# WATCH THE SKIES
## THE GAME

## HOW THE GAME WORKS

The game is made up of 7 game turns. Each turn lasts 40 minutes.
In each turn we follow a fixed sequence:

1. TEAM TIME (10 minutes) – All players MUST be at their Team Table (and stay there) to discuss their next move and their plans.

2. ACTION TIME (15 Minutes)
   - Alien & Military Players go to the Main Map,
   - Foreign Ministers go to the UNITED NATIONS and
   - Scientists go to the INTERNATIONAL SCIENCE CONFERENCE.
   - Heads of State go to the Main Map to place Special Agents

   In this Time, things happen in this order:
   a. Alien Players place their UFO and Mission Counters
   b. Human Military Players deploy their Space Interceptors
   c. Interceptions are worked out.
   d. Aliens work out the effects of their missions
   e. Heads of State place agents
   f. Effects of Special Agent missions are worked out

3. DIPLOMACY TIME (10 minutes)
   - Alien & Military Players go to their team to report what happened in the ACTION TIME,
   - Foreign Ministers stay with the UNITED NATIONS and
   - Scientists return to their tables to DO SCIENCE.
   - Head of State players can circulate around the room, making deals and talking to players in the other teams.

4. UPDATE TIME / END OF TURN (5 minutes) – Heads of State go to the Main Map to collect their $M INCOME for the next turn.
   INCOME for the turn is as shown on the country's current position on the PR track, modified by any trade deals in place.

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## SPECIAL RULE FOR ALIENS

Alien Players remain at their Team Table and DO NOT circulate with the human players. They can, however, communicate by sending notes to human teams.

A face to face meeting between Aliens and Humans must be approved by GAME CONTROL.

## GAME TIMETABLE

Each game turn will last 40 minutes. There is no break for lunch, the game moves on relentlessly.

09:30 – 10:15 Arrival and Booking In

10:15 – 10:30 Welcome and Plenary Introduction

10:30 – 11:10 Teams Get together and sort themselves out.

11:10 – 11:50 Turn 1 :

11:50 – 12:30 Turn 2 :

12:30 – 13:10 Turn 3 :

13:10 – 13:50 Turn 4 :

13:50 – 14:30 Turn 5 :

14:30 – 15:10 Turn 6 :

15:10 – 15:50 Turn 7* :

15:50 – 16:30 Turn 8* :

16:30 – 17:00 Debriefing and Stories.

17:00 onwards **Post Game 'Debriefing'**

*The game will end on EITHER Turn 7 OR Turn 8. Players will not be told in advance which the last turn will be in order to avoid 'last turn madness'.

TYPICAL GAME LAYOUT