

## **A WHOLE NEW WORLD**

**BY YOKO ISHIOKA & CARLOS RIOS**

### **Story:**

All that's left is space as you pummel through the air like an ill-prepared torpedo. Debris stains your helmet to blur the remnants of blackened smut that once inhabited your friends, your family, and everyone else but the five strangers now onboard with you. You still do not comprehend the moments leading to the present time. For now, all you can do is wait until something happens.

You startle at the noise of drifting finally at a standstill. After much debate and with no other option, you open the hatch to find a crowd of aliens humming and what appears to be joyous tentacle motions. Factoring the lack of instant obliteration as promising, you brave a step and feel yourself and the others carried to what appears to be the leader.

Unable to understand the language, you realize the only communication will be unspoken. One thing made very clear though is that the aliens can only welcome one person to stay on the planet. The leader's eyes express sorrow as it raises five tentacles in the air and slowly lowers four. The leader pats everyone on the head gently as though saying it's not a choice made on its part but rather a limitation of supplies.

Now is the time to decide who stays. The volunteers have decided that you should be the one. You step towards the leader, only to be returned to your spot. Everyone takes a turn, but the leader doesn't accept anyone. Instead, the leader draws out moons and a series of events as if to indicate a choice will be made after a trial period. Until then, everyone will compete to see who will adapt the best to the new planet. The trial begins now.

### **Rules:**

3-6 Players

To begin a round, the first player picks a card from the following categories and then follows the subsequent directions:

### **Language:**

You are given a very descriptive scenario that you must convey to your new alien friends. You must get your idea across by drawing only pictures. Words and symbols are not allowed. Make sure you flip the timer after reading the complete scenario. Everyone begins at the same time.

Every player makes their own drawing. At the end of the allotted time, the person who picked the card gathers everyone's drawings and randomizes them to conceal whose artwork belongs to which player, and a vote is cast among the players. Each player must decide which pictorial example demonstrates the scenario in the best way. Of course, the voting is subjective and should have some criteria, such as the drawing that is the funniest or easiest to understand, etc. The winner of the vote moves one step forward in this category.

**Note:** If a tie occurs, the person who picked the card will make the final decision. If the card picker is one of the participants vying for a tie, then he or she gets the point automatically. **Players can't vote for their own drawings.**

### **Social:**

Every player gets a chance to award two social points. These points can be handed out whenever a player feels a drawing or answer is especially entertaining. The player who receives the point gets to move up one track on the social ladder. Of course, a player can't give himself or herself a point.

**Note:** At the end of the game, the player can use his or her social points to move up in other categories. In other words, these points serve as wildcards and can be applied to any category to make up points. **The social category does not get factored into the final scoring!**

### **Ingenuity:**

Split into equal teams. Each team will both try to solve a brain teaser. Make sure that everyone agrees on one answer because your team is allowed only one guess. After stating your answer to the other team, flip over the card and tell the other team whether or not your guess is correct. If it is correct, everyone on the winning team moves up a step in the ingenuity category.

If it is not correct, flip over the timer and the other team gets that amount of time to make a guess. If this team's guess is also incorrect, then neither team gets anything. If this team is correct, then they are allowed to move up in the ingenuity category.

**Note:** If there is an odd number of players, then the player with the lowest score in ingenuity gets to pick which team he or she wants to be on.

## Health:

Every player starts in the middle of the health section, designated by the purple heart. A card will be drawn that will either benefit or penalize players according to the specifications provided. For example, all players with at least two social skill points move up one block in health.

**Note:** The health card is drawn at the end of a certain number of rounds determined by the number of players. (A round is over once every player has chosen a category.) If there are two players, then draw a card at the end of two rounds. If there are three players, then draw a card at the end of three rounds, etc.

## Occupation:

If a player chooses this category, he or she will be able to pick a profession as long as the stat combination on the card has been reached. The pool of jobs is the same for everyone, so make sure you choose wisely and quicker than the other players.

**Note:** Each profession comes with a bonus point in a corresponding category.

## Winning Conditions:

The winner of the game is the one who has the most amount of points in his or her weakest category. For example, if player A has maximum points in every category but only one point in ingenuity, then player A's score is one point. However, keep in mind that the social category does not get tallied! To win this game, make sure your categories are balanced.

Profession/Skills	Language	Ingenuity	Social	Health
Sanitation Worker	1	2	2	4
Galactic Senator	4	3	5	3
Planetary Explorer	3	4	3	5
Economy Minister	2	4	5	2
Field Worker	1	5	3	5
Divine Oracle	5	3	4	1

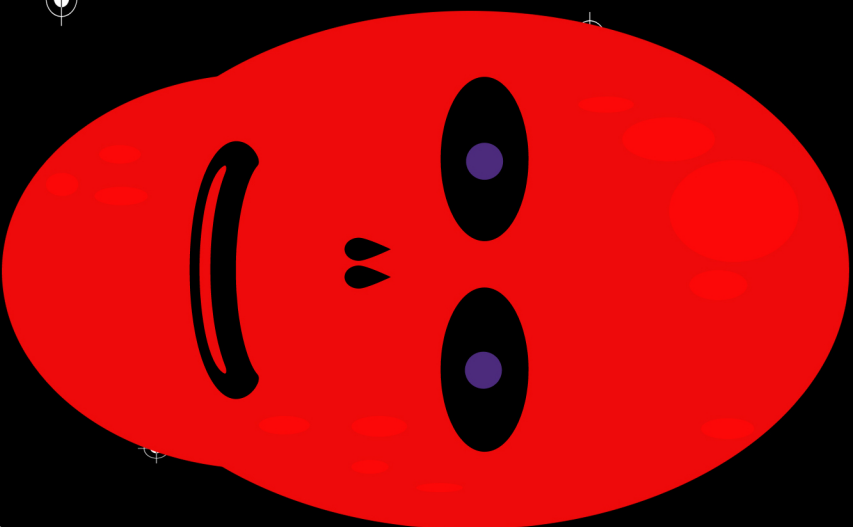
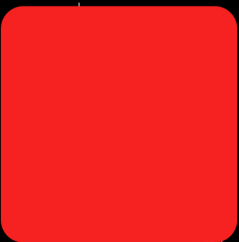
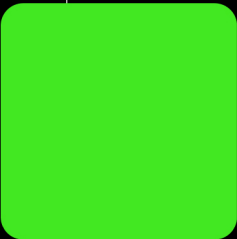
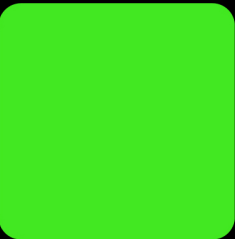
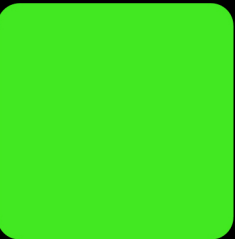
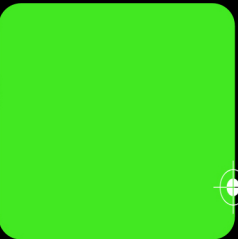
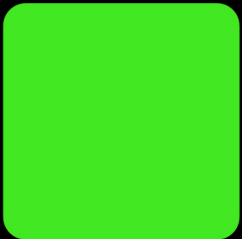
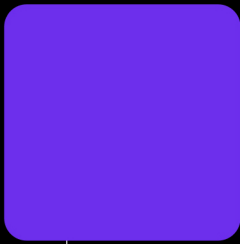
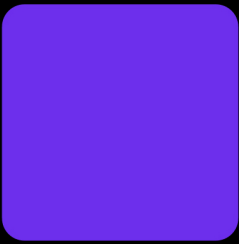
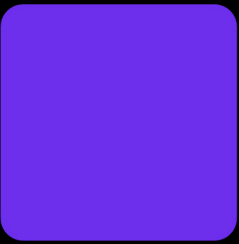
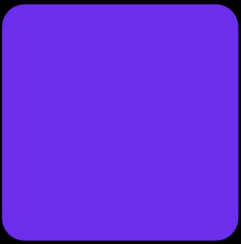
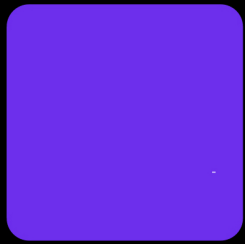
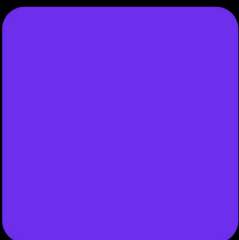
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Social

Health

Profession





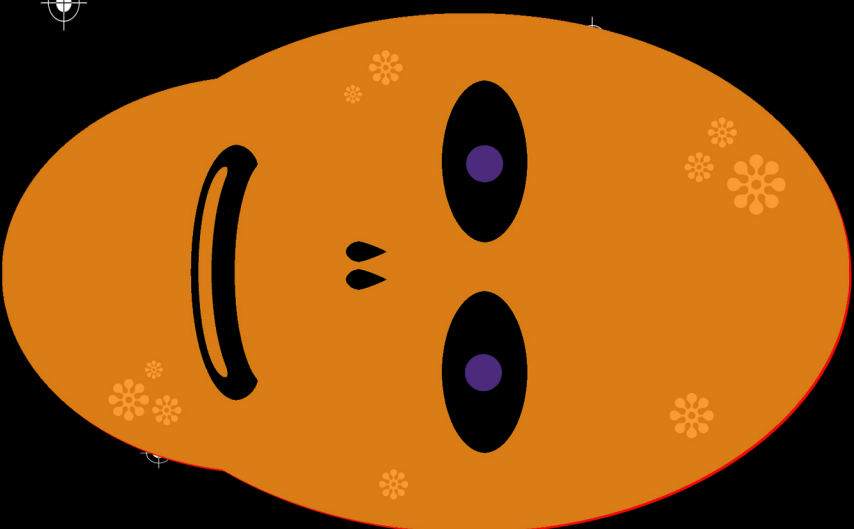
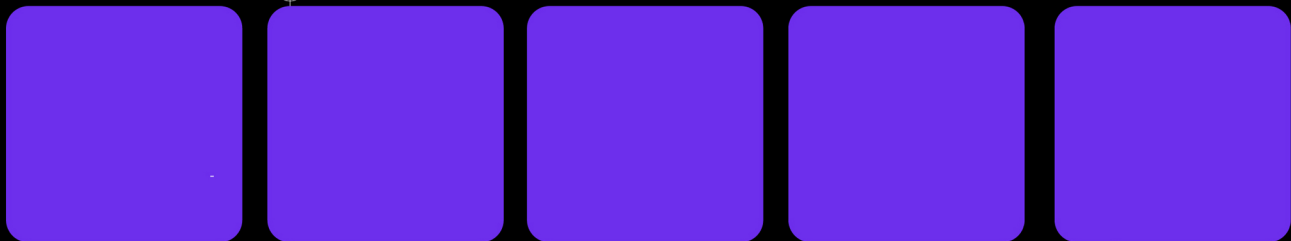
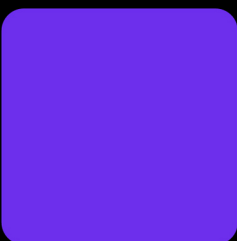
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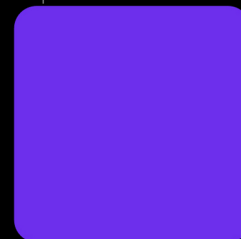
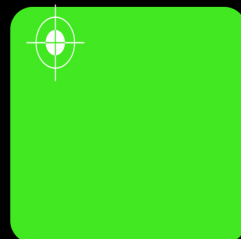
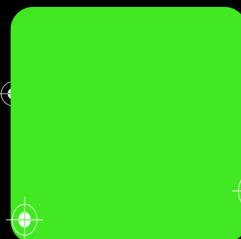
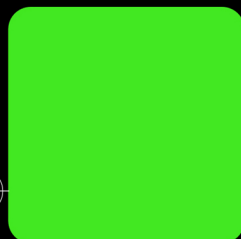
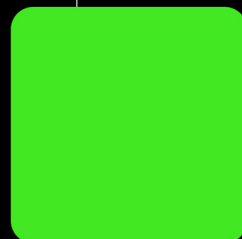
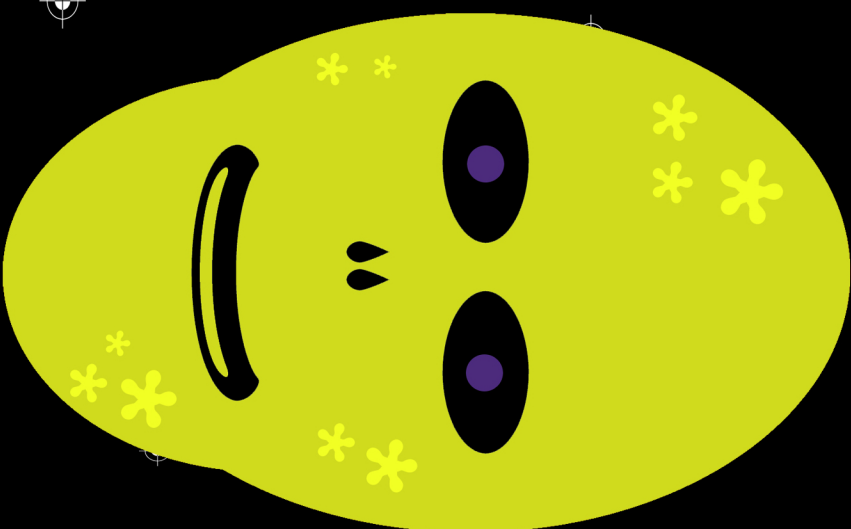
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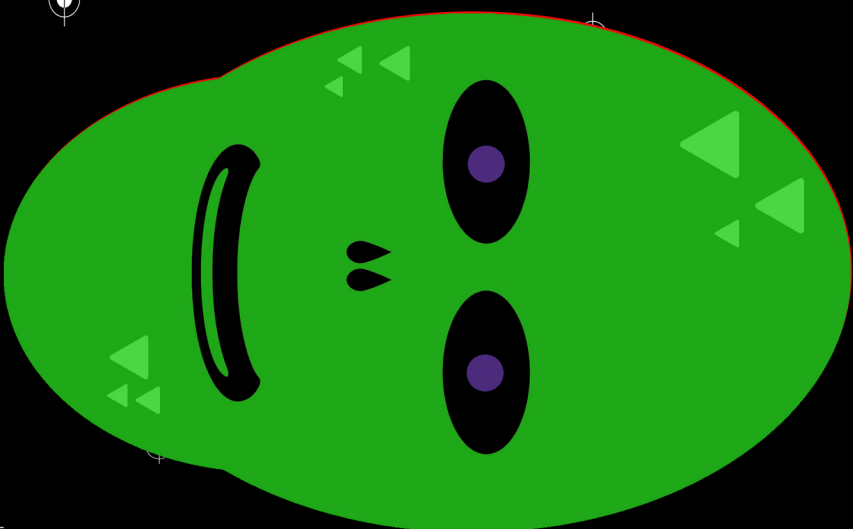
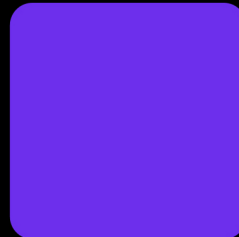
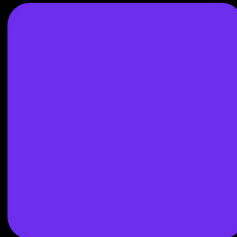
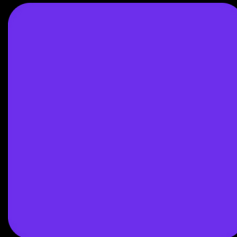
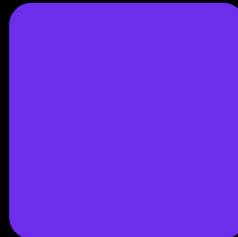
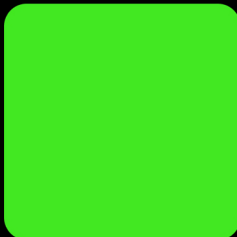
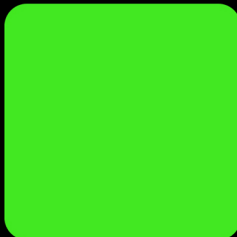
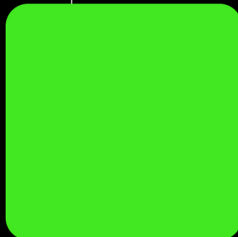
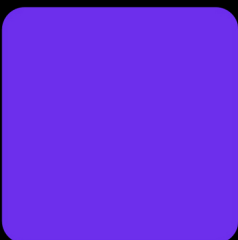
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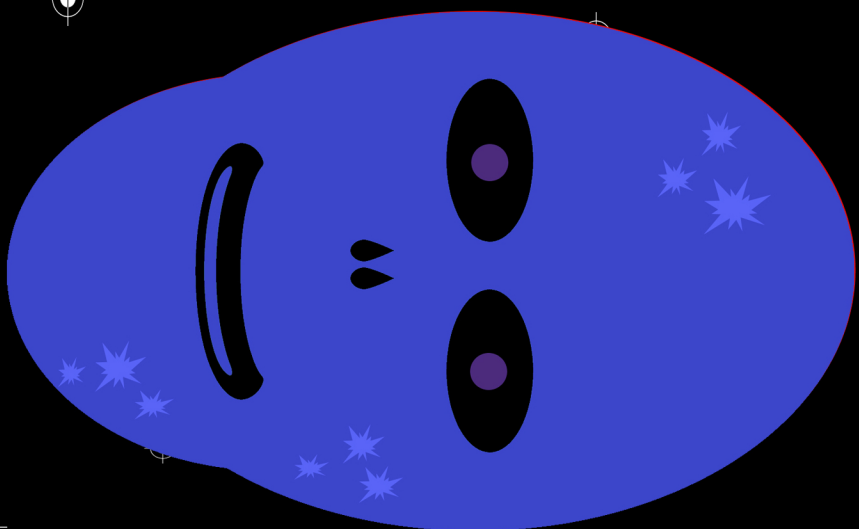
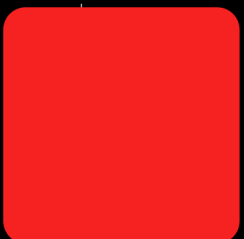
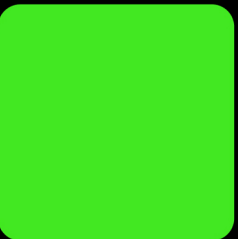
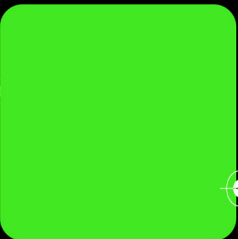
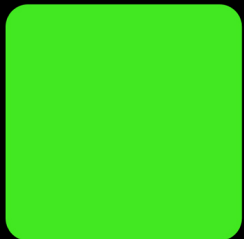
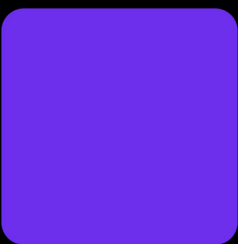
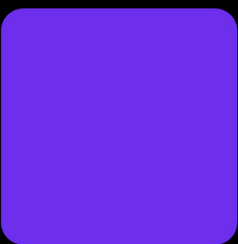
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