

MY PARENTS MIGHT BE MARTIANS

THE RULES

CONTENTS: 150 CARDS, 60-SECOND TIMER, 36 POINT TOKENS, MEGAPHONE

AGES 4+ ☆ 2+ PLAYERS ☆ 10 MIN

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DEVELOPED BY KITTEN GAMES

WARNING: Choking Hazard - Small parts. Not for children under 3 years.

HEY, GROWN-UPS!

You've never played a Kids game like this before. Instead of playing against the Kids, letting them win, and wondering when you can finally go do something else, you're going to play the Kids AS THE GAME. That's right, the Kids are the actual game and you're secretly playing against the other Grown-ups.

The following instructions are the part you should read to yourself so the Kids don't get bored.

There's a section to read out loud to them at the end!

GOAL

Have the most points at the end of the game.

SETUP

Divide into Teams:

2 MARTIAN TEAMS (These are the Grown-up Teams.)

☆ If you have 2 or more Grown-ups, divide all the Grown-ups into 2 teams as evenly as possible. It's okay if 1 Grown-up Team has more players than the other.

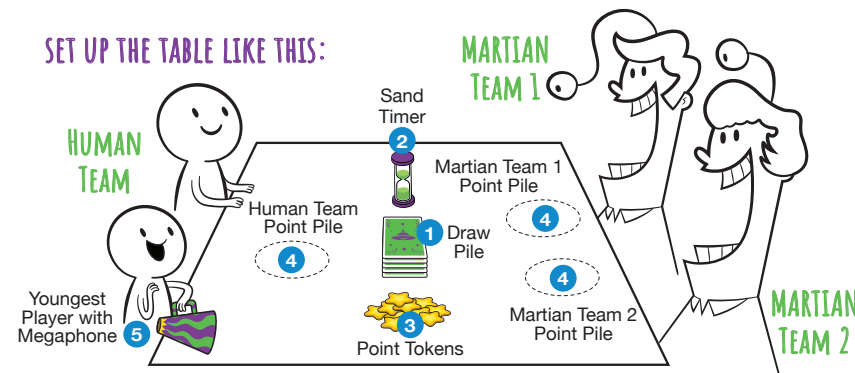
☆ If you only have 1 Grown-up, continue reading, but then read the "1 Martian Team" section at the end of these instructions.

THE HUMAN TEAM (This is the Kids Team.)

☆ All the Kids are on the same single mega-amazing "Human" Team. It's fine if there's just 1 Kid.

They can be an awesome team all by themselves!

SET UP THE TABLE LIKE THIS:



- Grab 20-ish cards and put them face down on the table. This is your Draw Pile.
 - ☆ Each card has 2 words on it, a purple word and a green word. Before you begin, decide on 1 color to use for the entire game.
- Put the Sand Timer on the table.
- Put the Point Tokens in a pile on the table.
- Each team should leave some room for their own Point Pile.
 - ☆ The Martian Teams use the cards as their points.
 - ☆ The Human Team uses the Point Tokens as their points.

5 THE MEGAPHONE

The youngest player gets the special role of holding the Megaphone. To play the game, the Kids Team is going to guess words but ONLY the player holding the Megaphone is allowed to make guesses out loud. So any Kid that wants to make a guess has to whisper it to the youngest player, and the youngest player will shout it through the Megaphone as the official guess for their team!

PLAYING

Pick a Martian Team (Grown-ups) to go first. One person on that team will be the first Clue Giver.

If you are the Clue Giver, take the first card from the Draw Pile and start the Sand Timer. Look at the card and using **ONLY WORDS WITH 1 SYLLABLE**, and without saying the word itself, try to get the Human Team (Kids) to say the word on the card. (There are 2 words on each card — use the word color you chose in setup.)

IMPORTANT TIP!

As a Clue Giver, avoid saying single words and then waiting for the guessers to guess! Instead try speaking in full sentences.

If the word was "Spaceship," then you might say:



Sky. Round. Up.

THIS IS BAD!

Single words don't really help that much. Instead, try telling a story using full sentences made up of single syllable words.

THIS IS GOOD!

This thing is up in the sky! It has lights, and is flat and flies!

SPACESHIP!

Yes! Spaceship!



The Kid with the Megaphone can make as many guesses as they'd like before time runs out. When they guess correctly, say "Yes!", and put the card in your team's Point Pile because you've earned a point! Give the Human Team a Point Token because they've also earned a point by guessing correctly, and grab the next card from the Draw Pile.

MARTIANS, YOU CAN:

- ☆ Only speak using words with 1 syllable.
- ☆ Use stories, act things out, or point at things.
- ☆ Say any Kid's name, regardless of the number of syllables.

MARTIANS, YOU CAN'T:

- ☆ Say any word with more than 1 syllable.
- ☆ Say any word, part of any word, or any form of a word that is on the card.
- ☆ Use "sounds like" or "rhymes with."

Just remember, if it feels like cheating, it's cheating!

Try to get through as many cards as you can before the Sand Timer runs out. Once you're out of time, put whatever card is in your hand in a Discard Pile, and then it's the other Martian Team's turn to draw a new card and start their turn.

SHHHH... We've purposefully designed it so Kids always win the game because they are earning points off both Grown-up Teams, while the Grown-ups always compete for second place — but let's keep that a secret between us.

CONTINUED ON OTHER SIDE →

PLAYING CONTINUED FROM OTHER SIDE

MESSING UP

If you are caught messing up, (i.e. you use a word with more than 1 syllable or accidentally say the word on the card) immediately put the card into a Discard Pile and draw a new card.

STUCK ON A WORD

If you think a word is too hard or if you don't think the Kids will ever get it, you can immediately try the other word on the card without any penalty.

ENDING THE GAME AND WINNING

Each time both Martian Teams have taken a full turn, it counts as 1 round. At the end of 3 rounds, the game is over and the team with the most points wins.

TIES AND REALLY CLOSE GAMES

If the Martian Team's points at the end of the game are tied or really close, you can ask the Human Team for permission to play a bonus round.



OTHER WAYS TO PLAY

ONLY 1 MARTIAN TEAM?

If you're only playing with 1 Grown-up, play as normal (3 rounds), but any time you make a mistake, you must put that card in a "Whoops" Pile on the table. At the end of the game, every card in the "Whoops" Pile counts as a negative point.

At the end of the game, add together the cards you got correct and the Human Team's points. Then subtract 1 point for each card in the "Whoops" Pile and use this chart to see how you did as a combined Human/Martian Team:

5 or less	Stuck on Earth – try again.
6 to 15	Astronauts!
16 to 30	Galactic Explorers!
30 or more	The Bestest in the Entire Universe!

"I WANT TO TRY!"

Eventually, Kids are going to want to mimic the Grown-ups and be on the Martian Team — that's perfectly okay! They will probably have trouble using single syllable words, so just tell them to describe the word on the card **without saying it**, and to use as many syllables as they'd like.

OLDER KIDS AND YOUNGER KIDS

If some of the Kids are a bit older than the other players on their team and really want to have their own turn, instead of having to whisper everything to the youngest player, you can try swapping them with 1 of the Grown-ups so that they are on a Martian Team and 1 of the Grown-ups is on the Human Team.

KIDS INSTRUCTIONS READ THIS OUT LOUD TO THE KIDS!

All the Grown-ups have become Martians! All the Kids are on the same team and you are the only ones who can figure out what the Martians are saying!

We (the Grown-ups) are going to speak in our strange Martian language that sounds a little bit like English, but is much harder to understand. We also might point at things or act strangely, but we're trying to get your team to guess the secret Martian word, and every time you guess the word we're thinking of, you get a point!

But there's 1 more very important rule. The youngest player on your team gets to hold the Megaphone.

ONLY THE PERSON WITH THE MEGAPHONE GETS TO MAKE GUESSES OUT LOUD.

If you think you know the word, you can't say it out loud! Instead, you must whisper it to the youngest player so that they can say it through the Megaphone and see if you were right. You can guess as many times as you'd like, but make sure to always whisper your guesses to the youngest player so they can make the guesses through the Megaphone and help you win!

Every time you're right about a word, your whole team gets a point! At the end of the game, the team with the most points wins!