



NEBULIRIUM

OVERLORDS

by CW Karstens



Rule Book



In Nebulirium Overlords, players take on the role of leaders of newly formed nations, each based on a unique biome—deserts, jungles, mountains, tundras, and more. As they develop their civilizations, players must carefully manage resources to not only grow their economies but balance technological progress.

However, just as their nations begin to flourish, an unexpected crisis emerges—an onslaught of alien invaders from across the Galaxy arrive to conquer Earth! These extraterrestrial forces have specific desires for Earth's resources, targeting nations that possess the materials they crave. Players must adapt by manipulating their own economies and influencing their neighbors' economies to not become the target of the worst of these invaders. In some cases, attracting more benign alien factions that can aid in the defense against the worst of the Nebulirium forces is the optimal move.

Will your nation thrive under intergalactic pressure, or will it be the next conquest of the Nebulirium Overlords? *The fate of Earth is in your hands!*



GAME COMPONENTS:

1. Earth Game Board
2. 30-card Alien deck
3. 15 Alien Effect Tokens
4. 35-card Trade deck
5. 6 sets of 6 colored markers, one set per player
6. 6 Player Mats, one per player

GAME COMPONENTS (Continued):

7. 6 Sets of Starter Action Tokens, one set per player: 1 Dept. of Agriculture, 1 Dept. of Defense, 1 Dept. of Health

8. 6 Sets of Upgrade Action Tokens, one set per player: 1 Population, 1 Food, 1 Minerals, 1 Energy, 1 Military, 1 Dept. of Agriculture, 1 Dept. of Defense, 1 Dept. of Health, 1 "10 point", 1 Negative Token

9. 36 Bonus "5 Point" Tokens

10. 6 Reference Cards

11. Rulebook

12. Meet Your Overlords Booklet



GAME SETUP:

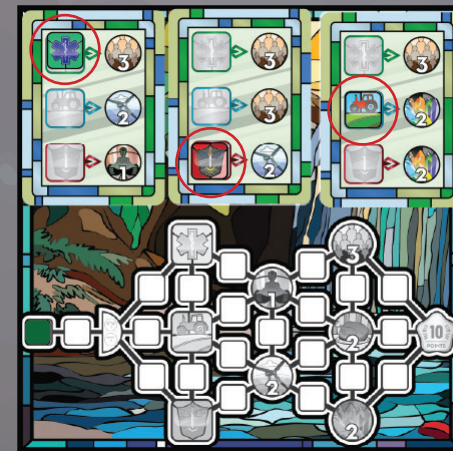
1. Lay the Earth Game Board in the center of the table.
2. Each player takes a Biome mat of their choice along with 6 markers of the color of their choice. Each player places their truck on their Biome mat on the left most spot on their Technology Track and each of the tokens on each "1" value for all track (Population, Food, Materials, Energy, Military) on the Earth Game Board.
3. Shuffle the Trade Cards and deal 5 face down cards to each player. Place the remaining cards face down in reach of all players to form the "Future Trade" deck.
4. Find the "1", "2", and "3" Alien Cards and place them face up as shown.
5. Set aside the "Invasion!" Alien Card.
6. Shuffle the remaining Alien Cards. Stack 9 of them face down next to the "3" value Alien Card. Place the rest of the Alien Cards back in the box, they will not be used in this game. Place the "Invasion!" Alien Card on top of the other Alien Cards face down to form the Alien Invasion deck.
7. Shuffle the Bonus "5 Point" tokens with the locations face down. Flip up six and place them face down on their corresponding locations. For example, Food 9 will go on the 9 spot within the Food track.

HOW TO PLAY:

1. Each player selects 1 card to pass to the player on their left and 1 card to pass to the player on their right. To track the status of the passing, make sure to place the passed cards in the appropriate spot on the neighboring player mat. **NOTE:** In a two-player game, each player passes two cards to the other player.
2. Each player then reveals the two cards that they received.
3. Each player then selects a card from their hand and places it in the center of the two cards received on their player mat.

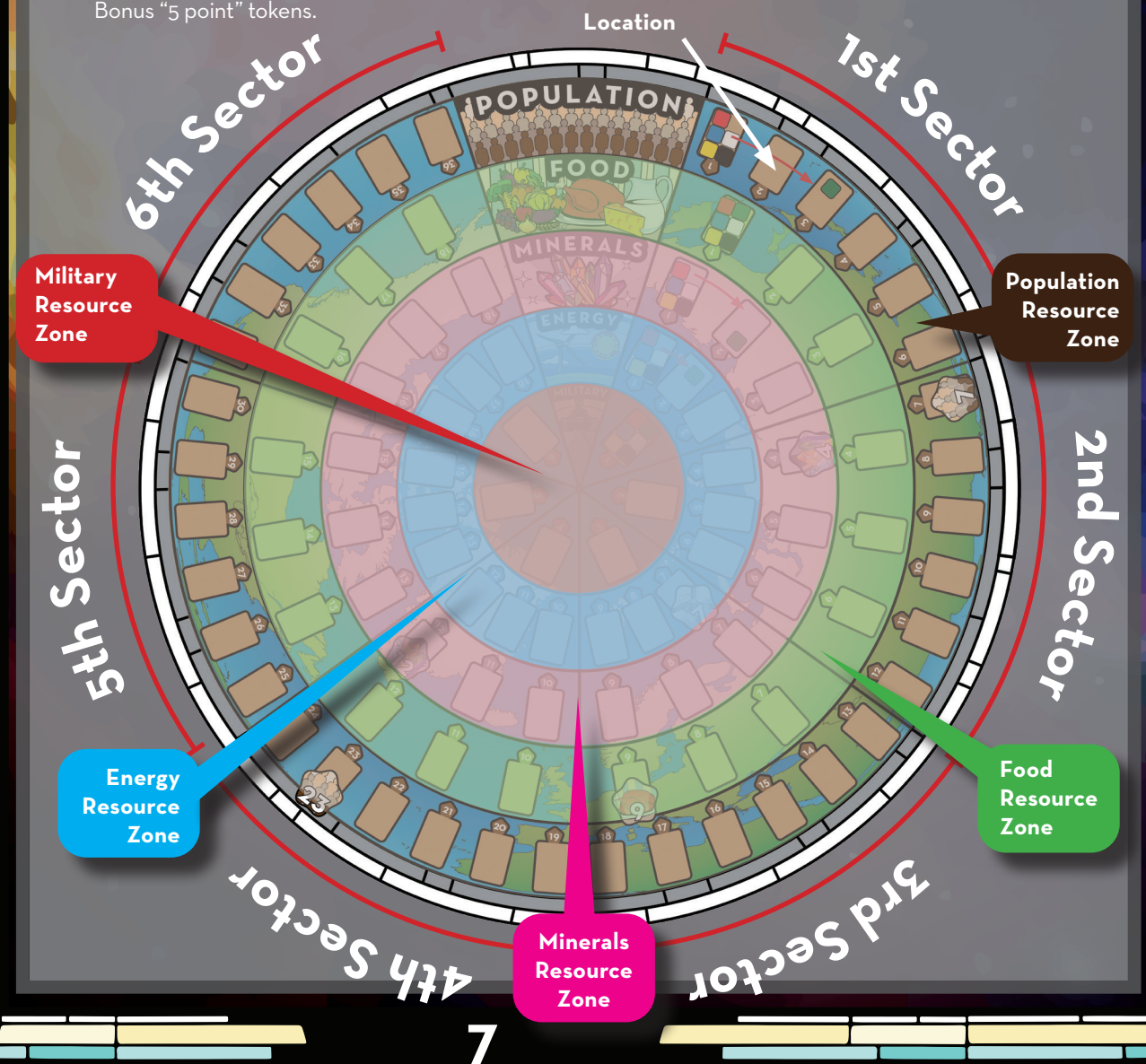


4. Using available action tokens, place one token on each card. It is recommended that players put their action tokens face down at the top of their card so other players can't see exactly where they are playing.



5. Once all players have placed exactly one action token on each card, all players simultaneously reveal their three cards and corresponding action tokens. Each player moves their resource markers up by the amount listed for the resource type starting with Military and working outwards.

- If the resource of a zone would move into a new sector, the resources closer to the center of the board must be in the same or bigger sector. For example, if Military is in the second sector, Energy cannot go further than the second sector. Materials cannot go into the third sector until Military and Energy are both at the third sector or higher. For each point that a resource cannot move, the player may move their map cube around their map and unlock/acquire any upgrade action token it lands on or passes through.
- If a resource marker lands on a location with a Bonus "5 Point" token and there are no other player markers, that player takes the Bonus "5 Point" token as end game victory points.
- If more than one player's marker lands on a location with a Bonus token, one player takes the token on the board and the other player(s) take tokens from the face down pile without looking at the location side of the token. These tokens are considered limitless so, if you run out, find a suitable alternative to track Bonus "5 point" tokens.

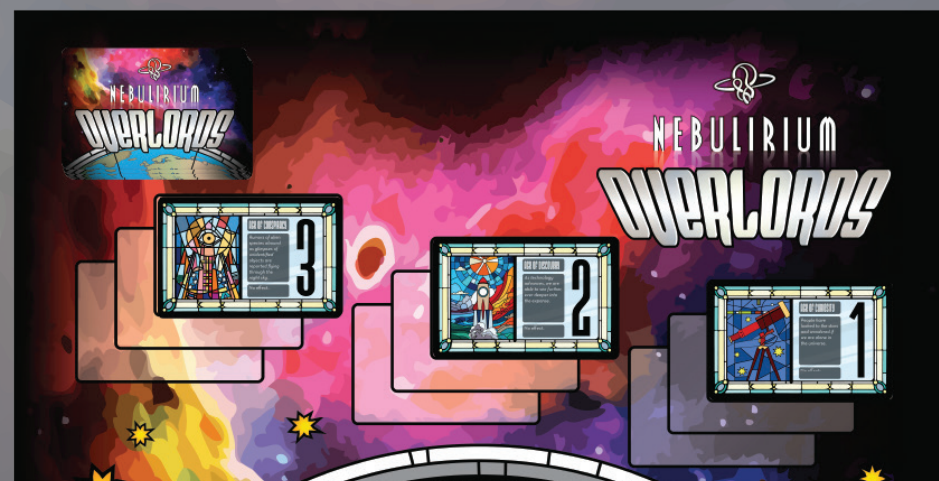
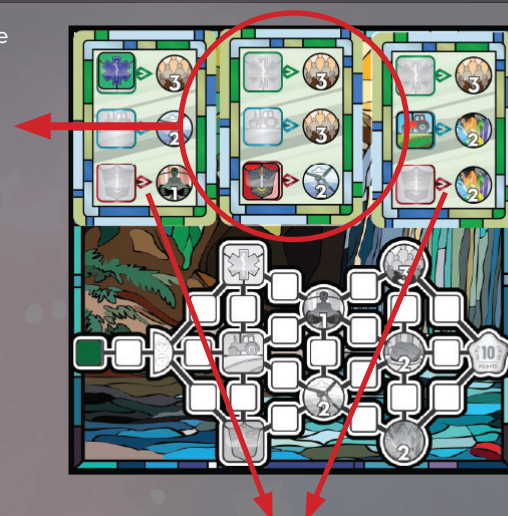


6. Each player passes the center card that they played to the player on their left.

7. Each player picks up the cards in front of them and puts them into their own hands.

8. After all players have ensured that their resources are supported, the Alien card closest to Earth takes effect.

- For the first three rounds, the 1, 2, and 3 cards don't have any in-game effects. Each round, read the card closest to Earth and then discard it.
- For all the following rounds, look at the desires of the attacking Alien Card(s) and hand it to the player who meets the desires in order from the top of the card to the bottom of the card. If all players are tied exactly across all 5 resources, the Alien gets frustrated and leaves Earth never to return.
- If the Alien has an immediate effect, the player who acquired that Alien deals with that effect which could be positive or negative. Some Aliens don't have any effect or only have an end game effect.



ALIEN CARD EXPLAINED:

The player with the lowest Energy would acquire this Alien card as their new overlord.

If multiple people tied, those tied with the largest Military would gain the card.

If still tied, of those tied, the person with the lowest Food would gain the card and so forth.



HOW TO PLAY (Continued):

9. Once the Alien card has been dealt with (cards 1, 2, 3 discarded or the Alien assigned to a player), the Aliens advance. To advance the Aliens, move the cards down so that one is next to the Earth, a second is face up near it and then reveal the top card of the Alien deck to become the third face up alien card.

- NOTE: The first card revealed will always be the Invasion! card. This causes three aliens to attack on the same round (Round 4). They will attack in alphabetical order.
- If the Alien Deck is empty, skip that part of this game step, but still progress the other cards as normal until all cards have attacked Earth. After that, move to End Game Scoring.

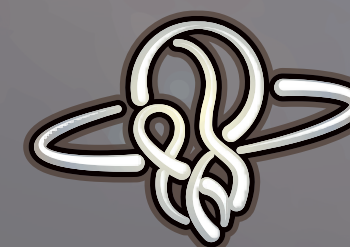
10. Randomly select a Bonus "5 point" token, look at the location on the face down side and place it in the location indicated with the "5 point" side face up.

END-GAME SCORING:

1. After the final Alien finishes attacking, the game is over:

- Add up the number of Resources you have indicated with your markers. That total is your Base Score.
- Add the scores from the lower right corner of each Alien card (usually negative so subtract from Base VPs.)
- Add the scores from the Alien effects that state end of game scoring (may be positive or negative.)

2. Whoever has the highest score wins the game. In the case of a tie, the player with the highest Military wins. If still tied, then of those tied, the person with the most Energy wins. If still tied continue comparing resources going outward until a tie is broken. If still tied, the player with the least Aliens wins. If still tied, the player with the Alien later in the alphabet wins.



Notes and Questions:



NEBULIRIUM

Many Thanks to everyone involved in the play testing of this game,
the Dallas Designer Group, its affiliates and our wonderful fans!

CREDITS:

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Final production components will vary.



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