

SNATCHED - Getting Started

In Snatched, Aliens have come to invade Earth, and what's worse is that they look like us. Come join a ragtag band of unlikely heroes in this Roleplaying Game as they an attempt to thwart the aliens plot. The catch: anyone might actually be an invader.

When you play this game, grab three or more players. Each will take turns acting as the story narrator, while one or more others play an unlikely hero in a short scene. As these scenes play out, mysteries are resolved and eventually you will determine the fate of the heroes and the world.

The following stages of play must be done in order before you start the game loop itself.

Assemble

If you are playing at the table, you'll need several items:

- A reference copy of the Code Sheets. Could be a print out or a loaded webpage on a tablet or laptop.
- Blank paper to record information.
- A bunch of six-sided dice to for dice pools.
- One ten-sided die per player, or at least one to share.

If you are playing online, you'll need less:

- An open page to the Code Sheets to reference.
- A shared wiki page (say, on this wiki or elsewhere) to record and share information. Google doc would work too, etc.
- Some form of die roller that supports pools of dice.

Once you have these things, just move on to the next step.

Set the Stage

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Spread Rumors

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Describe the Group

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