Materials

For an easily accessible version of our game the materials are as follows:
- 6 character cards – These will be 6 flashcards on which you should draw quirky extraterrestrial personas! Give each a simple drawing and write down their favorite book genre. Leave space for players to add more details once they are randomly dealt their character.
- 16 hidden objective cards – These will be 16 flashcards each which should be marked on the back with a colored line and the name of the category of card on it. There are 4 categories of cards, which are listed below, so there should be 4 flashcards of each category and marked with their respective color. For example, there should be 4 cards each with a blue line and "symbol/motif" written on the back. Each category corresponds to a literary element that players will request which will be the hidden objectives of whichever player they are dealt to. The cards will be blank on one side for writing, and the color on the other side.
    - Blue cards: symbol/motif
        - In order for this to be fulfilled, the idea/image must be brought up at least three times in the story.
    - Green cards: setting
        - These cards must be brought up once
    - Purple cards: character trait
        - These cards must be brought up once
    - Red cards: conflict
        - These cards must be brought up once
- 4 pencils or pens
- 1 printable story arc boards and a printable UFO piece as a game tracker which can be found on page 4 of this document (you can also make your own story arc board if you prefer which should have between 9-12 game round spaces as well as between 1- 4 anomalies)
- 16 "anomaly cards" – 16 flashcards with black dots (to represent black holes). On these cards write storytelling aspects you would like the players to practices such as:
    - avoiding adverbs or other overused words, changing the POV or tense of the story, or incorporating specific words
- 4 color coded "trope assignment cards" – each of these flashcards should have one blank side and then have one of the categories and its colors written on it (either theme/motif - blue, setting - green, character trait - purple, or conflict - red). There should be one card for each category and its corresponding color.

- Players will be dealt one of these four trope assignment cards and whichever of their cards matches the category of their trope assignment card will become their trope card. For example, if a player receives a "trope card" that lists "character trait," then they want to prevent the character trait they have written from ending up in their game.
    - The trope cards will be dealt white-side up, so players do not know what each other has as the trope card.
- Stopwatch/countdown app or website
- 8 prompt cards- these are used exclusively in the beginner mode of the game and have short descriptions of characters or events to help players keep the story moving forward
- 4 flashcards marked with X to be used as safety tools
    - If something gets brought up in the story that a player is uncomfortable with they play this card and all players should no longer mention said thing

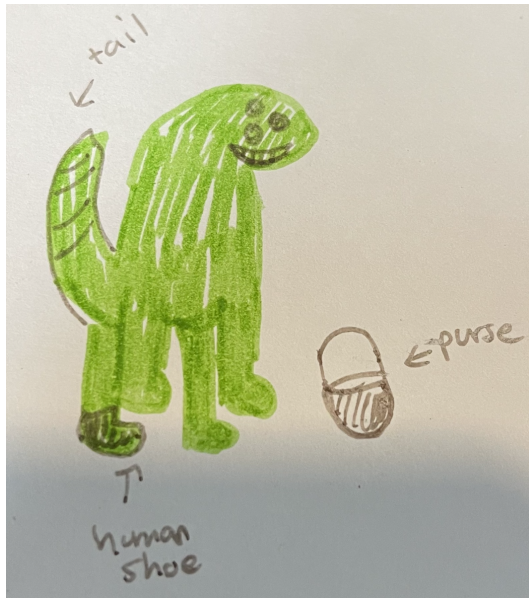**In a commercially produced version of our game the materials would be as follows:**
- 6 cards with quirky extraterrestrial personas! (each will include a simple cartoon-like drawing and a few basic personality traits/interests)
- 16 hidden objective cards. These will be erasable laminated blank cards, color coded (4 of each color) along with an illustration marking the element. Each color corresponds to a literary element that players will request which will be the hidden objectives of whichever player they are dealt to. The cards will be blank on one side for writing, and the color on the other side.
    - Blue cards: symbol/motif
        - In order for this to be fulfilled, the idea/image must be brought up at least three times in the story.
    - Green cards: setting
        - These cards must be brought up once
    - Purple cards: character trait
        - These cards must be brought up once
    - Red cards: conflict
        - These cards must be brought up once
- 4 dry erase markers
- 4 different story arc boards and a UFO piece as a game tracker
- 16 "anomaly cards" – distinguished by a black hole illustration on the back, they will introduce new challenges to the game (ex: a speed round where each sentence must start with "fortunately" or "unfortunately")
- 4 color coded "trope assignment cards" – white on one side, either red, purple, blue, or green on the other side

- Players will be dealt one of these four trope assignment cards and whichever of their cards matches the category of their trope assignment card will become their trope card. For example, if a player receives a "trope card" that lists "character trait," then they want to prevent the character trait they have written from ending up in their game.
- The trope cards will be dealt white-side up, so players do not know what each other has as the trope card.
- Stopwatch/countdown app or website
- 4 little screens for players to put their cards behind
- 8 prompt cards- these are used exclusively in the beginner mode of the game and have short descriptions of characters or events to help players keep the story moving forward
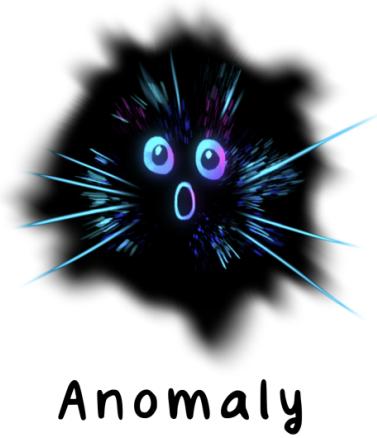- 4 X cards to be used as safety tools

Story arc board and UFO board marker:
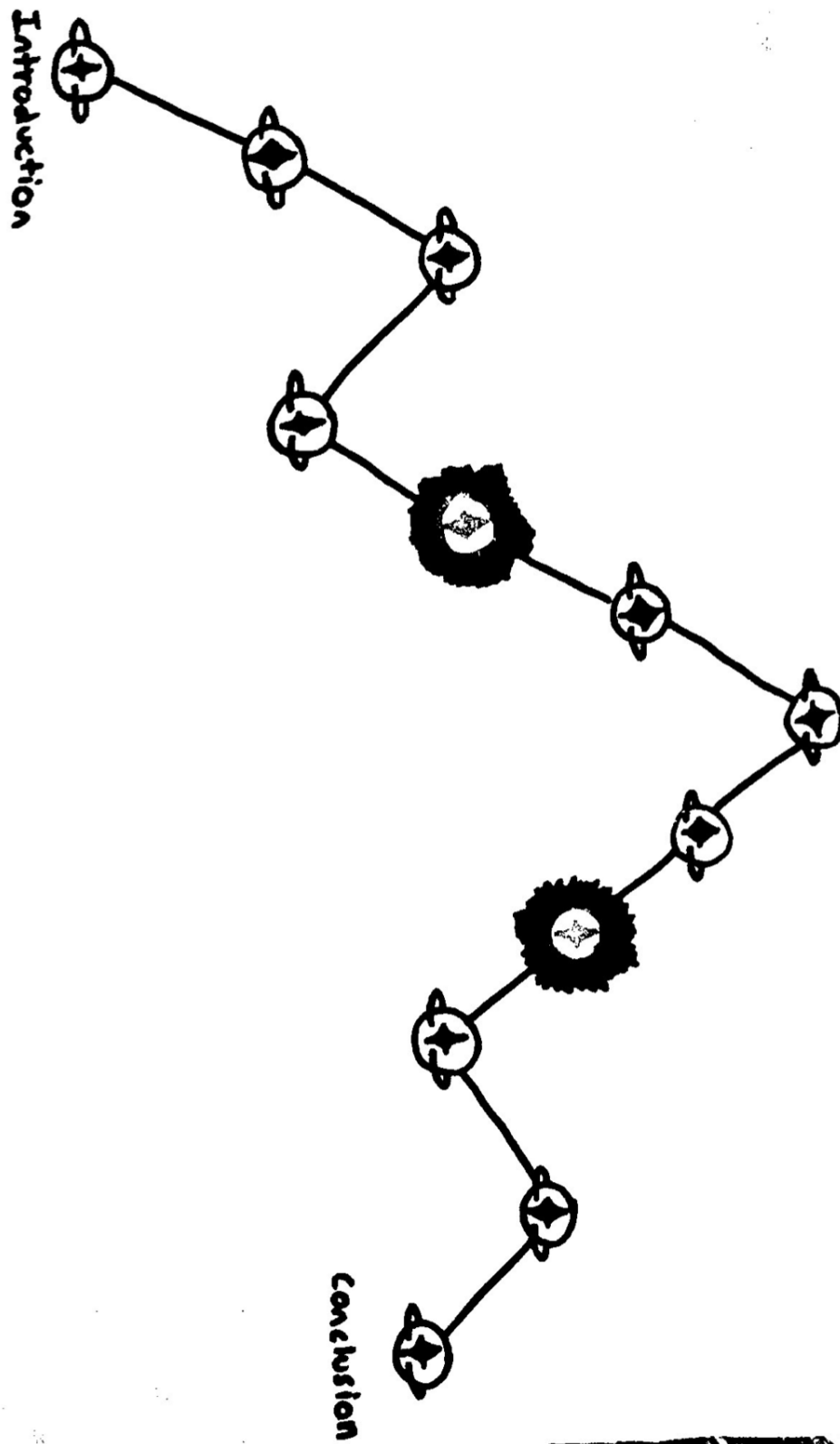
Rough sketches of character cards:

Some sketches for the commercially produced version of our game all drawn by Nina Cranmer:

Symbols & Motifs

Nina Cranmer

Conflict

Anomaly

Red

orange
Scroll