

The Alien that Wanted to “Help”

Overview:

In a solar system far, far away, you and your team of deep space voyagers are under critical condition. Something has breached your ship and there are some Situations popping up! Home Base is frantically trying to communicate Solutions to these problems, but Unbeknownst to you and your crew, something squirrely has come aboard and is trying to pose as a crew member; trying to help...

Set-Up:

1. Each player picks a Page-Com
2. Decide who will be Home Base for the round
3. Randomly draw 8 Repair Pieces and place them to the side
4. Shuffle as many Situation cards as there are players
5. Flip over the top card of the Situation deck

Goal:

As you receive commands from Home Base, this alien is listening in and trying to adapt on the fly, helping the crew repair the ship and pose as a human, but their limitations in your language might give them away, as they can't read the message on their Page-Com. So as you craft Solutions, you are also trying to expose the alien.

Playing the Game:

A round lasts about 5 minutes, with a game lasting between 4-6 rounds. A round is broken into 3 phases:

1. Home Base gives the Solution
2. Players craft the Solution.
3. Players attempt to reveal the Alien



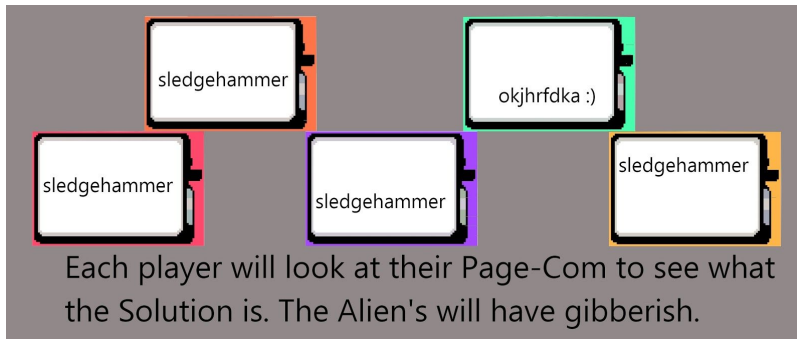
After a round is over and scores have been tallied, the Home Base is moved to the left and a new round starts.

Phase 1: Home Base Gives the Solution

A Situation has been revealed! Home Base is ready with a Solution, approved by the engineer-senate and they are sending it over to everyone through their Page-Coms.

Players hand their Page-Coms to Home Base, who will write the Solution under the table, and redistribute the Page-Coms. Everyone should have a solution on their Page-Com, except the Alien who will just have unintelligible garble. For example, if the Situation is “Fire”, Home Base may write “Bucket of Water” or “Extinguisher” or “Fire-Retardant Blanket” on all the Page-Coms except one (the Alien’s). On the Alien’s Page-Com will be gibberish.

Players should never exclaim what is on their Page-Com.



Note: If a player is unable to read the Solution, continue play as normal; do not reveal that you cannot read it.

Additionally, Home Base should be able to reasonably justify their choice for the Solution. Saying that a 'hammer' fixes a broken keypad makes as much sense as saying a 'flashlight' will fix a fire.

Phase 2: Players Craft the Solution

The player to the left of Home Base goes first, with the players taking turns clockwise. Players can take 1 of 2 different actions on their turn:

1. Place one of the Repair Pieces from the pool into the center
2. Move one of the Repair Pieces already down in the center

Pieces can be stacked, touching, floating; moved or arranged in any way the players see fit.

Note: Players should never outright say what the Solution is (or in the case of the Alien, what they think it is).

This phase is over after every player gets to go twice.

Phase 3: Players Reveal the Alien

After every player has taken two turns, Home Base counts to 3 and all the other players point to who they think is the alien. Whoever receives the most votes, reveals if they were the Alien or not. The Alien then guesses what the solution was. Players then tally points amongst themselves accordingly:

- 1 point to each human that correctly guessed the Alien
- 5 points if you are the only person who correctly guessed the Alien
- 1 point to the Alien for every human that didn't guess them
- 3 points to the Alien if no one guessed them.
- 1 point to the Alien for correctly guessing the Solution

Note: Points are there for an added level of competition but are not necessary for enjoying the game.

The Situation card for this round is then placed off to the side and a new Situation is flipped over, the Repair Pieces are drawn for the pool, and a new round starts with Home Base transferred to the left.

Ending the Game

Once all of the Situation cards have been played, the game ends. Players then look at their point tallies and whoever has the most wins!