

PLAY

Game Overview & Rules

“Dive into "Alien F.O.E," an AI powered, augmented reality adventure that transforms the online world into a battleground for Earth's survival. Armed with a unique deck of character and strategy cards, you'll explore historical landmarks, decode alien messages, and uncover ancient secrets to thwart an impending alien invasion.”



Core CONCEPT.

Utilizing AI guides, players will search for alien anomalies, collecting digital cards that offer clues, character allies, and strategic advantages to stop an alien invasion and the enslavement of the human species. The ultimate goal is to thwart an impending alien invasion by solving location-based puzzles and engaging in AR battles.

Alien F.O.E is part of an ever-evolving universe of gaming, merchandise, television, and film. Since Alien F.O.E is community owned, the community will constantly be involved in the creative process.

Narrative Structure:

The game's story unfolds through discovered clues and character interactions, with major plot points tied to specific global or local events. The narrative can evolve with real-world events or seasons, keeping the content fresh and engaging.

Gameplay Mechanics:

Exploration and Discovery:

Alien Hotspots will be tied to significant landmarks, parks, and cultural sites, encouraging exploration.

Game Cards:

Character Cards: These represent allies, each with unique abilities or insights into the alien invasion. Players can "summon" AI guides to assist in challenges or provide narrative-driven clues.

Game/Strategy Cards: These cards offer items, power-ups, or specific actions players can take. Some cards might provide hints to solve puzzles or unlock new areas.

Clues and Puzzles:

Clues to prevent the invasion are tied to specific locations. Players must solve puzzles that could involve AR-based interactions, such as deciphering alien languages. Some clues require specific Character or Strategy Cards to unlock.



ALIEN Encounters.

Players will occasionally encounter alien forces. These encounters can lead to AR battles, where players use their collected cards to strategize and win.

Winning battles can provide rare cards or crucial pieces of the overarching puzzle to stop the invasion.

The Grays aka The Apok: Once shrouded in mystery and fear, now revealed as guardians against a greater threat. This card allows players to call upon The Grays for a strategic advantage in critical moments, revealing hidden alien tech, advising on enemy weaknesses, or decrypting complex communications.

Abilities: Cloak Reveal: Temporarily unveils cloaked alien objects or entities within a radius.

Type: Ally

The Ogonii: fierce and relentless, seek to eradicate The Chosen and pave their path to conquest. This card introduces an Ogonii Scout and Pet into the game, raising the stakes of engagements and requiring players to adapt their strategies.

Abilities: Overwhelm: Temporarily increases the difficulty of engagements, with Ogonii forces employing advanced tactics and technologies.

Type: Adversary

The Almandi: Bio-engineered scouts of the invading Ogonii forces, they scour the Earth with lethal intent. Encountering them means instant death, demanding quick thinking and swift action.

Abilities: Indiscriminate Threat: Introduces a timed challenge where players must evade or neutralize Almandi scouts before they wreak havoc.

Type: Adversary

Character Game CARDS

Character Card 1: Dr. Leana Morrow, The Archaeologist

Role: Archaeologist specialized in ancient civilizations and extraterrestrial artifact analysis.

Character Card 2: Dr. Alan Reed, The UFOlogist

Role: UFOlogist and expert in modern alien encounters, government cover-ups, and alien technology.

Character Card 3: Captain Alec Renn, The Military Strategist sent from the Future

Character Card 4: Dr. Ava Singh, The NASA Analyst

Character Card 5: Professor Leo Zhang, The Cryptologist

Character Card 6: Agent Maya Torres, The Government Insider

Character Card 7: Ethan Ward, The Survivalist

Character Card 8: The Uslavii, Escaped servants of the Ogonii

The CHOSEN Game CARDS

Character Card 1: Erik the Norse Seer

Roots: Nordic, with ties to ancient Viking lore and sagas.

Character Card 2: Hikaru the Samurai Guardian

Roots: Japan, descending from a line of samurai who were said to have encountered celestial beings.

Character Card 3: Amara the Star-Born Priestess

Roots: African, with connections to the Dogon tribe and their detailed astronomical knowledge, which some theorize was imparted by ancient astronauts.

Character Card 4: Wei the Dragon's Heir

Roots: China, linked to the imperial line and the mythical dragons, often considered as symbols for ancient alien visitors in chariots of fire.

Character Card 5: Zara the Desert Whisperer

Roots: Middle Eastern, intertwined with the jinn folklore, beings of fire and air, which some interpretations suggest could be extraterrestrial in origin.

Character Card 6: Tala Hawk-Eye, The Spirit Guardian

Roots: Tala comes from a lineage of respected Native American shamans and warriors who have long protected their lands from invaders, humans and otherwise.

ALIEN F.O.E



OBJECTIVES

Players aim to stop the alien invasion by uncovering clues, decoding alien communications, and protecting or rescuing The Chosen - humans with alien DNA granting them special powers.

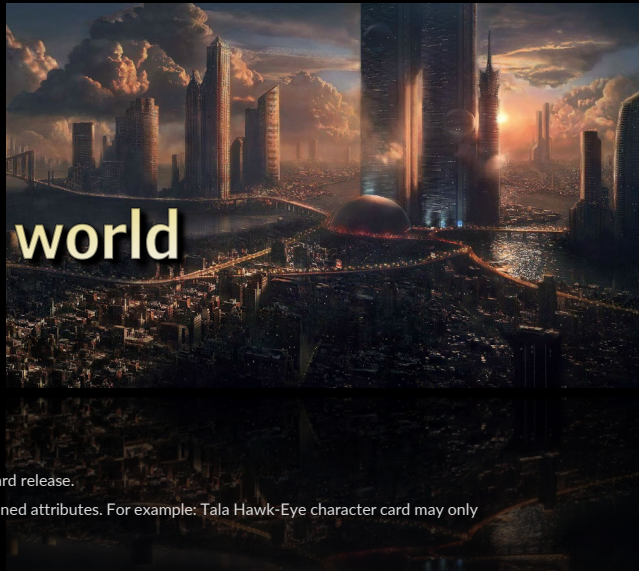
Exploration: Players explore rich online-world locations to find alien hotspots, indicated by AR markers. Hotspots can be alien tech, clues, character encounters, or enemy engagements.

Character Interaction: Players can summon character cards, or in game AI guides, at specific locations or scenarios to gain insights, unlock puzzles, or aid in encounters.

Using Strategy Cards: Game/strategy cards provide tactical advantages, like decrypting alien messages or revealing hidden objects. They can be single-use or limited-use.

Combat and Encounters: Instead of traditional combat, players use strategy and character abilities to outmaneuver alien forces. Encounters with the alien invaders require tactical decisions, leveraging the environment and character card abilities.

Experience the world of Alien F.O.E



**NOTE: Rarity levels on all cards will only be revealed upon card release.

***NOTE: Characters on each card can have different or combined attributes. For example: Tala Hawk-Eye character card may only have one or two of her special attributes, not all 3.

STRATEGY Game CARDS

Strategy Card 1: Temporal Disruptor

Description: Allows players to temporarily control time at a given alien event site, revealing past or future events, as well as guide players to the whereabouts of hidden alien tech and clues.

Strategy Card 2: Quantum Decoder

Description: Decrypts complex alien communications intercepted at hotspots, translating them into tasks or clues for the player.

Strategy Card 3: Holographic Decoy

Description: Creates a holographic decoy of the player to distract alien forces, allowing safe investigation of hotspots.

Strategy Card 4: EMP Pulse

Description: Emits a strong electromagnetic pulse that temporarily disables nearby alien technology.

Strategy Card 5: Time Fragment

Description: Allows players to glimpse into the past or future at a hotspot, revealing hidden clues or the outcome of certain actions.

Strategy Card 6: Alien Linguist Kit

Description: Contains tools and AI assistance for translating unknown alien languages encountered in the field.

Strategy Card 7: Quantum Key

Description: A sophisticated device capable of unlocking alien locks or accessing secure alien databases found in hotspots.

Strategy Card 8: Psychic Echo Device

Description: Amplifies psychic residues at hotspots, allowing players to experience visions or memories tied to the location.

Strategy Card 9: Gravity Disruptor

Description: Temporarily alters gravitational fields at a hotspot, revealing hidden objects or paths.

Strategy Card 10: Cloak Field Generator

Description: Activates a localized field rendering the player invisible to alien sensors, allowing undetected movement. Provides players the ability to move among the alien foe.

Strategy Card 11: Interdimensional Compass

Description: Points towards interdimensional rifts or weak spots in the fabric of space-time created by alien activities.

Strategy Card 12: Resonance Displacer

Description: Emits a vibration that disrupts alien energy patterns, causing temporary malfunctions in their technology or revealing cloaked objects.

Strategy Card 13: Temporal Loop Recorder

Description: Captures and replays the last 60 seconds of time within a localized area, allowing the player to reattempt tasks or observe changes without repercussions.

Strategy Card 14: Neural Sync Interface

Description: Connects the player's consciousness with AI or alien minds in the vicinity, enabling understanding of alien strategies or gaining AI assistance.



ALIEN F.O.E

- **Card Description:** Each card has specific conditions for use, detailed in its description.
- **Strategy:** Strategy cards are consumed upon use, while character cards have cooldown periods.
- **Engagements:** Players must resolve engagements by completing objectives, which could range from decrypting messages to setting traps.
- **Progression:** Progress is measured by the number of hotspots neutralized, The Chosen rescued, and critical alien plans thwarted.
- **Milestones:** Certain milestones unlock new areas, characters, and card packs.
- **Avoidance vs. Confrontation:** Players can choose to avoid engagements using stealth strategy cards or confront using character abilities and tactical cards.
- **Environmental Use:** Players are encouraged to use the environment to their advantage, like leading Blind Scouts into traps or using natural barriers during engagements.
- **Card Usage:** Specific cards can be designated for engagements, such as using a Holographic Decoy to distract or a Temporal Loop Recorder to retry failed attempts.
- **Card Cooldowns:** Character cards have cooldown periods post-use, preventing immediate reuse and encouraging strategic planning.
- **Hotspot Reset:** Hotspots reset after a certain period, allowing for re-engagement but with potentially different challenges.
- **Engagement Failure:** Failing an engagement might result in a temporary debuff or the need to retreat and regroup, emphasizing the importance of preparation and strategy.

Game Rules.

Game Timeline.

- **Phase 1:** Focuses on exploration, understanding the alien threat, and collecting basic cards. Players encounter mostly Blind Scouts and low-level alien tech.
- **Phase 2:** Introduces more complex puzzles and stronger alien forces. Players start forming alliances and trading cards to strengthen their decks..
- **Phases 3:** High-stakes missions to rescue The Chosen and dismantle key alien operations. Alliances become crucial, and strategic use of high-level cards is necessary.
- **Phase 4:** Culminates in a coordinated global effort against the final alien invasion wave, requiring players to leverage all resources, alliances, and The Chosen to secure victory.

Game Mission

Your quest is not merely a game; it's a journey through the annals of time and the hidden corners of our planet. From the enigmatic Stonehenge to the mysterious Area 51, every landmark holds secrets waiting to be unlocked. Your arsenal? A collection of intricately designed cards, each bearing the power and knowledge of sought after figures and unknown entities, all intertwined with a mysterious alien legacy.

The core of your mission revolves around strategic exploration and engagement. Navigate through real online world locations transformed into alien hotspots by the game's AR and AI technology, where history and mystery collide. Each character and strategy card in your deck is a piece of a larger puzzle:

- **Character Cards:** Call upon the likes of Hikaru the Samurai Guardian or Zara the Desert Whisperer, each enhanced with alien DNA, granting them abilities beyond human comprehension.
- **Strategy Cards:** These are your tactical tools for the field, from cloaking devices to temporal disruptors, each card can alter the course of your encounters.
- **Engagements:** Face off against invading alien forces and decipher their tech with a combination of intellect and the unique capabilities of your cards. Cooperation with fellow players is encouraged, turning a solitary quest into a united stand against the extraterrestrial threat.

Game Pieces

At the heart of the game are the cards, each a gateway to new strategies and stories:

- **The Chosen Cards:** These special characters draw from rich cultural tapestries, imbued with powers that have protected Earth through the ages.
- **Alien and Antagonist Cards:** Unveil the mysteries of The Grays and confront the menacing scouts of the invading Ogonii forces, learning their weaknesses and planning your defense.



Gameplay and Strategy

Your journey through "Alien F.O.E" is one of constant discovery and growth. Engage in a narrative that evolves with your actions, where every solved puzzle and every thwarted invasion adds to the tapestry of the game's lore. Level up to unlock new areas, player challenges, and collect cards that enhance your strategic options.

Participate in dynamic global events that reflect astronomical occurrences, offering rare opportunities for significant achievements and rewards. Forge alliances to share knowledge, strategize in real-time, and exchange valuable resources. The game culminates in a global event where players around the world must collaborate to repel the ultimate invasion, securing not just victory but a legacy within the game's universe.

"Alien F.O.E" is not just a game; it's an invitation to be part of a living, breathing saga where history, myth, and alien lore intertwine. Are you prepared to uncover the secrets of the past to save our future? Join the Alien F.O.E forces and shape the fate of Earth in the face of the unknown.

"Alien F.O.E" invites you into an immersive AI driven, augmented reality experience where the fabric of history intertwines with the enigmatic threads of extraterrestrial lore. This game is not merely a collection of challenges but a narrative odyssey that transforms familiar landscapes into arenas of interstellar intrigue.

As a guardian of Earth's legacy, you're thrust into a clandestine war that spans the ages. Your battlefield is the very online world you already inhabit, augmented by the magic of technology to reveal the unseen alien influences woven into the tapestry of human history. From the haunting ruins of the Maya to the majestic expanse of UFO contact in religious texts, each revelation is a nexus of ancient secrets and alien machinations. Your mission is to decode these mysteries, leveraging a deck of cards that are as much artifacts of power as they are tools of strategy.

"Alien F.O.E" is more than a game; it's a journey through a world where every corner holds a story, every card is a key to the past, and every player is a guardian of Earth's future. Are you ready to step into this vast, vibrant world and carve out your legacy?

ALIEN F.O.E

