

Sign in Stranger

making contact

errata

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Corrections to the first print run, August 2009.

PAGE 14, CHAPTER 3: THREE WAYS TO PLAY, GAME LENGTH AND SCOPE

Choose based on the level of time and commitment your group can put into the game. Sign in Stranger is best played with 4 to 6 players, though up to 8 people can be accommodated. If you have a large group, make sure to balance spotlight time.

PAGE 17, CHAPTER 3: THREE WAYS TO PLAY, SHORT CAMPAIGN SECTION FACILITATOR

As in a One Session game, one person takes the role of Facilitator. Their responsibilities are the same, but their Plot character may become a recurring character (through Flashbacks, or communication with Earth if this is the Terran Liaison.)

PAGE 21, CHAPTER 4: SETTING UP FOR PLAY, RANDOM WORDS SECTION

Write "N", "V", and "A" on the back of the words to avoid confusion if the words get mixed up. Discard from play once used.

PAGE 22, CHAPTER 4: SETTING UP FOR PLAY, WORLD/SPECIES CREATION

Each player fills in one line such as "World Name", then folds the paper along the dotted line so that field cannot be seen. Everyone hands the paper to the player on their right (or left, so long as everyone passes it the same way). Continue on this way, until all fields are filled out. The Facilitator describes how to fill out each section of the World/Species sheet as it is reached. Later when a World is chosen, copy this information onto the Colony sheet.

PAGE 53, CHAPTER 9: INVESTIGATIONS, INVESTIGATION QUESTIONS AND TROUBLES QUESTIONS address things that are unknown to the Colonists, or to the players. They are drawn from a list supplied to the Colonists by the Terran authority, and their answers are reported back to Earth. The Questions may be answered by Investigation or may escalate and have Troubles arise about them. They may deal with aspects of the alien planet around them, such as what to eat, what kinds of religious customs are followed by the aliens, whether they have currency, or how they wage war.

PAGE 64, CHAPTER 9: INVESTIGATIONS, WILD CARD NEW FACT EXPLAINED

A new understanding of this Element of the World grows. As with Investigation Outcome except: choose a Training Area randomly (roll on a twelve sided die) to show what aspect of the world the Element relates to.

Page 79, Chapter 14: Assimilation and Changes

On the Character sheet In the Assimilation section, there are spaces for describing what each level of Assimilation represents. It may be making an alien friend, it may be learning some of their language, it may be taking an alien lover. Write in what you are aiming for, and as you get successful Investigations or Actions, make checks as you move towards this goal. Gain resources in this process as is described for Change Injuries. When you've had 5 successes the level is completed. Chances for Assimilation Outcomes change as the level increases.

PAGE 82, CHAPTER 15: OTHER CHARACTERS, SUPPORTING CHARACTERS

Supporting Characters can be created whenever a character has been introduced and a player of a Colonist forms a relationship with it, or when the outcome of an Action is Gain an Ally. The Supporting Characters may be aliens, or humans from the Colonist's past as seen in flashbacks, as is appropriate based on what happens in play. To create them, someone else agrees to play that character. They then record information about the Character on their Supporting Character sheet. Fill out the Name, Species and Description, as well as the name of the Colonist with whom the character has a relationship. Also write the character on the Colonist's sheet, circle positive or negative and write a brief description of relationship.

Examples appear here in the text

A Supporting Character is a friend or acquaintance of one of the Colonists. They may be an alien who helps or aggravates a Colonist. Or it may be someone on Earth who had a relationship with a Colonist at some point far distant in their past or in the present, though now at a distance of course. These characters give the Colonists other people in the world to interact with. And also, they give the players other characters to play in the world. Each Supporting Character has a relationship with one of the Colonists. Each Colonist may be helped in an Investigation or Action once per session by a present Supporting Character. More discussion of them may be found in the About Playing Chapter, on page 94.

The player of each Supporting Character gets to add three things to the world through this character. They may add Explanations to a World Element, or give new Belongings to the Colonist they have a relationship with. These are indicated by the boxes at the bottom of the Supporting Character sheets. Check each one off as one has been created.

Text resumes at: "Just as when playing a Plot Character..."

PAGE 83, CHAPTER 15: OTHER CHARACTERS, PLOT CHARACTERS

When creating a Plot character fill out the Name, Species, Affiliation and Description of the character. Plot characters have additional aspects that get created over time: an Agenda for the humans, something that they Offer the Colonists, something they Desire and something that they Fear. When creating the Plot Character, initially choose only the Agenda. As time goes on, fill in the other aspects of the character as things about the world get revealed. There are many examples of these aspects of the characters on pages 85-88.

In each session, the humans may ask for help from one Plot character on an Investigation (aliens give a d10 bonus), or for a free successful Action. The player of the Plot Character must play out how this occurs. However, whenever a Plot Character is in a session, that character's player introduces an Explanation for a World Element that creates complications for the Colony. If that player is in charge of a Trouble (see page 76) it should relate to that Trouble. Otherwise it may relate to Troubles or complications that have arisen in that session or the campaign.