

GREETINGS EARTHLINGS

In 'What On Earth Are You Talking About?', players take the role of Humans trying to translate uniquely human concepts, and Aliens, who are trying to guess what on earth the Humans are talking about!

The Aliens race to score points by being the first to guess a concept, while the Humans are rewarded with Booster Points for their (inter)stellar translating skills. The player with the most points at the end of the game wins!

GETTING READY FOR LIFTOFF

1. Deal out all **Translator Cards** evenly - or as close to even as possible - to each player.
2. One player will host the game on their phone. Choose someone to scan the QR code on the inside of the box to gain access to the **Control Center** - our very own custom interface where you'll generate Earth Concepts and keep track of scoring and time!
3. Select 'What On Earth Are You Talking About?' from the dropdown menu.
You can also select other game modes, but we'll start with the basics.
4. Add all players into the Control Center. The Control Center will assign either an Alien or Human role to each player.
5. Hit 'Start Game'!

Playing with 2-3 players? Read the rulebook, and then head to the Control Center to play 'Skeleton Crew'!



Once you've started the game, the Control Center will show who the first group of Aliens are! Ensure all Aliens are sitting next to each other and that only the Humans can see the Control Center before revealing the first Earth Concept.

Tap the 'Start' button once all Humans are ready to break the intergalactic language barrier! **The Aliens will now guess as many Earth Concepts as the Humans can translate before the timer runs out!**

SO, HOW DO YOU TRANSLATE?

Without saying any of the key words in your concept, explain it to the Aliens by only saying words that start with the letters on your Translator Card, in the order they appear. **The underscores are wild, so they can be substituted for any letter!**

If you run out of letters in a line or get stuck, simply move to the next line, flip your current Translator Card or draw a new one. There is no limit to how many times the Aliens can guess and no penalty for wrong guesses.

Each Translator Card is split into three different colours indicating how many underscores (wild letters), are on each line! Green has 4, Yellow has 3 and Red has 2. Finding the current concept particularly tough? You'll have an easier time using the Green letters. You're a Master Translator already? Challenge yourself by only using the Red letters! It is totally up to you which colours you use, and doesn't affect the scoring.

AN EXAMPLE

Earth Concept: **DOING THE WORM**

Translator Letters: **M S _ G W R**

Here, you might translate the concept by saying, 'My **S**tomach **H**its **G**round, **W**iggling **R**hythmically!' or 'Makes **S**oil **B**ounce. Get **W**ows **R**epeatedly!'



SCORING

Once an Alien correctly guesses the concept, you have successfully translated it from the primitive Human tongue to the refined Alien dialect! Tap the name of the Alien who guessed the concept to award them their point, and to reveal the next Earth Concept!

BOOSTER POINTS

All Humans will automatically receive a Booster Point if they collectively translate **three** concepts in a single round! They'll receive another Booster Point if they can translate **five** concepts, and then another Booster Point for **each correctly translated concept** after that! This is what you Humans call *incentive*.



ROLE ROTATIONS

Aliens will compete until the timer runs out, before their roles move one player down the player list. This means that the player at the top of the list now becomes a Human and a new Alien is introduced! This is all handled in the Control Center, so keep an eye on which players are highlighted in green between each round, as they will be the next players to play as Aliens.

WINNING THE GAME

The game will end once the player list rotates through all the players twice, **and the player who has the most points wins!** If any players are tied for the lead at the end of the game, they compete in a Tiebreaker Round! Any tied players will become Aliens, and the remaining players become Humans.

✖ WHAT CAN'T I SAY? ✖

✖ You cannot say any of the key words in your concept. If there is an essential Human word on the card, such as 'The', 'As' or 'And', you can say that as long as you have the right letters.

✖ You cannot say words that are part of a word in the concept. For example, you can't say 'Imagine' if the concept is 'Imaginary Friend'.

✖ You cannot say either of the words in a portmanteau (which is fancy human talk for smushing two words together) such as 'spoon' and 'fork' if the concept is 'spork'.

✖ You cannot say words within an acronym, such as 'Unidentified' if the concept is 'UFO'.

✖ You cannot use made up or misspelled words.

✖ You cannot give physical clues.

FREQUENTLY ASKED QUESTIONS

WHAT IF I GUESS A WORD THAT IS VERY CLOSE TO THE EARTH CONCEPT?

Earthly terminology often overlaps. We find that earthlings usually think that close enough is good enough, so the distinction is left up to the Humans.

AS A HUMAN, WHEN IS IT MY TURN TO SPEAK?

All Humans are cooperating, so as long as you aren't interrupting a fellow Human you should feel free to speak as soon as a sentence comes to mind.

CAN WE SKIP EARTH CONCEPTS?

Yes you can! Humans might skip a concept if they agree that it is too difficult to either guess or explain. Aliens might also request a skip if they feel they are stuck on a concept for too long.

WHAT IF TIME RUNS OUT IN THE MIDDLE OF EXPLAINING A CONCEPT?

The Humans must stop giving clues immediately. Each Alien can have one final guess if they feel they are close to guessing the correct concept - or just want to throw a Hail Mary (which sounds kind of dangerous for Mary if you ask us!).

ARE THERE OTHER WAYS TO PLAY THE GAME?

Yes there are! Simply open up the Control Center and you'll find all the game modes your Human heart desires. The rules for each game can be found on their setup page within the Control Center. See the next page for a simple rundown of each.

SKELETON CREW 2-3+ PLAYERS

Operating your game night with a Skeleton Crew? Here is how to play with 2 - 3 players! This game mode is also great for larger crews who would rather cooperate than compete against each other. Skeleton Crew is played just like the main game, except everyone is on the same team, working together to reach **20 points within a set countdown!**

Once the countdown begins, the Humans have 90 seconds to translate as many Earth Concepts as they can, with the Crew earning a point for each concept their Alien correctly guesses! Good luck out there Crew!



ZERO GRAVITY 4+ PLAYERS

Looking for a more relaxed way to play? Boot up Zero Gravity and get ready for a trip down some serious wormholes! No time limits, just vibes!

SPACE RACE 6+ PLAYERS

Humans seem to love competition, so why not split your group down the middle and go head-to-head in Space Race! Your team will have 2 minutes to translate, while the other team *observes* and *judges* - two things you earthlings are particularly good at. Select Space Race in the Game Modes drop-down to play!

CLOSE ENCOUNTERS

Think you can explain **Baptisms** without your team accidentally guessing **Drowning**? Close Encounters is a team-based game mode for **4+ PLAYERS** in which teams race to translate two similar concepts without accidentally guessing the other team's concept. Select Close Encounters in the Game Modes drop-down to play!

WHAT ON EARTH ARE YOU TALKING ABOUT?

INSTRUCTION MANUAL

