

# UFO HUNT TRIVIA GAME INSTRUCTIONS

## GAME PLAY

Use standard 6-sided cube gaming dice.

Thimbles, small figures, or tokens from other games may be used to mark players' positions on the board.

**S2-Start Here** is where all players begin.

Each turn a player must correctly answer one question before rolling for movement. Your opponents choose a question for you of the color corresponding to the square you land on. A wrong answer means the turn is over; no movement is allowed.

Following a correct answer, a player rolls *twice*. First roll two dice to determine special options. Then roll one die for movement to determine how many spaces the player may advance on the board.

SIMPLIFIED PLAY OPTION: Skip the special options roll and use only a single die for movement.

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## HOW TO WIN

Players must normally answer **three** questions correctly while in the **Win! Circle** to win the game. Following an incorrect answer, exit the **Win! Circle** and return to **S2-Start Here**.

However...

**Four** questions are required to win if arriving via the short **DoD/Military route**. From this route you have an option to stay in the **Win! Circle** and try as many times as you like—but must answer **four** questions correctly to win.

Only **two** questions are required to win if arriving from the **Beer Party**.

Only **one** question is required to win if arriving with ET after breaking the ET radio code using the **ET Shortcut Route** at the top of the board beginning with the white **CE square** (rolling 2 and 1 from any square on the special options roll).

Only **one** question is required to win if arriving from the **God Hears Prayer** square.

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## SPECIAL OPTIONS

**ET Shortcut Route:** Rolling a 2 and a 1 with two dice on a special option roll *from any square on the board* breaks the ET binary radio transmission code. This allows you to call in a ride from ET. Go to the white **CE square** at the top of the board to access the **ET Shortcut Route**. Uses the flying saucers as board spaces. Proceed normally.

**Interdimensional Portal Option:** Rolling a '7' with two dice from any square on the **blue Area 51 launch pad row at the bottom** of the board allows you to access an interdimensional portal. The portal takes you directly to the **Win! Circle**. An incorrect answer to any of the three required questions drops you back at **START-S2**.

Yellow and green squares also have special option rolls. See the yellow and green square sections below.

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**S2-Start Here** offers the short DoD/Military route to the **Win! Circle** (straight up using the flying saucers as board spaces). The only access to this route is from **START-S2**. No special roll is required to use the DoD/Military route. It is the player's option, but military bureaucracy requires additional paperwork. If you enter the **Win! Circle** using this route, you must answer **five** questions to win. This is the only route that allows you to stay in the **Win! Circle** as long as you like, trying to answer **five** questions each turn to win. You may return to **START-S2** via a Top Secret wormhole project at any time to resume normal play on your next turn.

### **If you land on...**

The **LAUNCH** square at the end of the **blue Area 51 launch pad row**. You receive inside tips from former scientists of Nazi Germany and may optionally enter the Nazi track. Follow the flying saucers up the Nazi track to the **Win! Circle**. Move normally counting each saucer as one square. You may choose to bypass the Nazi route and proceed normally up through the main game route. Answer the normal three questions to win. Exit to **START-S2** for incorrect answers given while in the **Win! Circle**.

**Yellow Squares** = Time Travel. Roll 12 with two dice and your time machine lands you in May 1947. Just enough time to purchase an old junker from Auto Repair to blend in with the locals and drive on towards Roswell. If you roll 12 go directly to **Auto Repair** and proceed normally on the next turn. Move normally from yellow squares with rolls other than 12.

**Green Squares** = Supernatural Encounter. Think fast, you have encountered the dark side. Rolling 11 with two dice from **any** green square puts you into the high strangeness route of the demonic realm. Go directly to the **green jack-o-lantern square** between **Cattle Mutilation** and **Big Foot**. Proceed normally toward the **Win! Circle** using the arrows and Halloween pictures as game spaces.

Land on the **broom** and the leader of a rival coven flies you back to **START-S2**.

Land on the **cat** and chase your tale (lose two turns).

When entering the **Win! Circle** by the high strangeness route you must skip two turns before answering questions to win because God has temporarily placed you in Purgatory as punishment for practicing witchcraft and sorcery.

**Red Squares** = the hyper-aggressive, long-eared, Kelly-Hopkinsville alien. K-H throws a tantrum on your car. You lose one turn. However, seeing all the dents and broken windows, K-H has a guilt attack and does you a favor, dropping you off at **Auto Repair**. Go directly to **Auto Repair** and lose one turn. Answer a red question correctly to get out.

**Cattle Mutilation.** You have stumbled upon a 3-day old cattle mutilation site. Lose two turns recovering from nausea.

**Bigfoot.** BF is no dummy. He knows a forest path to the **Win! Circle** where the long-sought crash-recovered UFO can be found. Follow him there but take a one-turn rest stop at the **UFO Beer fest** to quench Bigfoot's massive thirst. After spending one turn at **UFO Beer** proceed directly to the **Win! Circle**.

**Kecksburg.** Spend 3 turns digging your UFO out of a deep earthen trench or roll a 6 with one die to hitch-hike immediately to the free **UFO Beer fest** currently underway, Resume normal play next round from **UFO Beer**.

**Close Encounter (the white CE square).** You are seduced by an overly romantic space alien of opposite gender. Lose one turn. Advance via normal rolls and movement along the **ET saucer route** to the **Win! Circle**. Each saucer counts as one square.

**UFO Beer.** A beer party is thrown for the Men-in-Black by Nazi CEOs and mega defense contractors. You meet an old friend who wrangles you an invitation to the Blue Room at Wright Patterson Air Force Base. Go directly to the **Win! Circle**. Skip the first question—it's on the house—and win with two correct answers.

**Roswell.** You fall victim to a Pentagon disinformation media circus. You are not satisfied with "weather balloons." Return to **START-S2** and spend one turn forming a new theory of your own. Resume normal play next turn.

**Maury Island.** Bad luck. Both you and your dog are hurt by flaming debris falling from a UFO. Go to the big red **Hospital** square. Roll a 6 with one die to get out and proceed with normal movement.

**God Hears Prayer.** God rescues you from evil demons masquerading as space alien abductors. This square is only accessible on the way out of the **Win! Circle**. Go directly back to the **Win! Circle** and answer only one question to win.

END OF GAME INSTRUCTIONS