

# SPYFALL

## TIME TRAVEL

### RULEBOOK

*Get ready for an amazing time travel across the countries and eras with the new game of Spyfall. Expose a spy in a neanderthal cave or in a lunar base, hide out in a WWI Airship or in the Leonardo's studio, and do your best not to spill all the secrets of the Roman Senate and the Japanese ninja!*

#### Contents

- 240 cards (30 decks of 8 cards each)
- 30 ziplock bags
- Rulebook

You will also need to keep track of time during the game, so make sure you have a stopwatch handy. One of the players probably has one on their cell phone.

#### Overview

A game of *Spyfall Time Travel* is made up of several short rounds. In each round the players find themselves in a certain location with a specific role assigned to each player. One player is always a spy who doesn't know where they are. The spy's mission is to listen carefully, identify the location, and keep from blowing their cover. Each non-spy must give a vague hint to the other non-spies suggesting that they know what the location is, thus proving they're not the spy. Observation, concentration, iron endurance, and cunning — you'll need all of them in this game. Stay on your toes!

If you have already played *Spyfall*, you can skip reading the rules. However, you might be interested in the new game variants described in the end of this rulebook.

#### Objective

*The spy's objective* is to stay undercover until the end of a given round or to identify the current location.

*The non-spies' objective* is to agree on the identity of the spy and expose them.

#### Preparing for Round One

Before the first round begins, sort all the cards into location decks. Each deck consists of seven cards with identical illustrations and one spy card. Each deck goes in a separate ziplock bag. All cards should be placed face down, with the spy card at the bottom of each deck.

All game locations are shown in the middle spread of this rulebook. The players are advised

to study it well before the first round begins. This should give the potential spies an idea about the sorts of locations they will have to choose from during the game. We strongly advise the spy not to study the middle spread once the game has started – that's a dead giveaway.

**IMPORTANT!** Before the beginning of the game, the players should agree on a round duration. Our recommendations are: 3 to 4 players – 6 minutes, 5 to 6 players – 7 minutes, 7 to 8 players – 8 minutes.

## Beginning of the Round

Each game consists of several short rounds. The exact number of rounds is agreed upon by the players before the beginning of the game. We recommend playing five rounds for your first game session (this should take about an hour).

A new dealer is chosen for each round. The dealer participates in the game as a regular player. The first round dealer is the most suspicious-looking player. This player takes all the ziplock bags out of the box, turns them face down, shuffles them thoroughly, and chooses a random ziplock bag. The dealer then takes the cards out of the chosen ziplock bag very carefully to avoid turning them over. After that, the dealer takes a number of cards that corresponds to the number of players from under the bottom of the deck, shuffles them, and deals one card to each player. So, if there are seven players, the seven bottom cards of the deck are dealt. The remaining cards are not turned over. Put them aside carefully, you won't need them in the current round. Each player looks at their own card without letting anyone else see it, then places it face down in front of themselves.

The dealer for each successive round is the player who was the spy in the previous one. That player selects a new deck and deals the cards as described above.

## Location Card



## Spy Card



## Game Flow

The dealer starts the stopwatch, and the game begins. The dealer then asks one of the players a question, calling them by name: "So tell me, John..." The questions usually pertain to the current location. This is prudent, but not mandatory. Questions are asked once; no follow-up questions are allowed. Answers can take any form. Then the player who has answered the question proceeds to ask any other player a question of their own, but they cannot ask a question in return. The order in which the questions are asked is established by the

players and is based on the suspicions they have after hearing the questions and answers.

**Note:** If you are not the spy, your card also specifies your role at the given location. Before the beginning of the game, the players should agree on whether they will adhere to the role on their card and play the corresponding role or not. We strongly recommend doing this in order to make the game more fun, but not for your first few game sessions. For example, if somebody asks you why you're smiling and you're a model in the Leonardo's studio, you may say that it's your job, and if you're a patron of the arts, you may brag that you're about to add a brilliant piece into your collection.

## End of Round

A round may end in one of the three ways:

### 1. *Time is up*

When time runs out, it's time to declare your suspicions (if you haven't already) and convince other players that you are right. Rounds of voting now happen. Each player raises their hand if they believe the dealer is a spy. The suspect doesn't get to vote. If the vote is unanimous, that player reveals their card and the voting is over. If the player is a spy, the non-spies win. If the player is a non-spy, the spy wins. If no player is unanimously convicted after each has been voted on, the spy wins.

### 2. *When a Player is Accused*

Each player may stop the clock once per round to declare one of the players a suspect and ask the others to vote. If all players vote for the suspect except for the suspect himself, the round is over (even if players vote for a non-spy). It's in the

players' best interest to interrupt the game flow: if the spy is discovered in such a way, a player who made an accusation against them will score 1 additional point. The game stop is also a useful thing for the spy, as they can make it during the round in order to divert suspicion from themselves.

If there is no unanimous agreement, continue the clock. The game round goes on according to the normal rules from the point it was interrupted.

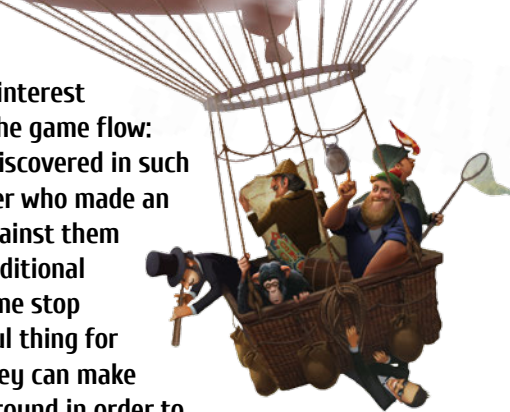
**IMPORTANT:** Players should abstain from discussing the spy's identity during the vote. ("I think he is the spy because he had eggs for breakfast, although he should've eaten rice!") The players' arguments "for" and "against" may inadvertently reveal a location for the spy.

### 3. *At the Spy's request*

The spy can stop the clock at any time by revealing their spy card. The spy is then allowed to look at the middle spread of this rulebook and declare the current location. The spy wins if they name the right location. Otherwise the other players win.

**IMPORTANT:** When the clock has already been stopped by another player, the spy cannot try to guess the current location — they missed their chance. If the other players vote for them, the spy will lose the round.

Once the round is over, all cards are returned to the dealer and can no longer be played in the current game. The ziplock bag with this deck is returned to the box.



📍 The Battle of Moscow



📍 Wigwam



📍 Hot Air Balloon



📍 The Spanish Inquisition



📍 Caravan



📍 Druid Circle



📍 Lunar Base



📍 Leonardo's Studio



📍 The Shaolin Temple



📍 Speakeasy



📍 Company of Musketeers



📍 Medieval Tournament



📍 Trojan War



📍 Ottoman Harem



📍 Woodstock Festival





## Objectives and Strategies

*The objective of the non-spies is not only to identify the spy, but also to avoid revealing the current location. Therefore, the non-spies should refrain from being too explicit in their questions (for example, if there is a question "Hey, do you know how long has the war with Vietnam has been raging for now?", then the spy will instantly identify the location – Woodstock Festival). However, when a player's questions are too vague, other players might start suspecting them of being the spy, allowing the real spy to win.*

*The spy's objective is to listen as carefully as possible to what other players say and to do their best to avoid blowing thie cover while also trying to identify the location before the time is up. A spy who doesn't attempt to guess the location is taking a risk: it is entirely possible that the other players will discover them after discussion and voting.*

## Scoring

*The spy wins the round if:*

- A) The spy isn't discovered during a vote at the end of the round;
- B) A non-spy is unanimously accused during a vote in the middle of the round;
- C) The spy identifies the location correctly.

*The non-spies win the round if:*

- A) The spy is discovered during a vote at the end of the round;
- B) The spy is unanimously accused during a vote in the middle of the round;
- C) The spy stops the game, but doesn't identify the location correctly.

Score the points according to the conditions at the end of the round.

### Spy Victory

- Victory: The spy earns 2 points.
- The spy stops the game and guesses the location right: +2 points.
- All players unanimously accused a non-spy: +2 points.

### Non-Spies Victory

- Victory: Each non-spy earns 1 point.
- The player who initiated the successful accusation of the spy: +1 point. Please note that only the player who accused the spy first scores the additional 1 point, even if they failed to get a unanimous vote and this spy was discovered during another player's vote.

## End of the Game

Whoever has the most points after the agreed-upon number of rounds wins the game.

## Game Variants

Here you will find the 2 and 3 player rules, and also discover a team play variant for *Spyfall*.

### 2 Player Variant

The dealer takes 3 cards (and one of them is the spy card) out of the chosen deck, shuffles them, then deals one to each player and places the extra



card face down in the middle of the table. Thus, there is a chance that one of the players might be the spy, or the spy might be "hidden" in the middle of the table. The players take turns asking each other questions until anyone decides either to accuse another player of being the spy or to reveal the hidden spy.

If the player accused another player of being the spy, that player must reveal their card. If it's a location, both players lose. If it's the spy card, the non-spy wins. The spy cannot accuse another player of being the spy — they can point to the card in the middle of the table only.

If any player decided to reveal the hidden spy, another player may agree or disagree with their decision. If another player agrees, the card in the middle of the table is revealed. If it's the spy card, both players win. If it's a location card, the spy wins. But if another player doesn't agree with revealing the hidden spy, the round goes on.

All other rules apply as usual.

### 3 Player Variant

All the changes for the 2 player variant apply, except there are 4 cards dealt, not 3. It's allowed to ask questions in return.

### Team Variant

This variant is recommended for 7 and more players. Two location decks will be used for one round, and two players will become captains. The captains will be getting their own team of trustworthy agents.

Choose two captains for the round. All other players are agents. Pick two random ziplock bags.

The first captain draws the topmost card from one ziplock bag, the second captain — from another. Thus, each captain knows their own location. Then one of the captains takes the corresponding number of cards out of the decks, so there is 1 spy card and an equal (or almost equal) number of both locations. The captain shuffles the cards and deals one to each player.

#### *Suggested distribution:*

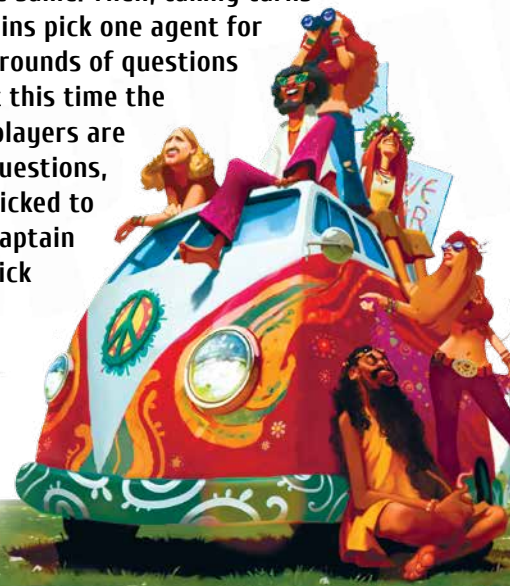
For 7 players: 2 captains, 5 cards (2 with one location, 2 with another, and 1 spy).

For 8 players: 2 captains, 6 cards (3 with one location, 2 with another, and 1 spy).

For 9 players: 2 captains, 7 cards (3 with one location, 3 with another, and 1 spy).

For 10 players: 2 captains, 8 cards (4 with one location, 3 with another, and 1 spy).

The captains decide who will act first. On their turn, the first captain asks each agent a question and analyzes the received answers. The second captain does the same. Then, taking turns again, the captains pick one agent for their team. The rounds of questions begin again, but this time the already picked players are not asked any questions, and cannot be picked to another team. Captain may refuse to pick an agent, and the round ends immediately for them then.



If any of the captains picked the spy, they reveal themselves and the round ends. This captain doesn't earn any points. The spy may try to guess the location they were picked to and then the another team's location. The spy earns 1 point for being picked and 1 point for each location they guessed right.

If the spy has not been picked until the end of the round, they still try to guess both locations and get 1 point for each correct guess.

Each captain earns as many points as many suitable agents (with their location) there are in their team, and loses as many points as many wrong agents (with another location) they've picked. If the spy was picked, the captain doesn't earn points at all.

Each agent who's made their own team earns 1 point.

In the beginning of the next round two other players become new captains. The game ends when each player has been a captain once or twice.

## Credits

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