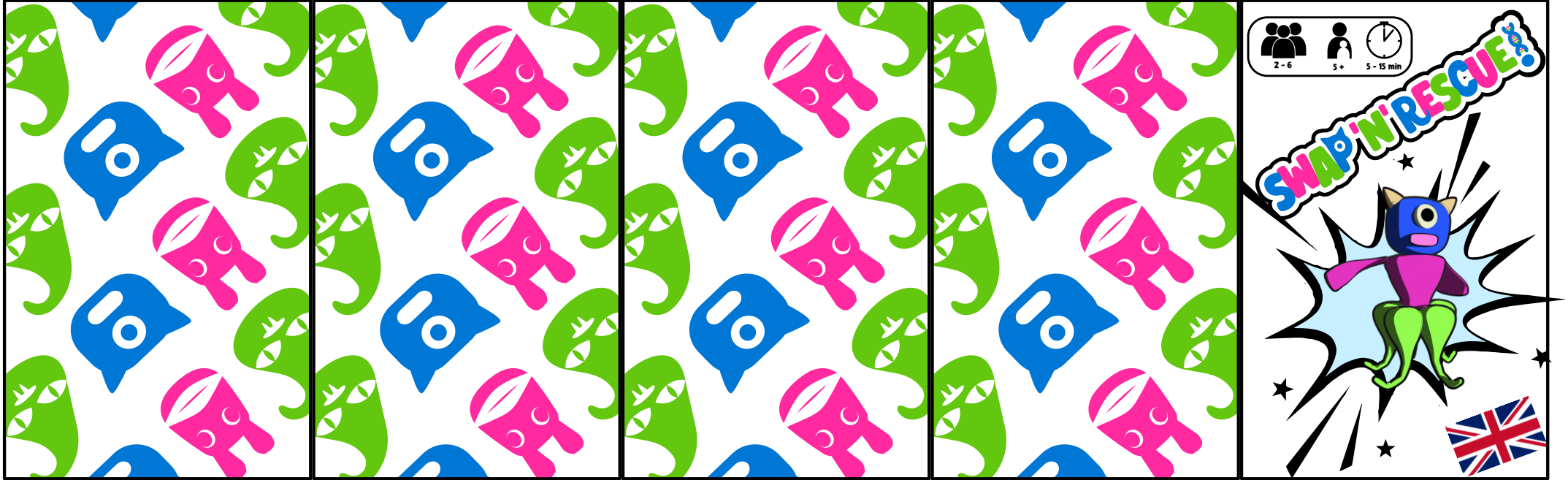




## THE STORY

### High-Urgency Announcement

A mutant monster has been found, and it's the last of its species! It is a shapeshifter that constantly changes its physical appearance.

Our **Bureau for Lifeform Oddities & Orbital Preservation (B.L.O.O.P.)** has taken on the mission to save its species by creating a perfect copy using its DNA.

Fortunately, our **Genetic Live Interactive Tracking and Channeling Hub (G.L.I.T.C.H.)** can come in handy. This device shows the mutant monster's phenotypic changes in real time, allowing scientists to replicate the monster's genotypic profile.

**B.L.O.O.P.** offers a prize to the fastest scientist. Now it's up to you to race against time. Good luck!

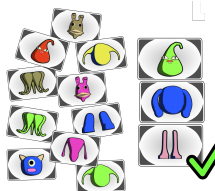
## ROLES

- One player is the field **observer**: they use the **G.L.I.T.C.H.** to monitor the monster's mutations and report them verbally to the research team



**DOWNLOAD  
THE G.L.I.T.C.H.**

- All other players, the **researchers of the research team** must identify and lock in the monster's correct appearance before the next genetic mutation occurs.



## GAMEPLAY

(PHYSICAL CARDS + APP VERSION)

Place all the cards face up on the table (either neatly arranged or shuffled randomly).

The **Observer** activate the **G.L.I.T.C.H.**, visible only to them, and verbally describes the monster's current form to the researchers

Each **researcher** must reconstruct the monster's identikit.

- Each player may have in front of them no more than one card per body part. To take a new card, they must return a card of the same type to the center of the play area.
- It is forbidden to take cards that another player has already picked up from the play area.

(MULTIPLE APPS)

Each player launches their own **G.L.I.T.C.H.**

The game follows the same rules as the standard version, but instead of searching for the monster's body parts on the table, the **researchers** reconstruct the identikit using the **G.L.I.T.C.H.** on their device.

## VERIFICATION PHASE

The first researcher who believes they have correctly reconstructed the monster must shout "EUREKA!" The **Observer** then presses the STOP button on the **G.L.I.T.C.H.** to halt the identikit update and responds: "DEMONSTRATE IT!"

The virtual identikit on the G.L.I.T.C.H. is then compared with the one reconstructed by the researcher.

- If the identikits match, the **researcher** earns 1 point. The **Observer** may then press **NEW MISSION** on the **G.L.I.T.C.H.** to start a new round, which is played in the same way as the previous one.

- If the identikits do not match, only the **researcher** who made the mistake must return all their cards to the center of the play area. The **Observer** presses **RESUME** on the **G.L.I.T.C.H.**, and the search continues from where it was interrupted.

## END OF THE GAME

The first player to score 3 points wins.

And now, onward to new adventures! After all, there will always be another endangered intergalactic monster in need of the **B.L.O.O.P.**'s timely intervention to start a family

**HAPPY SAVING!**



Davide Pedron - Chiara Di Modica - Martin Péron

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