

Rules

Object of the Game:

Players' four color-coded cards are their individual hidden objectives: their goal is for them to be brought up in the story. Collaboratively writing a story that follows the path of the storyboard and fits as many of your own hidden objective cards as possible (without falling into the traps of trope cards). Additionally, pay attention to where your teammates are leading the story so you can help achieve those points as well.

How to Play:

Chapter One: Extraterrestrial Requests (players act as the aliens in this first chapter)

1. Players will begin with a discussion about any subject matter they're uncomfortable with including in the story. Players will also note that they have an x-card they can place if uncomfortable subject matter comes up; if the x-card is placed, the story will be diverted away from the subject matter. (This should NOT be used to avoid trope cards being played or to gain any other advantage in the game!)
2. All players draw an extraterrestrial persona card, which tells them about the interests of their specific alien character—favorite colors, sports, hobbies, etc.
 - a. Each player gets to introduce their alien, and come up with a few facts about their alien too. (This is to introduce a bit of character creation to get players in a creative mood, and to get them to feel more connected to the theme.)

Questions to Know Your Alien:

 - i. How old is your alien?
 - ii. What is their favorite class at Universe City?
 - iii. What is one object that's important to them and why?
 - iv. What is a secret nobody knows about them?
 - v. What is something they're proud of?
3. Players take one card from each of the four color-coded category piles and write down a word or phrase to fit each category (ex: "grocery store" for a setting or "broken glasses" for a conflict.) When players are writing their cards, they are encouraged to think about what their alien persona might like to see in a story. (i.e. if their alien is a sports player and they got the "setting" category maybe they would write "football field" on one of their four blank setting cards.) Cards should be kept hidden from other players.
4. One player then deals each one a trope assignment card, the color on which will let the player know which of their cards is the "trope card" to steer other players away from. Players will place their cards behind their screen.

Chapter 2: Collaborative Storytelling (players will act as the humans for the remainder of the game)

1. Players will collectively decide which story arc board to use out of 4 different possibilities. This board will define how many total rounds there are in the game and the general structure of the story. (Cards remain the same no matter which board is chosen.)
2. Play will be turn-based: Whoever shuffled the cards will go first and have 30 seconds to a minute (will be determined after playtesting) to begin telling the story aloud. Players will continue in a clockwise direction, each also getting 30 seconds to add as much as they want to the story in that time until all players have gone once. One every player has gotten their 30 seconds the round will end.
 - a. Players' four color-coded cards are their individual hidden objectives: their goal is for them to be brought up in the story. However, players may not directly say the concepts on their own cards. Instead, they must steer the story in a direction that will get other players to bring up the concepts on their cards while avoiding the concept on their trope card.
3. If any of a player's cards are brought up, they remove it from behind their screens and place it face down in the center of the table— including if the card was a trope card (except blue motif cards, which should instead be given a mark to begin the count up to three. If this is achieved, then it should be placed in the center *only* after the third time). After the round has been completed, all cards in the center will be flipped over and discussed one by one. For each card, players whom the card did not belong to, will agree on whether the element was achieved. While discussing, players will not know if it was a trope card or not; this will prevent cheating in either direction. (Which cards were trope cards or not will not be revealed until the end of the game in order to heighten suspense.)
4. After each round, the UFO piece will be moved along the board to the next point (For example, from the inciting incident to the rising action) so that players will know in which direction to start moving their storytelling.
5. **Anomaly cards:** Some spaces on the board are marked with blackholes. As soon as the UFO piece lands one of these spaces, players must draw an anomaly card. Anomaly cards introduce a new challenge into the coming round—maybe they give the players a word they can not say or maybe they describe a specific event that players will have to incorporate in that round.

Chapter Three: Conclusion

1. The game will end when the piece has reached its last spot on the storyboard, and when the corresponding round has finished. Players will then move into tallying up points.
2. See the Scoring Guide (on page 4) to help find the group's final score!

Learning Potential

This game aims to teach collaborative creativity (which will exercise socio-emotional learning and the ability to work in a group,) and storytelling skills, such as brainstorming, learning and following different plot arcs, and understanding how to create a balance of different literary elements.

Its theme is integrated with its learning goals. All of the characters—both extraterrestrial and human—are storytellers working on their craft! The extraterrestrials must collaborate to create story constraints, and the humans must tell the story together in a way that satisfies individual and group goals.

Two Player Mode:

In this mode all rules are the same, however players will each be assigned two categories of cards, but they will only write two cards of each category. The last person to have told someone a story will be player 1 and be assigned the blue theme cards; then player 2 will be given the green setting cards. The purple character trait cards will be given to player 1 and the red conflict cards to player 2. Now each player will have to write 4 cards of different categories for a total of two cards from each of the categories being shuffled. They will be dealt out so players have one card of each category and the game will proceed as instructed above.

Beginner Mode:

Players should use the board labeled with a small B in the top right corner. This board contains less anomaly cards than the others, which will mean less random factors introduced to the game, and overall more player control. Additionally, this board has fewer spaces so the beginner mode will have fewer rounds and be an overall shorter game. Finally, players may also, once per round, use a prompt card that will help keep the story moving by introducing a character or event.

Scoring Guide

Point Values:

** If a non-trope hidden objective card was played, then you earn the following point value. If a trope card was played, then the following value is deducted from your overall score.

Settings: 1 point

Conflicts: 1 point

Character trait: 2 points

Symbol/motif: 1 point for each time mentioned, up to 3 times

Outcomes (4-Player):

-7 to -1 points: The aliens thought your story was abysmal and have decided to make you their students.

0 to 4 points: The aliens were greatly disappointed. They confiscated your writing tools and left them somewhere in the Milky Way before dropping you off on earth.

5 to 10 points: The aliens weren't particularly impressed and dropped you somewhere random on Earth, leaving you to find your own way home— but at least you still have all your writing supplies!

11 to 16 points: The aliens were amused by your story and dropped you back in your nice warm bed with the memory of the encounter and a mysterious ball of goop

17 to 21 points: The aliens were astounded by your story and have decided to take you on a tour of the universe to further share your talents!

Outcomes (2-Player):

-5 to -1 points: The aliens thought your story was abysmal and have decided to make you their students.

0 to 3 points: The aliens were greatly disappointed. They confiscated your writing tools and left them somewhere in the Milky Way before dropping you off on earth.

4 to 8 points: The aliens weren't particularly impressed and dropped you somewhere random on Earth, leaving you to find your own way home— but at least you still have all your writing supplies!

9 to 12 points: The aliens were amused by your story and dropped you back in your nice warm bed with the memory of the encounter and a mysterious ball of goop

12 to 14 points: The aliens were astounded by your story and have decided to take you on a tour of the universe to further share your talents!