

THE SEARCH FOR UAPs

UNIDENTIFIED ANOMALOUS PHENOMENA
THERE IS SOMETHING OUT THERE...

TED ALSPACH



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THERE IS SOMETHING OUT THERE...



14+



1-5



60-75'

STORY

Over the past 100 years, there have been many sightings of unidentified flying objects. While this has often been credited to the sci-fi craze of the middle of the 20th Century, recent sightings by respected members of the military and captured video show that there is something out there that we can't quite identify. The search is on to discover and fully document this phenomena so that we may understand more about it.

The Search for UAPs is a game about this real-world search. You are astronomy enthusiasts and you've recently seen something in your evening stargazing that you can't explain. Using your telescope, camera, and computer research, you're trying to track down this Unidentified Anomalous Phenomena (**UAP**) to help the global scientific community gain a better understanding. While **UAPs** have been spotted all over the world, you'll be focusing on the edge of space, where it is possible that these objects might be.

Look to the sky for answers...

GOAL OF THE GAME

Using **The Search for UAPs** companion app—and your own logical reasoning skills—you will gather the clues you need to identify a variety of objects in Orbit around the Earth, recording verified photos as proof. Ultimately, you seek to locate the **UAP** itself!

The one who contributes the most to these goals wins the game!

HOW UAPs DIFFERS FROM OTHER SEARCH FOR... GAMES

If you've played *The Search for Planet X* or *The Search for Lost Species*, you will find many similarities in this game, along with some key differences. Here is a quick summary of the differences:

- Plays up to 5 players
- Variable amounts of objects: Several of the objects will not have a known quantity at the beginning of the game.
- Can take photos (proposing an object's location) any time that it's your turn.
- Analyze Satellite Data: This action is similar to the Research or Town action, and can only be done after a satellite of that type is verified.
- Quadrant Modifiers: These are global effects for all players in that area – can be beneficial, or a challenge.
- No limit on Targeting – can do it as often as you'd like, but still costs 4 ⌚.
- Rotating Inner Earth board: The smaller central board rotates throughout the game, creating different object adjacencies. This will affect **Meteor Showers** ⚡ and Quadrant Modifiers.

MORE INFO ON UAPs

Visit this page for additional information about the real-world search for info about **UAPs**:

<https://renegadegamestudios.com/search-resources>



www.renegadegames.com/how-to-play-UAP

COMPONENTS

1. 10 Researcher Tokens: 2 of each color



2. 5 Two-piece Player Space Boards (double-sided)



3. 5 Note Boards

Action	Result	Notes

Declassified UAP Reports

- IS NOT
- IS NOT
- IS NOT
- IS NOT

4. 5 Satellite/Score Boards:

Analyzed Satellites - Acquireable since you acquire corresponding photos have been verified.

A	
B	
C	
D	
E	
F	

Locate UAP	PHOTOS
2-10 pts	4 pts
Spaces Back 10 pts	4 pts
Locate UAP 8 pts	3 pts
OB Extra Photos 2 pts	3 pts
4 pts	2 pts
2 pts	2 pts

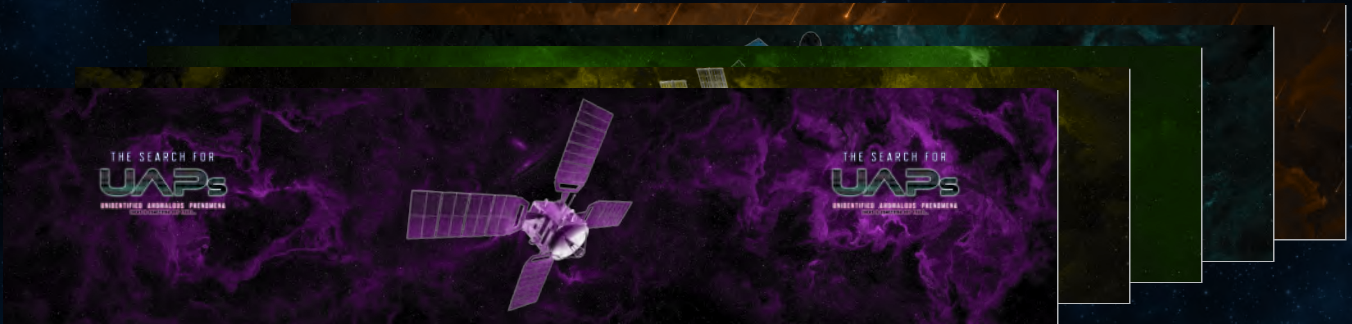
Game Code: _____

THE SEARCH FOR UAPs

- First player to locate the UAP scores 10 pts
- All other players choose: Locate UAP OR Extra Photos

TOTAL

5. 5 Player Screens



6. Luna Token (the Moon)



10. 27 Quadrant Modifier Tokens

- 13 Beneficial Quadrants
- 10 Challenging Quadrants
- 4 Blank



7. 90 Basic Photo Tokens: 1 set of each color

- 6 Navigation Satellites
- 2 Communications Satellites
- 2 Spy Satellites
- 1 Hubble Space Telescope
- 1 International Space Station
- 6 Meteor Showers



8. 40 Expert Photo Tokens: 1 set of each color

- 2 Navigation Satellites
- 2 Communications Satellites
- 2 Spy Satellites
- 2 Meteor Showers



9. 2-piece Game Board (double-sided)



SETUP

BOARD SETUP

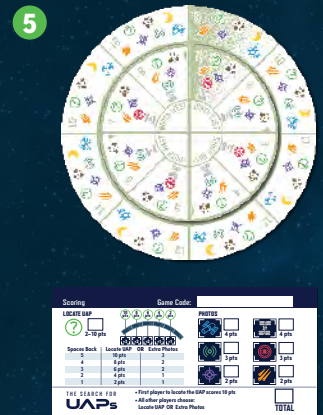
1. Place the **game board** in the center of the table on the basic (1-16) side or the expert (1-24) side. *If you are playing with 5 players, you must use the expert side.*
2. Rotate the Earth so that the bold sectors (1 and 9 on basic, 1 and 13 on expert) are aligned.
3. Each player chooses a color. Take your 2 **Researcher tokens**. Place one of your tokens in space 1 of the Time Track, lined up in random order. The other token will be placed on the Earth when the app instructs you to.

PLAYER SETUP

4. Give each player a **wet-erase marker**, a **note board**, a **satellite/score board**, and a set of **space boards**.
5. The players place their space boards together (stacked on top of each other), then orient them to match the game board from their point of view, making sure to match the difficulty side (basic or expert) chosen for the main game board.
6. Give each player a **player screen** matching their chosen player color. Position your player screen so that it hides your note board and space boards.
7. Give each player the set of 26 **player Photos** which match their player color. If playing the basic side of the game board, put the eight Expert Photos with hollow corners back in the box. Put your Photos behind your player screen.

SOLO MODE

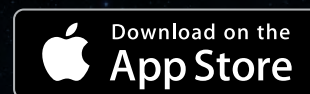
For a 1-player game, complete steps 1-17 here, then follow the instructions in the solo game rules (on page 23) and the app.



APP SETUP

Each player needs to have access to a mobile device. Each player can use their own device –OR– share a device with one or more other players.

8. Install and launch the **companion app** on all devices that will be used during the game. To install the app on a device, visit the app store for your device. You may want to set your device to “*airplane mode*” to prevent distracting notifications.
9. On one device, generate a **game code** by pressing “Start Basic Game” or “Start Expert Game”, choosing the side of the board (basic or expert) you’ll be playing on.
10. On each other device, press “Enter Game Code” from the app’s initial screen. Enter the game code generated by the first device and then press the “Join Game” button.
11. Verify that all devices **display the same game code**. Then press the “Continue” button.
12. View the **Quadrant Modifiers** for this game in the app, and place those Quadrant Modifiers in the same Quadrants on the game board. If you wish to change the Quadrant Modifiers for this game, now is the time to do so **on all devices**. Tap the Quadrant Modifier you wish to change, and choose a different one from the supplied list. All players should have the same Quadrant Modifiers in the same Quadrants for each game.
13. Select your player color.
14. In the app, rotate the on screen game board using one finger to spin the display to match how the game board looks from where you are sitting, then tap the lock icon in the upper right so you don’t accidentally rotate it during the game. This will ensure that the app display is oriented to what you are seeing on your space board and the game board. You can always change this in the app later if you move or if the game board gets moved (tap the lock icon to rotate the board on your screen).



15. Place the Luna (moon) 🌙 token in the Sector indicated on the game board, then follow the on-screen instructions to add this information to your space board.
16. Choose your difficulty level, which determines how much starting information you receive. Each player may receive a different amount of **starting information**, based on the difficulty level they choose. Follow the instructions in the app to receive your starting information. Record it on your space board.
 - If you have never played the game, we recommend the “*Beginner*” level.
 - If you have played the game before, you may wish to try the “*Experienced*” or “*Genius*” level for a tougher challenge! Different players may choose different levels of starting information to compensate for relative experience with the game.

BEFORE THE FIRST TURN

Right before the very first turn:

Each player, in reverse turn order starting with the player who is last, places one of their Researcher tokens in the Quadrant of their choice on the game board. More than one player may start in the same Quadrant.

17. Once all players have recorded their starting information and placed their Researcher in a Quadrant, press the “Start Game” button on all devices. You are now ready to begin!

BASICS OF SPACE OBSERVATION

ORBITS AND SECTORS

There are 2 **Orbits** you'll be tracking throughout the game: the **inner Orbit** and the **outer Orbit**. The **inner Orbit** is geosynchronous; objects in it move with the rotation of the Earth. The **outer Orbit** is stationary. Each Orbit contains a certain number of **Sectors**.

Your **Researcher token** will always be in one of the 4 **Quadrants** on the Earth, and can move to different Quadrants as needed during the game.

Each of the Sectors are numbered, with the lower numbers being in the inner Orbit, and the higher numbers being in the outer Orbit.

SPATIAL DEFINITIONS



Inner Orbit

Outer Orbit

Both Orbits



Quadrant

Sector

Next to



Stacked

Directly Across

The **game board** has 2 sides, with a different number of Sectors on each side. The **Basic side** with 16 Sectors is easier than the **Expert side** with 24 Sectors, so you might want to play Basic first.

BASIC

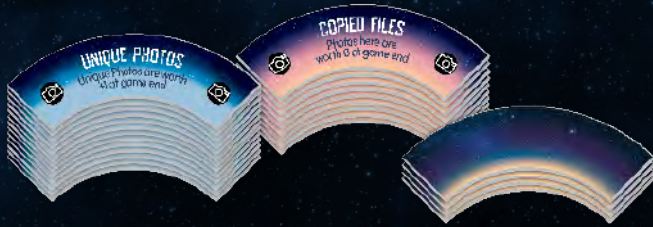


EXPERT



QUADRANT MODIFIERS

During setup, the app will instruct you to assign Quadrant Modifiers to different Quadrants of the Earth. A Quadrant Modifier causes some sort of rules change that applies only to that Quadrant and affects all players. There are 23 possible Quadrant Modifiers (and also 4 blank “space” Quadrant Modifiers that don’t change the rules for their Quadrants). Refer to the Quadrant Modifier Reference at the end of these rules for more information about each Quadrant Modifier.



OBJECTS

During the game, you will be looking for **9** different types of Objects in Orbit around the Earth:


-  **Luna** (the Moon),
-  the **Hubble Space Telescope**,
-  the **International Space Station**,
-  a number of **Spy Satellites**,
-  **Meteor Showers**,
-  **Communications Satellites**,
-  **Navigation Satellites**,
-  **Space Junk**, as well as
-  the **UAP**.

Each Sector will have 1—and only 1—Object in it. Each type of Object has certain logic rules that dictate in which Sectors it can appear, in relation to other Objects and the Orbits. The following sections describe these logic rules:




LUNA
1 total



Luna  is always in the outer Orbit and is revealed to all players at the start of the game.


BASIC



Luna  began this basic game in Sector 15 in the outer Orbit.

EXPERT



Luna  began this expert game in Sector 18 in the outer Orbit.



THE HUBBLE SPACE TELESCOPE



1 total



The **Hubble Space Telescope**  cannot be next to **Luna** , and is always in the outer Orbit.



BASIC



If **Luna**  is in Sector 15, the **Hubble Space Telescope**  cannot be in Sectors 14 or 16. It can be in Sectors 9-13.

EXPERT





If **Luna**  is in Sector 18, the **Hubble Space Telescope**  cannot be in Sectors 17 or 19. It can be in Sectors 13-16 or 20-24.



THE INTERNATIONAL SPACE STATION (ISS)





1 total



The **International Space Station (ISS)**  must be next to at least 1 **Space Junk** , and only in the inner Orbit.





BASIC



The **International Space Station (ISS)**  can only be in Sectors 6 or 1, as each of those are next to at least 1 **Space Junk** . Sector 4 is not next to **Space Junk** , so the **International Space Station (ISS)**  cannot be there.

EXPERT




The **International Space Station (ISS)**  can only be in Sector 6, which has **Space Junk**  on both sides (the **International Space Station (ISS)**  only needs to be next to 1 **Space Junk** , but it could be next to 2 of them).



SPY SATELLITES

1-2 on Basic side
1-4 on Expert side



Spy Satellites  always appear in odd-numbered Sectors, and are found only in the inner Orbit.

BASIC



On the basic side, **Spy Satellites**  may only be found in Sectors 1, 3, 5, and 7.

EXPERT



On the expert side, **Spy Satellites**  may only be found in Sectors 1, 3, 5, 7, 9, and 11.






METEOR SHOWERS

0-6 on Basic side
0-8 on Expert side




Always Stacked in pairs (directly above/below each other at the start of the game).

If there is a **Meteor Shower**  in a Sector, there will be another **Meteor Shower**  in the Sector that was above or below it at the start of the game. Be careful! These Sectors will move during the game, causing the paired **Meteor Showers**  to become separated.

BASIC



If there are **Meteor Showers**  in Sectors 9, 2, and 13, there must also be **Meteor Showers**  in Sectors 1, 10, and 5.

EXPERT



If any Sector does not have **Meteor Showers** , like Sector 18 here, which has **Luna** , the Sector above or below that Sector cannot have a **Meteor Shower** . So, Sector 6 cannot have a **Meteor Shower** .



COMMUNICATIONS SATELLITES

1-2 on Basic side
1-4 on Expert side



Communications Satellites (📶) always appear in even-numbered Sectors.

On the Expert side of the game board, there will never be more than 2 in each Orbit.

BASIC



Communications Satellites (📶) cannot be in odd-numbered Sectors.

EXPERT



Because there are already 2 **Communications Satellites** (📶) in the outer Orbit, no other **Communications Satellites** (📶) may be there.



NAVIGATION SATELLITES

2-6 on Basic side
2-8 on Expert side



Navigation Satellites (🧭) always appear in pairs, on opposite sides of the Earth. If a **Navigation Satellite** (🧭) is in a Sector, another **Navigation Satellite** (🧭) will be in the Sector directly across from it, in the same Orbit.

BASIC



Because there is a **Navigation Satellite** (🧭) in Sector 2, there must be one in Sector 6.

EXPERT



Because **Luna** (🌙) is in Sector 18, there cannot be a **Navigation Satellite** (🧭) in Sector 24.



SPACE JUNK

1-5 on Basic side
1-8 on Expert side



There cannot be more than 2 **Space Junk** next to each other.

BASIC



Because there is **Space Junk** in Sectors 4 and 5, there cannot be **Space Junk** in Sectors 3 or 6.

EXPERT



Because there is **Space Junk** in Sectors 14 and 16, there cannot be **Space Junk** in Sector 15.



UAP

1 total



Appears as **Space Junk**.

BASIC



Any of the 6 Sectors that look like they contain **Space Junk** might actually be the **UAP**.

EXPERT



The **UAP** cannot be in Sector 2, because there must be **Space Junk** next to the **International Space Station (ISS)**.

12 BASICS OF OBSERVATION

TIME TRACK

The Time Track runs around the outer edge of the game board. As players take actions, they advance their tokens clockwise on the Time Track, placing them at the back of the space they enter. If there are tokens in that space already, they place their tokens directly in front of those tokens. The player whose token is farthest back on the Time Track is always the active player.



In this example, Yellow is the active player. When they take an action that uses 1 ⌚, they place their token in front of the blue token.



After Yellow completes their turn, Green is the active player.

THE EARTH'S ROTATION

There are 4 thick lines on the Time Track (at the 12, 3, 6, and 9 locations). When the last player crosses a thick line, the Earth and inner Orbit rotate 1 Sector counterclockwise. Researchers on the Earth move along with it when it rotates.



At the start of the game.



After all players have moved past the first thick line, between Time Track spaces 3 and 4.

TAKING PHOTOS

Players can **take photos** of Sectors in the same Quadrant as their Researcher, if they think they know what is in that Sector. More than 1 player may place a face-down photo in the same Sector, but once there is a face-up, verified photo in a Sector, players may no longer place photos in that Sector.

Each time the Earth rotates, all photos are verified to be either correct or incorrect by the app.



The Yellow and Green Players have submitted photos in their respective quadrants.



Once all players have moved past the thick line between Time Track spaces 6 and 7, the Earth rotates, and the photos are revealed.

When photos are verified, correct photos stay in place. Incorrect photos are removed, and their owner moves 1 ⌚ forward on the Time Track.

At the end of the game, players score points for their verified, correct photos:

HUBBLE TELESCOPE 📡



= 4 pts each

INTERNATIONAL SPACE STATION (ISS) 🚀



= 4 pts each

COMMUNICATIONS SATELLITE 📡



= 3 pts each

SPY SATELLITE 🕵️



= 3 pts each

NAVIGATION SATELLITE 📡



= 2 pts each

METEOR SHOWER 🌠



= 2 pts each

GAMEPLAY

GAMEPLAY SEQUENCE

Gameplay in *The Search for UAPs* does not proceed in a fixed turn order. Instead, turn order depends on the positions of the player tokens on the Time Track.

The player whose Researcher token is farthest back on the Time Track is the active player. On the active player's turn, they take one action, then advance their Researcher token based on the time cost (⌚) of the action, usually moving it past other Researcher tokens as they do so.

Once the active player's turn is over, the player whose token is now farthest back on the Time Track becomes the new active player. Players continue taking turns until one player correctly locates the **UAP** (?).

TURN OVERVIEW




When you are the active player, carry out the following 3 steps, in order:

1. **Take One Action** – Choose one of the available actions.
2. **Advance Your Player Token on the Time Track** – Move your Researcher token based on the time cost of the action.
3. **Rotate the Earth** (if necessary) – Only do this when all of the players have crossed a thick line (between Time Track spaces 3 and 4, 6 and 7, 9 and 10, and 12 and 1). Verify any face-down Photos each time the Earth is rotated.



1. TAKE ONE ACTION

On your turn, choose one of the actions from the following list. All actions will also involve interacting with the app in some way. Choose your action, then press the matching button in the app on your device and follow its instructions.

- 
Move your Researcher 1 or 2 Quadrants – Move from your current Quadrant to any other Quadrant, in either direction.
- 
Survey within your Quadrant – Select an object type and some or all of the Sectors within your current Quadrant. The app reveals how many objects of that type are located in those Sectors.
- 
Target – Select a Sector within your current Quadrant. The app reveals which object is located in that area –OR– that the area contains **Space Junk** 🗑️.



Take a Photo – If you are certain of the location of an object, you can place a photo of it (initially face down) in the Sector you believe it is in. The next time the Earth rotates, all photos are verified.



Analyze Satellite Data – Once the players have verified the location of at least one of the satellites, you can Analyze it to discover more information and logic rules about all of the objects in the sky for this particular game.




Find the UAP (?) – Select the Sector that you believe contains the **UAP** (?) –AND– identify the contents of all 3 of its neighbors. The app reveals whether you are correct or incorrect.

NOTE

Each action requires you to interact with the app. On your note board, record the information revealed by the app, along with any deductions you can make from that information. (See page 20 for examples on how to use the note board.)

MOVE 1 OR 2 QUADRANTS

It costs 1 ⌚ to Move your Researcher to an adjacent Quadrant, and 2 ⌚ to Move to the opposite Quadrant.

In the app, tap the Move  button, and on the following screen tap the Quadrant you are Moving to.

Keep in mind that when the Earth rotates, you will rotate with it!

NOTE

You may always Move through a Quadrant that has other Researchers, and even end your turn in the same Quadrant. There is no limit to the number of Researchers in a Quadrant.

SURVEY WITHIN YOUR QUADRANT

One particular object type has drawn your interest. Survey a range of Sectors to find out how many objects of that type are located in those Sectors.

The outer Orbit Sectors in a Quadrant will change throughout the game, as the Earth rotates. The inner Orbit Sectors will be the same for each Quadrant for the entire game.

SURVEY YOUR ENTIRE CURRENT QUADRANT

- This covers *all* of the Sectors in your current Quadrant.
- Survey for one type of object in all of those Sectors (even if photos have been verified in those Sectors).

The time cost of this action is 1 ⌚.

SURVEY AN ORBIT IN YOUR CURRENT QUADRANT

- Choose either the inner or outer Orbit in your current Quadrant.
- Survey for one type of object in all of those Sectors (even if photos have been verified in those Sectors).

The time cost of this action is 2 ⌚.



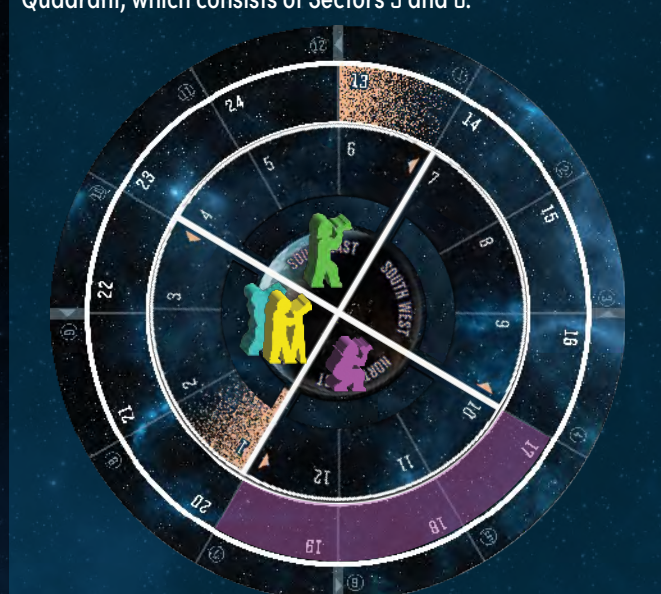
The Green Player's Quadrant consists of Sectors 1, 2, 9, and 10.



The Yellow Player Surveys the inner Orbit of their current Quadrant, which consists of Sectors 5 and 6.



After the Earth's rotation, the Green Player's Quadrant now consists of Sectors 1, 2, 16, and 9.



The Purple Player Surveys the outer Orbit of their current Quadrant, which consists of Sectors 17, 18, and 19.

16 GAMEPLAY

SURVEY A STACK IN YOUR CURRENT QUADRANT

- Choose a set of 2 Sectors that are above and below each other (2 Sectors).
- Survey for one type of object in all of those Sectors (even if photos have been verified in those Sectors).

The time cost of this action is 2 ⌚.

SURVEY A SECTOR IN YOUR CURRENT QUADRANT

- Choose a single Sector in your current Quadrant.
- Survey for 1 type of object within that Sector.



The time cost of this action is 3 ⌚.

ALL SURVEYS

From the game menu screen within the app, press the **“Survey”** button. Select the range of all the Sectors you wish to Survey, then select an object type. **Announce your selections to the other players.**

The app now reveals how many objects of that type are located in that range. This is private information; record it on your Note Board, but **do not** announce it to the other players.

IMPORTANT!

Remember that the Sector containing the UAP  appears as **Space Junk**  in Surveys.

If you Survey for **Space Junk** , the Sectors containing the UAP  may be included in the count.

TARGET

Your search has led you to a particular Sector that you feel holds key information. Target that Sector to discover which object it contains.





You can only Target a Sector that is in the same Quadrant as your Researcher.

From the game menu screen within the app, press the **“Target”** button. Select the Sector. **You must announce which Sector you are Targeting to the other players.**

The app now reveals which object is located in that Sector. This is private information; record it on your Note Board, but **do not** announce it to the other players.

The time cost of this action is 4 ⌚.

IMPORTANT!

Remember that the Sector containing the UAP  appears as **Space Junk**  when Targeting. If you Target a Sector and the app tells you it contains **Space Junk** , that Sector could contain the UAP !

TAKE A PHOTO

Once you are fairly certain where an object is, Take a Photo of it. You'll score points at the end of the game for each of your correct photos.

You can only Take a Photo of a Sector that is in the same Quadrant as your Researcher. Take one of your photos that shows the object you believe is in that Sector, and place it in the Sector, face down, at a 90° angle to the Sector (you'll rotate the photo upright once it's been verified). You may only take 1 photo at a time.

In the app, press the **“Take a Photo”** button. Tap the Sector where you placed your photo; you'll see a face down photo in the app.


The time cost of this action is 1 ⌚.



Photos are verified each time the Earth rotates.


ANALYZE SATELLITE DATA



There is an enormous amount of information available online and from official government sources about orbiting satellites.

In order to Analyze Satellite Data, at least 1 of that type of satellite must be verified with a face-up photo on the game board. You don't need to be the one who verified the satellite, nor do you even need to be in the same Quadrant as the satellite, it just has to be verified someplace in either Orbit. Until it is verified using your app, you will not be able to Analyze that kind of satellite.

Each satellite provides a different kind of information when Analyzed, and each satellite provides 2 distinct pieces of information. The topics have to do with the different objects you'll be looking for. You may be able to get information on all objects except for **UAPs** .

Analyzed **Communications Satellites**  (A and B) provide information about specific objects, such as where they might be found, and how they relate to other instances of the same object. Analyzing a **Communications Satellite**  costs 1 ⌚.

Analyzed **Navigation Satellites**  (C and D) provide information about how 2 different types of objects relate to each other. Analyzing a **Navigation Satellite**  costs 1 ⌚.

Analyzed **Spy Satellites**  (E and F) provide information about exactly how many of a certain object there are in both Orbits in all 4 Quadrants. Analyzing a **Spy Satellite**  costs 2 ⌚.

ANALYZING SATELLITES

Select “*Analyze Satellite Data*” in the app, then choose which of the available letters you’ll be Analyzing. Only satellites that have been verified will be enabled within the app. **Announce the satellite you are Analyzing but not your specific selection to the other players.**

The app then reveals a logic rule about that option that applies in this particular game. This is private information. Record it in the designated space on your Satellite board, but **do not** announce it to the other players.

NOTE

The information that can be Analyzed is unique for each game code. In any game, every time a given satellite is Analyzed for each of its 2 options, it will always give the same information. So, once you Analyze a satellite, there is no reason for you to Analyze it again for the same option, though you may want to Analyze it for the other option later.

NOTE

If you forget to write down the information, you can always go to the History screen in the app (tap the Researcher icon in the lower right of the screen) to see what information was given to you on a previous turn.

🔍 FIND THE UAP

This is it! All of your hard work may be about to pay off. Could you have found the **UAP** 🔍?

From the game menu screen within the app, press the “*Find the UAP*” button. Select which Sector you think contains the **UAP** 🔍, then select what you think is located in all 3 neighboring Sectors.

The app now reveals whether or not you correctly located the **UAP** 🔍 and its neighbors. Do not announce the area where you looked, but do announce whether you succeeded or failed.

The time cost of this action is 5 ⌚.

2. ADVANCE YOUR RESEARCHER TOKEN

In this step, move your Researcher token clockwise on the Time Track.

Advance your Researcher token on the Time Track a number of spaces equal to the time cost of the action you chose. The time costs for all possible actions are noted below, as well as on the player screens.

If your Researcher token ends its advance in a space that already contains one or more other tokens, place your token in front of the other Researcher tokens, but still in the same space. (This means that those players take their next turns before you do.)


ACTION — TIME COST (⌚)

Find the UAP —	5 ⌚	Move —	1-2 ⌚
Target —	4 ⌚	Analyze	
Survey —	1-3 ⌚	Satellite Data —	1-2 ⌚
		Take a Photo —	1 ⌚



3. ROTATE THE EARTH

As soon as all Researcher tokens have moved past a thick line on the Time Track, rotate the Earth (inner Orbit) 1 Sector counterclockwise on the main game board, your space board, and in the app.


In the app, tap the rotate icon  located at the upper right of the on-screen game board. The app will show the Earth and inner Orbit rotated from your perspective.

VERIFY PHOTOS

Tap the “*Verify Photos*” button. Turn up all the face down photos, keeping them rotated at 90° (so you don’t confuse them with verified photos). If players other than yourself have taken photos, tap “*add photo*” for each of those photos, entering the Sector and item. Once all the sideways photos are listed, tap the Verify Photos button.



IMPORTANT!



All players must enter all photos on their devices. This is how the app knows if Analyze Satellite Data actions are available, and verified photos from all players will then show up in your app.

Correct photos remain in their Sectors face-up and should be rotated back to normal (with the long edge along the curved Sector edges). The player(s) who placed them will score points for them at the end of the game. If any photo is incorrect, place the photo back in the box and move the Researcher token of the player who placed that photo forward 1  on the Time Track.



Then tap Continue to go to the main game screen. You can always tap “*Verify Photo*” later in case you missed a photo and need to add and/or verify it after you’ve left that screen.

DECLASSIFIED UAP REPORTS

At some point during the game, you’ll notice a green **UAP** () icon located to the lower left of the on app screen game board appear and pulse. This means new information about the **UAP** () has just been declassified by the government!

This is useful information that might help you deduce where the **UAP** () is located, so write down that information at the bottom of your Note Board. You’ll get anywhere from 1-4 pieces of declassified information during the game, which will automatically show up when you reach certain Time Track spaces (each game code has a unique set of information and timing for when it will show up). If you miss any information or want to double check that you’ve written it down correctly, you can always tap the green **UAP** () icon to review all of the information you’ve received so far.

IMPORTANT!

While all players will receive the same **UAP** () information on their own devices, players who get to or cross the Time track space that triggers them will get that information first. You should not share your **UAP** () information with the other players in case they have not received it yet.

HISTORY REVIEW

If you aren’t sure you’ve entered your notes correctly, you can always review your past actions by tapping the Researcher icon at the bottom right of the screen, and then tap the History button.

USING YOUR SPACE BOARD

Your space board is where you'll keep track of the objects you've found, and the objects that you've proven cannot be in a certain Sector.



At the start of the game, the app tells you that **Luna** 🌙 is in Sector 12. After circling the moon icon, you can cross off everything else in that Sector, as only 1 Object can be in each Sector. You can also cross off **Luna** 🌙 in all other Sectors, since there is only 1 of that Object. Finally, you can cross off the **Hubble** 🔭 in Sectors 11 and 13 because the **Hubble** 🔭 cannot be next to **Luna** 🌙.



As you continue playing, you'll discover and deduce more information about the Objects you are looking for.




Because **Luna** 🌙 is in Sector 12, you know that there cannot be a **Navigation Satellite** 📡 directly across from it, so you can cross off that icon in Sector 16. In addition, you can cross off the **Meteor Shower** ☄️ icon in Sector 4 since **Meteor Showers** ☄️ always appear in pairs that are initially above and below each other, so you know there cannot be a **Meteor Shower** ☄️ below **Luna** 🌙.




In some cases, you'll be able to cross off everything except one object in a Sector... When that happens you know what is in that Sector, like the **Spy Satellite** 🕵️ in Sector 1.







USING YOUR NOTE BOARD & SATELLITE/SCORE BOARD








1. Record the actions taken by yourself and other players here. Use shorthand (as shown in the app) to fit more information in the space provided. The Action column is where you write the action you took, such as the Sectors you Surveyed and which Object you Surveyed for.
2. The Result column is to list what the result of your action was.
3. The Notes column is for any extra information you have.
4. As information is declassified, you'll be notified in the app. Write that declassified information here.
5. As satellites are verified, write which information is available to be Analyzed here, then write the information you gain when you Analyze that satellite.
6. Write your score for each verified Photo on the board at the end of the game, as well as how many points you received if you found the UAP .
7. Record the game code here.

1 Action	2 Result	3 Notes
Survey 1 2 9 10 N	1	MUST be in 9 or 2
Target 9	H	Nav must be in 2
Take Photo 2 (N)		
Analyze N (C)	H	C&M
Survey 1 2 15 16 C	0	M in 1/9/3





4 Declassified UAP Reports	
	IS NOT Within 2 spaces of The Hubble Space Telescope
	IS NOT
	IS NOT
	IS NOT

Analyzed Satellites — Accessible once one or more corresponding photos have been verified	
	A
	B
	C&M All C's are directly across from M's
	D 155 & 5
	E
	F



6 Scoring		7 Game Code: <input type="text"/>																									
LOCATE UAP  <input type="checkbox"/> 2-10 pts		PHOTOS  <input type="checkbox"/> 4 pts  <input type="checkbox"/> 4 pts  <input type="checkbox"/> 3 pts  <input type="checkbox"/> 3 pts  <input type="checkbox"/> 2 pts  <input type="checkbox"/> 2 pts																									
<table border="1"> <thead> <tr> <th>Spaces Back</th> <th>Locate UAP</th> <th>OR</th> <th>Extra Photos</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>10 pts</td> <td></td> <td>3</td> </tr> <tr> <td>4</td> <td>8 pts</td> <td></td> <td>2</td> </tr> <tr> <td>3</td> <td>6 pts</td> <td></td> <td>2</td> </tr> <tr> <td>2</td> <td>4 pts</td> <td></td> <td>1</td> </tr> <tr> <td>1</td> <td>2 pts</td> <td></td> <td>1</td> </tr> </tbody> </table>	Spaces Back	Locate UAP	OR	Extra Photos	5	10 pts		3	4	8 pts		2	3	6 pts		2	2	4 pts		1	1	2 pts		1	<ul style="list-style-type: none"> • First player to locate the UAP scores 10 pts • All other players choose: Locate UAP OR Extra Photos 		<input type="text"/> TOTAL
Spaces Back	Locate UAP	OR	Extra Photos																								
5	10 pts		3																								
4	8 pts		2																								
3	6 pts		2																								
2	4 pts		1																								
1	2 pts		1																								

END OF THE GAME


GAME-END CONDITION



The end of the game is triggered when one player correctly finds the **UAP** . The player who triggered the end of the game still advances their Researcher token based on the time cost of that action (5 ).

IMPORTANT!

The player who triggered the end of the game by correctly finding the **UAP**  should **not** announce the correct location of the **UAP**  to the other players.

FINAL SCORING OPPORTUNITIES

Once the end of the game has been triggered, no more turns are taken. However, each of the other players gets one final opportunity to score points if their Researcher token is at least one space back on the Time Track from the token of the player who found the **UAP** .

Based on how far back on the Time Track their Researcher token is from the token of the player who found the **UAP** , each player may either take additional photos or attempt to find the **UAP** . These final opportunities occur in player order (back to front), as indicated by the Time Track.

TAKE PHOTOS OR FIND THE UAP

• TAKE PHOTOS




If you are 1 or 2 spaces back on the Time Track, you may take 1 photo. If you are 3 or 4 spaces back, you may take up to 2 photos. If you are 5 spaces back, you may take up to 3 photos. These photos may be taken in any Quadrant.

• FIND THE UAP

Follow the normal steps for this action.

IMPORTANT!

Players do not advance their tokens during these final scoring opportunities, no matter which option they choose. For final scoring purposes, the other players' tokens remain where they were when the **UAP**  was correctly found.

REVEAL OBJECTS

After all final scoring opportunities have occurred, press the “*End Game & Reveal All*” button within the app. The screen displays the contents of each Sector. Announce these displayed results to all players.

Flip all remaining face-down photos in all Sectors face-up. Then check these photos against the displayed results. Remove all incorrect photos from the game, but leave all correct photos where they are.

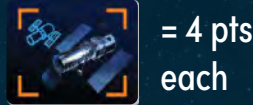
FINAL SCORING

Once the game has ended, each player tallies up their own final score, recording their points in the score chart on their score board.

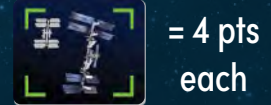
1. VERIFIED PHOTOS

Score points for each verified photo you reported, as indicated by the chart:

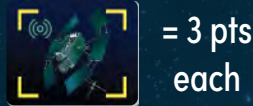
HUBBLE TELESCOPE



ISS



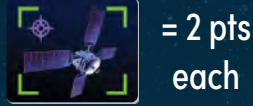
COMM. SATELLITE



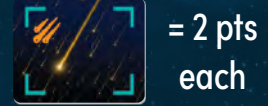
SPY SATELLITE



NAV. SATELLITE



METEOR SHOWER



22 END OF GAME

2. FINDING THE UAP

Score 10 if you were the first player to correctly find the **UAP** ?.

If you correctly found the **UAP** ? but were not the first player to do so, count on the Time Track how many spaces back your token is from the token of the player who correctly found the **UAP** ? first (i.e., 1–5 spaces). Score points based on how far back you are:



WINNING THE GAME

Tally the final scores. The player who scored the most points has contributed the most to this project and is the winner!

IF THERE IS A TIE...

The tied player who scored the most points for finding the **UAP** ? is the winner.

IF THERE IS STILL A TIE...

The tied player who took the most verified photos is the winner.

IF THERE IS STILL A TIE...

The tied player who found the **UAP** ? first is the winner.

SCORING

Locate UAP

? 2–10 pts

- First player to locate the UAP scores 10 pts
- All other players choose:

Spaces Back	Locate UAP	Extra OR Photos
5	10 pts	3
4	8 pts	2
3	6 pts	2
2	4 pts	1
1	2 pts	1

Photos



IMPORTANT TERMS

This section offers definitions of the spatial terms you need to know in order to make deductions based on the information you receive during the game.

NEXT TO:

When an object is “**next to**” another object, it is located in the same Orbit in a neighboring Sector.

Example: Sectors 1 and 3 are next to Sector 2.

STACKED:

When an object is “**stacked above**” another object, it is located in the outer Orbit in a neighboring Sector.

Example: Sector 9 is stacked above Sector 1.

When an object is “**stacked below**” another object, it is located in the inner Orbit in a neighboring Sector.

Example: Sector 2 is stacked below Sector 10.

DIRECTLY ACROSS:

When an object is “**directly across**” from another object, it is located in the same Orbit on the other side of the Earth.

Example: Sector 16 is directly across from Sector 12 on the Basic side.

SPATIAL DEFINITIONS



SOLO GAME

You can play a solo game of *The Search for UAPs* against the app's **AI**. The app manages the actions and photos the **AI** takes.

For up-to-date FAQs and information about *The Search for UAPs*, visit:
renegadegamestudios.com/search-resources

The app **AI** operates in real time, assessing the game state based on the Quadrant Modifiers you've chosen, as well as what Photos you have taken and verified throughout the game.

SETUP

Complete regular setup in steps **1–17** until you get to the *Start Game* screen.

AI SETUP

On the “*Start Game*” screen, tap “*Start Solo Game*”.

On the Solo Game screen, tap the color you wish to use for the **AI**. Find the Researcher tokens matching that color and place them near the game board.



Place the Photo tiles for the **AI**'s Researcher color face-up next to the game board.

Choose a difficulty level for the **AI**.

Tap the “*Start Game*” button.

The app will determine whether you or the **AI** will be the starting player. Place the chosen Researcher token on space **1** of the Time track in front and the other Researcher token just behind.

Place the other **AI** Researcher token on the Quadrant indicated by the app.

GAMEPLAY

When you are the active player (when your Researcher token is the farthest back on the Time track), take your turn as normal. You'll see the **AI**'s Researcher tokens on the on-screen game board on the main menu screen; be sure the real-world tokens match what you see in the app.

When the **AI** is the active player, use the app to see its turn. From the **Game Menu**, tap the “*AI's Turn*” menu item

The app will tell you which action the **AI** has taken, and how far to move its Researcher token on the Time Track.

TIP

We recommend paying attention to the actions the **AI** takes. You can record these in the right column of your note board.

When the **AI** takes a photo, place a random Photo file from the **AI**'s stack face down on the Sector where the photo was taken. The **AI** never guesses for photos (it is always correct), and only places Photos on Sectors that contain Objects (not **Space Junk** 🗑️ or the **UAP** ?). Add another layer of challenge by trying to guess what the **AI** has taken a photo of instead of just putting a random tile out there!

VERIFYING PHOTOS

After rotating the Earth, verify any Photos that you or the **AI** has taken.

Photos taken by both yourself and the **AI** will already populate the list. Tap “*Verify Photo's*”, and the app will add “*Correct!*” and “*Incorrect!*” for each Object, with the correct photos replacing face down Photo tiles on the on-screen game board.

Replace all of the **AI**'s Photo tiles on the game board with the correct face-up photos.

END OF THE GAME

The end of the game proceeds mostly as normal. If you find the **UAP** ? first, advance your Researcher token as normal. The app will then show you what the **AI** does for its final scoring opportunity.

If the **AI** finds the **UAP** ? first (and your Researcher token is at least 1 space back from the **AI** token on the Time Track), you take one final scoring opportunity as normal (either find the **UAP** ? or take some photos).

After each of you have taken your final turn, tap the **End Game** button to see where all of the Objects are. Remove any of yours from the real-world game board that are incorrect.

FINAL SCORING AND WINNING THE GAME

Tally your score as normal, and tally the **AI**'s score to the right of your score on the scoring board. In order to win, you must have more points than the **AI**... the **AI** wins if the score is tied!

QUADRANT MODIFIER REFERENCE



Researchers may Analyze satellites that have not been verified yet when in this Quadrant, but must pay an additional 1 ⌚ to do so.

The Analyze menu (and list of info each satellite will provide) is available to all players at the start of the game for all satellites. The Analyze menu is available for Researchers to use in this Quadrant for all satellites.



Researchers in this Quadrant may Survey any number of Sectors (Quadrant, Orbits, stacks, or single Sectors) for 1 ⌚.



Researchers may not use the Target action in this Quadrant.



You may not Move into this Quadrant from a neighboring Quadrant, only from the Quadrant directly across from it. You may not chain together a Move from an adjacent Quadrant to the opposite Quadrant and then the Border Guards Quadrant as a single 3 ⌚ action.



If there is more than 1 Researcher in this Quadrant, Targeting in this Quadrant only costs 3 ⌚.



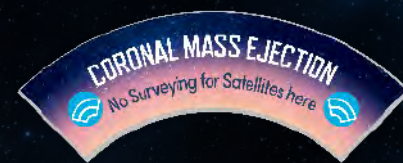
The cost to Target a Sector in this Quadrant is only 3 ⌚.



Moving to or from this Quadrant is free. Researchers may not Move into this Quadrant on a single turn en route to another Quadrant on the same turn.



At the end of the game, photos in this Quadrant are worth 0.



Researchers in this Quadrant may not Survey for Communications (📡), Navigation (📍), or Spy Satellites (👁️).



Researchers in this Quadrant may not use the Survey action at all.



When Luna 🌕 is in this Quadrant, Researchers may not Survey or Target if they are also in this Quadrant.



Researchers may not Analyze satellites while the Researcher is in this Quadrant.



Researchers in this Quadrant may Survey for 2 Objects on their turn, one right after the other, in the same set of Sectors, for the cost of a single Survey.



At the end of the game, photos in this Quadrant are worth +1 if there are more than 1 photo in their Sector.



When a Researcher Surveys while in this Quadrant, after they get their results, the Earth is rotated 1 Sector counterclockwise (as if all players had crossed a thick line). If the Researcher who Surveys here is then the last to cross a thick line, the Earth is rotated another Sector, so it is possible to have 2 rotations after a single turn! Photos are verified after Hadron rotations.



On another player's turn, you may follow them to their destination Quadrant when both of you start Moving from this Quadrant at no cost to you.



Moving into or out of this Quadrant costs an additional 1.



Researchers who Survey in this Quadrant must pay an additional 1.



If Luna is in this Quadrant, Researchers in this Quadrant pay only 2 to Target a Sector.



No photos may be taken while the Researcher is in this Quadrant.



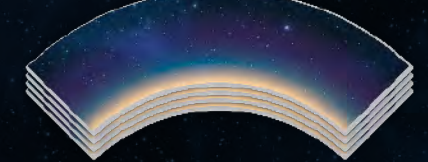
Researchers who Analyze satellites while in this Quadrant receive both sets of info for the Analyzed satellite.



Researchers may Target 2 Sectors on the same turn for a cost of 6.



At the end of the game, photos in this Quadrant are worth +1 if they are the only photo in their Sector.



Blank Quadrant Modifiers mean there are no changes to the rules in the Quadrants where they appear.

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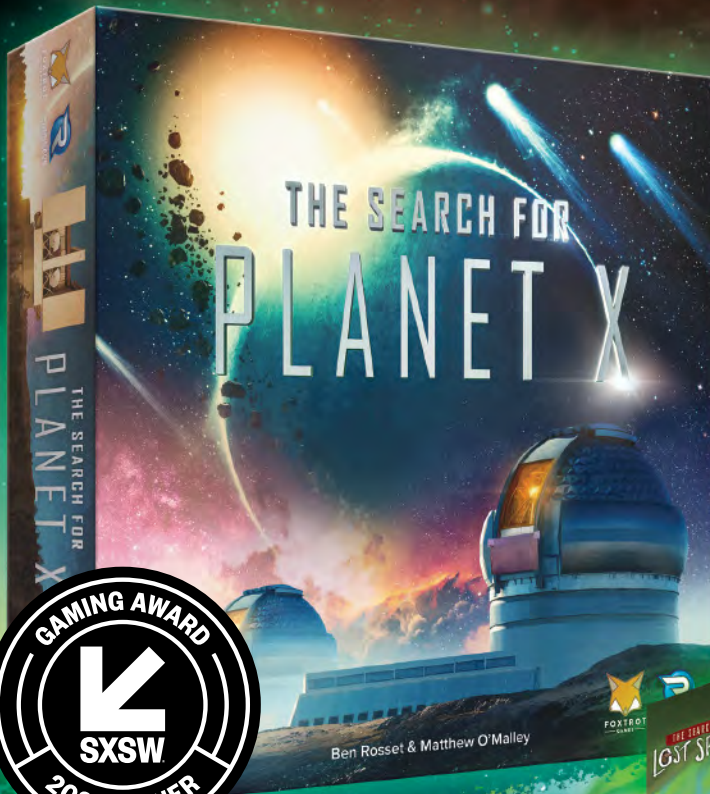
For additional information or support, please visit us online: www.renegadegames.com



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SEARCH THE SKIES OR THE LANDS BELOW!



The Search for Planet X

- Players take on the role of astronomers, participating in this real scientific investigation.
- Use the app results and the logic rules to find objects, publish theories, and deduce where Planet X must be!
- Created for 1-4 astronomers, ages 13+, to discover in 60-75 min.

\$45

Available Now!



The Search for Lost Species

- Locate the Lost Species and report correct sightings of other animals on its island habitat.
- Move about the island searching and using the free companion app for clues and information.
- Created for 1-4 naturalists, ages 13+, to discover in 60-75 min.

\$45

Available Now!



Outer Orbit Only



OBJECT

Luna (The Moon)

RULE

Revealed at start

POINTS

-

BASIC

1

EXPERT

1



Hubble Space Telescope

Cannot be next to

4 pts

1

1

Inner Orbit Only



International Space Station

Always next to at least 1

4 pts

1

1



Spy Satellites

Only in odd-numbered Sectors

3 pts

1-2

1-4

Both Orbits



Meteor Showers

Always Stacked with another at game start

2 pts

0/2/4/6

0/2/4/6/8

Any Orbit



Communications Satellites

Only in even-numbered Sectors.
Expert: Maximum of 2 per Orbit

3 pts

1-2

1-4



Navigation Satellites

Always in opposite Sectors of the same Orbit

2 pts

2/4/6

2/4/6/8



Space Junk

Maximum of 2 next to each other in one Orbit

-

1-5

1-8



UAP

Appears as

2-10 pts

1

1

ANALYZE



Analyze Satellite Data

VERIFIED PHOTO



INFORMATION TYPE

Information about the positions of 1 or more of one type of Object

TIME

①



Information about the relative position of two types of Objects

①



The exact quantity of one type of Object

②

SPATIAL DEFINITIONS



Quadrant



Sector



Next to



Stacked



Directly Across

OUTER ORBIT ONLY



INNER ORBIT ONLY



BOTH ORBITS



ANY ORBIT



Basic



Expert



SCORING

Locate UAP



2-10 pts

• First player to locate the UAP scores 10 pts

• All other players choose:

Spaces Back	Locate UAP	OR	Extra Photos
5	10 pts		3
4	8 pts		2
3	6 pts		2
2	4 pts		1
1	2 pts		1



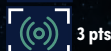
Photos



4 pts



4 pts



3 pts



3 pts



2 pts



2 pts