WATCH THE SKIES!™

The Megagame of Alien Terror

WE WILL BE PLAYING A MEGAGAME

Megagames are like very large board-games, with elements of role-playing games and wargames rolled in. Megagames involve anything from 30 players to three or four hundred players. *Watch the Skies* (the game we are playing) has been played by groups, universities, and schools all over the UK as well as the USA, Sweden, Singapore, Canada, and Australia.

In a megagame everyone is playing in the same game – and in this megagame players are grouped into teams, each team playing one of eight real countries in the world, namely USA, UK, France, Russia, China, Japan, Brazil and India. And ... there is one mysterious team of *aliens from another world*.

The story behind the game is that we are in the real world of the year 2025, just a few years from now. In this game, the conspiracy theories about the existence of aliens and UFOs **are in fact true** – though the people of the world do not know that yet.

As the Governments of the world, deciding when to admit publicly to the world that aliens are real will be an important question for you all to discuss right from the start.

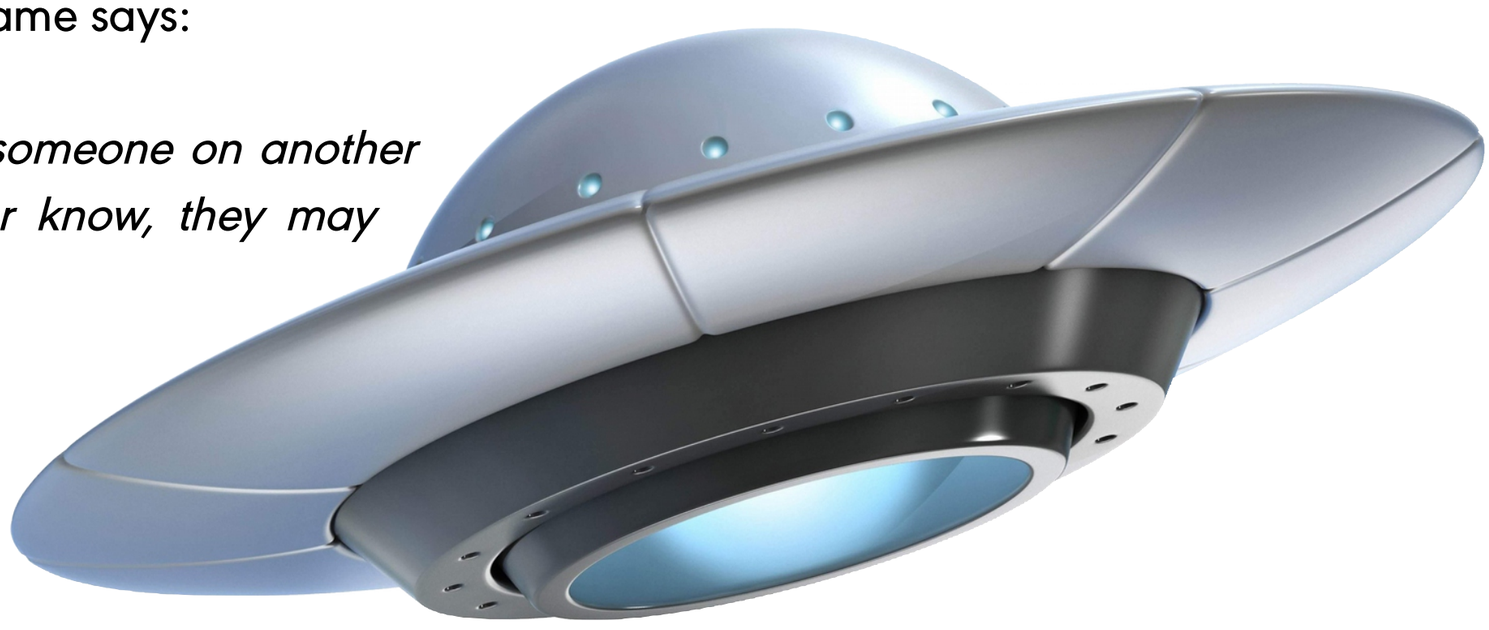
You, as the players, represent important government leaders, Prime Ministers, Presidents, Diplomats, Generals and Scientists. You will, during the game, have to deal with real world crises such as wars and earthquakes – BUT – at the same time deal with an increasing UFO menace without creating world-wide panic and terror.

In the game you will be making deals and treaties with other teams – trying to increase the wealth of our country and possibly even getting into conflicts using your Armies, Navies and Special Agents. The game is all about how **you interact** with the other teams.

The important thing each team will be trying to do will be to make sure their country is safe and secure and does well.

The game rules are not complicated and can be grasped very quickly, even if you're not familiar with board games – the designer of the game says:

If you're not sure what to do – find someone on another team and talk to them – you never know, they may have information for you".



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'.