SPYFALL 2

Rulebook

In this sequel to Spyfall, the world-renowned board game hit, you will explore 20 new locations and play with up to 12 friends. On top of that, two of the players will become the spies of rival secret services.

Contents

- 240 cards (20 decks of 12 cards each)
- 20 ziploc 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 2* is played in several short rounds. Each round, the players find themselves in a certain location with a specific role assigned to each player. One player (two players in a game with many players) is always a spy who doesn't know where he is. The spy's mission is to listen carefully, identify the location, and keep from blowing his cover. Each non-spy should give a vague hint to other non-spies suggesting that he knows the location's identity, thus proving he's 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, please note the highlighted text boxes — these are the new rules introduced only in Spyfall 2.

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 discover unanimously at least one spy.

Preparing for Round One

Before the first round begins, agree on the number of spies you are going to play with: one or two. If there are six or less players, we recommend you play with one spy. If there are nine or more players, play with two spies. However, the final decision is left to you. Please note that the second spy must always be present in a 12-player game. The best choice for beginners is to play with up to eight players and use one spy.

Sort all the cards into location decks. Each deck consists of ten cards with an identical illustration and one or two spy cards — depending on the choice you have made earlier (return all unused spy cards to the box). Each deck goes in a separate ziploc bag. All deck cards should be placed face down, with the spy card (or cards if you play with two spies) at the bottom of each deck.

All game locations are shown in the middle spread of this rulebook. 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 spies not to study the middle spread once the game has started: that's a dead giveaway.

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 deck ziploc bags out of the box, turns them face down, shuffles them, and chooses a random ziploc bag. The dealer then removes the cards from the chosen ziploc 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 gives 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 game. Each player looks at his or her card without letting the others see it, then places it face down in front of himself.

The dealer for each successive round is the player who is sitting to the left of the previous dealer. The new dealer chooses 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 him 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 his own, but he cannot ask the player who has just asked him the question (in other words, you cannot ask a question in return). The order in which the questions are asked is established by the players themselves and is based on the suspicions they have after hearing the questions and answers.

Race Track
Construction Site
Wedding
Cat Show
Cemetery
Vineyard
Candy Factory
Harbor Docks
Jail
Jazz Club
Library
Coal Mine
Art Museum
The U.N.
Gas Station
Retirement Home
Rock Concert
Stadium
Subway
Sightseeing Bus

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 you're an Old Man in the Retirement Home and somebody asks you why you missed the dancing party, you can complain about your age and arthritis; but if you're a Nurse, you might want to regret that your potential dancing partners are not very agile.

The name of the role might seem to suggest that you're playing a male character, but all characters can actually be either male or female. So the Flagman at the Race Track could also be a Flagwoman, or the Father of the Bride at the Wedding could also be the Mother of the Bride.

End of Round

A round may end in one of the three ways:

1. Time is up

When the time runs out, if you haven't already, now is the time to declare your suspicions and convince other players that you are correct. Rounds of voting now happen. Each player raises their hand if they believe the dealer is a spy. The suspect does not 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 spies win. Continue voting on players one at a time clockwise from the dealer's position if the vote was not unanimous. If no player is unanimously convicted after each has been voted on, the spies win.

If there are two spies in the game, a player is convicted even if there are two players who do not raise their hands during the vote. If one spy is discovered, the other scores a point as if he were a non-spy.

Important: Before the beginning of the game, the players should agree on a round length. Our recommendations are: 3 to 4 players — 6 minutes, 5 to 6 players — 7 minutes, 7 to 8 players — 8 minutes, 9 to 10 players — 9 minutes, 11 to 12 players — 10 minutes.

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 the accusation against him will score 1 additional point. The game stop is also a useful thing for the spy, as he can make it during the round in order to divert suspicion from himself.

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.

If there are two spies in the game, it's enough to have all votes excluding two to make a successful accusation. In addition, if the vote results in discovering one of the spies, the second spy scores points as if he were a non-spy player.

Important: Players should abstain from discussing the spy's identity during the vote. ("I think he is the spy because he is dressed in a pink night suit, although he should be wearing the green one!") The players' arguments "for" and "against" may inadvertently reveal a location to the spy.

3. At the Spy's Request

The spy can stop the clock at any time by revealing his spy card face up. The spy is then allowed to look at the locations list in the middle spread of the rulebook and declare the current location. The spy wins if he identifies the location correctly. Otherwise the other players win.

If there are two spies in the game, the second spy must reveal his card after the first spy has made a proposition about the current location. The second spy must declare the location too; he can choose the same location or name some other place. Spies win if at least one of them identifies the location correctly.

Important: When the clock has already been stopped by another player, the spy cannot try to guess the current location. He missed his chance. Tf the other players vote for him, he 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 ziploc bag with this deck is returned to the box.

Objectives and Strategies

The objective of the non-spies is to identify the spies and to avoid revealing the current location. Therefore, the non-spies should refrain from being too explicit in their questions. (For example, a Sprinter asks a Referee, "Why did you disqualify me in the last heat?" The spy will instantly identify the location as the Stadium). However, when a player's questions and answers are too vague, other players might start suspecting him of being the spy, allowing the real spy to win.

The spies' objective is to listen as carefully as possible to what other players say and to do their best to avoid blowing their 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 him after discussion and voting.

Scoring

The spies win the round if:

A) No spy is 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) At least one of the spies identifies the location correctly.

The non-spies win the round if:

A) At least one of the spies 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 no spy identifies the location correctly.

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

Spies victory

- Victory: Each spy earns 2 points.
- One of the spies stopped the game: +2 points to each spy who guessed the location right.
- All players unanimously accused a non-spy: +2 points to each spy.

Non-Spies Victory

- Victory: Each non-spy earns 1 point.
- The player who initiated the successful accusation of the spy: +1 point. In this case the spy who stayed undercover earns points too as if he were a non-spy. Please note that only the player who accused the spy first scores the additional 1 point, even if he 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.

Combining games

If you want to make spy's life harder, you can mix ziploc bags from *Spyfall* and *Spyfall 2* together. Make sure that you have an equal amount of cards in each ziploc bag. The combined game should be played using the base *Spyfall* rules (without the second spy).

If you want to play *Spyfall* with *Spyfall 2* rules (with two spies) you need to have 2 identical sets of base *Spyfall.*

Old pals

In a normal game, two spies work for rival secret services and don't know each other. However, if you want, you can play with spies who are familiar with each other. But note that it will significantly simplify the spies' objective.

After all players take a look at their cards, the dealer asks players to close their eyes (he must do the same too). Then the two spies open their eyes at the dealer's command, look at each other, and close their eyes once again. After that, all players open their eyes simultaneously, and the dealer starts the stopwatch.

The points are scored according to the normal rules, but there is one exception: if a spy is discovered during a vote in the middle of the round, both spies don't earn points.

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