

To Start the Game

- To begin, students will sit in a circle with their eyes closed and heads down; I will go around the circle and if I tap a student on their head, they are the imposter; if I don't tap on their head, they are a crewmate
 - I will then tell just the imposters to open their eyes so they know who the other imposter is if there are more than one; then I will tell them to close their eyes and then tell everyone to open theirs
- Both crewmates and imposters will be doing tasks at the different stations
- There will be 10 stations set up, students must go through the stations and follow what the task cards say to do at each station
- To start, I will go by each student and assign them a number, that will be the station they start at; students will walk to and from the stations, they cannot run
- Students cannot talk when doing tasks and walking around the gym, they can only talk during meetings and voting
- For the first 30 seconds of a round, students cannot call an emergency meeting or do a sabotage (if they're an imposter)

Impostors

- There will be 1 – 2 imposters trying to take over the gym by silencing the other students
- They can silence a student by tapping them on their shoulder or behind their shoulder, nowhere else though
- Once a student feels that they've been tapped in the correct area they will count to 5 and then sit down wherever they're at
 - A silenced student cannot vote or say anything for the rest of the round, but can continue to do tasks
- Imposters can also sabotage once per round
 - If they wink at me, I will yell out that the lights have been sabotaged and students must cover the sides of their face so they cannot use their peripheral vision; to fix lights they must solve a math problem I write on the whiteboard
 - If they give me a thumbs up I will yell out that the reactor is having a meltdown; I will have a hula hoop on each side of the gym, on the baseline side, and two students will have to hula hoop simultaneously for 5 seconds
 - You can adjust the difficulty of the math problem and/or the length of the hula hooping to appropriately challenge your students
- For each sabotage, students will get 20 seconds to fix it; if they don't fix it in time the imposter(s) win
- Any student can come and fix, but if there is/are already a student or students fixing it, they can go back to their tasks or offer some help if needed

Reporting & Voting

- A student can report a silenced body by raising their hand, or if they want to call an emergency meeting, they must come up to me and fist bump me
- During a meeting, students will sit back in the starting circle
 - If they want to talk, they will raise their hand and I will call on them
 - If they blurt out or start arguing they will lose their talking privileges for that round
 - They will get 120 seconds at a meeting with the last 20 second being voting
- To vote, students will point at who they want to vote, if they want to skip they won't point or do anything with their hands
- Once a student submits their vote by pointing, that's their final vote and cannot change it
- If a student is voted off, they will continue doing tasks but cannot vote
 - If they are an imposter and are voted off, they cannot silence but can still do their 1 sabotage per round and do tasks

How to Win

- Impostors can win by:
 - Silencing or voting off all the crewmates
 - Doing a sabotage that the crewmates don't fix in time
- Crewmates can win by:
 - Voting off the imposter(s)
 - Each crewmate completing all the tasks 3 times
 - After a crewmate completes every tasks 3 they will go over to the whiteboard and draw a checkmark
 - They must complete the tasks in order, they cannot do a single task 3 times in a row and then go to the next one
 - Make count of how many crewmates and once there are that many checkmarks on the whiteboard, they win

What the Teacher is Doing

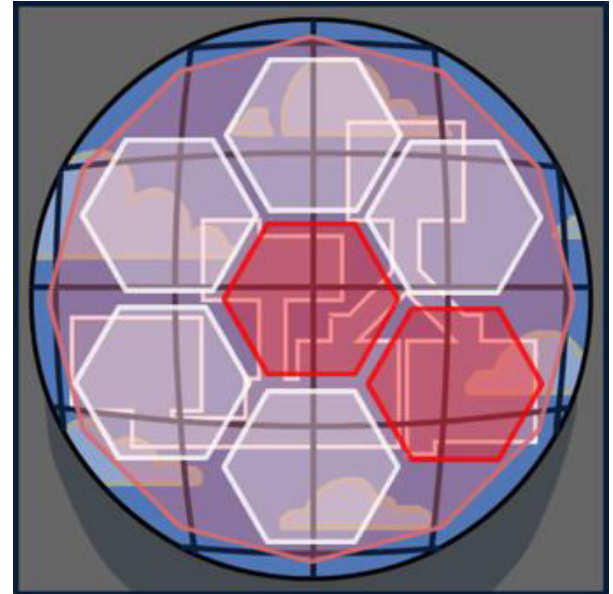
- You as the teacher will have these responsibilities during the game:
 - Choose the imposter(s) at the start of each round
 - Look for students that are reporting a silenced body by raising their hand
 - Call everyone to the middle circle for emergency meetings or if a silenced body was reported
 - Look for the imposters to wink or give you a thumbs up to start a sabotage, and starting the 20 second timer
 - Writing a math problem on the board for the lights sabotage
 - Calling out the reactor sabotage and counting the seconds for that
 - Facilitating the meetings by calling on students with their hands up
 - Also timing the meetings for 120 seconds and telling the students at 20 seconds to vote
 - Facilitating and managing the game, changing rules and gameplay to fit the needs of your students

SHIELDS

MOVE TO
MED BAY



ASTEROID FIELD.
SET THE SHIELDS BY
DOING *25 INVISIBLE
JUMP ROPES.*
MOVE TO MED BAY



MED BAY

MOVE TO
WEAPONS



DO *20 STAR JUMPS*
TO INSPECT THE
SAMPLE.
GO TO WEAPONS.



WEAPONS

MOVE TO
NAV OR
O2



CLEAR THE ASTEROIDS.
DO *20 SQUAT PUNCHES.*
AFTER THE ASTEROIDS
HAVE BEEN DESTROYED
MOVE TO NAVIGATION OR
TO O2



NAVIGATION

MOVE TO
CAFETERIA



CHART THE SHIP COURSE.
*DO 10 FORWARD LUNGES &
10 SIDE LUNGES.*
MOVE TO CAFETERIA.

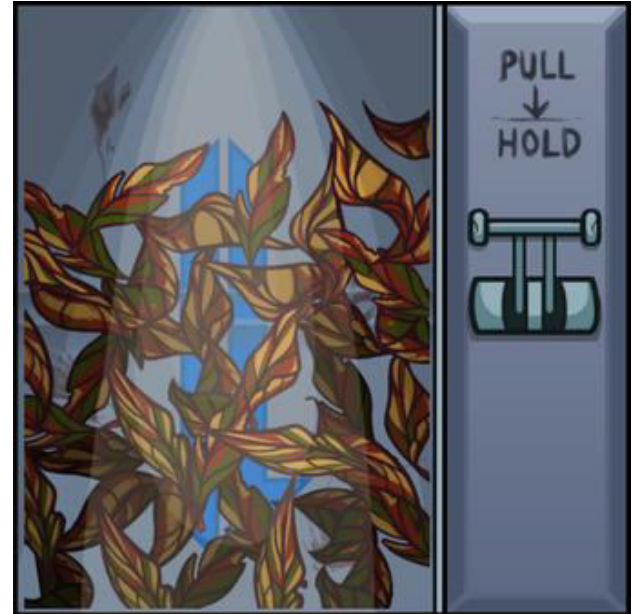


CAFETERIA

MOVE TO
O2 OR ADMIN



EMPTY GARBAGE.
Do 15 SQUAT JUMPS.
MOVE TO O2 ROOM
OR ADMIN.



O2 ROOM

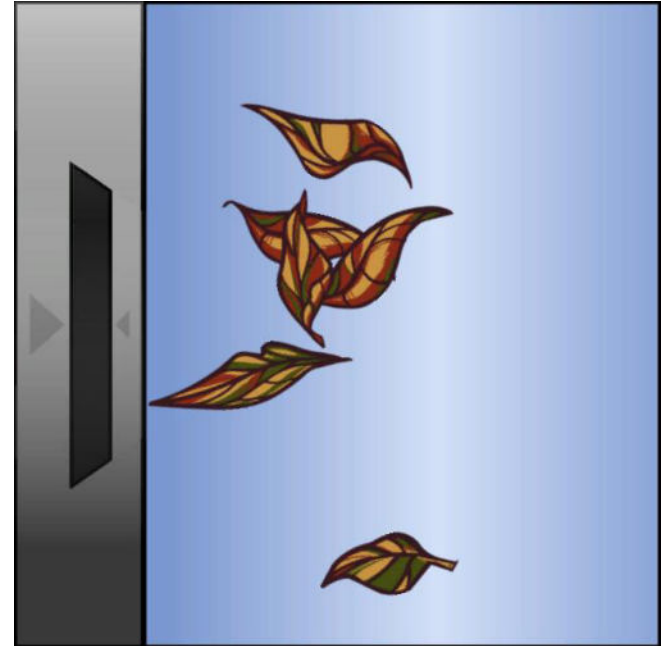
MOVE TO
ADMIN



CLEAN O2 FILTER.

*DO 15 FORWARD ARM
CIRCLES & 15
BACKWARDS ARM
CIRCLES.*

MOVE TO ADMIN



ADMIN

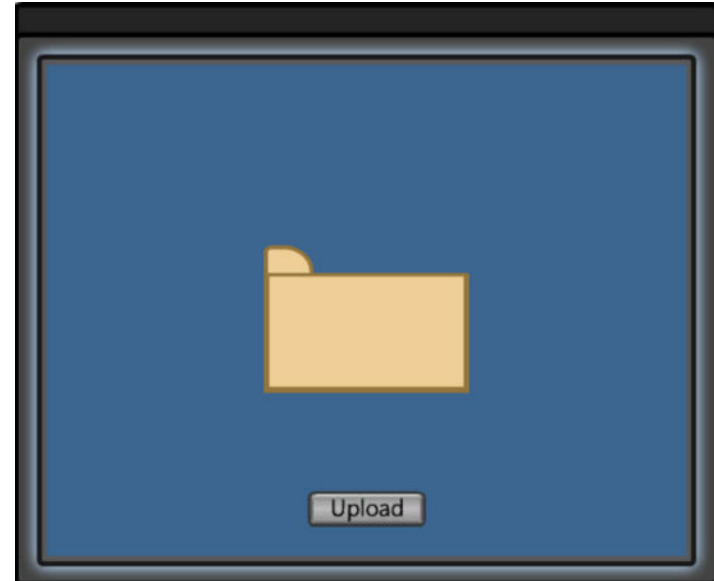
MOVE TO
REACTOR OR
STORAGE



UPLOAD DATA.

*DO 10 PUSH-UPS (knee
or wall are okay).*

MOVE TO REACTOR
OR TO STORAGE



REACTOR

MOVE TO
ELECTRICAL



START THE REACTOR.

DO 8 BURPEES.

MOVE TO
ELECTRICAL.



ELECTRICAL

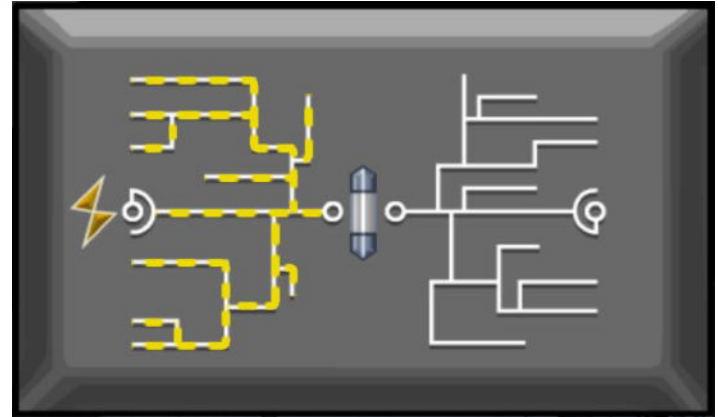
MOVE TO
STORAGE



DIVERT POWER TO
UPPER ENGINE.

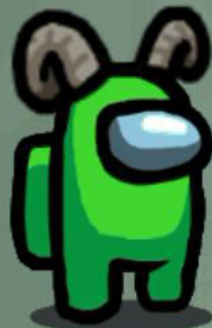
*DO 20 JUMPING
JACKS.*

MOVE TO STORAGE.



STORAGE

MOVE TO
SHIELDS



FIX WIRES.

DO 15 CRUNCHES.

MOVE TO SHIELDS.

