Introduction

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Rules

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- Getting Started
- Basics of Play

Inspiration

There is a lot of inspiration for this game, as it is a common theme found in scifi literature and film. However, I'll pick the top three that come to my mind:

- The Faculty: A 1998 mess of a film that is fun if you enjoy a blatant exploration of scifi tropes. A group of high school students fights off an alien invasion which snatched their Faculty.
- The Thing: John Carpenter's paranoia masterpiece. In a remote cold base, an alien invades and begins to snatch the crew.
- The Arrival: A pretty terrible 1996 film staring as he discovers an alien plot to terraform the earth.

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