

WHAT ON EARTH ARE YOU TALKING ABOUT?

A COMPREHENSIVE GUIDE TO MAKING **EFFECTIVE**
AND **MEMORABLE** CONTACT WITH ALIENS

INTRODUCING/ PARTY RULES



'What On Earth Are You Talking About?: Party' invites players from all corners of the universe to Planet Earth, and this time it's every terrestrial (extra or otherwise) for themselves!

Each turn, two players are nominated as Aliens, while the remaining players take on the role of Humans, translating uniquely human concepts as the Aliens try to guess what on earth they are talking about.

Balancing competition and collaboration, Aliens race to score points by being the first to guess a concept, while the Humans are collectively rewarded if they showcase their (inter)stellar translating skills.

Welcome to the intergalactic party!



4 - 8+ PLAYERS · 20 - 40 MINUTES · 17+ AGE LIMIT

INSTRUCTIONS/ SETTING UP



1. Unfold the lid and lay it flat on the table so everyone can see the Orbit Tracker.
2. Each player will need a token to keep track of their score. Pop the UFO tokens from the punch-out sheet* and source a number of small trinkets from your Earthly possessions for the remaining tokens.
3. Have each player choose a token and place them all on the starting space (marked with an 'S').
4. 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. Deal each player 10 Translator Cards.
5. Load up the 2 and a half minute timer**.
6. Choose two players sitting next to each other to begin as Aliens (guessers). The remaining players will play as Humans (translators).



*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!

INSTRUCTIONS/ HOW TO PLAY



In this game, Humans will be translating Earthly concepts to their Alien friends, who score points by guessing what on earth they are talking about.

To begin, the Humans draw one Earth Card between them and choose either concept on the card to start with. Once everyone is ready, the timer begins, and the Aliens have two and a half minutes to guess as many Earth concepts as the Humans can successfully describe (or 'translate'). **So, how do you translate?**

Without saying any of the key words in your concept, explain it to the Aliens by only saying words that start with the letters on your Translator Card in the order they appear on your card. Oh and **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 Aliens can guess and no penalty for incorrect guesses.

Once either Alien correctly guesses the concept, you have successfully translated it from the primitive human tongue to the refined Alien dialect! Quickly move on to a new Earth concept by flipping your Earth Card or drawing another if both of the concepts on the card have been explained.

INSTRUCTIONS/ SCORING



Once the timer runs out, each Alien will move their token forward one space for every concept they guessed correctly.



INSTRUCTIONS/ BONUS POINTS

Certain scenarios can net players Bonus Points! These are:

Boosts: For every three concepts the Aliens collectively guess, each Human also moves forward one space! This is what you humans call 'incentive'.

Shutouts: If an Alien guesses three or more concepts while the other Alien guesses none, the victorious Alien moves forward one extra space!

INSTRUCTIONS/ TURN ROTATION



Each pair of Aliens compete for two and a half minutes before their roles rotate one player to the left (clockwise), with the player to the right becoming a Human.

This means each player will complete two turns per round as an Alien (versing the player to their right before versing the player to their left), with the rest of their turns for that round played as a Human.

The round is complete once the first Alien (who will have had only one turn so far) completes their second turn against the player to their right.



INSTRUCTIONS/**WINNING**

The game continues until one player returns to the starting space, at which point **the end game begins**.

Finish the current round, ensuring that each player has played as an Alien for the **same number of turns**.

The winner is the player who is furthest past the starting space after all remaining Aliens have finished their turns!



INSTRUCTIONS/**BREAKING A TIE**

If two or more players are tied for the lead after completing the final turn, they compete in a tie-breaking Final Round.

Any tied players will become Aliens, and the remaining players become Humans. Load the timer and play another turn!

If any Aliens are still tied at the end of a tiebreaker - you guessed it - those Aliens go again until there is only one winner!

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 or words misspelled on purpose.
- ◆ You also cannot give clues with your physical movement.



INSTRUCTIONS/ THE ASTEROID

If you get caught breaking one of these rules, you become 'the Asteroid' (because you must feel dumb as rocks).

If, as the Asteroid, you break a rule again, you must move back one space. If another player breaks a rule, they now become the Asteroid.

FREQUENTLY ASKED QUESTIONS



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

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

If this issue arises, the distinction is left up to the Humans. 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?

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.

CAN WE SKIP EARTH CONCEPTS?

Yes you can! Humans might skip a concept if they agree that it is too difficult to either guess or explain.

Aliens might also request a skip if they feel they are stuck on a concept for too long.

DO WE HAVE TO WEAR TINFOIL HATS?

That is totally up to you, we're not your Alien overlords (yet).

If we HAD to say, we would recommend you make two hats (see the '**How To Protect Yourself From Sinister Brainwaves With A Tinfoil Hat**' section of these rules), and give them to the first two Aliens to wear!

This is an easy way to differentiate who is guessing and who is translating - just pass the hats along each time the roles rotate!

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.



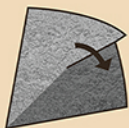
- 1** Grab a 5ft sheet of tinfoil.



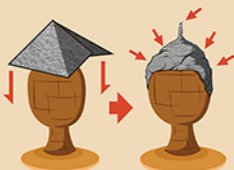
- 2** Fold 4 times to produce a 1 foot square, shiny side up (obviously).



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



- 4** Make a cone shape by tucking 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!



YOUR BRAINWAVES ARE NOW SAFE WHEN TALKING TO ALIENS!



ETG



TLP

AVOID USING NEAR...

