

GENERALS & ALIENS

An interstellar war is raging. You are the generals defending Earth from the aliens, and all you have to do to win, is to send a secret signal to your forces. But one of you is secretly an alien, and that complicates things.

MECHANICS

Social deduction

Memory

Pattern recognition

Party

Family



 **3-8**
PLAYERS

 **10**
MINUTES

 **8+**
AGE

SOCIAL DEDUCTION

MEMORY · PARTY

ABOUT THE GAME

Generals & Aliens is a lightweight social deduction game where memory, pattern recognition, and subterfuge go hand in hand.

Collectively you must remember the layout of the secret signal and reproduce it one column at a time to send the signal. If you get enough of it right, you win the war, but the alien secretly has to thwart your plans. So is the general beside you really that bad at remembering a series of symbols and colours? Or are they possibly an alien in disguise?

However, if the generals lose, they can turn defeat to victory by discovering the alien, so the sabotage can't be too obvious.



KEY FEATURES

Fast and easy

The game is very easy to teach and offers discussion, accusations, and backstabbing in only 10 minutes.

Unique memory element

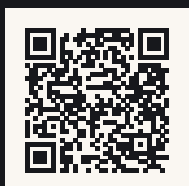
Remembering the signal can be difficult, so some players might have to bluff even though they aren't the alien.

Family and party game

Generals & Aliens can be played as a filler, in the pub, or in families. But when playing with kids, know that they are usually better at the memory part than the grown ups are.

COMPONENTS Envelope · 30 Cardboard tiles · 20 thin code boards · 26 cards

RULES · VIDEO · P&P



[binaryblaze-games.dk/
games/generals-and-aliens](https://binaryblaze-games.dk/games/generals-and-aliens)

Mads Brynnum brynnum@gmail.com

Jacob Engelbrecht j.engelbrecht@gmail.com



BINARY BLAZE
GAME DESIGN STUDIO