

Instructions

...once you know what objects can pass through the forcefield you too can pass through...

A mysterious alien craft streaks across the night sky and crashes in Blackwood Grove, the forest outside of town. Only two groups know of the ship: the Agents, who have been tracking the craft, swarm out of SUVs to dissect the Visitor. The Kid, who saw the comet trail, rides her bike over to save the Visitor. Who will get through the ship's forcefield and win?

Players

You need a minimum of three people to play

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

One player



Visitor

One player



The Kid

Everyone else



Agents

Gameplay and Goals



The Visitor and the Kid work together. The Visitor makes up a "Pass Rule" about the types of objects that are admitted through the forcefield — like "things that contain metal" — and hopes the Kid can solve it. If the Kid proves she knows the Pass Rule before any of the Agents do, both she and the Visitor win.



If an Agent correctly proves the Pass Rule first, **that** Agent wins and all other players lose. If it's the Visitor's turn and she has no cards in hand, then the Agents automatically win as a team.

Win Conditions



The Kid proves the Pass Rule

Object deck runs out of cards



An Agent proves the Pass Rule
(That Agent Wins)

Visitor runs out of cards in hand
(All Agents Win)

Setup and Start

Visitor



Take the Visitor's role card

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



Draw 14 cards

Make up Pass Rule from these 14 cards

Keep 7 cards for your hand

Put 7 cards of your choice on the bottom of the object deck

Classify the 2 flipped cards face up (see: **Classifying Cards**)

The Kid



Take the Kid's role card

Take the Kid's card marker

Draw 7 cards for the Kid's hand

Put the trust token on the trust board

Agents



Choose an Agent role card

Take the matching card marker

Draw 7 cards for each Agent's hand

When the Visitor is ready, the game starts with the Agent to her left

Role Card

Card Marker

Trust Token

Trust Board

Direction of Play



First Agent

Start

Forcefield Board

Visitor Shield

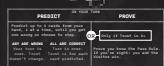
Guess Tokens

Visitor



The Kid

THE KID



Play Surface



Making the Pass Rule

Before the Agent’s first turn, the Visitor looks at her hand and the 2 revealed cards and makes up the game’s Pass Rule.

The Pass Rule must deal with the objects pictured on the cards.

The Pass Rule can be almost any rule that will allow her to say whether cards are admitted or repelled by the forcefield (a process called classifying). First-time Visitors are encouraged to use a Pass Rule from one of the cards with example Pass Rules.

Pass Rules **should not** deal with the name of the object, they **should not** deal with who played the cards or how they were played, and they **should not** deal with any sort of information that privileges one player over another.

Good Pass Rules	Bad Pass Rules
Things that are lighter than a textbook	Things that are lighter than a car admits too many things
Things that are heavier than a textbook	Things that are lighter than a feather admits too few things
Things that contain metal	Things with double consonants in their names must be about the objects –not the words
Things that are red	Things that the Visitor reveals must be about the objects –not who played them
Things that are in this room	Things in my childhood bedroom unfair advantage to family members

Note: no matter the rule, when classifying objects, the Visitor will sometimes have to make judgment calls.

EXAMPLE: MAKING THE PASS RULE

After looking at her hand and the first 2 cards (“Airplane” & “Plastic Cup”), the Visitor decides her Pass Rule will be “Things that contain metal.” Before the game begins, she must classify the first 2 cards, so she classifies “Plastic Cup” as repelled and puts it in a card space **beside** the forcefield board because plastic cups do not contain metal. She classifies “Airplane” as admitted and puts it in one of the card spaces **on** the forcefield board because airplanes contain metal.

On the Visitor's Turn

Trust decides your action

If Trust is 0-2

Choose and classify a card from your hand **face up**.

If Trust is 3+

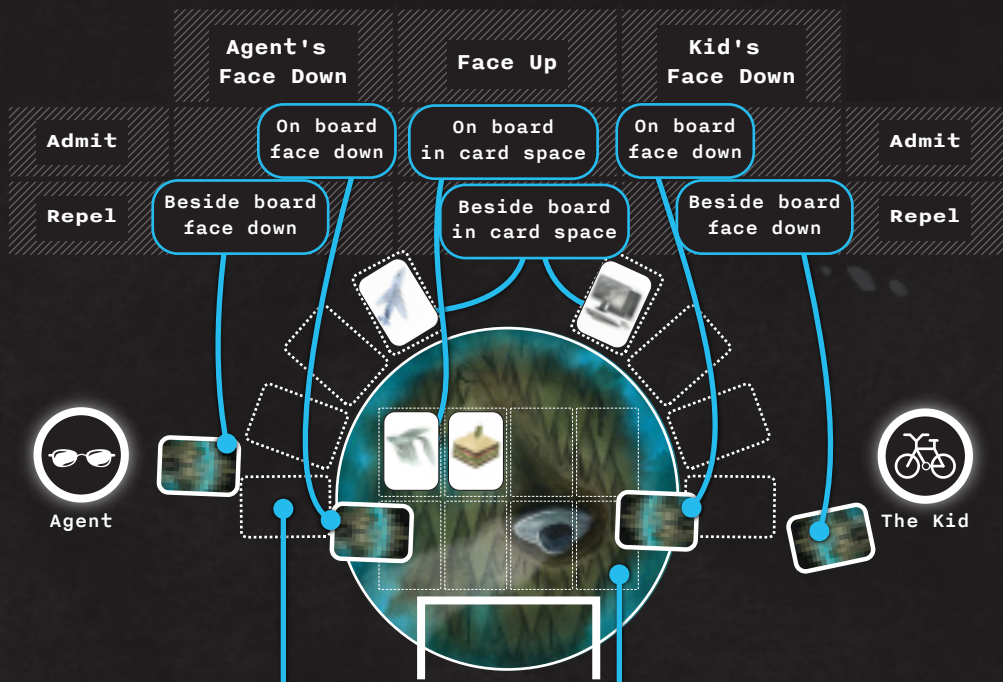
Choose a card from your hand and secretly show it to the Kid, then classify **face down** for the Kid.

You do not draw cards on your turn

Classifying Cards

The Visitor classifies an object by taking the card and, according to her Pass Rule, placing it either **on** the forcefield board (admitted) or **beside** the forcefield board but not on it (repelled).

Some cards are classified face up (placed in card spaces). Others are classified face down for the Agent (the Agent who played the cards can always look at them) or face down for the Kid (the Kid can always look at them).



There are only 8 spaces for face up on the board, and 8 spaces beside the board. If all the card spaces on the board are filled when another face up card is admitted (or the spaces beside the board are filled when a face up card is repelled), the player chooses a card space and places the card on top of the other cards in that space. Players can only look at the top card in each space. If a player is classifying multiple cards in a single turn, she may not cover up a card placed on that turn.

[illegible]



On the Kid's Turn

If you have no cards in your hand you draw 1 from the deck

You can choose if Trust is high enough

Any Trust

Predict Objects

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

ANY ARE WRONG

Your turn is over. Trust doesn't change.

ALL ARE CORRECT

Turn is over. Get +1 Trust for each card predicted.

OR

If Trust is 2+

Prove the Pass Rule

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

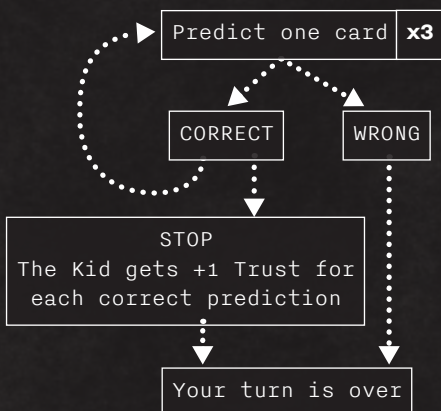
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Predicting Objects

The Kid chooses a card from her hand and reveals it to all players.

She guesses if it will be admitted or repelled by the forcefield by saying "Admitted" or "Repelled".

The Visitor classifies the card **face up**.

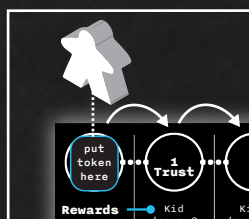


Increase Trust

Increasing Trust is the only way the Kid draws cards!

When Trust increases, the Kid moves the trust token to the next spot on the trust board, and gets the one-time Reward under that spot (and any spot she passes on the way).

At Trust 5, 6, 7 and each time Trust increases after 8, each Agent must choose one of her face down cards and turn it face up.



When the Kid reaches Trust 2, 3, 4, and 8 she unlocks Powers that enhance her (or the Visitor's) turn.

Note: the Power at Trust 8 can be used on the same turn it is unlocked.

EXAMPLE: PREDICTING OBJECTS

The Trust token is at spot 3. The Kid reveals a card from her hand and says, "repelled." The Visitor says she's right. She reveals another card and says, "admitted." She's right. She chooses to stop, so she moves the token up to spot 5 (one spot for each card predicted). The Kid draws 2 cards (Reward at spot 4), then draws 1 more and the Agents each choose and reveal one of their face down cards (Reward at spot 5). Starting on her next turn, the first card the Kid predicts each turn is face down (the Power unlocked at spot 4).



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.

On an Agent's Turn**Test an Object****OR****Prove the Pass Rule**

Choose one card from your hand and **secretly** show it to the Visitor. The Visitor classifies the card **face down** for you.

Right:
You win!
All the other
players lose.
Even better!

Wrong:
The Kid gets
+2 Trust.

**Then**

Draw until you have 7 cards in your hand.

4-6 Players

For a 4-6 player game, the additional players play as Agents. Each round every Agent has a turn, starting with the Agent to the Visitor's left. Each Agent wants to crack the case and get promoted; if one of the Agents successfully proves she knows the Pass Rule first, that Agent wins and all other players lose. Each Agent can only look at the face down cards **she** has tested, not the other Agents' face down cards. Players place their card markers on top of the face down cards they test, to remind them which cards they can look at.

**EXAMPLE: PROVING THE PASS RULE**

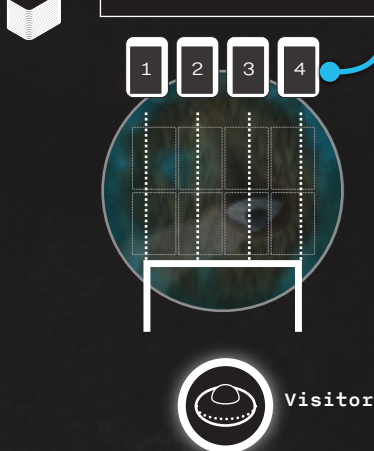
The Agent wants to prove the pass rule instead of testing an object. She flips 4 cards from the deck and places them across the top of the board: Hot Dog, Broom, Coin, Apple. Behind her shield (secretly), the Visitor places the 1st and 4th guess tokens on the board, and the 2nd and 3rd tokens beside the board, indicating the 1st and 4th objects (Hot Dog and Apple) are admitted by the forcefield, and the 2nd and 3rd (Broom and Coin) are repelled. The Agent places Hot Dog, Broom, and Apple on the board. The Visitor lifts her shield; the cards match the tokens except for Broom, so the Agent has failed. The Kid gets +2 Trust and the turn ends.

Proving the Pass Rule

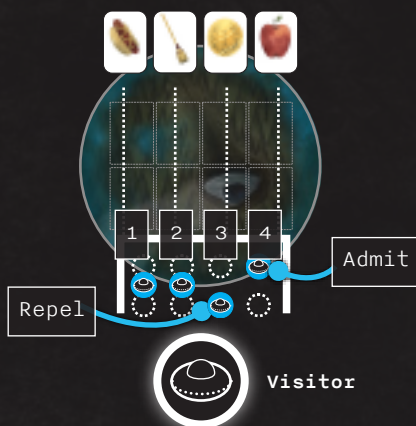
In order to win, players try to prove the Pass Rule. The Visitor doesn't understand human languages, so proving the Pass Rule does not involve saying a guess out loud. Instead, when a player thinks she knows the Pass Rule, she can spend her turn to try to prove it with cards from the deck.

1 Proving player draws 4 cards from the object deck

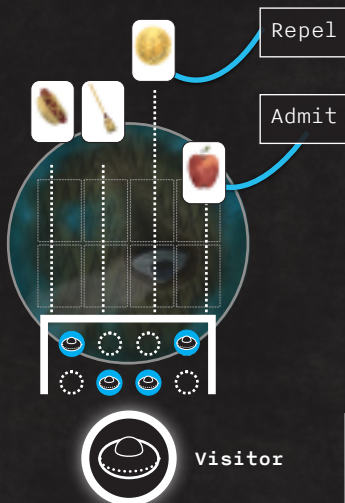
...and lines them up across from the shield.



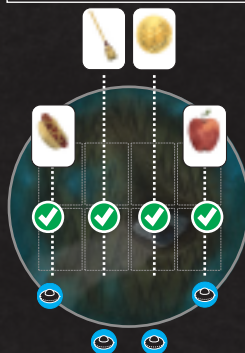
2 The Visitor secretly marks the classifications of the 4 objects behind the shield using the guess tokens.



3 Proving player puts the cards on or beside the board to show her guesses.

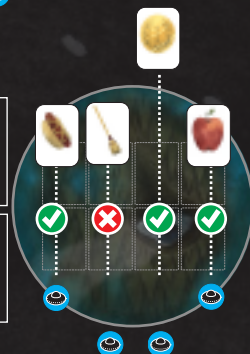


4 The Visitor lifts the shield. If **all** the positions of the cards match the positions of the tokens, the proving player wins!



Otherwise the Visitor classifies the objects and the turn is over.

If the proving player is an Agent, the Kid gets +2 Trust.



VISITORTM

IN BLACKWOOD GROVE



CREDITS

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