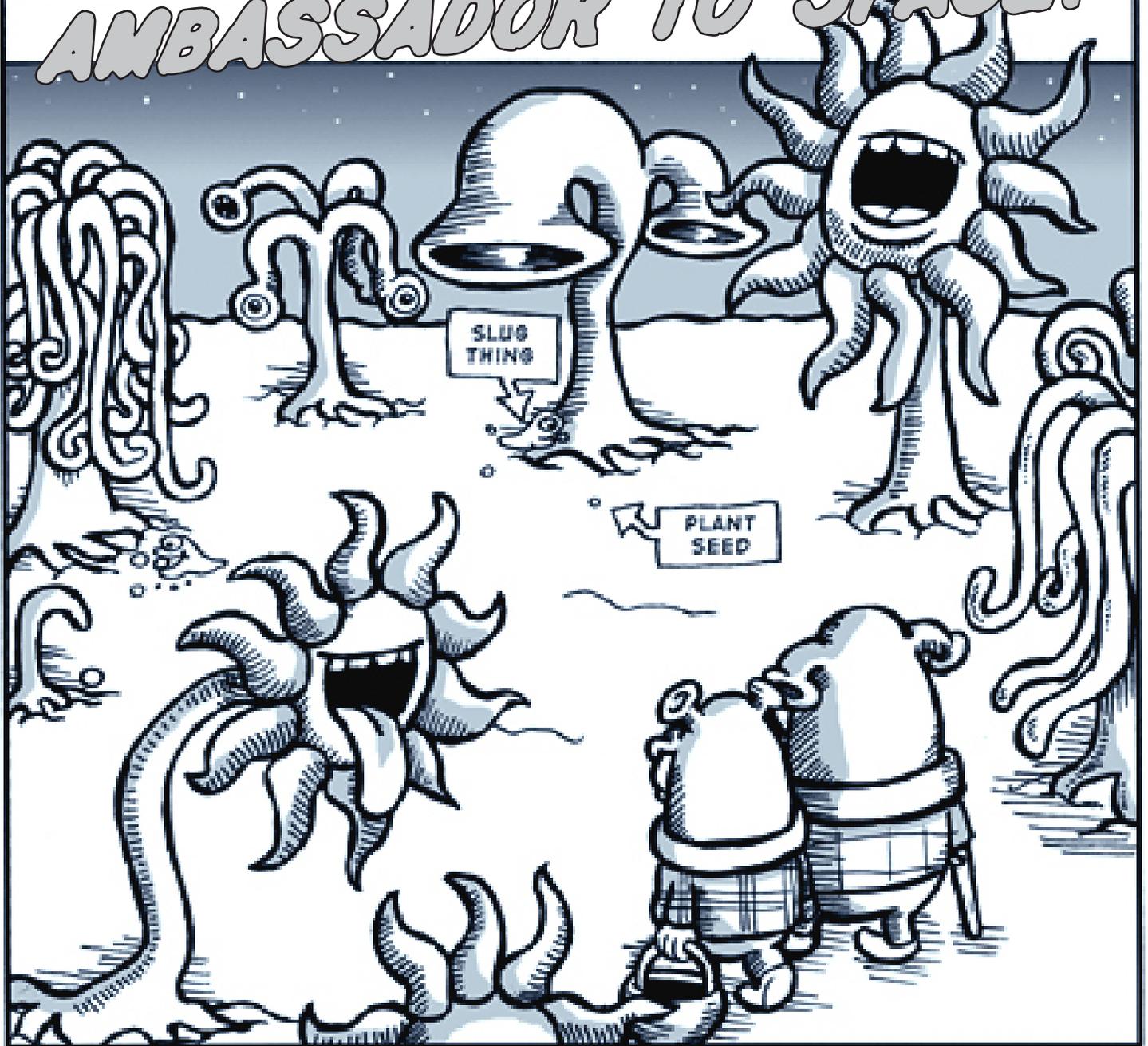


# ROSALINDO WUPELLS

*AMBASSADOR TO SPACE!*



*A STORY GAME MADE BY NICK WEDIG, FOR MADELINE WEDIG*

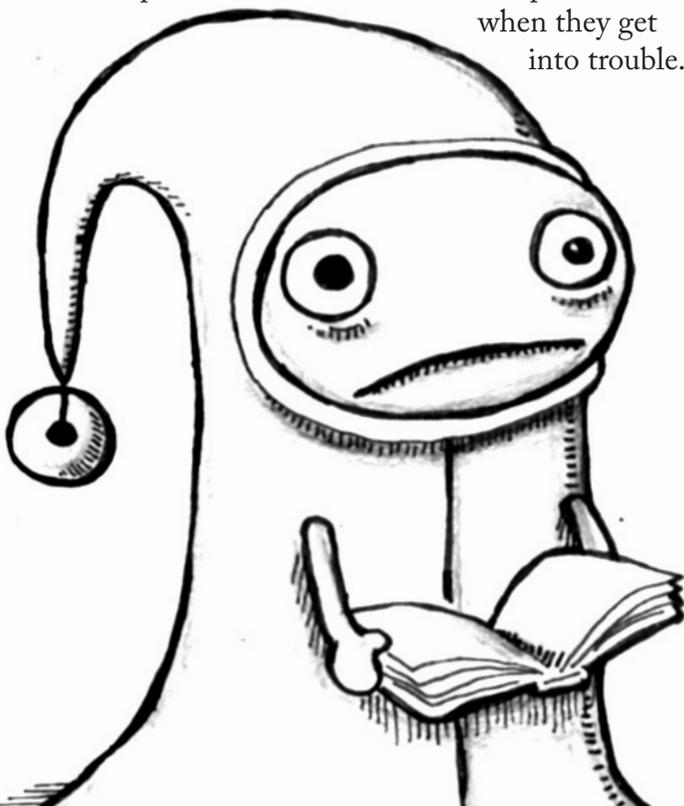
**W**hen Rosalind turned five years old, the aliens came to speak to her.

This was rather a surprise. Until that moment, Rosalind hadn't known that aliens existed at all.

"There are lots of aliens on Earth" one explained. Big tall purple ones, little yellow ones with four arms. Round blobby ones and awkward ones with rocklike skin. Lots of different kinds of aliens come to live on Earth. But they all want to keep hiding in secret. Some disguise themselves as human beings and get jobs or go to school, like regular people. Some other aliens hide in places people rarely go, like in the sewers or deep in the forest.

But the aliens have a problem. They don't really understand human life or how the planet Earth works. So the aliens decided to get an ambassador, a native human to help them deal with life on Earth. Rosalind was designated that ambassador, while the rest of her family was sent to important posts on far-off planets. (Rosalind can call her family on a special space telephone, so she doesn't miss them too much.) The aliens sent three aliens to pretend to be her parents and older brother, but these aliens are as clueless about life on earth as all the other aliens are.

When an alien misunderstands how something simple like eating or riding the bus works, they can cause a lot of problems. The ambassador helps the aliens when they get into trouble.



**WHOOPA CAN'T READ HIS BEDTIME STORY**



**SQUATFRONT DOES NOT UNDERSTAND CELLPHONES**

## **THE GAME**

This is a game for one child and one adult. The child will play Rosalind, while the adult will play aliens, other humans, and anybody else.

First, we write down some things Rosalind is good at. (You can get an adult to help with the writing if you need.) Write down three things that she's better at than most girls her age. Is she a **fast runner**? **Good at puzzles**? Always **kind to animals**? **Very brave**? Write "**1d10**" next to the thing that she's best at, and "**1d8**" next to the other two.

Then write down one thing Rosalind isn't so good at. Write "**1d4**" next to that.

Rosalind's parents and older brother have been replaced by aliens impersonating them. Write their secret alien names down. If you want, you can also describe them a little bit.

**ROSALIND IS READY TO PLAY!**

# DOING THINGS

When the child player wants Rosalind to try something difficult, she rolls a die. If it's something that Rosalind is good at, then roll the die listed next to that thing. If it's something she's not so good at, then roll a d4. If it's not on her sheet, roll a d6.

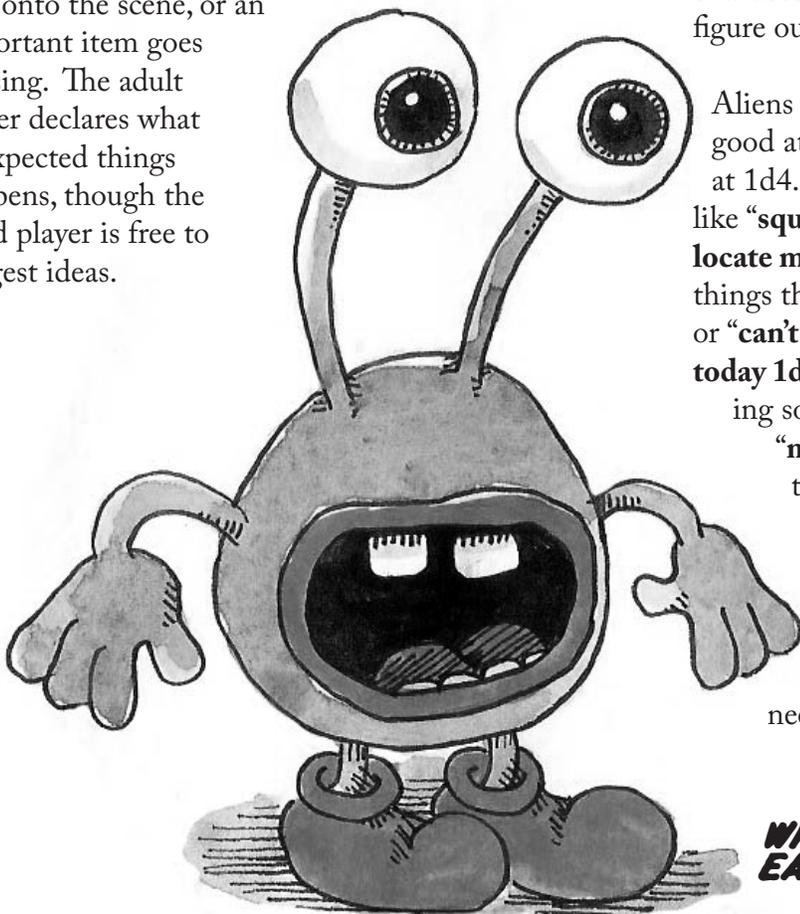
Look at the result, then consult the chart. The adult player will describe what happens as a consequence of the action. The adult player's response should take the form specified, augmenting or modifying the child player's suggestion as appropriate.

Higher results are better, while lower ones are worse. But don't worry! even a minor setback can be dealt with with an eventually overcome with some hard work and a bit of cleverness.

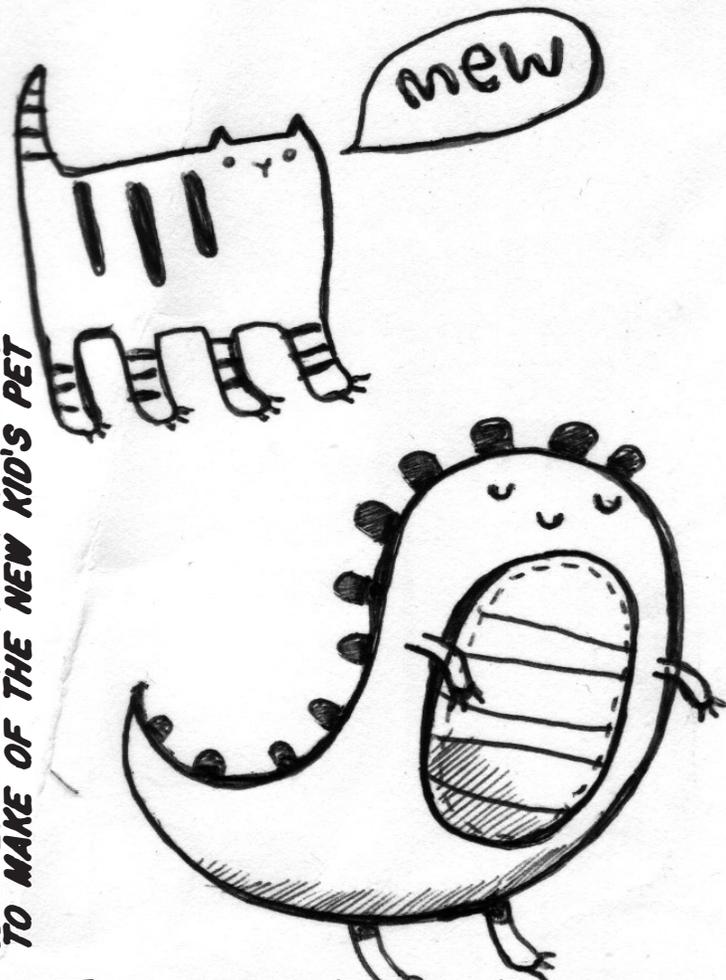
## YOU ROLLED...

- 6+ YES AND...
- 5 YES, EXACTLY
- 4 YES, BUT...
- 3 SOMETHING UNEXPECTED!
- 2 NO, BUT
- 1 NO, AND IT CREATES A NEW PROBLEM

"Something unexpected" means a surprise twist. Ninjas burst into the room, or the alien ray gun turns you into a turtle! Maybe someone uninvolved stumbles onto the scene, or an important item goes missing. The adult player declares what unexpected things happens, though the child player is free to suggest ideas.



ROSALIND'S CAT DIDN'T KNOW WHAT TO MAKE OF THE NEW KID'S PET



# OTHER PEOPLE

Anyone that isn't Rosalind gets played by the adult player. These characters are called "Non-player characters" or "NPCs". The adult player will have to figure out what they're like and stuff.

Aliens and other NPCs get one thing that they're good at at 1d8, and one thing they're not so good at at 1d4. For aliens, they should have weird abilities like "squirts out sticky goo 1d8" or "sixth sense can locate missing socks 1d8". Their 1d4 traits are likely things that humans do just fine, like "no feet 1d4" or "can't remember anything that happened before today 1d4". Aliens also have difficulty understanding some basic human concepts, like "eating" or "money" or "linear time". It's Rosalind's job to try to explain these things to the aliens and help fix things when they cause problems.

(You want to make the alien's good trait to not relate to their problems. If they could solve their own problems, then they wouldn't need Rosalind's help.)

**WHAT CAN AN ARCTURAN EAT ON THIS PLANET?**



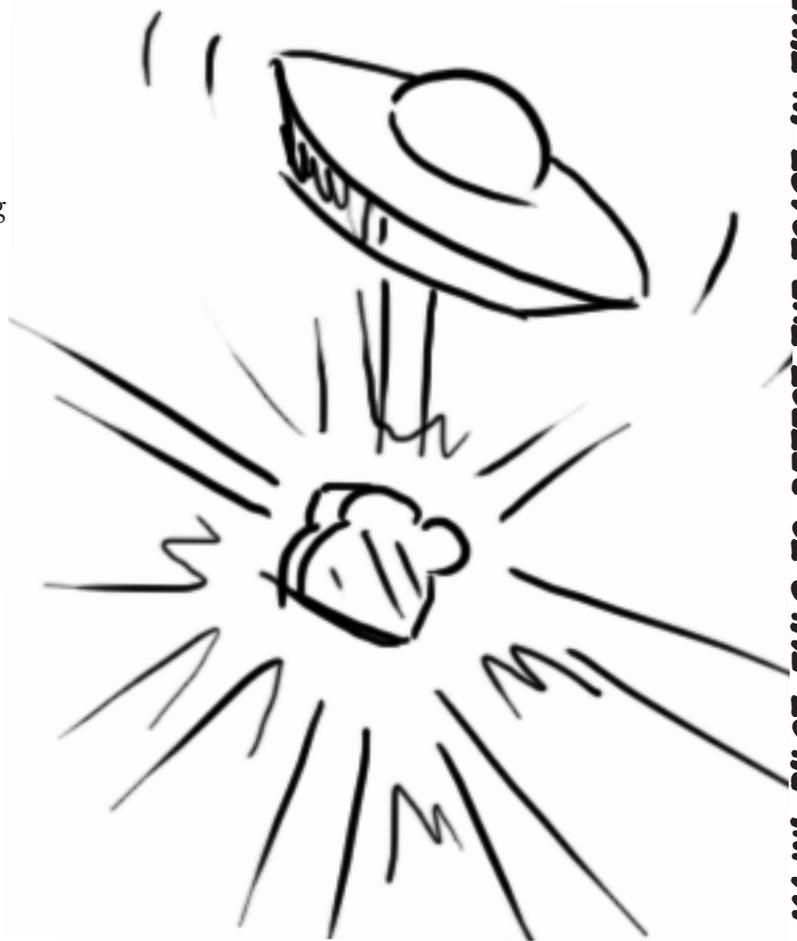
***VEXITRILLIANS ARE OFTEN MISTAKEN FOR SQUIDS BY EARTHLINGS***

## ***ALIEN PROBLEMS***

Aliens come to Rosalind for help when they have problems. Sometimes this is because the alien's weird biology prevents them doing a normal human thing. Sometimes the alien misunderstood how human society worked and messed something up. Whatever the cause is, the alien needs help, and they want Rosalind to provide it.

Before each time you play, the adult player should create one or two aliens with problems for Rosalind to solve. For each alien, write down one physical limitation that they have and a problem that they have because of this. Then write down a human concept that they do not (can not) understand, and write a problem that arises because of that. Write two more problems that the alien has as a consequence of these other situations (preferably combining some of the other problems together).

This is the list of problems that Rosalind needs to solve for the alien. When she rolls a 5+ while performing an appropriate action, then the problem can be solved. Cross solved problems off the list. Results of 4 or lower won't solve the problems, though they can transform the problem into new problems or make even more trouble for the alien. And watch out for rolling a 1! It will create a new problem to go on the list!



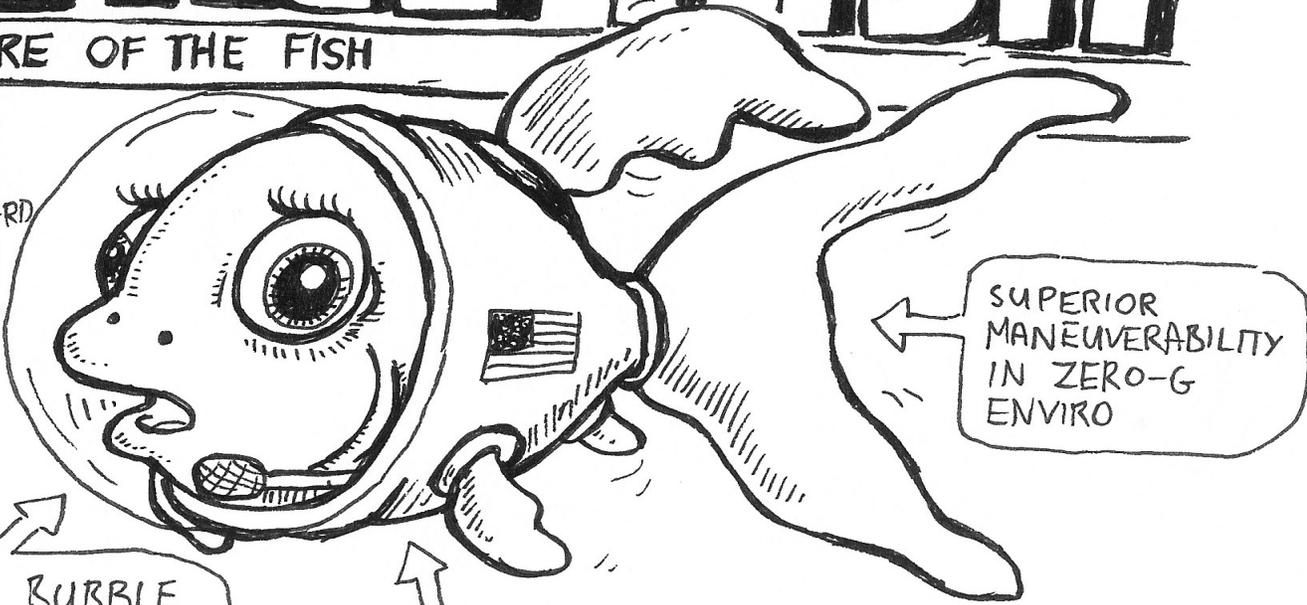
***A MAJINI PILOT FAILS TO DETECT THE TOAST IN TIME.***

If you solve all of an alien's problems, then you can add that alien to the list of alien friends that Rosalind knows. Maybe in later adventures she can call on that guy for help, like she can her fake alien family.

# SPACE FISH

FUTURE OF THE FISH

MANY PEOPLE  
DISATISFIED  
WITH STANDARD  
FISH. SPACE  
FISH NEW!



H<sub>2</sub>O BUBBLE  
LIFE SUPPORT

MAGIC  
PLASMA  
LASER  
GUN

**THE ARGOOSIAN SPACE FISH DOES NOT WANT TO BE ANYBODY'S PET. BUT WHAT JOBS CAN A FLYING FISH FIND IN THE BANK INDUSTRY?**

## CREDITS

This game was made as a present for Madeline Wedig's 5th birthday. Happy Birthday! I hope you like the game.

### Rosalind Wells, Ambassador to Space

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That means that I'm sharing the game with everybody. You can take the game and make your own games based off of it, so long as you share the game with everyone as well.

The art is all by other people. Specifically, it is by *Flickr.com* users:

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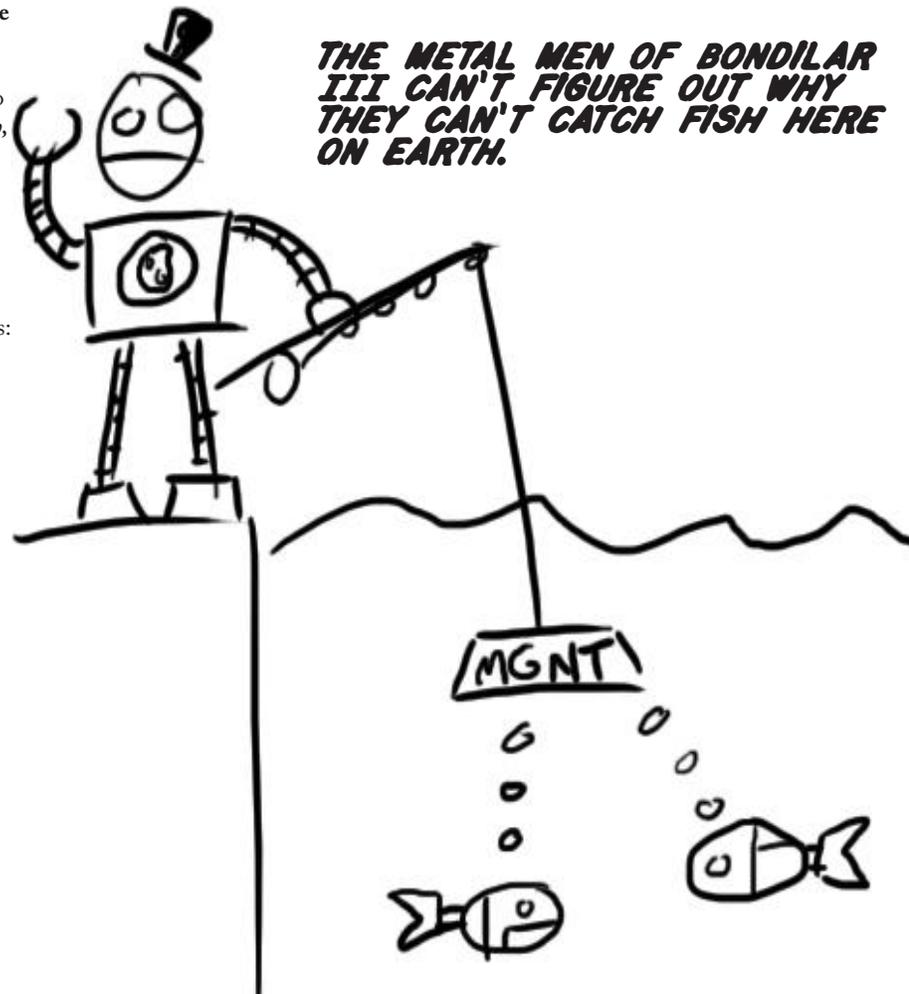
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**THE METAL MEN OF BONDILAR III CAN'T FIGURE OUT WHY THEY CAN'T CATCH FISH HERE ON EARTH.**