

OK, so we said this issue was going to be about strategies for humans, but we've gotten orders from ISSA to address a different topic instead. Hang in there... the human strategies will be coming later!

JULY 17, 1985. Aldo Haber nervously paced back and forth in front of the antimatter accelerators. He could feel the sweat working its way through his Members Only jacket as he watched other employees of Nu Industries scamper about in preparation for the ensuing alien onslaught. Somewhere, someone was blasting "Eye of the Tiger" probably, Aldo thought, for some semblance of moral support. Survivor was as good of an omen as any and Aldo allowed himself a smile... the first one in weeks.

The omega phone rang at his side. One of the other companies were calling him. Aldo picked it up.

"Hello?" he asked. For several moments, all Aldo could hear was screaming. His heart sank.

"We did it, comrade! We beat them back!" Aldo recognized the voice; it was Alexis Kozel, the lead robotics researcher at Tau Motors. Aldo sat down and calculated the odds; if puny Tau Motors had survived the attack, then certainly the mighty Nu Industries would defend itself successfully.

His grin quickly faded with the sunlight as an alien armada darkened the sky as far as he could see. Aldo rose to his feet, just a man and his will to survive...

Today's Topic: Taming The Endgame

We have received some requests from players to lower the randomness factor in the endgame. This concern is due to the fact that value of attack cards range from 10 to 50 (0 to 50 if you include the alien threat cards), which some players feel is too wide. While we here at Eye-Level love the endgame 'as is', we can certainly empathize with players who feel robbed by Lady Luck ("The Horrible Black Void," anyone?)

So for those gamers, you have been heard and we offer this simple variant.

The Old Way:

The numeric research cards count as attacks at their listed value.

The 'x0', 'x2' and 'x3' multipliers count as 10, 20, and 30 point attacks, respectively.

The New Way:

10 point research cards count as 20 point attacks in the endgame. 50 point research cards count as 40 point attacks in the endgame.

All multiplier cards ('x0', 'x2' and 'x3') count as 20 point attacks in the endgame.

This reduces the possible range of attacks by about 50% without disturbing the balance between human companies and the alien player.

Note, this does NOT alter the rules regarding how alien threat cards work in the endgame. They still have the wide range (0, 25, or 50), but these values are well within players' control. Spend the time to increase your security rating, or take your chances during the invasion!

Extra Variant: Automatic Vault Bonuses

In the first edition of ETI, players only gain the respective bonuses of the top secret or public domain vaults during the endgame. One of the variants we are toying with is allowing players to immediately add the bonuses to the project. These bonuses would count for determining event cards like "The Best Defense..." and "Celebrity Scientist". However, a fame bonus would not get transferred along with the listed fame value for "The Survivalist" endgame strategy.

Try them out and let us know what you think at...
www.eyeleventertainment.com

*What's in the next issue?
Strategies for humans!
(Really!)*