

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.



Each Agent is from a different agency and is racing to figure out the Visitor's Pass Rule and get through the forcefield. The first Agent to figure it out wins.

The Agents are not on a team and do not share information.

Win Conditions



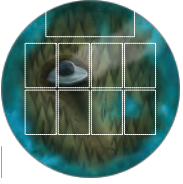
The Kid proves the Pass Rule



An Agent proves the Pass Rule
(That Agent Wins)

Visitor has 0 cards in hand at start of turn
(All Agents Win)

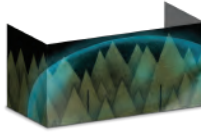
Components and Setup



Forcefield Board



Object Deck
(142 Object Cards)



Visitor Shield



Trust Board and Trust Token



6 Role Cards
(4 Agent,
1 Visitor, 1 Kid)



**13 Example
Pass Rule Cards**



5 Card Markers
(4 Agent, 1 Kid)



4 Guess Tokens

Not Pictured:
5 Extra Card Markers
1 Cloth Bag
This Rulebook

14 Card Stands
(Kickstarter Only)

Setup

Each Agent



Choose an Agent
role card

Take the
matching card
marker

Draw 7 object cards
for your hand

The Kid



Take the Kid's
role card

Take the Kid's
card marker

Draw 7 object cards
for your hand

Put the trust token
on the trust board

Visitor



Take the Visitor's
role card

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

Draw 7 object cards
for your hand

Make up the Pass Rule
(see next page)



Making the Pass Rule

Before the game begins, the Visitor looks at her hand and the 2 flipped object cards and **secretly** makes up the game's Pass Rule: a simple rule that dictates what kinds of objects she will admit through the forcefield, for example "Things that contain metal." First-time Visitors are encouraged to secretly choose or modify an example card to create the Pass Rule.



The Visitor wants to make a Pass Rule that...

- will be hard enough to guess that the Agents won't figure it out
- won't be too hard for the kid to eventually figure out
- admits some objects in her hand through the forcefield, but not all

But there are a few restrictions. The Pass Rule...

- **must** consider the objects pictured on the cards
- **cannot** consider the spelling of the names of objects
- **cannot** consider info that would give a player an unfair advantage

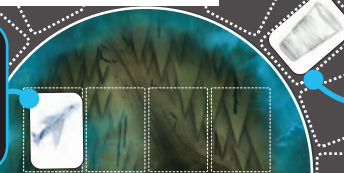
The Pass Rule can admit both, neither, or 1 of the 2 flipped cards

Good Pass Rules	Bad Pass Rules
Things that are lighter than a textbook	Things that are lighter than a feather admits too few things — allowed , but too easy
Things that are red	Things with double consonants in their names must be about the objects — cannot be about words
Things that are in this room	Things in my childhood bedroom cannot advantage family

Starting the Game

The Visitor now places the 2 flipped object cards according to the Pass Rule.

Cards that pass the Rule are "admitted"—placed in a space on the board



Cards that don't pass the rule are "repelled"—placed in a space beside the board

During the game, cards that pass the Rule will **always** be placed on the board, and cards that don't pass the Rule will **always** be placed off the board.

EXAMPLE: MAKING THE PASS RULE

Looking at her hand and the 2 flipped cards ("Airplane" & "Plastic Cup"), the Visitor decides her Pass Rule will be "Things that contain metal." Now she must place the 2 flipped cards. "Plastic Cup" is repelled because plastic cups do not contain metal, so she places it in a card space **beside** the forcefield board. "Airplane" is admitted because airplanes contain metal, so she places it in one of the card spaces **on** the forcefield board.



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 Agent sitting to the Visitor's left takes the first turn.
Proceeding clockwise, each Agent takes a turn.

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 places it according to the Pass Rule face down.

Right: You win!
Wrong: The Kid gets +2 Trust.
Everyone else loses.

see **Proving the Pass Rule**

Do this to get more info about the Pass Rule

Then

Draw until you have 7 cards in your hand.

Do this to win if you know the Pass Rule

Face Down Cards

When an Agent tests an object card, the Visitor looks at it secretly and places it face down according to the Pass Rule: admitted cards are placed on the edge of the board (not in the card spaces) with that Agent's card marker on top. Repelled cards are placed face down on top of that Agent's role card. Players can always peek at the face down cards under their card markers or on their role cards.

DOE Agent's repelled face down cards



DOE Agent's admitted face down cards



The Kid's admitted face down cards



Later in the game the Kid and the Visitor will be able to play face down cards; these are placed just like Agents' tested cards except they're placed under the Kid's card marker/on the Kid's role card.

Later in the game Agents will have to reveal one of their face down cards. When this happens, **each** agent will choose one of their face down tested cards and turn it face up. The face up cards are placed in one of the spaces on the board (if the card was under their card marker) or beside the board (if the card was on their role card).

Don't worry about these things on the Agents' first turns. They'll be important later

Once all Agents have taken a turn, the Kid takes her turn.



On the Kid's Turn

You can choose if Trust is high enough

Predict Objects

Show everyone 1 card from your hand and predict "admitted" or "repelled." The Visitor places the card face up according to the Pass Rule. If...

YOU ARE RIGHT

Choose:

Predict another card
or

End your turn. Get +1 Trust for each card predicted this turn (**max. 3**)

YOU ARE WRONG

Your turn is over. Trust doesn't change.

Predicting again is risky!
If you predict wrong, you don't get Trust this turn

OR

Prove the Pass Rule

If Trust is 2+

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

see **Proving the Pass Rule**

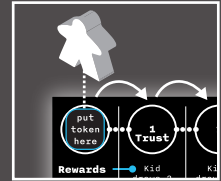
For your first few turns you should predict objects

Increase Trust

Increasing Trust is the only way the Kid draws cards!

After predicting cards, the Kid moves the Trust token up on the Trust board one spot for each card she predicted correctly (max 3; only if she got them all right). She gets the Reward listed under each spot as she moves to it.

Certain Trust levels unlock Powers that enhance the Kid's or the Visitor's turn for the rest of the game.



Face Up Cards

The Visitor will place face up cards over the course of the game.

Face up cards are placed...

- as the Kid predicts objects
- on the Visitor's turn
- after any player fails at proving the Pass Rule

Later in the game some of these are placed face down instead. Be sure to check the last page of this book for details about Trust Powers

When placed, these face up cards go in card spaces. Admitted cards go in 1 of the 8 **on** the board. Treat the area **beside** the board as if it had 8 more spaces. Repelled cards go in 1 of these 8 spaces.

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 and places the card in a space beside the forcefield. She reveals another card and says, "admitted." The Visitor places the card and 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), placing them in the spaces on or beside the board, appropriately. Starting on her next turn, the first card the Kid predicts each turn is face down (the Power unlocked at spot 4).

Trust decides your action

If Trust is 3+

Choose a card from your hand, secretly show it to the Kid, then place it **face down** according to the Pass Rule.

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You do not draw cards on your turn
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Save the best cards in your hand to play as hints for the Kid once Trust is 3+!

There are 8 spaces for face up object cards 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 placing multiple cards in a single turn, she may not cover up another card placed on that turn.

If any appropriate
card spaces are
empty, the new
card goes there

If all appropriate card spaces are full, the card goes on top of an existing one

Face down cards
aren't put in
card spaces

[illegible]

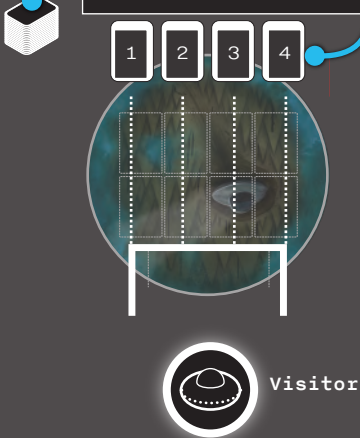
Proving the Pass Rule

In order to win, players try to prove the Pass Rule. The Visitor doesn't understand humans, so players don't say a guess out loud. Instead, when a player thinks she knows the Pass Rule, she can spend her turn to try to prove it by showing which of 4 random objects will be admitted.

1

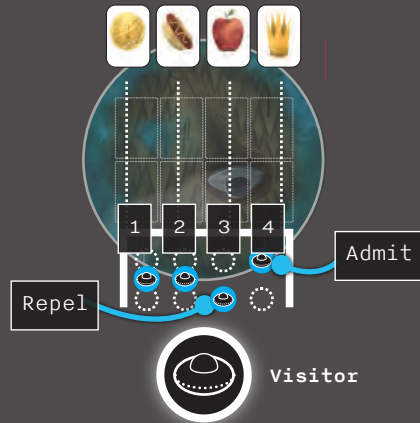
Proving player takes 4 cards from the top of the object deck

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



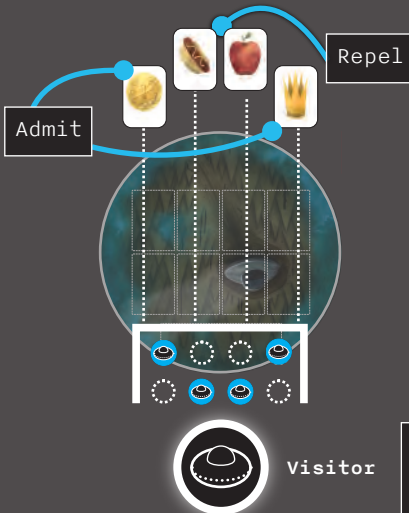
2

The Visitor secretly marks which of the 4 objects are admitted and which are repelled behind the shield using the guess tokens.



3

Proving player pushes the cards she thinks are admitted toward the board.



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 places the objects in card spaces on or beside the board according to the Pass Rule. The turn is over.

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

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: Coin, Hot Dog, Apple, Crown. 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 (Coin and Crown) are admitted by the Pass Rule, and the 2nd and 3rd (Hot Dog and Apple) are repelled. The Agent pushes Coin, Hot Dog, and Crown toward the board, showing she thinks they're admitted. The Visitor lifts her shield; the cards match the tokens except for Hot Dog. The Agent failed. The Kid gets +2 Trust and the turn ends.

Trust Rewards and Powers

Rewards	Powers
1-4 The Kid adds 2 cards from the object deck to her hand.	2+ The Kid may now spend her turn prove the Pass Rule, just like Agents could from the start of the game, except Trust doesn't change if she's wrong.
5-7 Each Agent chooses and turns 1 of her face down cards face up, placing it in a card space on or beside the board (then the Kid draws 1).	3+ The card the Visitor places on her turn is face down (like a card tested by an Agent). The Kid can look at it.
8 Visitor adds 1 card from the object deck to her hand (8 Agents reveal 1). This is the only time the Visitor draws a card.	4+ If the Kid predicts cards, the first one is face down, just like an Agent testing cards. If she continues predicting, those cards are face up.
9+ Each Agent reveals 1 of her face down cards as in Trust 5-7, except it happens each time Trust increases from now on	8+ The Kid may predict cards and then attempt to prove the Pass Rule. She may prove the Pass Rule immediately upon reaching 8+ Trust

Additional Rules

More Interesting Pass Rules: Once the Visitor is comfortable with the game, to make better Pass Rules she should draw 14 cards from the object deck during setup (instead of 7), make the Pass Rule, then choose 7 to keep, and put the rest on the bottom of the object deck.

Object Deck Runs Out: Occasionally in a 5-6 player game, the object deck may run out of cards before the Visitor does. When this happens the Kid and the Visitor win, so Agents should be careful when proving the Pass Rule.

Kid's Hand is Empty: The Kid only draws cards when Trust increases. *There is one exception to this rule* – if the Kid has no cards in her hand at the start of her turn, she may draw 1.

CREDITS

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