



## WHAT ON EARTH ARE YOU TALKING ABOUT?

A COMPREHENSIVE GUIDE TO MAKING EFFECTIVE  
AND MEMORABLE CONTACT WITH ALIENS

1. Unfold the lid and lay it flat on the table so everyone can see the Orbit Tracker.
2. Pop the green and blue UFO tokens out of the punch-out sheet\* and place them on the starting space (marked with an 'S').
3. Take all the Translator Cards and a roughly equal-sized stack of Earth Cards and place them in their respective positions on the Orbit Tracker.
4. Load up the 2-minute timer\*\*.
5. Split the players into Green and Blue teams. Teams should be of equal size and ability (or as close to equal as you can manage).

You are now ready to play  
**'What On Earth Are You Talking About?'**!



\*This is not space junk! Use it to divide your new and used Earth Cards so they don't get mixed up for future game nights!

\*\*A timer is available via **the QR code on the side of the box**. You can also use your phone timer or any other timekeeping device you have around your dwelling!



## INFORMATION/ CONCEPT

**You are an alien.** You are competing against a rival research ship to be the first to find intelligent life amongst the stars. Instead, you've found Earth. Each ship abducts a different group of humans to act as translators, hoping to find proof that these little creatures are the intelligent life you've been searching for.

## INFORMATION/ GAME OVERVIEW



In 'What On Earth Are You Talking About?', two teams race to be the first to complete their research mission **by orbiting once around Planet Earth.**

The orbit **begins and ends** on the starting space (marked with an 'S'), and your progress is tracked on the Orbit Tracker.



## HOW TO PLAY/ LAUNCHING IN 3, 2, 1...

**You're almost ready to begin your orbit of Planet Earth!**

Once you have completed the set-up and separated into teams, use any arbitrary human method to decide which team will translate first and which will spectate.

Each round, teams will nominate a new Alien (the guesser), and the remaining players on that team will take the role of Humans (the translators). So, choose your first Alien and prepare for lift-off!

## HOW TO PLAY/ WE HAVE LIFT OFF!



To begin, **the Humans on the translating team** draw one Earth Card between them and choose either concept on the card before showing the spectating team. Each Human then draws a Translator Card. Once everyone is ready, **the timer begins and the Humans have two minutes to translate as many Earth concepts as possible.** So, how do you translate?

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

### AN EXAMPLE

Earth Card Concept: 'Doing The Worm'

Translator Letters: 'M S \_ G W R'



Here, you might translate 'Doing The Worm' by saying, 'My Stomach Hits Ground, Wiggling Rhythmically!' or 'Makes Soil Bounce. Get Wows Repeatedly!'

If you run out of letters in a sequence, simply turn over or flip your current Translator Card, or draw a new one.

There is **no limit** to how many times the Alien can guess and **no penalty** for incorrect guesses.

Once your team's Alien correctly guesses the concept, you have successfully translated it from the primitive human tongue to the refined Alien dialect! Move onto the next Earth concept by flipping your Earth Card or drawing another if both of the concepts on that card have been explained.

**Once your two minutes is up, you will move your UFO token forward one space for every correctly guessed concept.** It is now the next team's turn!



## INSTRUCTIONS/ SKIPS



Each team can skip a certain number of Earth concepts per turn, depending on the **Quadrant** their spaceship is in.

Quadrant 1 = 4 Skips

Quadrant 2 = 3 Skips

Quadrant 3 = 2 Skips

Quadrant 4 = 1 Skip

**FIRST GAME? PLAY WITH UNLIMITED SKIPS!**

## ANNOUNCING/ SABOTAGE ROUNDS



There are certain stages in the game where your position on the board relative to the other team affects how you take your next turn. **These are called Sabotage Rounds!**

## INSTRUCTIONS/ INVASIONS



Invasions boost the losing team if they fall too far behind in the space race. If one team makes it to Quadrant 3 (Yellow) while the other is still in Quadrant 1 (Green), or if one team is in Quadrant 4 (The Red Zone) and the other isn't, the losing team can **INVADE** the winning team.

**To Invade, the losing team announces that they are invading and nominates a guesser to participate in the opponent's turn, going toe-to-toe with their Alien!** As the Invader, you do not score points for correct guesses, but you do stop the other team from scoring that point, sabotaging their progress and slowing their momentum!





## INSTRUCTIONS/ **ABDUCTIONS**

Once both teams make it out of Quadrant 1, Abductions are fair game. You are aliens, after all.

**If a team lands on the same space as the other team (in Quadrant 2, 3, or 4), they Abduct every opposing player for a free-for-all!**

Each team nominates an Alien (guesser), and all other players are Humans (translators). The Humans on the Abducting team draw an Earth Card and choose a concept which both teams will be translating.

The Abduction Round is not timed; it lasts until one team's Alien correctly guesses the required number of Earth Cards. These are:

- **One Earth concept** when the Abduction occurs in Quadrant 2 or 3.
- **Two Earth concepts** when the Abduction occurs in The Red Zone (Quadrant 4), or during a Tie-Breaker.

The first team to guess the required number of Earth concepts wins the Abduction Round and moves forward one space, while the losing team stays where they are. **Play now resumes as normal with the team that was Abducted.**



## INSTRUCTIONS/**WINNING**

The first team to make it back to the starting 'S' space, and therefore complete a full orbit of the Orbit Tracker, wins the game! However, each team will get the same number of turns, so the game isn't quite over if the team that took the first turn completes a full orbit before the second team. It's only fair!

The team that took the first turn will finish their current turn, aiming to move as many spaces past the starting space as possible. The second team then gets a final turn. Once both teams have completed their final turns, **the team that makes it the furthest past the starting space wins.**

If the team that started second is the first to complete a full orbit, they win immediately.

## INSTRUCTIONS/ **BREAKING A TIE**



If both teams land in the same space having completed their orbits, they compete in a tie-breaking **Abduction Round**.

The first team to correctly guess **two Earth concepts** wins the round and wins the game!

# WHAT CAN'T I SAY OR DO?



## 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.
- A word that is part of a word in your concept. For example, you cannot use the word 'Imagine' if the concept is 'Imaginary Friend'.
- Either of the words in a portmanteau (which is fancy human talk for smashing two words together) such as 'spoon' and 'fork' if the concept is 'spork'.
- Words within an acronym if the concept is an acronym, such as 'Frequently' if the concept is 'FAQs'.
- Made up words.
- Words misspelled on purpose.

## YOU ALSO CANNOT:

- Give clues with your physical movement. You're not playing charades, so if you do you will have to skip the word you are working on without getting a point!
- Reuse letters on your Translator Card if you have already used them on the concept you are currently explaining. You can, however, go back and repeat what you have already said.

**As with all human things, these rules are not black and white. Employ the human trait of reason when things get a bit grey!**



# FREQUENTLY ASKED QUESTIONS



## **WHAT HAPPENS IF I SAY ONE OF THE KEY WORDS IN MY TEAM'S EARTH CONCEPT?**

If any Human player on your team says a key word that is part of the Earth concept, your team must skip that concept and move on to the next. This counts towards your number of skips. **If this happens twice in one turn, your team's turn is over!**

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

Whether linguistically or conceptually, human terminology often overlaps. We have found that close enough can be good enough when dealing with humans.

If this issue arises, the distinction is left up to the opposition team. The aim is to set a balanced precedent to solve further disputes quickly and easily, so don't be too harsh, or too lenient with your distinctions.

## **AS A HUMAN, HOW DO I KNOW WHEN IT'S MY TURN TO SPEAK?**

Remember, during your turn 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.

## **WHAT SHOULD I BE DOING WHEN IT'S NOT MY TEAM'S TURN?**

Great question! Apart from handling the timer, our recommendation would be to simply spectate! You know the word that your opponents are explaining or guessing, but you have none of the responsibility of doing either, so you can sit back, relax and laugh along at their always ridiculous and often hilarious attempts at translating. It also feels great having someone laugh along at your translations, so spectators are a win/win!

# SKELETON CREW



With this variation, you can play 'What On Earth Are You Talking About?' with **two or three players**. This game mode also works for larger groups of people who would rather work together than compete against each other.

Skeleton Crew is played just like the main game, except everyone is on the same team working together to complete a full orbit within a set countdown. Each turn, the Alien (guesser) role will rotate between the players. Like in the main rules, the player(s) who aren't guessing will be explaining Earth concepts using Translator Cards.

The countdown starts at:

- **24 minutes for Recruits (Easy)**
- **18 minutes for Crew (Medium)**
- **12 minutes for Officers (Hard)**

Once the countdown begins, the Humans have two minutes to translate as many Earth concepts as possible. Once the Alien has guessed three Earth concepts correctly, you can either pause the timer or continue playing for the entire two minutes. The role of Alien now passes onto the next player, and the 2-minute timer starts again.

## WINNING THE GAME

You win Skeleton Crew if you complete a full orbit before the countdown reaches zero! If the countdown does reach zero before the orbit is complete, the game ends and you lose.

If you win a game and want more of a challenge, you can either:

- **Promote yourself to a higher difficulty, or**
- **Keep track of your remaining time and try to beat your personal best!**

# WHAT ON EARTH ARE YOU TALKING ABOUT?



**INSTRUCTIONS/** HOW TO PROTECT YOURSELF FROM SINISTER BRAINWAVES WITH A **TINFOIL HAT™**

**! ! ! WARNING! ! ! ! !**

*READ THIS PUBLIC SAFETY NOTICE BEFORE COMMUNICATING WITH ALIENS!*

## UNPROTECTED



While unprotected, your opponents can put thoughts in your head!

## PROTECTED



Protect your thoughts with a Tinfoil Hat™.

## EQUIPMENT



You will need one roll of Tinfoil. Heavy Duty is best.



- 1** Grab a 5ft sheet of tinfoil.



- 2** Fold 4 times to produce a 1 foot square, shiny side up (obviously).



- 3** Cut a straight line from one corner of the square to the center.



- 4** Make a cone shape by bending from one side of the cut under the other.



- 5** Place cone on your head and squash the top and sides so that it fits your head nicely (the tighter the better).

- 6** (Optional) Secure your Tinfoil Hat with household sticky tape.

Note: When finished with your Tinfoil Hat, please remember that clean Tinfoil is infinitely recyclable!



ETG



TLP

**AVOID USING NEAR...**

