



Features:

- Aliens in the '80s
- Suspenseful guessing game
- 10 minutes to play
- 3-6 players
- 3 asymmetric roles
- 'Inductive reasoning' mechanic

A spacecraft crashes in Blackwood Grove, protected by a powerful forcefield. Why can some objects pass through the forcefield, but others are repelled?

Can the Kid figure out the pattern in time to save the Visitor from the nefarious Agents?

How are these objects...



...different from these objects?

Answer: They make noise

Figure out the pattern before it's too late!



SRP\$20 • 6.5"×10"×2.25" • 4/case

