

THE INFILTRATED ®

1.- Cards

1 card Citizen
1 card Portuguese
1 card Asian
2 card Infiltrator Far Left
2 card Infiltrator Far Right
1 card Corruptor
2 card Fanatics
1 card Greedy
1 card Witch
1 card Temptress
1 card Profiteer
1 card Drunk
1 card Watchman
1 card Mercenary
1 card Protester
1 card Thief
Total: 19 cards

2.- ¿How to play the game?

After shuffling the cards, two cards are placed face down in the center and one card face down is dealt to each player, each card indicates according to its background color, which side belongs: The Infiltrators side (red), the Citizens side (blue) or the Nor-not side (yellow).

Everyone closes their eyes for the Nap, and each character performs his action in an established order.

At the end of the Nap, everyone opens their eyes and discusses to find out who is or who are the Infiltrators.

When the time for discussion ends, a vote is taken pointing to someone, and the one with the most votes is eliminated. The eliminated must show his card to reveal his character.

You can vote for the center's cards (as if it were another player).

The objective is to discover the two infiltrators, making Rounds: 1 Initial Round (see point 4.A), 1 Cyclic Round (see point 4.B) followed by two or more Extended Rounds (see point 4.C). The details of how to win are explained in point 7.

3.- Simulation y deduction

Players have randomly assigned roles, which divide them into three sides, but since each player only knows a piece of information about who is who, and even his own role, he must analyze the actions and arguments of others to discover the Infiltrator, or

not to be discovered if it turns out that he is the Infiltrator.

4.- Game Modes

- A. **Initial Round:** consisting of a nap, discussion and voting.
- B. **Cyclic Round:** this game mode allows to continue the emotion of the round, the players continue with their cards, the cards are not dealt, but each player discreetly sees his own card, and the nap, discussion and voting process is repeated.
- C. **Extended Round:** this game mode also allows to continue the emotion of the round, the players continue with their cards, the cards are not dealt, the nap is not repeated, but the discussion and voting process continue, eliminating another player, the eliminated player reveals his own card and one card from the center.

5.- Discussion

At the end of the nap, players discuss and exchange the information they want. But as the cards are changed during the nap, some players think they have a role, when they actually have another. That is why the cards can not be seen during the discussion.

The Infiltrators can tell the truth or lie by posing as other roles to not be identified.

6.- Votation

After X minutes of discussion, the Narrator counts backwards:

"Ten, Nine, Eight, Seven, Six, Five, Four, Three, two, one... Everyone VOTE!"

...and everyone vote simultaneously to whom they want to eliminate, pointing the finger towards a player. They can not abstain, or double vote.

The player with the highest number of votes is eliminated. The details of how to win are explained in point 7.

The eliminated player gets up from the table leaving his card face up.

If two or more players receive the same number of votes, tiebreaker playing rock paper or scissors.

If the center of the table receives the most votes, one card from the center is revealed.

7.- How to Win

The side of the Citizens wins if:

1.- The two Infiltrators are eliminated, even if another Citizen has been eliminated. In this case, all the members of the Citizens win, including those eliminated.

The Infiltrates side wins if:

- 1.- If there are two players left and at least one is infiltrator.
- 2.- If the Protester is eliminated.

8.- Rules

During the nap, players who are not active at the moment can not give any information to other players by any means (neither verbal, gestural, etc.).

There should always be 2 cards more than the number of players.

Only 2 infiltrators are used, equal or mixed if they wish, the other 2 are saved.

The cards are shuffled and dealt face down, one to each player.

The remaining cards are placed face down in the center of the table.

If you play with the corruptor, place one of the two infiltrators in a corner near the 2 cards of the center, for the corruptor to use it to assign the new infiltrator.

Each player secretly looks at his card and puts it face down on the table in front of him, near to the center cards, so that it is clear to whom each card belongs, and to allow that everyone to reach all the cards.

Players who receive change of cards are now the Role (and sides) of their new card, even if they do not know what it is, until the end of the game.

9.- Tips:

Narrator: Tap the table to "plug" the noises that players can make when performing their action. Use a watch with an alarm timer to limit the duration of discussions during the day, for example, your cell phone. Think with large groups (+7) you may need some more time. If it is the first game of a player or when you enter new roles, make sure you leave enough time for the players to do their actions.

Players: During the nap, make small noises, such as moving your feet, or lightly touch the table, always with your eyes closed, to confuse the others. Try to play at a table where everyone can reach the cards of the other players and the those at the center of the table. It may be useful to separate a bit from the table during the nap to facilitate movement during role-playing.

Variety: It is possible to use additional roles in games beyond the basic configuration. Simply discard one card and replace it with a different one. You can use almost any combination of cards, although you probably do not want to introduce more than 1 or 2 new roles at a time, so players can easily learn them.