



《Perhaps doing, are you spy?》

version 1.0
©2008 ONE DRAW

Rule manual



■Story

The wildest gang in the world: The Gamushara Gang.
One day, the boss suddenly announces his retirement!
Who will be the next boss!?
The race for the boss's seat begins!
And in the middle of this chaos, one rumor starts...
"There is a spy in the Gamushara Gang!!"
Who is the spy!?
And who will stand as the next boss!?
Will you fool the others, or be fooled?
A blood-boiling game is about to begin!

Object of the Game

In this game, the players take the role of a gang member, and competes against them. They will be executed one by one, and the last player standing is the winner.(But there is a spy among them, so don't be fooled!)

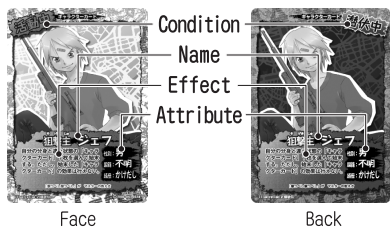
Contents

14 Character cards / 14 Role cards / 5 Personality cards / 18 Chance cards / 3 Blank cards / 1 Turn player card / 5 attribute cards / 15 Markers / 1 Rule manual

Contents(in cards)

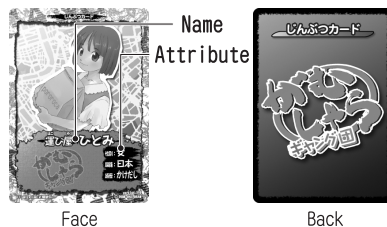
●Character cards

The cards of Gang members. You put them on the field and it is used to choose one who must be executed. You can see "active" at face of Character cards, and you can also see "hiding" at back.



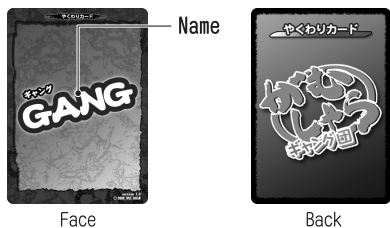
●Role cards

They decide your role character. It looks almost same as Character cards.



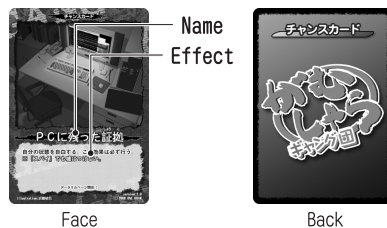
●Personality cards

They decide your personality if you are Gang or Spy.



●Chance cards

They will make many kinds of happening. You can find 3 blank cards. You can use them instead of cards that you lost.



Field of the game

You play this game with some arrangement like below;



Rules of the game

Prepare

1. Decide the turn player

You decide turn player randomly. The turn player takes the Turn player card. Each player takes 1 Condition card and 3 markers.

2. Prepare of the Field

Gather all of Chance cards face side down, shuffle and put at the center of the field as draw pile. Around the draw pile, put all of Character cards face side up.

3. Decide your personality

Gather all Personality cards and shuffle face side down. Then, from the left side of turn player draw one of them (Turn player draw it at last). You see it which is your personality, but do not show it to the other players. Depends on your Personality card, you are decided if you are Gang or a Spy. You have to see the column about SPY.

4. Decide your character

Gather all Role cards and shuffle face side down. Then, from the left side of turn player draw one of them (Turn player draw it at last). You see it which is your character, but do not show it to the other players. The Character card that is same name as your Role card is your shadow.

5. Decide your partner

From the left side of turn player draw Role card from left of draw pile (Turn player draw it at last). You can not this card! No one can see them. The second Role card will use as your partner (It is good put under the attribute cards).

Rest pile of Personality and Role cards must keep away from the game to no one touch them.

Sequence of the game

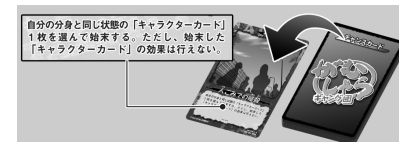
★Beginning of the turn

If active characters are less than living players exclude turn player, turn over all hiding characters to make them active.

1. Chance card

●Turn player draws a Chance card from top of pile and affect it (after that it will put on discard pile).

●If you don't want to use the effect of Chance card, you don't have to do.



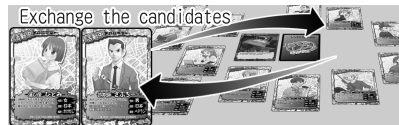
2. Meeting for execute

- From the left side of Turn player, each player exclude Turn player choose one active characters.
- These selected Character cards are called Candidates of execute (It is better that put in front of Turn player to easy to select).



3. Exchange the candidates

- From the left side of Turn player, every player exclude Turn player may do exchange or add candidates of execute. If you want, you don't have to do such a thing (just pass).
- Exchange the candidates; you choose two Character cards. One is from candidates, the other one is from active Character that is not candidate. You can change those two cards.
- Add the candidates; you can add one more Character cards to candidates from active Character cards. You can do this in case of that there are just 3 or less alive players (include Turn player).



4. Decide the execute

- Turn player select one Character cards and execute it. Don't mix executed Character card to another character cards (It is better to put it in front of yourself).

★ If the executed character was the same to player's Role card character, that player turn over his/her Role card and declare own character is executed. Executed player is out of the game, but you still have a chance if.....

- You have one more Role cards as your partner. Check your partner by yourself and you see your partner is still alive.

If you cover this point, your partner succeeds your role character. You can keep joining the game. After that, your Role card would be change to your partner's Role card (If there are some markers at your attribute card, remove all of them). If you don't follow that condition, you have to declare your Role card and Personality card. Then, if you are the spy, the game is end.

- Turn over rest of Candidates of execute that didn't execute (make them hidden).

5. Effect of the execute

- Turn player action the effect of Character card that was executed in this turn.
- If turn player doesn't want, he/she doesn't need to do.



★The End of the turn

Turn player finish your turn, pass the Turn player card to the left.

The End of the Game

Players continue those turn until just one player is alive, and last one is winner of the game. However, if player who is out of the game is the spy, the game is end and all living players win.

If you continue to next game, you have to reset all cards and markers and so on. Next Turn player is the winner of the last game. If you have several winners, decide randomly in those players.

These are the basic rule of this game. If you tame basic rule, you can play this optional rule: with counting points.

It would be more exciting to this game!

◇ About "confess" ◇

You can find effect of "confess" at some of Character cards and chance cards. The player who is used from Turn player must answer about you as Role character. For example, in case of "confess about his/her condition", the player must answer if your character is active (face side up) or hiding (face side down). Then, in case of "confess about one of your attribute", the player has to answer about one of them (gender, nationality, and career). Player can't answer information that is already open (If your all attribute is opened, you don't have to answer anything).

- Put your marker on your opened attribute to remind for everyone.
- Answer clearly and loud to every player can see.

◇ About "Spy" ◇

The player who draws "Spy" at Personality card has a special ability:

You can tell a lie when you confess about attributes.

The Spy can make players confuse to tell a lie when you confess about attributes. You can tell a lie in just case of confess about attributes. You can't tell a lie when answer about condition (if you are active or hiding). Then, the game is end when the Spy is executed. For gang, they will win if you execute just one Spy. So Spy must be careful to try hide own personality.

Optional rules: with counting points

If you play this game many times, you can more enjoy adding optional rule. It is that play with counting points. Basically, rule of the game is not change. However, players give or take some points during players, and it makes the game more excited.

Points are distributed like that (For example):

1. You Won ⇨ You can get 2 point each from other lose player.
2. You executed one of the player's character ⇨ You can get 1 point from the player who are executed by you.
3. If you didn't take partner ⇨ your getting point is double during this game.
4. If Spy player is the first out player of the game ⇨ Spy have to give additional 1 point for each other players.
5. The Spy is won ⇨ Spy can get additional 1 point each from the other players.

It is kind of hard to use all of those. I suggest adding just 1, 2, and 3 at first of the counting play. These decision of counting and add these counting rules make the game more enjoy.

FAQ

Q: Is it OK if no one draws SPY when drawing Personality cards?

A: Yes. It would be no Spy in for 4 or less players' game. It is also one of the factors of the conjectures, so it is no problem.

Q: When the phase of meeting, active characters become less than players cause of effect by Chance card. What will we do?

A: Some of players can't choose character. In this case, just pass it.

Q: At the phase of exchange or add candidates of execute, what can we do when no one active in the field?

A: Nothing to do (Just pass it).

Q: At "assassination at Bathroom", it is said "Execute one character who is same as your gender". When Spy use this card, may he/she can tell a lie to execute different gender as him/her?

A: No. Spy can tell a lie in CONFESS ONLY. In this case, Spy must use to same gender.

If you have more questions, please send message to us.

Look at our webpage to see more information.

	One Draw Co., Ltd	■ Production	One Draw
	http://one-draw.jp/	■ Game design	Hayato Kisaragi
	Contact us:	■ Character design	Toshinobu Kondou
	gang@one-draw.jp	■ Graphics	Keita Komiyama
		■ Assistant Produce	Yoshito Kamijiki
		■ Print	Mero Kiriya Man-into Co., Ltd