# THE BELIEVERS A game for 3-6 people by Chris Bennett (Caesar\_X@yahoo.com)

## WHAT THE GAME IS ABOUT

Each of you will play a character who has had some sort of contact with UFOs, and all are preparing for the imminent arrival of aliens on Earth. Are they going to be friendly?

## CONTACT

Whoever has the longest hair should go first.

Take no more than two minutes and explain why your character believes in UFOs. It can be as simple as some strange lights you saw in the sky; or as complicated as an alien abduction where you were scientifically experimented on. Be descriptive. Use emotions. What did it feel like to you? How were you affected by the experience?

Make it personal. Base your character's experience on something that really happened to you as a person. Perhaps a weird experience or dream that you had, or a secret fear or question you have.

While the first player is describing their belief, the other players should each be taking notes, writing down single words or phrases they hear that are evocative to them. For example, you might write down "spinning lights" or "scared out of my wits".

If the describing player takes longer than two minutes, the player to their right should gently remind them to finish up.

After the first player is finished, go clockwise around the table. Every player should have two minutes to describe why they believe. Everyone who is not talking should continue taking notes of what is interesting to them. Note that you do not need to incorporate the notes you have taken when it is your turn to describe. Keep those notes for later.

### PAUSE

After the last player is done describing their experience, everyone should take some time to reflect. Don't look at your notes or talk to the other players. Just sit quietly and think about the arrival of the aliens. Each player will put their hand on the table when they are done contemplating. When everyone has a hand on the table, continue on with the game.

## ARRIVAL

The youngest player at the table should announce the arrival of the aliens. Don't think too much. Just say what is in your head, and use the notes that are in front of you. Say only a few sentences, and then stop talking and look directly at another player.

The player who was looked at should take up directly from that sentence and continue talking, trying always to bring in the notes that they took. When they are finished they will stop and look at a third player.

As players are done speaking they should hold their hand on the table and point a finger out in front of them each time. This should continue until each player has all of their fingers pointing out, which means everyone gets to speak five times.

#### DEPARTURE

Then all of the players should close their eyes.

Each player should hold out their arm straight in front of them, being careful to not touch others. They should hold their hands palm up if they choose to go with the aliens. Palm down represents the decision to stay on Earth.

When all players are done, everyone should open their eyes and see who has left and who stayed behind.