGUS



Art: Boss Dog

COPS!

Steal an opponent's card and end their turn
(Play at beginning of their turn)

Boss Dog

@bossdog


Game Ender



HEAT WAVE

End the Game!
(unless others can stop you)

BOGUS




Art: Hannah Campbell

ANNOYING TOURIST

Move Cancelled!
(Play immediately after opponent makes a play, cancelling their play and ending turn)

HANNAH CAMPBELL

Bonus



Art: Hannah Campbell

HELPFUL LOCAL

Draw 2 more cards!
From deck OR top of discard pile

Bonus



Art: Juan Thorp

FILL UP!

WILD: Water OR Beverage

Juan Thorp

@thorpart

BOGUS



Art: Juan Thorp

MILITARY DRILLS!

Skip Opponents Turn!
(Play at beginning of their turn)



THANKS FOR PLAYING

Learn More...

about this game and buy copies for your friends @

www.InvasionJoshuaTree.com



InvasionJoshuaTree_CardGame

Book Your Adventure

to Wild Heart Ranch in Joshua Tree, visit:

www.WILDHEARTRANCHJT.com



WILD HEART RANCH

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