

# UFO HUNTER

Second Edition  
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## Introduction:

Are we alone in the universe? Travel the globe in search of evidence that extra terrestrial life has visited this planet. Join the adventure and explore the world and beyond! Buy equipment that will allow you to detect traces of alien visitors! Research crash sites and unusual phenomenon! Publish your theories and findings! Reveal the truth!

## Components:



1 Map Board



1 Trading Board



36 Action Cards



36 Map Cards



1 Draw Bag



40 Rumor Cards



48 Equipment Tokens:  
6 Telescopes



6 Spectrometers



6 Satellite  
Hijackers



6 Seismometers



6 Motion  
Detectors



12 Map Tokens



6 Hunters



6 Geiger  
Counters



6 Infra-Goggles



6 Radar Guns



6 Bidding  
Clips



30 Small Money Tokens



15 Large Money Tokens



18 contact hexes



35 Evidence Tokens  
(25 Blue, 10 Black)



1 Tie Breaker Pawn

## Set Up:



Each player chooses a color, takes the hunter meeple and Action Cards matching that color, then draws a Map Card at random and places his cube on that space of the Map Board. This is the location in the world where each player starts the game.

Each player starts with 5 Money Tokens, one Evidence Token and one Telescope token. Place all remaining Equipment Tokens in the Draw Bag. Shuffle the Contact Hexes and place one Contact Hex face-up in the center of the Open Trading Board.

A player is chosen at random and takes the Tie Breaker Pawn. The Map Cards are shuffled (including those used for cube placement) and placed face down in a draw deck, the same is done with the Rumor Cards. Each player draws one Rumor Card and looks at it, keeping it secret from other players. Each one is placed face down next to the Open Trading Board. Around the Open Trading Board are spaces containing circles matching the players' colors. The cards are placed next to them so they correspond with one space. These cards are rumors of alien evidence started by the players. Some will be legitimate evidence and some will be other types of opportunities. Some are even traps waiting to thwart players that investigate. Each player draws one Map Card and places it face up on the Rumor Card. Every time there is a new Rumor, a Map Token is placed on the Map Board on the corresponding region. This is where the rumors and possible sightings take place.



Example of a 4 player game Trading Board set-up

## “Staking” a Rumor:

Now each player chooses if he wants to put a “stake” on the rumor he placed. A “stake” means the player endorses that rumor and will benefit from it even if another player investigates it. To place a stake, the player chooses how many money tokens he would like to place on the board. He places these on the circle matching his color. He may place as few or as many as he likes. Players only place stakes on rumors they start, and later in the game, rumors they research.

Players will investigate rumors by traveling to them and revealing the cards. The investigating player will get the full benefit or penalty from the card. The player with a “stake” in the rumor will gain half the benefit rounded down from the general supply of tokens. When the investigator benefits from the rumor, the “staked” tokens are put in the general supply of money. If an investigator loses tokens from the investigation, the player with the “stake” re-gains his money and gets no benefit from the investigation. Most rewards are evidence tokens, so when calculating what the “staked” player gains, half of an evidence token is a money token. For example: If a player travels to a rumor and investigates it and a second player has a “stake” in that rumor, and the reward is 3 evidence tokens, the investigating player gains 3 evidence tokens from the general supply, and the second player gains one evidence token and one money token from the general supply. If there is a penalty for the investigating player, the “staked” player takes his “staked” Money Token(s) back. A player who stakes a rumor and also investigates it gets the same reward as if he were just the investigator, there is no additional benefit. However, if he takes a penalty from that rumor, he does not get his money back. It goes to the general supply. Player’s may put a stake on a penalty card to try to lure other players into investigating a sighting without researching it. Once a stake is placed on a rumor, it is only removed when the sighting is investigated or another player raises the stake during research (described later).

## To Win:

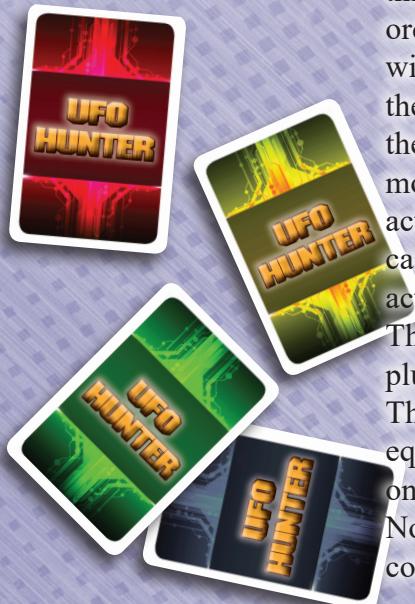
In UFO Hunter the winner is the player with the most Evidence Points. The three types of Evidence Points are blue and black Evidence Tokens and Evidence Points earned by collecting equipment. The latter is shown on the “Buy Equipment” action card. This shows that with 4 different types of equipment you gain 3 evidence points, with 5 different types you gain 5 and so on. Ties are broken by Money Tokens. The game ends when all Blue Evidence Tokens are gone from supply. All players finish the current turn. Players who gain evidence points in that same turn after Blue Tokens are gone take Black Tokens.



## Phases of the Game:

Once the set up is complete, there are two main game phases:

1. The Action Phase: players choose one action card and play it face-down. Then each, in turn, plays the actions shown on the card.
2. The Open Trading Phase: players will secretly bid for the contact(s) and equipment on the Open Trading Board. The winning bidder takes all the items. Other players keep their bid amount and get nothing.



## The Action Phase:

In the Action Phase each player chooses one Action Card and places it face-down. The bidding card (with numbers 0 to 11) may not be chosen and is for the Open Trading Phase later. When all players have done this, the cards are turned face up and each player takes his turn. Turn order is shown on each card. The player choosing the 1 Action (Travel) will go first and each other action is done in order of card number. In the case of a tie, the tieing players go in clockwise order starting from the player holding the Tie Breaker Pawn. It does not necessarily cost money to take an action (except the “Buy Equipment and Air Travel” actions), unless other players have chosen the same action. In that case, it costs one money token for each other player choosing the same action.

The “Air Travel” action costs one Money Token each time it is used plus one for each other player choosing Air Travel.

The “Buy Equipment” action costs one Money Token for each equipment token in the player’s possession (except Telescopes) plus one for each other player choosing “Buy Equipment.”

Note: All equipment cards have a color except telescopes which are considered to have no color and no color benefit (described later).

## Stranded:

If a player cannot pay for his action he is STRANDED for this round. He must find an odd job to pay for further adventures. He pays no money this round and takes no action. He takes his action card back and gains **THREE** money tokens for his labor. He will still participate in the Open Trading Phase of the turn.

## The Resolution of Actions:

Each action card shows a number in the upper left. This is the order in which the players will take their actions. If two or more players have

the same action, the tie is broken in order from the player holding the Tie Breaker Pawn and going clockwise.

## The Actions:

1. Travel by train or boat. A player may move his hunter on the Map Board one space or even zero spaces. Movement must be to adjacent spaces--players cannot move “diagonally” across intersecting lines. Moving from one side of the map to the other is allowed if a player takes one move to go from “A” on one side of the board to “A” on the other or from “B” to “B” and so on. After the player moves, he may investigate a rumor if there is a Map Card face-up for that location. Investigating a rumor means the card is revealed to all other players, the Map Token removed, and the player follows the instructions on the card. A player may choose not to investigate even if there is a card available. If a Map Card, Map Token, and Rumor Card are in the same location as a player’s hunter, that player must still choose one of the travel actions in order to investigate—after all, the spaces on the board represent very large areas of land and sea.
2. Travel by air. A player may move up to two spaces on the map board. Movement and investigating takes place in the same way as described above.
3. Buy equipment. A player may take one Equipment Token from the draw bag. For one additional Money Token, he may take another, and for two more in addition to that, he may take a third. In order to buy equipment a player must pay one Money Token for each Equipment Token already owned except Telescopes. Equipment Tokens each have a distinct color. Those colors match colors on the board. When there are Evidence Points gained from investigating rumors the player gains one extra Evidence Point if he owns a piece of equipment that matches the color of the Map Board space. Telescopes are considered colorless for this effect, but they do count as equipment when determining whether a benefit is gained. For example: if a Rumor Card declares that a player needs 4 pieces of equipment to gain two Evidence Points, the Telescopes count as part of the 4 needed. If that player also has a yellow piece of equipment and is on a yellow map space, the player gains 3 evidence points instead of 2. Multiple yellow Equipment Tokens, however, would not result in additional Evidence Points.



Note: On the Action Cards and Rumor Cards Telescopes are the general

symbol for all Equipment Tokens.

4. Research. A player starts a new rumor, draws a Rumor Card, looks at it, and places it face down next to the Open Trading Board adjacent to one of the open spaces provided for stakes. He draws a Map Card and places it face up on the Rumor Card, and places a Map Token on the Map Board. The player decides now if he will place a “stake” on that rumor—according to the afore mentioned rules of “staking.” The player then looks at one more face-down Rumor Card and puts it back. He may also stake that rumor. If there is a stake already present, he may equal that number and take the benefit the same way—both stakes stay in place and both stake holders take the same benefit of investigation. For example: if the reward for the investigator is 2 evidence points, each stakeholder not investigating will gain 1 evidence point. He may place more money tokens than the existing stake. In this case, the first stake holder gets his money back, gains no benefit from investigation, and the new stakeholder holds the space. All lower stakes present are removed by a higher bid. There may be as many stakeholders on one space as there are players.

The researching player then takes the Tie Breaker Pawn. If multiple players are doing research, the last researcher will end up with the Tie Breaker Pawn.

5. Publish. A player starts a new rumor, draws a Rumor Card, looks at it, and places it face down next to the Open Trading Board. He draws a Map Card and places it face up on the Rumor Card. He places a Map Token on the Map Board. The player chooses if he would like to place a stake on the rumor. The player then gains 5 money tokens.

Note: No more than 12 rumors can exist at one time in the game. If there are 12 rumors in the game, players choosing Research or Publish do not place a new rumor, but finish the other parts of their chosen action. If at any time there are no Rumor Cards on the table, immediately place two new rumor cards face down and take two Map Cards from the draw deck and place them face up on the Rumor Cards. Place Map Tokens on corresponding Map Board spaces.

## The Rumors:

All Rumor cards are different, but there are 5 general types. Green cards mean a player has discovered solid evidence and the results on the card are good. If a player is prepared with the right resources he will do well. A player may only choose one of the options shown on any card.



Blue cards indicate that there is an opportunity, but if you are not prepared it will end badly. If there is a loss of any resource and the player doesn't have enough to lose, he simply loses what he has. If he has none, he loses none. All equipment and contacts lost from any Rumor Card are placed on the Open Trading Board and can be gained by a player in the next Open Trading Phase. All Money or Evidence Tokens lost go back into the general supply.

Red cards mean that there is nothing good about the discovery. Players may choose to research sites carefully before charging in.

Orange cards mean there is an opportunity for money. Again, research is the key to being prepared to maximize your visit.

Purple cards are hostile encounters. Players find aliens and must protect themselves against the alien attack. Players must know an Arms Dealer in order to benefit from these encounters. Contact with Arms Dealers can be gained in Open Trading.

**Equipment Bonus:** If a player has an equipment token that matches the color of the map space where he gains Evidence Tokens, he gains 1 extra Evidence Token. This extra evidence does not effect the reward gained by any player who has a "stake" in that rumor.

**Note:** When there is a loss with both Equipment Tokens and Money Tokens on the card, the player may choose any combination of equipment or money to loose as long as the total is correct. All lost equipment goes into Open Trading.

## The Open Trading Phase:

Each player secretly selects how much he will pay for the items on the Open Trading Board. He may spend money or equipment; each is worth 1 in the bidding process. Each player indicates on his Open Trading Card how much he will bid by placing the Bidding Clip on the chosen number. Then all players reveal their cards and the player with the highest number gains all the items on the board. He places his paid Money Tokens in the general supply and his paid Equipment Tokens on the Open Trading Board. Ties are resolved by going clockwise from the player holding the Tiebreaker Pawn. If a player chooses "0/sell" he CANNOT win a bid, but instead he either bids nothing or sells equipment and/or Evidence Points. Sold Equipment Tokens go onto the Open Trading Board for the next turn after the winning bidder collects his items. Sold Evidence Tokens go back to the general supply. The selling player collects 3 money tokens for each Equipment Token sold and 3 for each Evidence Token sold. He may sell **up to 2 items** per turn. At the end of open trading a new contact hex is added to the open trading board face-up for the next turn. If all players bid 0/sell, all contacts and equipment in open trading stay until the next open trading phase and a new contact is added to the open trading pool.



Players cannot bid higher than 11 in Open Trading.  
Once the Open Trading Phase is over, the players then go back to the Action Phase.



### Contact hexes:

These enhance your actions. The Investor gives 2 additional Money Tokens when a player chooses to Publish. The Professor allows a player to look at an additional rumor when Researching. The Transit Official gives one extra movement when traveling by boat or train, and the Aviator gives one extra when traveling by air. The Benefactor gives an additional Money Token when a player is stranded and the Inventor allows a player to draw one extra random Equipment Token when buying equipment. The Arms Dealer allows a player to purchase arms and confront hostile aliens. Multiple contact effects are cumulative.

Note: On Action Cards and Rumor Cards the Aviator represents all contact hexes. Whenever an AK47 rifle is seen on Rumor Cards, however, this means only the Arms Dealer.



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