

# Unacknowledged

## Exposing the UFO-Coverup

version 1.12

a game for 3-5 players by Channing Jones  
play time: 20 minutes

### 1. Introduction

*Disclosure activists are closing in on the truth about UFOs and the secrets hidden behind decades of classified cover-ups. But a powerful "Shadow Government" will do anything to keep the truth obscured: disinformation campaigns, discrediting evidence, and hunting anyone who gets too close.*

**Unacknowledged** is a social-deduction game with two secret teams: the Disclosure Activists and a single Shadow Government player. Everyone plays up to 12 cards, with the Activists needing to coordinate and simultaneously play the same card each time, but the Shadow Government player is listening and trying to thwart their plans by playing a card that negates their efforts.

### 2. Contents

- deck of 55 cards:
  - 4 cards for placing collections (3 "successful" cards and 1 "negated" card)
  - 2 cards for counting the rounds
  - 37 play cards (27 Disclosure cards, 10 Shadow Government cards)
  - 12 identity cards (for different player counts)

### 3. Setup

#### Lay Out

Lay out the following in the middle of the table:

The collection card ("+") for the Disclosure Activists according to the number of players. The ones for other player counts are removed from the game (put them into the box).

The collection card ("-") for the Shadow Government (there is only one).

Place the two round counting cards on top of each other. The card with Round 1 should be on top with that side face up.

#### Play Cards

Determine the number of "Disinformation Campaign" cards to be included in the play cards deck according to the following table:

#players	# Disinformation Campaign cards
3-4	3
5	2

Remove any excess cards from the game.

Shuffle all the play cards face down into a deck.

#### Determine Identities

Select all the identity cards with the correct player count (see upper right corner). Remove all other identity cards from the game.

Shuffle these cards and deal one face down to each player. Players may look at their identity card but not show it to others before the end of the game.

### 4. Play

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

#### Round

##### Draft

Every round starts with a draft:

Deal 5 play cards face down to each player.

Each player chooses one card to keep (placing it face down in front of himself) and passes the remaining cards to the player on his left (in rounds 1 and 3) or his right (in rounds 2 and 4). Repeat this until everyone has 5 kept cards. Players may not pass on any cards they have already chosen to keep.

*Note: You can take turns handling the cards. The current round card indicates the passing direction.*

## Plays

After drafting, there are three "plays". In every play, the following happens:

*Tip: Before playing any cards, players should discuss what cards to play.*

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:

- \* 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 cards have been revealed, determine the result from one of the following four possibilities.

#### 1. 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 (for the Activists).

*Example: It is a game with four players. Three Scientific Disclosure and one Official Disclosure cards are revealed. It is thus a success for the Disclosure Activists and one of the Scientific Disclosure cards is added to the "+" card in the middle of the table. The others go into the discard pile.*

In this case only, also execute the **special effect** of that Disclosure card as stated on it.

This effect may apply to the next play (even if next round).

#### 2. Negated result:

If the result would be a Successful Disclosure (see above), 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 (for the Shadow Government). Also do not apply the special effect of that Disclosure card then.

#### 3. Overexposure result:

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

#### 4. Other Unsuccessful Disclosure result:

Any other result is also an unsuccessful Disclosure and has no other effect.

*Note: 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 usually stays there until the end of the game (it is not reshuffled into the deck).*

Any revealed cards that are not added to a collection (and do not go back into the hand) are placed in a discard pile. Cards are always placed face down in the discard pile.

*Practical Tip: Use the lid of the box for the discard pile.*

*Note: You can keep track of the number of plays played by the number of cards you still have in your hand. The round ends once everyone has only **two** cards left in their hand.*

## Round End

All players discard the two remaining cards in their hand face down into the discard pile. The remaining deck and the discard pile are shuffled together face down into a new deck.

Show the next round number using the round counting cards (flip or swap cards accordingly).

## 5. Special Rounds

Certain special effects happen only on these rounds:

### Round 1 (random card)

Each play, after all cards have been played and shuffled (but before they are revealed), discard the top card of the played cards (face down) and replace it with the top card from the deck. Then shuffle again and reveal.

### Round 4 (vote)

After drafting and just before the first play, there is a vote. All players raise one hand and then simultaneously point at another player. If a majority of players (more than half) point at one player, then that player must randomly discard two cards from his hand. In any other case, remove one success card (select randomly) from the "+"-collection, putting it in the discard pile.

*Note: If there are no success cards in the "+"-collection then no such card is removed.*

## 6. Win

### Disclosure Activists:

The Disclosure Activist players win *immediately* once they have collected a number of Disclosure cards as follows in their "+"-collection:

#players	#cards of <b>one</b> type	#cards of <b>any</b> type
3	4	5
4	3	4
5	2	3

### Shadow Government:

The Shadow Government player wins *immediately*, when either:

- Three cards of any type have been collected in the "-"-collection.
- If the Disclosure Activists players have not won by the end of the fourth round.

*Note: Either side needs only to reach **one** of their two conditions to win.*

## 7. Communication Rule

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

## 8. Card Explanations

### Scientific Disclosure

*Example: if its special effect is triggered on round 2, you draw 2 cards.*

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.

### Disinformation Campaign

When this card has been used to negate a successful Disclosure result, remove it from the game. If this card had no effect, it is not removed (exception: Popular Disclosure).

## 9. Difficulty

If you find the game too easy for the Disclosure Activists, then add more Disinformation Campaign cards to the play deck to increase the difficulty for them.

## 10. Strategy Tips

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

- Do not change your usual demeanor too much. 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.

## 11. Designer Notes

*The title of the game, "Unacknowledged", refers to a type of ultra-secret, black budget program within the United States government.*

*For decades, a growing number of researchers, former government personnel, and whistleblowers have argued that the United States has maintained a highly secretive UFO crash-retrieval program dating back to the 1940s. According to these claims, recovered non-human technology and beings have been concealed within such unacknowledged special access programs, shielded from public scrutiny and even from many elected officials through complex classification systems and legal loopholes that bypass normal congressional oversight requirements.*

*In recent years, this issue has gained unprecedented attention. A new generation of whistleblowers, alongside a small but increasingly vocal group of members of Congress, has sought to bring these allegations into the public sphere. Through hearings, legislative proposals, and public testimony, they have argued for the release of important information about unidentified anomalous phenomena that has been withheld from both lawmakers and the public.*

*The significance of this issue extends far beyond questions of government secrecy. If the central claims are ultimately proven true, humanity would be confronted with one of the most profound discoveries in history: evidence that intelligent non-human beings or technologies exist. Such a revelation could fundamentally reshape our understanding of our place in the Universe, encouraging a broader sense of unity, curiosity, and shared destiny among people around the world. Rather than viewing ourselves as isolated on a small planet, humanity might begin to see itself as part of a much larger cosmic reality.*

*For supporters of disclosure, this is why the issue matters. They believe that transparency is not merely a political concern but a civilizational one, with the potential to expand human knowledge, transform our worldview, and inspire future generations to explore the mysteries of the cosmos.*

Sources/Further Reading:

Congressional Hearing (July 26, 2023): <https://www.congress.gov/event/118th-congress/house-event/116282>

David Grusch Written Statement (July 2023): <https://openuap.space/record/congress-uap-2023-grusch-statement>

The UAP Disclosure Act: <https://www.theguardian.com/science/2024/jan/14/what-happens-if-we-have-been-visited-by-aliens-lied-to-ufos-uaps-grusch-congress>

<https://www.theblackvault.com/>

<https://mufon.com/>

<https://www.theageofdisclosure.com/>

Video "Out of the Blue": <https://youtu.be/06r9zXiTxWw>