

blurbnasticating

Under hypnosis, the subject [Mrs. Edna Merrihew] finally remembered that night's terrifying events:

subject: I'm at the doorway. Is that an owl in the children's room? How did... No, don't look, don't look, don't look!

researcher: **But it did look.**

s: It did! [Subject screams.] It ... fell down. Run, children! Run to the bathroom! Run, children, it's after you! ...What's this?

r: **What is it?**

s: It's Sneet's baseball bat. I'm going up to the attic.

r: **The attic?**

s: It's dark. What is... what is... oh my golly, oh my golly.

r: **What's in the attic, Edna?**

s: There are more of them. There are two -- no! keep away! Oh no, I've lost the bat! One of them is grabbing at me, but ... no! no! no!

r: **What do you see?**

s: The other one stopped it! It's, oh golly. It's poking it in the eyes! It's making a noise, I think it's angry. It sounds like, "weedle weedle weedle."

r: **...Weedle...?**

s: "Weedle weedle!" Oh my golly! Get away from me! No! Nooooo...

rulifying

overview

The players play the parts of alien abductinators, sneaking through Grandma's house late at night, trying to abduct the people there. The game uses pawns on a board to represent the aliens and humans in the house. The players choose their aliens' actions by selecting action cards from their hands. The humans act randomly: they get their actions dealt to them, no choice involved.

Gameplay is fast-paced and a bit silly. Sound effects, sloganeering and talking smack are all in the spirit.

setup

The Files, with intros:

1. **abductinate.pdf:** This file, 2 pages. Print them, read them, and have them nearby.
2. **aliencards.pdf:** The alien cards, 6 pages. Print them onto card stock and cut to separate.
3. **aliens.pdf:** The alien sheets, 2 pages. Print them and cut to separate.
4. **board.pdf:** The board, 2 pages. Print them, trim one, and paste them together so the rooms line up.
5. **cardbacks.pdf:** Back images for the alien and human cards, 2 pages. Print the first page onto the backs of all 6 pages of alien cards and the second page onto the backs of all 6 pages of human cards, before you cut them. If you want.
6. **humancards.pdf:** The human cards, 6 pages. Print them onto card stock and cut to separate.
7. **humans.pdf:** The human sheets, 1 page. Print it and cut to separate.

the Abductinators

close encounters of the slapstick kind

written and illustrated by **Vincent Baker**

Other Components:

1. **Pawns:** You'll need a distinctive pawn for each player alien and a distinctive pawn for each human in the game (there are 7). They all have to share space on the board and you have to be able to see which pawn goes with which. I recommend miniature wooden spools or blocks colored and patterned with markers, with the same colors and patterns on the corresponding human / alien sheets.
2. **Bonk Tokens:** Dust off the life tokens from your collectible card game days.
3. **6-sided Dice:** You'll need two or three at most, or you can pass one around, for resolving timing disputes.

The Board: The board is made up of **rooms** connected by **doorways**. Each of the doorways exiting a room is marked with a letter: **a**, **b**, or **c**. Some exits lead to **escape!**; if a human takes one of them, remove it from the game. A human can never exit a room through the same doorway it came in by. If Sneet comes into the **attic** from the **landing**, for instance, he can leave the attic only through exit **b** to the **roof** or **c** to the **guest br**, never through **a** back to the landing.

When you move a human's pawn into a room, put it on the board so that it physically covers the letter of the exit it can't leave by. In Sneet's case, you'd put his pawn right on top of the **a** in the **attic**.

Setup:

1. Put the board on the table.
2. Shuffle the alien cards and the human cards. Put the decks on the table.
3. Put the human sheets in a row next to the board.
4. Give every player an alien sheet.
5. Give every player five bonk tokens. Put four bonk tokens in your alien's bonk box and the fifth in the feebnasticator general box.
6. Put all the alien pawns in the backyard room on the board, next to the entrance.
7. Put each human pawn in the room on the board indicated on the human's sheet.
8. Have dice nearby to settle timing disputes.
9. Deal every player five alien cards.
10. Begin!

play

The Object: Abduct more humans than any other alien.

The Game Turn:

1. **Draw:** Each player's hand size equals her bonk tokens. Deal cards to any player with fewer cards in her hand than she has bonk tokens. If any player has more cards than bonk tokens, she has to discard the excess.

- Select:** Each player chooses one card from her hand and plays it *face down* in front of her. Instead of playing a card, she can **pass**, in which case she gets one bonk token, to a maximum of five, and sits out the rest of the turn.
- Human Deal:** Deal a human card face up onto each human sheet.
- Reveal:** All the players turn their cards face up at the same time.
- Card Phases:** There are five phases. Aliens go in the odd phases, humans in the evens. You can discard human cards as you resolve them, but leave the alien cards on the table so you can see who's **stupid** (see below).

Phase 1: Every player with a big **1** on her card carries out her action.

Phase 2: Every human with a big **2** on her card carries out her action.

Phase 3: Every player with a big **3** on her card carries out her action.

Phase 4: Every human with a big **4** on her card carries out her action.

Phase 5: Every player with a big **5** on her card carries out her action.

Occasionally two players will go in the same phase and it'll matter who goes first. (As when both are in the same room with one human, for instance, and both want to **grab** it.) In those cases, the alien with the higher **rank** always goes first. If both aliens are the same rank, roll dice to resolve the dispute, high die wins.

- Tidy:** Discard all the alien cards on the table. If the deck of alien or human cards is empty, shuffle the corresponding discard pile into it and keep playing.
- Return to 1.**

Alien Cards:

- act!:** You can choose any one of the five actions below to perform.
- run / grab:** You can either a) move to a connected room on the board, or b) perform the **grab** action, as below.
- run / hide:** You can either a) move to a connected room on the board, or b) perform the **hide** action, as below.
- i'm stupid:** Half of the cards of each type say **i'm stupid** on them. This determines whether you're vulnerable to certain human actions, as below; it has no other consequence. You don't have to like act stupid or anything, if you don't wanna.

Alien Actions:

- grab!** You can only choose this action if you're in the same room as a human. You abduct the human (if there are two or more, take your pick). Remove its pawn from the board, take its sheet from the row of humans and put it near you instead, and move your rank token up one rank (from **feebnoscicator general** to **chief assistant junior abductinator**, for instance). Act out a little celebratory promotion ceremony in your own honor, and give nonsensical orders to your new subordinates.
- implant suggestion!:** Name a human whose card is a **run** card and who's going on a later phase than you. If there is no such human, don't choose this action. When its phase comes, it runs the opposite direction of its card: if its card says **run high** it runs low instead, and if its card says **run low** it runs high. You can turn its card sideways or something to remind everybody.
- paralyze!:** Name a human who's going on a later phase than you; if there's no such human, don't choose this action. Discard its card right now. When its phase comes around you can pretend it never had an action.
- hide!:** Normally a human won't run into a room if an alien's in there already. If you **hide**, any humans going in a later phase than you can run into your room as though you weren't there.

- blatt!:** Name one alien whose card says **i'm stupid**; if there's no such alien, don't choose this action. That alien gets **bonked**.

(Occasionally you'll play an **act!** card and it'll turn out that **hide!** is your only legal choice, even though nobody's coming into the room with you so it's a waste. Suck up and deal.)

Human Cards / Human Actions:

- act!:** Look at the human's sheet. Whatever it says there under **act!**, that's what the human does. It'll be one of the other possible actions, as follow.
- run high:** The human leaves the room it's in. Of the two possible exits, it takes the one whose letter is higher. If there's an alien in its destination room it ignores the card and stays here instead (unless the alien did a **hide!** in an earlier phase this turn).
- run low:** The human leaves the room it's in. Of the two possible exits, it takes the one whose letter is lower. If there's an alien in its destination room it ignores the card and stays here instead (unless the alien did a **hide!** in an earlier phase this turn).
- baseball bat:** Every alien in the same room as the human gets bonked.
- scream:** Every alien in the same room as the human whose card says **i'm stupid** gets bonked.
- shotgun:** Every alien in the same room as the human, or in a connected room, whose card says **i'm stupid** gets bonked. For instance, if Sneet's in the **attic** and his card is **shotgun**, look at all the aliens in the **attic**, the **roof**, the **guest br**, and the **landing**.
- booby trap:** Every alien who's *not* nearby and whose card says **i'm stupid** gets bonked. For instance, if Sneet's in the **attic** and his card is **booby trap**, look at all the aliens *except* the ones in the **attic**, the **roof**, the **guest br**, and the **landing**.
- wig out:** The human does nothing but cower, whimper and twitch. Sound effects are definitely called for.

Bonkage: If you get bonked, discard one of your bonk tokens.

Remember that your bonk tokens determine the number of cards you can have in your hand. Also remember that you can **pass** to get a bonk token back, instead of playing a card. When you're down to zero bonk tokens, thus zero cards, your only choice is to pass.

Ending the game: End the game when an alien **grabs** the last human, or when one alien has so many humans already that nobody else could possibly win. Whoever's abducted the most humans wins. Ties are possible.

explanationizing

The Abductinators' main influence, game-wise, is Roborally.

In a sense I've been working on this game for a while, mostly in some fantasy-themed dungeony form. Sifting and resifting mechanics together to see if anything would work, with not much luck. When someone yclept anyfan asked me when we were going to see a game about alien abductions – I'd written a couple pieces on the subject for my blog – it crystalized. Suddenly and perfectly, with a head rush and an audible pop, like pop! Not even twenty-four hours later we were sitting down to playtest.

Playtesters were yours truly, Meguey Baker, Emily Care Boss, and James Harold.

Anyfan, step forward!

I dearly hope that this game would exist even if I hadn't just seen *Signs*, because dag that flick was irritating. But I did, so maybe it wouldn't, so I mention it here.