

Unacknowledged

Exposing the UFO-Coverup
version 1.6

a game for 3-5 players by Channing Jones

Contents

- 12 identity cards (for different player counts)
- 4 cards for placing collections (3 „successful“ cards and 1 „negated“ card)
- 35 play cards (27 Disclosure cards, 8 Shadow Government cards)
- 2 cards for counting the rounds

Setup

Select all the identity cards with the correct player count (see upper right corner). Deal one face down to each player. Players may look at their identity card but not show it to others. Place the „+“ card with the correct player count and the „-“ card face up in the middle of the table.

Play

The game is played over a maximum of 4 rounds with 3 turns each.

Round

Draft

Every round starts with a draft:

Shuffle all the play cards (green backs) together into a deck and deal 5 cards face down to each player. Each player chooses one card to keep and passes the remaining cards to the player on his left (in rounds 1 and 3) or his right (in rounds 2 and 4). Players continue like that until everyone has 5 kept cards. Players may not pass any cards they have already chosen to keep.

Turns

After drafting, there are three turns. Every turn, the following happens:

Everyone plays one card face down into the middle of the table. These cards are shuffled and then revealed.

Important:

- All cards must be revealed simultaneously!
- No discussion of cards during these times:
 - while drafting
 - while playing and the subsequent shuffling of the cards (until they have been revealed)

Note: You may **not** reveal one card, discuss it, and then reveal the next.

After the result has been determined (see below) any cards not added to a collection are placed in a discard pile.

Collections: There are two „collections“ of cards in the game, one next to the „+“ card in the middle of the table (for the Disclosure Activist players) and one next to the „-“ card in the middle of the table (for the Shadow Government player). Once a card has been added to a collection it stays there until the end of the game (it is not reshuffled into the deck).

Successful Disclosure result:

If there are exactly player count minus one cards of one Disclosure type, then take one of those cards and add it to the „+“-collection.

Also execute the special effect of that Disclosure card as stated on it. This effect may apply to the next turn to be played.

Negated result:

If the result would be a Successful Disclosure, but a card has been played that specifically „negates“ that, then instead of adding the card to the „+“-collection, it is added to the „-“-collection. The special effect of that Disclosure card also does not happen.

Overexposure result:

If all played cards are of the same Disclosure type, then it is an unsuccessful Disclosure. Everyone gets one of the played cards back to their hand and must discard one card face down into the discard pile.

Other Unsuccessful Disclosure result:

All results other than the ones mentioned above are also unsuccessful Disclosures and have no special effect.

Round End

At the end of a round, all players discard their remaining two cards face down into the discard pile. The remaining deck and the discard pile are shuffled together into a new deck.

Win

The Disclosure Activist players win *immediately* once they they have Disclosure cards as follows in the „+“-collection:

#players	#cards of one type	#cards of any type
3	4	5
4	3	4
5	2	3

Note: The Disclosure Activist players need only reach one of their two conditions to win.

The Shadow Government player wins immediately if there are three cards of any type in the „-“ collection, or if the Disclosure Activist players have not won by the end of fourth round,

Note on special effect of Scientific Disclosure:

If there are no more cards in the draw deck, then shuffle the discard pile into a new deck to draw the missing cards. Any cards drawn for this effect that are not added to a collection go into the discard pile.

Communication Rule:

All talking must be heard by everyone and in a common language. No secret communication channels may be used.

Strategy Tips

Here are some basic strategy tips for the Shadow Government player, since this is the hardest role to play:

- Do not change your usual demeanor. For example, if you are normally a quiet person, don't suddenly become very talkative.
- Sow doubt among the players. Accuse others.
- When asked if you have a certain Disclosure card, then usually affirm that you have it.

To add for final version:

- Source links for further reading
- matching icons for disclosure cards and the SG counter cards