SEQUENCE OF ACTION IN THE TURN

1. TEAM TIME (10 minutes) – All players MUST be at their Team Table to discuss their next move.

2. ACTION TIME (15 Minutes)
   - Alien & Military Players go to the Main Map,
   - Foreign Ministers go to the UNITED NATIONS and
   - Scientists go to the INTERNATIONAL SCIENCE CONFERENCE.
   - Heads of State go to the Main Map to place Special Agents

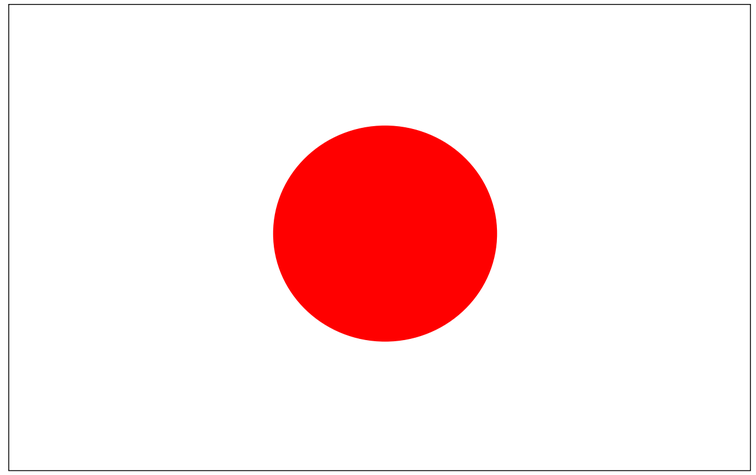
   In this Time, things happen in this order:
   a. Alien Players place their UFO and Mission Counters
   b. Human Military Players deploy their Space Interceptors
   c. Interceptions are worked out.
   d. Aliens work out the effects of their missions
   e. Heads of State place agents
   f. Effects of Special Agent missions are worked out

3. DIPLOMACY TIME (10 minutes)
   - Alien & Military Players go to their team to report what happened in the ACTION TIME,
   - Foreign Ministers stay with the UNITED NATIONS and
   - Scientists return to their tables to DO SCIENCE.
   - Head of State players can circulate around the room, making deals and talking to other teams.

4. UPDATE TIME / END OF TURN (5 minutes) – Heads of State collect their $M INCOME

TEAM SHEET

JAPAN



SCIENCE CREDITS

The Team Scientist gains these based on

1 per completed project
2 per Nobel Prize.
1 for being elected Chair of the Science Conference.

Additional credits may be awarded by Control for being a convincing scientist

Science Credits can be traded or swapped.

SPECIAL ACTION CARDS

You can use these cards at any time to gain an advantage or to do a special action.

The effects are written on the card (if in doubt ask Game Control.

You can always Trade a card you don't want in for $M1

You can swap or trade cards between player teams.

WATCH THE SKIES TECHNOLOGY CARDS

These are alien technology cards you have captured from the aliens or traded with other players.

The team Scientist will know what to do with these.

You can always sell these on the Grey Market for the amount shown on the card.

Or you can trade and swap them with other teams.

WATCH THE SKIES!
$M
MEGA-BUCKS

This is important because it costs $M to do almost anything:

- Deploy Space Interceptors costs $M1 per turn
- Deploy Special Agents costs $M1 per turn
- Complete Research costs from $5 to $15 depending on the project.
- Use an Army to fight a war with a neighbouring country costs $M2 per turn.
- Use an Army to fight a war with an overseas country costs $M4 per turn.
- Use a Navy to fight at sea costs $M2
- Use a Navy to transport an Army costs $M2

There might be other things you think of doing - these will always cost $M.

WATCH THE SKIES!™
The Megagame of Alien Terror

EFFECTS ON PUBLIC RELATIONS (PR)

-2 PR	-1 PR
Breaking a Treaty	The turn that the fact Aliens are real is announced to the world.
Starting a War without GOOD REASONS	Using Nuclear Weapons
Being the subject of UN Sanctions	Military Defeat
Announcing to the world that ALIENS are real	Unresolved UN Crisis on your borders
-3 PR	Negative reports from the Press
Being Attacked by Nuclear Weapons	Each time TERROR Track crosses a BREAK Point
±1 PR	**+1 PR**
GAME CONTROL DISCRETION	Positive reports from the Press
	Spending $10M on improving your PR.