

# VISITOR™

IN BLACKWOOD GROVE

A mysterious alien craft streaks across the night sky and crashes to ground in the woods just outside town. Only two groups know of its existence: the Agents and the Kid. The Agents have been tracking the crash as soon as it approached the atmosphere, and swarm out of their black SUVs to attempt to dissect it. The Kid, riding her bike to meet up with her friends, sees the comet trail and feels the earth tremble, so she rides over to check it out.

## Players

One player



Visitor

One player



The Kid

Everyone else



Agents

new players should consider playing as  
the Kid or Agent for their first game

## Setup

Play  
Surface

Trust Token

Trust Board

Start

Round Board

Agents

The Kid

Guess Tokens

Visitor Shield

Visitor



Once you know what objects can pass through the forcefield  
you too can pass through

Log 23:06 hours - Agent ██████████

A semi-permeable forcefield surrounds the crater with the craft at its center. We have found that we cannot pass through the forcefield, but the Visitor demonstrated that some objects can pass through it. He tried to communicate with us, and we think he's saying something like "Once you know what objects can pass through the forcefield, you too can pass through." Figuring out what can pass through the forcefield is like a password for getting to the craft.

Gameplay



The Visitor and the Kid are working together to see that the Kid is able to successfully prove she knows the "Pass Rule" about what kinds of objects can pass through the Forcefield – like "things that contain metal." If the Kid proves she knows the Pass Rule before any of the Agents do, both she and the Visitor win.



Each Agent wants to crack the case and get promoted; if an Agent successfully proves they know the Pass Rule first, that Agent wins and all other players lose. Lastly, if it's the Visitor's turn and he has no cards in hand, then the Agents have completed the containment fence and they all win.

Starting the game



Read the Visitor role card



Read the Kid role card



Choose an Agent Role Card and read

Take one colour of stands

Take one colour of stands

Flip over 2 cards from the Object deck and place face up near forcefield

Deal out 7 cards for each player's secret hand

Make up Pass Rule

Classify the 2 flipped cards

Start!

# THE VISITOR'S RULES

## On Your Turn

### IF TRUST IS 0 - 2

Classify a card from your hand face up for all players to see.

### IF TRUST IS 3+

Classify a card from your hand in a stand hidden from the Agents.

If you have no cards in your hand at the start of your turn the game is over and all Agents win.

## Classifying Objects

Classifying an object is when you take a card either presented by another player (on their turn) or chosen from your hand (on your turn) and, according to the Pass Rule, place it either inside the Forcefield or outside the Forcefield.

If the card is secret (in a stand; as with cards Tested on the Agent's turn), the card is placed in the appropriate area. If the card is face-up (as with cards from Proving the Pass Rule), it is placed in one of the 8 slots on or off the board, appropriately. If there are no empty slots when another card would be placed, the player whose turn it is places the card on top of a card already in play. Covered up cards cannot be looked at. If you are placing multiple cards in a single turn, you may not cover up a card you placed on that turn.

# THE VISITOR'S RULES

## Making the Pass Rule

Before the Agent's first turn, The Visitor looks at their hand and the 2 revealed cards and makes up the game's Pass Rule. The Pass Rule can be almost any rule that will allow him to classify cards. Cards that pass the rule can pass through the Forcefield and are placed within the Forcefield. Cards that don't pass the rule cannot pass through the Forcefield and are placed around the board but not on it. Once the Visitor has made up the Pass Rule, he classifies the 2 cards revealed during setup.

*Example: After looking at his hand and the first 2 cards ("Airplane" & "Paper Cup"), Jim, the Visitor, decides his Pass Rule will be "Things that contain metal." Before the game begins, he must classify the first 2 cards, so he classifies "Paper Cup" as "out" and puts it in a slot off of the Forcefield because it does not contain metal. He classifies "Airplane" as "in" and puts it in one of the slots within the Forcefield board because it definitely contains metal.*

The Visitor can make up any Pass Rule, so long as it deals with the objects pictured on the cards. Pass Rules should not deal with: the name of the object, who played the cards or how they were played, or any sort of information that privileges one player over another. First-time Visitors may want to look through the cards in the object deck before making the Pass Rule.

### Good Pass Rules

Things that are lighter than a textbook

Things that are heavier than a textbook

Things that contain metal

Things that are red

Thing that are in this room

### Bad Pass Rules

Lighter than a car  
(allows too many things)

Lighter than a feather  
(allows too few things)

Double consonants in name  
(not about the objects)

Things the Visitor reveals  
(not about the objects)

# THE KID'S RULES

## On Your Turn

### PREDICT OBJECTS

Predict up to 3 cards from your hand 1 at a time until to you get 1 wrong or choose to stop.

- Wrong—your turn is over, trust doesn't change
- Stop—Trust +1 for each right card

Or

### PROVE THE PASS RULE

Only if trust is 2+

If you're right, you and the Visitor win!  
If you're wrong, your turn is over.

## PROVING THE PASS RULE

The Visitor doesn't understand English, so guessing the Pass Rule does not involve saying it out loud. Instead, when you think you know the Pass Rule, you can prove it by classifying cards. To Prove the Pass Rule:

1. Flip the top 4 cards of the deck, and line them up on the Forcefield across from the shield.
2. The Visitor secretly marks the classifications of the 4 objects behind the shield using the guess tokens.
3. You classify the 4 object cards on the board. The Visitor lifts the shield. If your cards match the tokens you win!
4. Otherwise, the Visitor classifies the 4 objects according to the tokens, your turn is over.





# THE KID'S RULES

## Predicting Objects

Choose a card from your hand and reveal it to all players. Say "in" or "out," guessing whether the card she revealed will be within, or will be outside of the Forcefield. The Visitor then classifies that card.

- If you guessed wrong (the Visitor's classification didn't match your guess), your turn is over immediately and Trust does not increase.
- If you guessed right (the Visitor's classification matched your guess), you may predict another card, and repeat this process—you can predict up to 3 cards total on your turn. If you want to stop (or have predicted 3 cards right), your turn is over and Trust increases 1 for each card you predicted.

## Increasing Trust

When the Visitor trusts you, he can give you hints to help you figure out the Pass Rule. Trust increases when you're done predicting cards (if you got them all right), or when an Agent proves the Pass Rule incorrectly.

When Trust increases, move the Trust token to the next position on the Trust board, and get the reward that is listed below that number. If Trust increases by more than one, get each reward passed. Powers happen for the rest of the game; actions are one-time bonuses. Trust is the only way you get to draw cards.

*Example: Trust is at 3. Jaki reveals a card from her hand and predicts "OUT." She's right. She reveals another and predicts "IN." She's right. She chooses to stop, so Trust increases 2: to 4, and then 5. Jaki draws 4 cards (2 cards per) and each Agent reveals one of their secret cards (action for trust #5). Starting on her next turn, whenever Jaki predicts cards, her first prediction every turn is now done in secret from the Agent (using a card stand; the power for trust #4).*

# THE AGENTS' RULES

## On Your Turn

### TEST AN OBJECT

Choose one card from your hand, put that card in a stand, and secretly show it to the Visitor. The Visitor secretly classifies the card and puts it in the Forcefield ("in") or out of the forcefield

Or

### PROVE THE PASS RULE

If you're right, you win! If you're wrong, your turn is over and Trust between the Kid and the Visitor goes up 2.

THEN: Draw until you have 7 cards in your hand

## 4-5 PLAYER RULES

For a 4-5 player game, the additional players play as Agents. Each Agent wants to crack the case and get promoted; if one of the Agents successfully proves they know the Pass Rule first, that Agent wins and all other players lose.

Only you can see the objects that you've tested, not the other Agents. Instead of placing your tested cards in stands, place them face down and put one of your agent tokens on top. You can always peek at your tested cards.

Log 23:13 hours - Agent redacted

I will play this Visitor's little game for now because the quicker we can get the craft back to R&D, the better. Fortunately, the operations team will complete its containment fence soon and then we'll have all the time we need to get through the forcefield.

# THE AGENTS' RULES

## PROVING THE PASS RULE

The Visitor doesn't understand English, so guessing the Pass Rule does not involve saying it out loud. Instead, when you think you know the Pass Rule, you can prove it by classifying cards. To Prove the Pass Rule:

1. Flip the top 4 cards of the deck, and line them up on the Forcefield across from the shield.
2. The Visitor secretly marks the classifications of the 4 objects behind the shield using the guess tokens.
3. You classify the 4 object cards on the board. The Visitor lifts the shield. If your cards match the tokens you win!
4. Otherwise, the Visitor classifies the 4 objects according to the tokens, Trust +2, and your turn is over.

