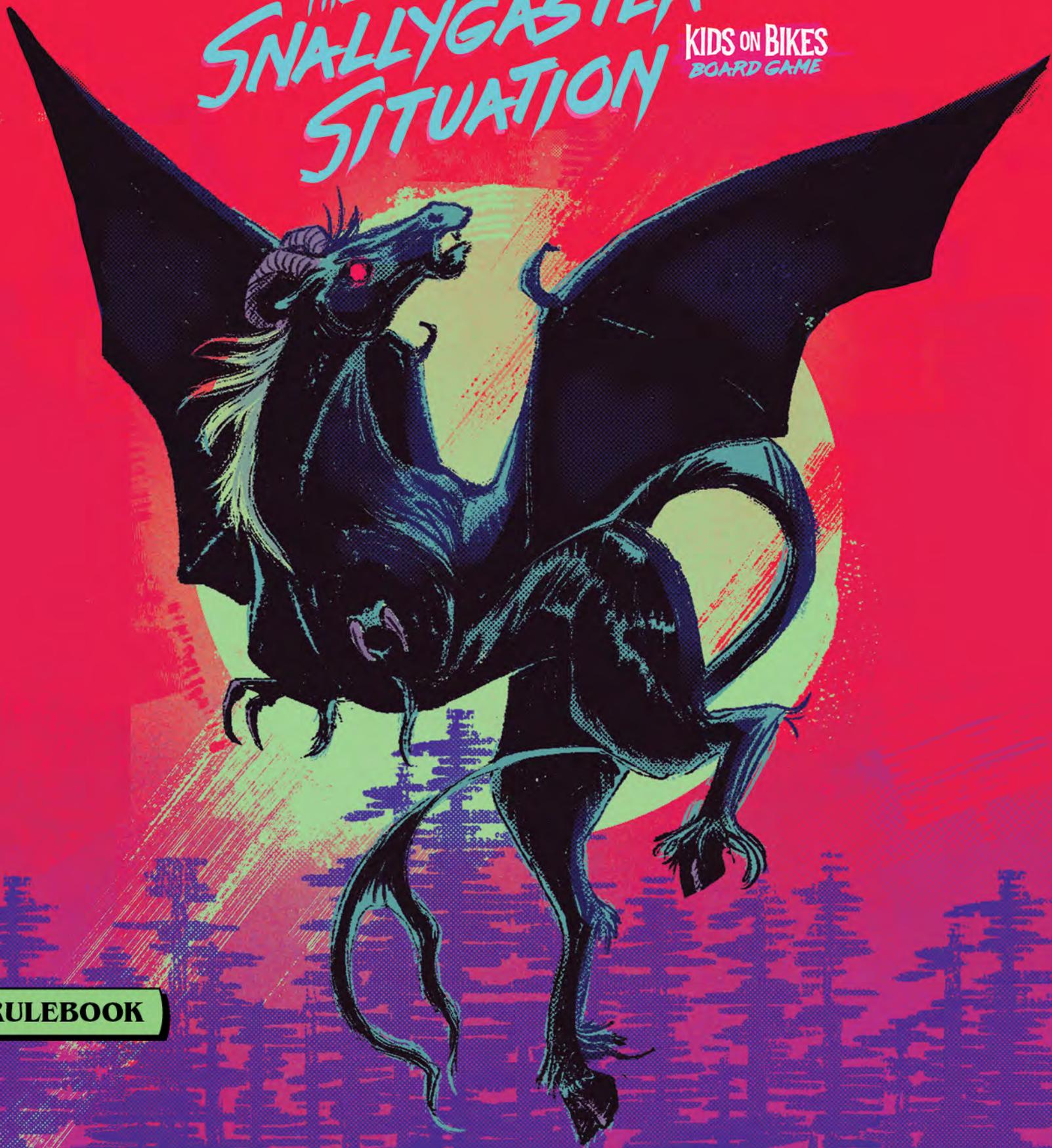


THE SNALLYGASTER SITUATION

KIDS ON BIKES
BOARD GAME



RULEBOOK

THE SNALLYGASTER SITUATION

KIDS ON BIKES BOARD GAME

INTRODUCTION

Something is very wrong in Lakeview... You know it, but nobody believes you! Especially not the "adults" who dismiss you for being a kid. You've lived here your whole life, but it was only a little while ago that you started to notice the strange sounds at night. And now that new kid at school has vanished. You're sure that a hideous creature has been unleashed on your town—and it's up to you to defeat it!

In **The Snallygaster Situation**, you and your best friends must face off against one of four diabolical monsters set on destroying Lakeview—and possibly the entire world! Get on your bikes and search for clues about the monster's weakness, find the missing kid it has abducted, and end the threat to your home town!

GOAL OF THE GAME

The Snallygaster Situation is a cooperative game. But, one player must play as the Lost Kid that has been imprisoned in one of the buildings on the board. The **Lost Kid** player controls the Monster's movements by playing cards while also using those same cards to give clues about their location to the other Kids. The other players are Kids who need to search the town and complete all of the Goals to defeat the Monster: Each Monster has its own fiendish set of Goals and story elements for you to explore.

The Kids (and Lost Kid) win as a team if they can complete **all** of the Goals before the Doom marker reaches the end of the Doom Track. If the Doom Track ever reaches the end, **all Kids lose!**

COMPONENTS

1 Gameboard



1 Secret Map Board



2 Fed Miniatures



8+



2-5



45-60'

1 Pinboard (double-sided)



1 Doom Track & Turn Order Board



1 Doom Marker



1 Stun Token



1 Double-Turn Token



1 New Hand Token



1 Secret Screen



4 Monster Story Cards



18 Wheel Tokens



3 Dover Demon Searchlight Tokens



4 Bloody Mary Reflection Tokens



8 Jersey Devil Curse Tokens



4 Powered Character Tokens



4 Player Order Tokens



4 Star Tokens



4 Snallygaster Tree Tokens



12 Search Tokens



38 Lost Kid Cards



27 Item Cards



7 Ride Cards



33 Search Cards



19 Monster Goal Cards



12 Bystander Tokens



4 Player Aid Cards



4 Powered Cards



20 Symbol Tiles



2 Mini Monster Standees



4 Monster Standees



4 Kid Standees



GAME SETUP

First, you need to set up the **town of Lakeview**:

1. Unfold the **game board** and place it on the table.
2. Place the **Doom Track & Turn Order board** near the game board. Place the **Doom marker** on the first space of the Doom Track.
3. Separate the **Symbol tiles** by Symbol. Shuffle each stack of Symbols face down and place them on the matching spaces of the Doom Track & Turn Order board.
4. Shuffle the **Search cards** and place them nearby.
5. Place the **Search tokens** and the **Star tokens** nearby.
6. Find both Feds Miniatures (Red Sedan and Blue Van) and place them on their matching starting spaces.



**Note:**

Before you begin, be sure to remove any Search, Item, or Lost Kid cards with a Monster symbol in the corner. These are only used when playing with the Monster shown.

b. Create 3 discard piles:

The Lost Kid places the first card face up in the **first** discard pile. The second card drawn is placed into a **second** discard pile, and the third card is placed into a **third** discard pile, creating a total of 3 discard piles as shown (see "Why Three Discard Piles" on page 5).

- c. The last 2 cards may be placed over the top of any card in any discard pile.
- d. All other effects of the cards drawn at this time are ignored.

Note:

During the game, the Lost Kid can use the landmark icons at the bottom of their discarded cards to give clues to the other Kids about their hidden location, so it is important which cards you cover and which cards you keep. But since you don't know your hidden location yet, icons on these five cards don't matter.

LOST KID

Then, the **Lost Kid** must prepare their materials:

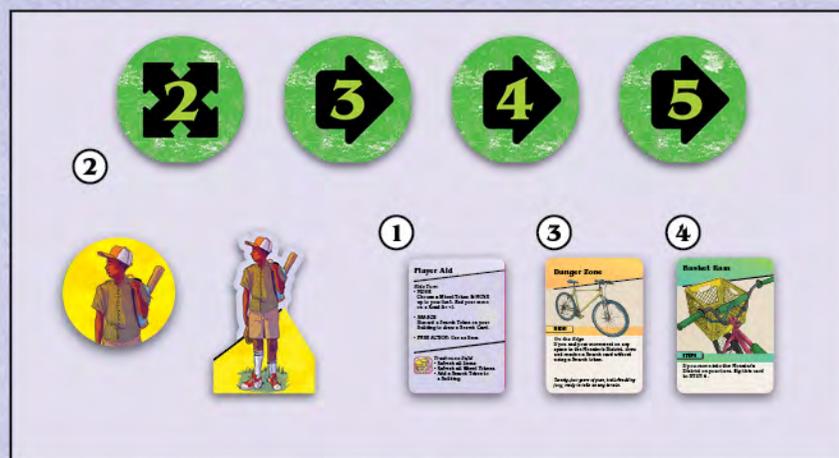
1. Choose a player to be the Lost Kid. They should sit in a way that faces the game board so that they can easily control the Monster's movements during play.
2. Give the Lost Kid the **Secret Screen** and the **New Hand token**.
3. The Lost Kid shuffles the **Powered cards**, draws one and places it **face-down** behind their Secret Screen. This determines which special power the Lost Kid will have after they are rescued. The rest of the Powered cards are returned to the box without revealing them.
4. The Lost Kid takes The **Lost Kid deck** and shuffles it, placing it in view of all players.
5. The Lost Kid then adds 5 **Search tokens** to **Buildings** on the board by following these steps:
 - a. For each Search token, draw 1 Lost Kid card and place the Search token on the Building shown at the bottom of the card.



Example: The Lost Kid reveals the card shown, so they place a Search token on Jenkin's Savings & Loan.



6. Determine the Lost Kid's Hidden Location: To determine their hidden location, the Lost Kid secretly draws the top card of the Lost Kid deck and looks on the bottom: This is the Lost Kid's hidden location. Place this card face-down behind the Secret Screen (the Lost Kid can look at this card at any time, but cannot reveal it to the other Kids).
7. Finally, the Lost Kid draws 4 Lost Kid cards to form their starting hand.



KIDS & PICK A MONSTER

Meanwhile, the other Kids can prepare themselves:

1. Each Kid takes a **Player Aid card**, then selects a player color, and takes a set of four **Wheel tokens**, a **Turn Order token**, and a **Kid standee** in that color.
2. Each player places their Wheel tokens in front of them, number side up.
3. Shuffle the Ride cards. Deal 1 to each Kid. They place it face up near their Wheel tokens. Return any unused Ride cards to the box. Your Ride card gives you a special ability that only your Kid can use.
4. Shuffle the Item cards. Deal 1 Item to each Kid at random. Place the rest of the Item deck nearby, face down.
5. There are some special steps you must complete depending on the number of players in the game:
 - a. Each Kid places their Turn Order token on a starting space on the Turn Order board. If you are playing with 4 players, also place the Double-Turn (2x) token on one of the circle spaces of the Turn Order board (see page 10).
 - b. If you are playing with 2 players, the Kid player will need to choose and control 2 Kids during the game. You must keep all the components and actions for each Kid separate.

Finally, it is time to reveal the Monster that is terrorizing Lakeview!



There are four Monsters to choose from, each with their own special setup rules and components. As a group, decide which Monster you are going to face down this time. Each monster has a difficulty setting that you can use to decide how challenging your experience will be.

Once you've chosen, find the Monster's **story card**, read the story portion out loud, and follow the setup steps on the opposite side. This card will lead you directly into the game from there, once you've familiarized yourself with the basic rules outlined in the rest of this rulebook.

HOW TO PLAY

The game begins with the **Lost Kid taking their first turn**. Then **two of the Kids take turns**. This sequence repeats until the game ends.

Turn Order:

Lost Kid > 2 Kids > Lost Kid > 2 Kids...

On the **Lost Kid's Turn**, they will play 1 card from their hand into the discard pile of their choice, resolve the **Spooky Actions** at the top of the card, then add a Search token to the Building listed on the bottom.

On their turns, the Kids will spend a Wheel token to move around the board and search the location they end their movement on. Hopefully, this means searching a Building with a Search token on it, advancing a **Goal**, or visiting a **Treehouse**. However, they will need to avoid the **Monster** and the **Feds** if they want to prevent certain Doom.

Why Three Discard Piles?

The Lost Kid created three discard piles during setup. As the game continues, they can use these to give the other Kids clues about their location. When the Lost Kid plays a card on their turn, they can cover any 1 of the 3 discard piles with the newly-discarded card. Using the symbols on the bottom of the cards, they can give hints to their friends. It is important to balance giving clues and influencing the Monster in the best way possible until they are rescued.

THE LOST KID'S TURN

The Lost Kid chooses 1 card from their hand and plays it face up on any of their 3 discard piles they choose. Then, they must follow these steps in order:

1. Resolve the Spooky Actions at the top of the card (left-to-right).
2. Add a Search token to the Building listed at the bottom of the card.
3. Move both Feds forward 1 intersection each.
4. Draw 1 Lost Kid card.

An Example of a Lost Kid card



- Enemy Type
- Spooky Actions
- Hint Symbol
- Lost Kid Movement
- Building

STEP 1: RESOLVING SPOOKY ACTIONS

The top part of the card shows the bad things that happen this turn. If there is more than one Spooky Action, fully resolve the left action first before resolving the right action. (See back cover for a list of the Spooky Action icons.)

STEP 2: ADD A SEARCH TOKEN

A Building is listed in the bottom of each Lost Kid card. Find that Building on the map and place a Search token on it so that it overlaps both Building spaces. It is possible for a Building to have more than 1 Search token.

Example: The Lost Kid card played this turn has Abandoned House on the bottom. The Lost Kid player places a Search token onto Abandoned House.

STEP 3: MOVE THE FEDS 1 INTERSECTION

Move both Feds miniatures to their next Intersection as indicated on the board (whether or not they moved during the Spooky Actions). Remember to check if any Kids are caught by the Feds (see Caught by the Feds, page 8).

STEP 4: DRAW 1 LOST KID CARD

The Lost Kid finishes their turn by drawing 1 card from their deck and adding it to their hand.

Note:

Several Lost Kid cards have an Action Icon instead of a Hint Symbol in the middle of the card. This action may be used during Step 2 of the Lost Kid's turn.



MOVING THE MONSTER



Unlike other pieces, the Monster does not move from space to space, but from one District to another: The map is divided into a number of Districts by roads. When the Monster moves, it will “hop” over the road into the adjacent District. The location of the Monster standee within the District does not matter



A Monster movement action will show you the direction that the Monster must move. Anytime a Monster moves, it will **attack** the District where it lands. In the example above, the Monster moves 1 District to the east and attacks. If the Monster moves in a direction and there are 2 possible Districts it could move to, the Lost Kid chooses the District.



If the Spooky Action indicates that the Monster **moves towards the closest Kid**, move the Monster one District towards the Kid in the **closest District**. If the Monster is already in a District with a Kid, the Monster will stay in that District and attack.

Important: A Kid inside a Treehouse is safe and is never considered when determining the “closest kid.”

If you cannot complete the Monster’s movement for any reason (for example, if it would move the Monster off the board), move the Doom marker forward 1 space on the Doom Track instead. The Monster does nothing and remains in the same District.



Example: The Lost Kid plays a card that requires the monster to move East. However, the Monster cannot move East because it is at the edge of the board. The Lost Kid moves the doom marker forward 1 space as a penalty.

Monster Attacks



When the Monster attacks, it attacks the **entire** District it is currently in. This includes any roads and Intersections on the edge of that District.

Every Kid in that District that is not in a Treehouse is attacked. For each Kid, move the Doom marker forward 1 space on the Doom Track and move that Kid to the nearest Treehouse (the Lost Kid chooses if tied for closest).



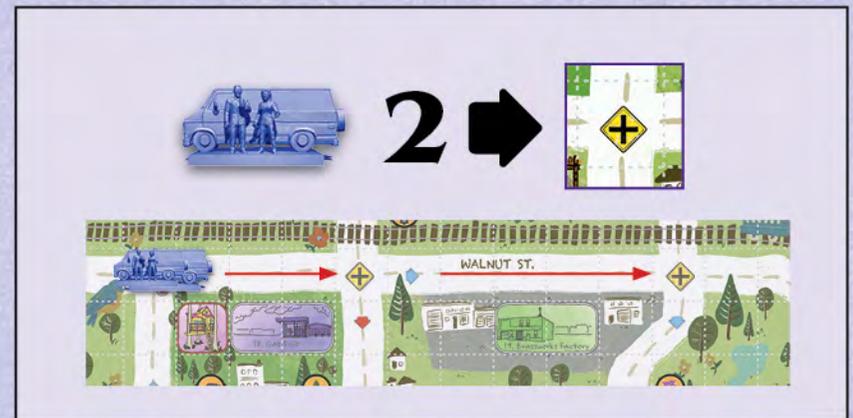
Example: Sarah is on a road space next to the District where the Monster is attacking. She is caught in the attack! The Doom token is moved forward 1 space on the Doom Track. Sarah then moves her piece to the nearest Treehouse.

Every Feds miniature in that District is also attacked, but the Feds just run away: Move that miniature forward 3 Intersections, following their normal movement rules described to the right.

Example: The blue Feds miniature is patrolling an Intersection within a District where the Monster attacks. It immediately moves 3 Intersections forward to escape the Monster.

Note: Some Monsters have special rules that apply when they attack, so make sure you check the Monster card!

MOVING THE FEDS



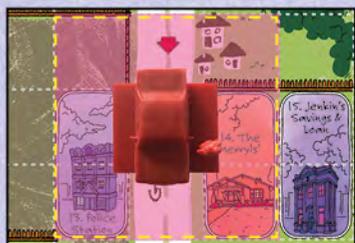
Each of the 2 Feds miniatures follows a programmed route through town, marked on the map with colored arrows. They start on their marked locations and move from Intersection to Intersection around the board, following their pre-set path.

When a Spooky Action shows a Feds icon, move the Feds miniature shown (red or blue) the number of Intersections indicated. In the example above, the blue Feds would move 2 Intersections.



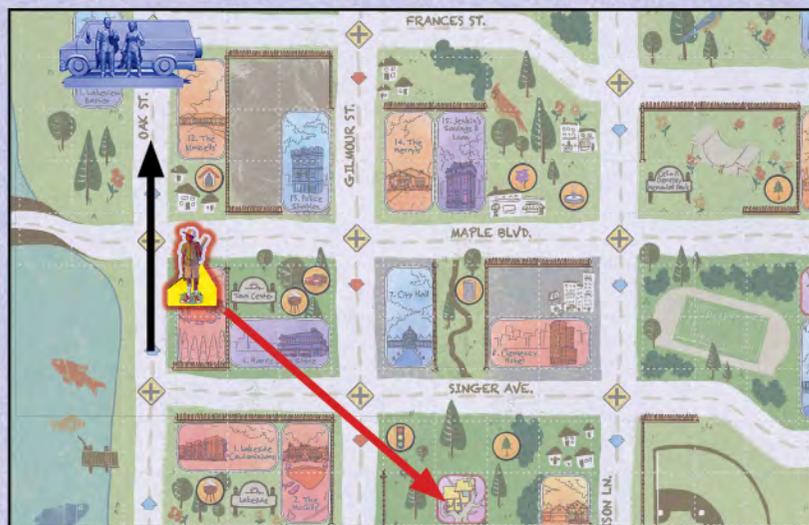
If a Feds miniature completes a full patrol and returns to their starting space, move the Doom marker forward 1 space on the Doom Track.

CAUGHT BY THE FEDS



The Feds miniatures are larger than a single space. As the Feds move, they scan the area they move through and the Intersections they reach for any pieces the token can touch.

If a Kid's space is touched by a Feds miniature, immediately move the Doom marker forward 1 space on the Doom Track. Then, the Kid must escape to the nearest Treehouse. Any Kid inside a Treehouse is considered safe and cannot be caught by the Feds.



Example: Ahmad is in the Duchess' house when the Feds move forward 2 Intersections. Sadly, Ahmad is caught in the Fed's search radius as they move by the house. Ahmad moves the Doom marker 1 space and places his piece in the nearest Treehouse.

IMPORTANT RULES FOR THE LOST KID

The Lost Kid has a special power to put images into the minds of the other Kids in order to try to help guide them to their hidden location.

Playing cards to the 3 discard piles is how the Lost Kid communicates with the other players. **The Lost Kid cannot provide hints or advice to the Kids other than by playing cards. They can never show their hand or cards to another Kid or reveal what is behind the Secret Screen.**



Example: The Lost Kid is hidden in 16. The Duttons' House. They play a card showing a dog house, hoping that the other Kids will guess that they are close to the dog house in The Burbs. Later on, they draw a card with a stronger clue: The Celia P. Dempsey Memorial Park sign, so they play that. Now the other Kids might figure out that they are hidden between the park and the dog house...

Once the Lost Kid has been rescued, they can say anything they want, but they still can't show their hand or what's behind their screen to the other Kids.

Note:

As *The Lost Kid*, you do not have to remain completely silent, but it is important that you only give clues through your cards and gameplay choices. For example, saying something like, "I really feel abandoned out here," in order to hint that you are in the Abandoned House is forbidden. But, use your own discretion, and if you are playing with younger players, it may be fine to loosen this restriction just a bit.

New Hand Token

Once per game, at any time, the Lost Kid can decide to spend the New Hand token from behind the Secret Screen. If they do, they must move the Doom marker forward 1 space, shuffle their current hand into the deck, and then draw a new hand of 4 cards. The token is then removed from the game.

Lost Kid Actions After They Are Rescued

When the Lost Kid is rescued by the others, place the Powered Character token that matches their Powered card on the Building they were trapped in. From now on, they will be able to move and search during their turn like the other Kids do

(see page 11). But, they must still play a Lost Kid card each turn and carry out the four steps described above before they move and search.

Example: The Lost Kid played a card that has a "5" in the Movement Wheel this turn, so they can move up to 5 spaces, then perform a search action (like a normal Kid).

The Powered Card

After the Lost Kid has been found, they should flip their Powered card face up in view of all players. This card gives them a special power that can be used during the Lost Kid's turn. It works just like an Item card. When it is used, flip the Powered card face down. It can be flipped face-up again by moving the Lost Kid to a Treehouse (see page 11).

THE KIDS' TURNS**CHOOSING WHICH KID WILL GO**

After the Lost Kid finishes their turn, the other Kids will take 2 consecutive turns, one after the other.

The order in which the Kids take their turns is not fixed: You can choose to change the turn order during the game! But, the Kids (other than the Lost Kid) must always take an equal number of turns: no Kid can take their second turn until every Kid has taken their first turn.

In a 3-player game, this means that both Kids take a turn between each of the Lost Kid's turns.

Use the spaces on the Turn Order board to keep track of which Kids have taken their turns. Once all Kids have had turns, return their tokens to the Home space.



Example: In a 5-player game, the Lost Kid takes the first turn. Then Sarah and Ahmad each take a turn with their Kids, moving their colored piece onto the two empty spaces on the turn order track. Next, the Lost Kid takes a turn, followed by Charlie and Indigo. Now that the tracks are filled, all pieces are returned to the Home space. Then the Lost Kid takes another turn, and so on.

What's With the 2X Token?

In a 4-player game, there are only 3 Kids available to take turns. At the start of the game, the Double-Turn (2x) token is placed in a circle on the Turn Order board and it remains there for the entire game. When a player places their Turn Order token next to this spot, they take 2 turns in a row. After those 2 turns, however, The Lost Kid takes their turn. Be sure to use this double turn strategically!



The Kid Turn

The active Kid chooses 1 face-up Wheel token in front of them and flips it face down. This determines how many spaces that Kid moves this turn. Then, they must follow these steps in order:

1. Move
2. Search (if possible)

Once a Wheel token is flipped number-side down, it cannot be used again until all of that Kid's Wheel tokens have been used (or they search in a Treehouse—see page 11). When this happens, they flip all of their Wheel tokens number-side up again at the end of that turn.

A Kid's First Turn

At the beginning of your first turn, place your Kid standee on the starting Building space indicated in the setup instructions on your selected Monster story card. You cannot be caught by the Feds or attacked by the Monster before you take your first turn.

1. MOVE

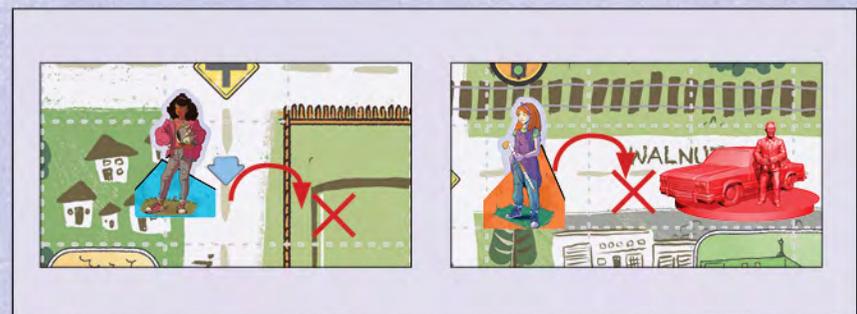


Unless an effect says otherwise, Kids may only move in the 4 cardinal directions (up, down, left, or right). Kids move from space to space, up to a maximum number of spaces equal to the number shown on the Wheel token they chose that turn. You may move into a space with another player and you may sneak past Monsters and the Feds without penalty (but see "Movement Restrictions" below). If a Wheel token lists a  symbol, it means that your movements can be diagonal this turn.



Road Bonus

If a Kid ends their movement on a road space, they may immediately move 1 additional space.



Movement Restrictions

- You cannot move through fences.
- You cannot END your movement in a space overlapped by a Feds miniature. (However, you may move through spaces occupied by a Feds miniature on your turn with no penalty).

Lost Kid Movement

After they are rescued, the Lost Kid will also be able to move during their turn. Instead of using Wheel tokens, they use the movement value shown on the Lost Kid card they play that turn. Like other Kids, they may only move in the 4 cardinal directions unless the card they play has the  icon.



Example: Charlie reveals this token, so they must move the Monster towards the closest Kid. Then they keep this token to use later.

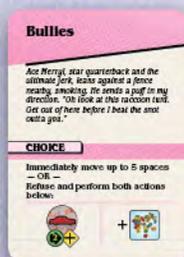
2. SEARCH

After the Kid has completed their movement, they may search if they are in a Building with a Search token, a space specifically mentioned by a Goal card, or a Treehouse.

Searching Buildings

If a Kid is in a Building with a Search token, they discard the Search token to the supply and then draw the top Search card to investigate the commotion in the area. Simply draw the card, read it aloud, and follow the directions. Search cards are important because they are the main way to collect Symbols and complete major Goals.

Choices: Often, a Search card will offer a choice to the player. After reading the card, you must choose one of the options and carry out those steps.



Example: Charlie searches the Clemency Hotel, removing the Search token from the board and turning over the Search card shown. They must decide to move 5 spaces or move red Feds miniature 2 Intersections and take a Symbol token that matches the icon on the card.

Symbols: If a Kid receives a Symbol token from a Search card, they draw the top symbol of the matching type and activate it by flipping it over. That Kid must immediately take the action shown on the bottom of the tile (if any—see back cover for a list of the effects). Then they keep the Symbol and may use it when needed (see "Using Symbols" on page 12).



Searching Goal Locations

Sometimes, a Goal card will require that a Kid searches to complete a Goal. When you search where the Goal tells you to, perform the action described on the Goal card instead of drawing a Search card.



RIDES

Each Kid has a Ride card dealt randomly at the beginning of the game. Each Ride card has a unique ability that can be used only by the Kid that owns that Ride. Remember to take advantage of your Ride card abilities when you move and search!

USING ITEMS

All Kids start the game with at least 1 Item, and they may gain more during the game. There is no limit to the number of Items a Kid may have at one time.



Items may be used at any time unless the card states otherwise. When an Item is used, flip it face down. It cannot be used again until it is flipped face up when that Kid searches a Treehouse.

FREE ACTIONS

Sometimes, a card or Goal will tell a player that they may perform a “free action.” This means that, if the player meets the requirements, they may perform that action at any point during their turn. This can be during a move, after a move, or even during a search.

When a player chooses a “free move” when resolving a Search card, the Kid does not get to Search again—This is simply a move to get away from the threat.

TRADING ITEMS AND SYMBOLS

Yes, you can trade! If you occupy the same space as another Kid at any time during your turn, you may trade or give them Items and/or Symbols as a free action. If you are in a Treehouse, you may trade with **any** other Kid who is also in a Treehouse anywhere on the board.

Ride cards may not be traded or given away at any time (*a Kid's Ride is an essential part of who they are!*).

USING SYMBOLS

Usually, Symbol tokens are collected during searches and used to complete Goals. However, you may discard a Symbol token as a free action during your movement to move **3 additional spaces**.

ENDING YOUR TURN

After you have finished moving and searching, your turn is over. Once 2 Kids have taken their turns, the Lost Kid takes their turn again.

Continue taking turns until you complete all of the Goals and defeat the Monster—or the Doom marker reaches the end of the Doom Track and the Monster completes its hideous objectives!

END OF THE GAME

The game can end in one of two ways:

If the Kids can complete all of the Goals described on the Monster cards, they have defeated the Monster and Lakeview is safe again! For now...

All of the players win the game as a team. *Congratulations!*



If the Doom marker ever reaches the end of the Doom Track, the Monster has grown too powerful to stop!

The town of Lakeview suffers an unspeakable Doom. Kids in nearby towns will whisper tales of terror about the now-abandoned Lakeview for generations...

MONSTER BIOS



Jersey Devil

A hideous creature with the head of a goat, the leathery wings of a bat, and large, cloven hooves. The demon stands on his hind-legs, brandishing black claws ready to curse and drag families into the depths of the netherworld. It's ear-piercing screech is the last thing you'll hear before you die...



Bloody Mary

A terrible reflection of humanity's darkest desires, Bloody Mary is summoned from another dimension when her name is thrice spoken into a silver-coated mirror. If this vengeful apparition is able to pull enough souls into the mirror dimension, she will cross over into our world forever...



Dover Demon

An electrical terror born from the digital world, the Dover Demon is a tall, lanky, almost-human figure with unnatural speed that stalks its prey in a feverish frenzy. It fixates on an isolated person, pursuing them relentlessly for an unknowable purpose...



Snallygaster

The Snallygaster is described as half-reptile, half-bird, with a metallic beak lined with razor sharp teeth and octopus-like tentacles emerging from its gaping maw. It swoops silently from the night sky to pick up and carry off its victims...

CLARIFICATIONS

Stun Token

If an Item says to give the Lost Kid the Stun Token, the next time the Monster is supposed to perform an action, it instead does nothing and the Lost Kid must discard the Stun token. The Lost Kid can only have one Stun token at a time. If the Monster performs multiple actions in a single turn, the Stun token only prevents its first action.



Danger Zone, Cherry Bombs, Basket Ram



If the Monster is hidden, the Kid using this Item must flip this card and say how they want to use the ability. The Lost Kid will then confirm if it is possible. If it is, the ability works. If not, the ability fails but the Item is still used.

No Kids To Chase

If a Monster cannot perform its movement, it instead does nothing and the Doom marker is moved forward 1 space. This can also happen if the monster is supposed to move towards a Kid, but there are no Kids to move towards: Since a Kid is safe in a Treehouse, the monster will not move towards a Kid in a Treehouse.

Completing Quests and Goals

Anytime a Quest or Goal requires that you move into a space, you do not need to end your movement on that space. You only need to end your movement there if it requires a search action.

Roads

Any space that has a road on it is considered a road space, including spaces with diagonal road segments.

Decks Running Out

If any deck runs out, reshuffle the discard pile to create a new draw deck.

ACTION ICONS



Move a Kid 2 spaces. This ability allows the Lost Kid to move any other Kid up to 2 spaces in any direction.



Discard your hand and draw a new hand of four cards. Advance the Doom marker one space on the Doom Track.



Move the Monster 1 District towards the nearest Kid and attack. If it is already in a District with a Kid, it will not move and simply attack.

Do not count individual spaces to determine which Kid is closest, count only by Districts. If there is more than one "closest" Kid, or more than one potential way the Monster could move, the Lost Kid chooses which of those Districts the Monster moves into.



The Monster attacks the District it is currently in.



Move the Monster one District in the indicated direction. After moving, the Monster attacks.



Move the Monster the entire length of the board in direction indicated until it cannot move any further in that direction. The Monster must move at least one space during this movement. After moving, the Monster attacks.



Move the Doom marker forward 1 space on the Doom Track.



Add a Search token to any building matching this color.

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