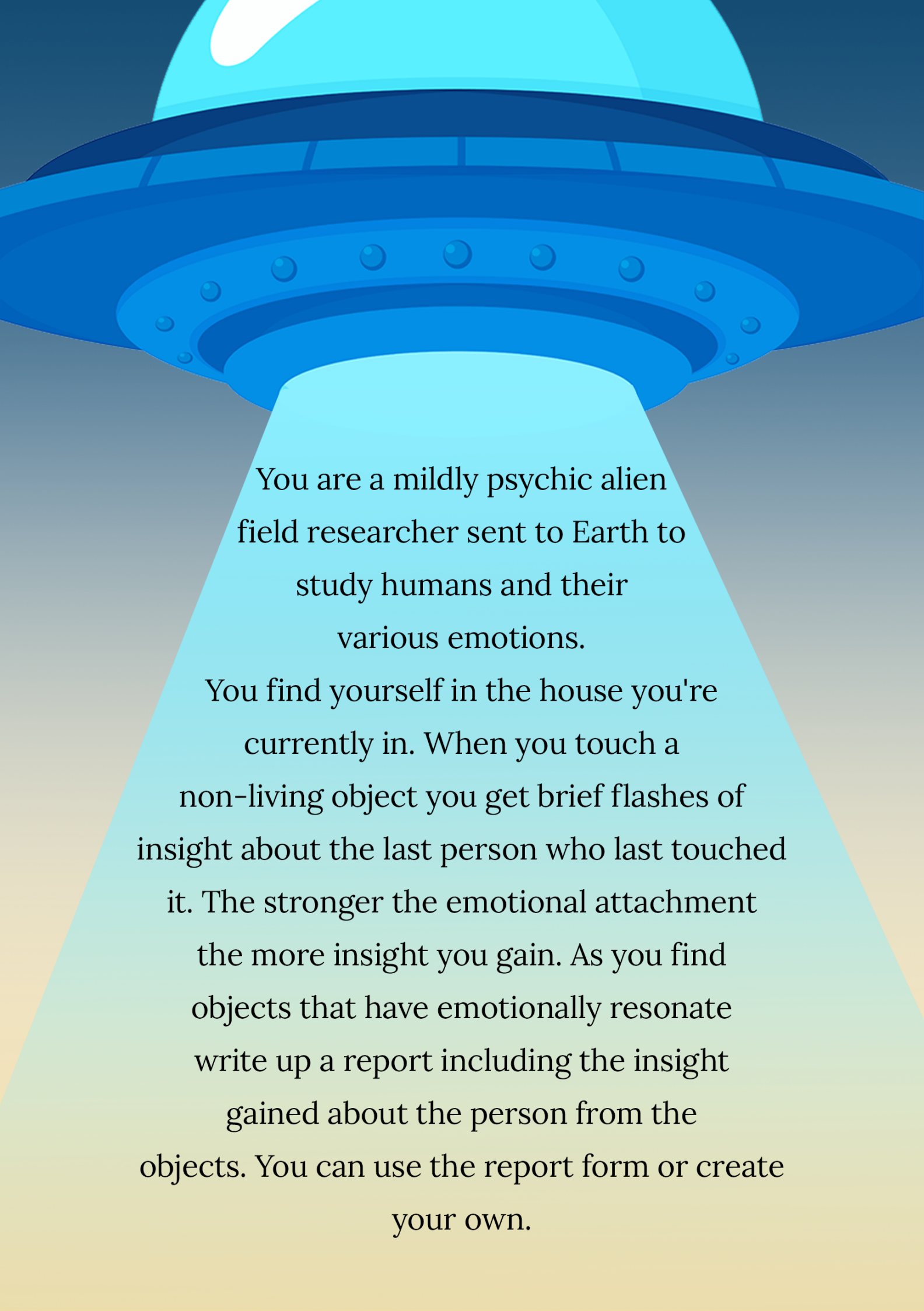


Ink Transference



A game by Akemi Maniwa
Art by Bri de Dannan

A blue UFO is positioned at the top of the frame, emitting a bright, conical beam of light that illuminates the text below. The UFO has a dark blue top section and a lighter blue body with several small, circular details. The background is a gradient of dark blue at the top, transitioning through grey to a light yellow at the bottom.

You are a mildly psychic alien
field researcher sent to Earth to
study humans and their
various emotions.

You find yourself in the house you're
currently in. When you touch a
non-living object you get brief flashes of
insight about the last person who last touched
it. The stronger the emotional attachment
the more insight you gain. As you find
objects that have emotionally resonate
write up a report including the insight
gained about the person from the
objects. You can use the report form or create
your own.

How To Play



Each player will play both roles: the alien field researcher and the lab analyst. In a game with more than two players make sure that every player is paired up with another player to be their lab analyst, this can be done randomly or organized, but try to make sure that no two players are each other's field researcher or lab analyst.

Once you have been paired off, making sure that no one is left out or paired directly to their lab analyst (except in two player games) take a moment to talk to your partner and determine some things about your human research subject. *Note, the person does not have to be a real person; they could be a fictional character who the two of you are studying. A decent starting place is name, pronouns, and 1-2 sentences



After the subject has been determined, the field researcher player should go around the house and see what objects emotionally resonate with the person they are studying. Find and gather these small easy to mail objects or photograph the objects and print them out. Then put those in an envelope or package to send these things to the lab for analysis. Mail this envelope or package with the key items of emotional resonance to the player assigned to be your lab analyst.

Upon receiving the field work information the lab analyst player will attempt to piece together a sense of the person and find something that would benefit the subject's life in some way. Optionally, the lab analyst can then send the report and potentially any additional items for additional research and clarification back to the field researcher.

When the field researcher gets the items back they can touch the original object to gain deeper insight due to their psychic powers and the stronger emotional attachment they now have to the original object.



Game Ending

The game ends when both the researcher and lab analyst have conclusively agreed they have identified something that can be sent to the subject that would improve their life in some way. If you have the means and your subject is a real person (who you know) you should send them whatever it is that you have concluded would make their lives better.

Character Sheet Ink Transference Lab Report



Field Researcher: _____
Player name: _____
Lab Analyst: _____
Player name: _____

Subject of Analysis

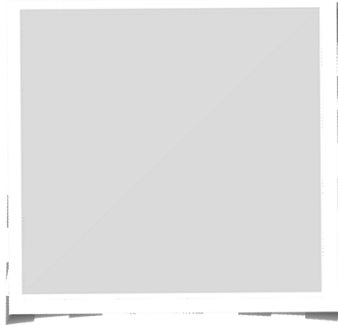
Name: _____
Pronouns: _____
Description: _____

Object 1



Emotional Significance

Object 2



Emotional Significance

Object 3



Emotional Significance

Lab Analysis

Second Psychic Pass (optional)

Conclusions

