



WHAT ON EARTH

ARE YOU TALKING ABOUT?

WHAT ON EARTH IS GOING ON?

YOU'RE AN ALIEN. YOU'VE SEARCHED FAR AND WIDE FOR INTELLIGENT LIFE, BUT INSTEAD YOU'VE FOUND EARTH. YOU ABDUCT TWO HUMANS TO ACT AS TRANSLATORS AS YOU TRY TO WRAP YOUR HEAD AROUND THE PECULIAR HUMAN BEHAVIORS AND CONCEPTS THAT YOU HAVE OBSERVED.

WHAT ON EARTH ARE YOU TALKING ABOUT IS SPLIT UP INTO TWO TYPES OF CARDS.

EARTH CARDS: EACH FEATURING ONE OF THESE PECULIAR BEHAVIORS OR CONCEPTS.

ALIEN CARDS: POPULATED WITH 20 RANDOM LETTERS THAT WILL MAKE YOU TALK AND THINK LIKE AN ALIEN.



WHAT ON EARTH ARE YOU TALKING ABOUT?

CLIMATE CHANGE

NOTABLE HUMAN INVENTIONS

ALIEN CARDS



O C Q Y S R T Y N

B W W D T G F R S

EARTH CARDS



WHAT ON EARTH AM I DOING?

THIS GAME IS SPLIT INTO TWO ROLES - ALIENS, WHO USE THEIR ALIEN (LETTER) CARDS TO DESCRIBE EARTH (OBSERVATION) CARDS, AND HUMANS, WHO ARE COMPETING TO GUESS WHAT THE ALIENS ARE DESCRIBING.

AS AN ALIEN, YOUR GOAL IS TO DESCRIBE THE EARTH CARD BY ONLY SAYING WORDS THAT START WITH THE LETTERS PROVIDED ON YOUR OWN ALIEN CARD, IN THE ORDER THEY APPEAR ON THE CARD.

TAKE THE ABOVE CARDS AS AN EXAMPLE. AS AN ALIEN, YOU COULD SAY:

"OCEAN COMING QUICKLIY! YOU SHOULD RELISH THESE YEARS. NO BEARS WORLD WIDE"

AS A HUMAN, YOUR GOAL IS TO BE THE FIRST HUMAN TO CORRECTLY GUESS WHAT ON EARTH THEY ARE TALKING ABOUT.

IN THE ABOVE EXAMPLE, THE CORRECT GUESS WOULD BE "CLIMATE CHANGE".

EACH CORRECT GUESS EARNS YOU THAT EARTH CARD, WHICH WILL EQUAL 1 POINT WHEN YOU TALLY THEM UP AT THE END OF EACH ROUND.

WHOEVER HAS THE MOST POINTS WINS THE ROUND! PLAY AS MANY ROUNDS AS YOUR SINGULAR HUMAN HEART DESIRES!



HOW ON EARTH DO I PLAY?

BEFORE STARTING, DEAL EACH PLAYER 10 ALIEN CARDS AND NOMINATE TWO PLAYERS SITTING NEXT TO EACH OTHER TO BE THE FIRST HUMAN ABDUCTEES. ALL OTHER PLAYERS WILL BE ALIENS.

TO BEGIN, THE ALIENS DRAW ONE EARTH CARD AMONG THEM AND BEGIN DESCRIBING IT, EACH USING THE TOP CARD IN THEIR OWN STACK OF ALIEN CARDS.

THE TWO HUMANS WILL BE THE FIRST TO COMPETE AGAINST EACH OTHER TO GUESS THE ALIEN'S EARTH CARD. THERE IS NO LIMIT TO HOW MANY GUESSES EACH HUMAN HAS, AND THE TURN ENDS WHEN A HUMAN CORRECTLY GUESSES THE WORD ON THE EARTH CARD OR THE ALIENS AGREE THAT A GUESS IS 'CLOSE ENOUGH'.

EACH PAIR OF HUMANS WILL COMPETE FOR TWO TURNS BEFORE PLAY ROTATES ONE PLAYER TO THE LEFT. EACH HUMAN WILL COMPETE FOR FOUR TURNS IN TOTAL AS A HUMAN (TWO VERSUS THE PLAYER TO THEIR LEFT AND TWO VERSUS THE PLAYER TO THEIR RIGHT), WITH THE REST OF THEIR TURNS PLAYED AS AN ALIEN.

ONE PLAYER IN THE FIRST PAIR OF HUMANS WILL HAVE THEIR TURNS SPLIT - TWO AT THE START OF THE ROUND AND TWO AT THE END. ONCE THEY COMPLETE THEIR FINAL TWO TURNS AS A HUMAN, THE ROUND IS OVER AND POINTS ARE TALLIED.

THIS IS VISUALISED ON THE NEXT PAGE.



TURNS AND ROUNDS (VISUALISED)



THE GAME STARTS WITH TWO HUMANS - LET'S CALL THEM DUTCH AND RIPLEY - AND ALL REMAINING PLAYERS BECOME ALIENS.

DUTCH AND RIPLEY COMPETE FOR TWO TURNS WITH ONE EARTH CARD UP FOR GRABS EACH TURN.

THE PLAY ROTATES ONCE THE FIRST TWO TURNS ARE FINISHED, WITH DUTCH BECOMING AN ALIEN AND JAY BECOMING A HUMAN TO COMPETE AGAINST RIPLEY FOR THE NEXT TWO TURNS. AT THE END OF THESE, RIPLEY'S FOUR TURNS AS A HUMAN WILL BE COMPLETE.



PLAY ROTATES LIKE THIS UNTIL IT GETS BACK TO DUTCH (WHO HAS ONLY HAD TWO TURNS AS A HUMAN). DUTCH NOW COMPETES AGAINST GREG FOR HIS FINAL TWO TURNS. ONCE THIS IS COMPLETE THE ROUND IS OVER, AND THE SCORES ARE TALLIED!



TIEBREAKERS

THE GAME GOES TO A TIEBREAKER IF TWO OR MORE PLAYERS ARE TIED AT THE END OF THE ROUND.

ALL TIED PLAYERS BECOME HUMANS, AND THE REMAINING PLAYERS BECOME ALIENS. THE ALIENS WILL DRAW A NEW EARTH CARD, AND THE TIEBREAKER BEGINS! AFTER EACH POINT, A NEW EARTH CARD IS DRAWN, AND THE TIEBREAKER CONTINUES UNTIL ONE HUMAN IS **2 POINTS AHEAD OF ALL OTHER HUMANS!**

MOST VALUABLE ALIEN

ONCE YOU HAVE HAD FOUR FULL TURNS AS A HUMAN, YOU GET TO GIVE OUT A POINT TO WHO YOU CONSIDERED TO BE THE 'MOST VALUABLE ALIEN' DURING YOUR STINT AS A HUMAN.

TO AWARD YOUR MVA POINT, SIMPLY CHOOSE AN ALIEN AND GIVE THEM AN ALIEN CARD FROM YOUR STACK OF 10. THEY THEN KEEP THIS FACE DOWN IN THEIR POINTS PILE WITH ANY EARTH CARDS THEY HAVE WON. **THESE ARE WORTH 1 POINT EACH.**

NOTE: THERE'S NO REAL FORMULA FOR CHOOSING YOUR MVA - JUST GO WITH YOUR GUT!





HOW TO BE THE BEST ALIEN YOU CAN BE

CARDS & UNDERSCORES

EACH ALIEN CARD INCLUDES A NUMBER OF UNDERSCORES. THESE TAKE THE PLACE OF ANY HUMAN LETTER OF YOUR CHOOSING.

IF YOU EVER GET STUCK ON A LETTER, YOU CAN SKIP TO THE LETTER AFTER THE NEXT UNDERScore. IF THERE ARE NO MORE UNDERScores ON YOUR CURRENT CARD, YOU ARE STILL STUCK OR YOU'VE USED ALL YOUR LETTERS, SIMPLY MOVE THAT CARD TO THE BACK OF YOUR STACK AND TRY AGAIN WITH YOUR NEXT CARD.

KEY WORDS

AS AN ALIEN, YOU SHOULDN'T SAY ANY OF THE WORDS ON THE EARTH CARD UNLESS THEY ARE ESSENTIAL HUMAN WORDS LIKE 'THE', 'AND', 'AS' ETC. IF YOU OR ANOTHER ALIEN DOES LET SLIP A WORD, DON'T DRAW ATTENTION TO IT AND JUST KEEP GOING AS IF IT NEVER HAPPENED. THE SHOW MUST GO ON, AS YOU HUMANS ARE FOND OF SAYING!

ETIQUETTE

ALL ALIENS ARE COOPERATING, SO AS LONG AS YOU AREN'T INTERRUPTING A FELLOW ALIEN YOU SHOULD FEEL FREE TO SPEAK AS SOON AS A CLUE COMES TO MIND. A CLUE COULD BE ONE OR TWO RELEVANT WORDS, BUT **WE STRONGLY RECOMMEND AIMING FOR SENTENCES - THESE ARE SOMETIMES NONSENSICAL BUT ARE ALWAYS HILARIOUS.**



NOT SAFE FOR ALIENS

THIS GAME IS RECOMMENDED FOR MATURE ALIENS, BUT THERE ARE SOME EARTHLY CONCEPTS THAT MAY NOT BE APPROPRIATE FOR EVERYONE, EVEN IF THEY ARE MATURE AGED.

IF YOU ARE PLAYING WITH SOMEONE WHO HAS DIFFERENT SENSIBILITIES TO SOME OF THE RAUNCHIER HUMANS DOWN THERE, REMOVE THE NSFA EARTH CARDS BEFORE PLAYING. THESE CAN BE IDENTIFIED BY THE YELLOW CATEGORY BOX ON EACH CARD (AND THE UFOS SHOOTING DEATHRAYS AT THE EARTH IN DISGUST).

ALL SYSTEMS ARE GO!

NOW IT'S TIME FOR A QUICK TEST RUN.
GOOD LUCK AND GODSPEED!

EXPLAIN THIS



USING THIS