



Age 10+ / 3-5 players / 15 min

An unidentified spy is approaching you.
That would be one of the eight spies who belong to one of the two factions. In this game, you can see other players' cards but not your own. Under such situations, can you find out the number of FALSE's spies ? and can you find out who spies approaching you ?

Components

10 Character Cards, 5 Summary Cards, 5 Communication Chips (🗨️) ,
7 Faction Chips (♣️, ♠️, ♠️, ♠️, ♠️, ♠️, ♠️) , 5 Dices, 5 Wooden Card Stands, 1 Score Pad (100Sheets)
* *In addition, you need pens for the number of players (not included).*

Preparation: Each player receives the following items.

a summary card, a communication chip, a dice, a card stand, a score sheet, a pen

3-4 players: remove one MOB(0). (use total 9 character cards.)

5 players: use all 10 character cards.

How to play

There are 3 stages in all.

- 1) Shuffle all the character cards and deal one card to each player. You place your card on your card stand with the front facing to opponents so that **only you cannot see it** (like "Indian Poker" or "Hanabi").
- 2) **PHASE1: Count the head of FALSE**
See other player's cards, and guess **how many spies of the FALSE** (👁️) are there (after applying the card effect). Make the number of spies by your dice and show it at the same time. After that, write your number on your answer sheet.
 - If you guess there is no one, do not put your dice out.
 - 🎲 is considered 6 or more.Keep your dice in front of you until the end of the stage so everyone can see.
- 3) **PHASE2: Contact to the spy of the same faction**
Next, guess **a spy that seems to be on the same faction** as your card (after applying the card effect) and put your "Communication chip (🗨️)" in front of the players. All players must do at the same time. Write the player color's initials on your answer sheet. **If you guess there is no spy with the same faction** or your card is "MOB (0)", don't put the communication chip to anyone (MOB isn't spy).
- 4) **PHASE3: Character identification**
Finally, guess who your card. Guess up to the second candidate and write the number of the character card on your answer sheet.

Check the answer

- 5) When everyone writes the answer, reveal all the card and check.
First of all, check the character card is correct. If correct, circle the point at the bottom right of the answer field and get the score of the written point.
- 6) Next, apply all card effects and see which faction your card belongs to.
Place the “Faction Chip ♠♣” beside the card and flip the chip every time the faction changes. It is correct if the communication chip ♣ is placed to the same faction's spy. If there is no same faction's spy, or if your card is MOB(0), it is correct if no communication chip is placed to anyone.
- 7) Finally, count how many FALSE ♣ spies there were.
- 8) This is the end of one stage. Write the total score on your answer sheet.
Mix and shuffle all used character cards.
- 9) The subsequent stages are the same as the first stage, but the method of dealing card is different. See the last page for how to deal cards for each stage. In the third stage, the score is higher (see answer sheet).

End of the game

When the third stage is over, the player with the highest score wins.

In the case of a tie, the higher in the third stage wins. If it is the same, the higher in the second stage wins. If it is the same too, share the victory.

e.g.1



Fig.1:
Before Card Effects



Fig.2:
After Card Effects

- GIGOLO(7) changes the faction of women on both sides.
- CAPTAIN(1) and HYPNOSIS(3) is changed her faction ♠ to ♣.
- HYPNOSIS(3) changes right side spy, LEFTY(6) to ♠.
- LEFTY(6) changes left side spy, HYPNOSIS(3) returns to ♠ again.
- The final result is shown in Fig.2.
- CAPTAIN(1) and GIGOLO(7) are on the same faction, HYPNOSIS(3) and LEFTY(6) are on the same faction.
- The number of FALSE ♣ is total 3.

e.g.2



Fig.3:
Before Card Effects

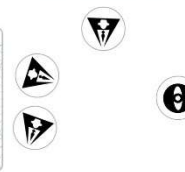
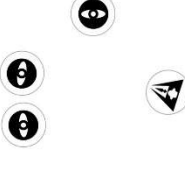


Fig.4:
After Card Effects



- LEFTY(6) changes left side spy, BEAUTY(2) is changed ▼ to ☹.
- BEAUTY(2) changes the faction of the men on both sides. LEFTY(6) is changed to ▼. MOB(0) pass through the effect, so the BEAUTY's effect is to the next BIGMAN(8). BIGMAN(8) is changed to ▼.
- The final result is shown in Fig.4.
- LEFTY(6) and BIGMAN(8) are in the same faction. BEAUTY(2) is isolated. MOB(0) is an ordinary people and does not belong to the faction.
- The number of FALSE ☹ is total 1.

NAME		TOTAL	
Takashi Saito		14 P	
LONDON STAGE 1	COUNT	CONTACT	CHARACTER
	3	R	2 1
ESSEN STAGE 2	COUNT	CONTACT	CHARACTER
	1	-	0 5
MAGASAKI STAGE 3	COUNT	CONTACT	CHARACTER
	4	B	8 7
		SCORE	
		2 P	
		6 P	
		6 P	

Sample Answer Sheet:

If the answer is correct, circle the score points at the bottom right.
If the answer is incorrect, write X mark at the same position.

Don't worry if you run out of paper. You can download it from the web. (See "Contact" on the last page)

3 Players Rules: Virtual 4th Player

As the 4th player, reveal one card from the deck and place it between someone.

Variant: Easy Rule

If there is no pen, or if you feel like to play a little easier, it is recommended to skip PHASE 3. The score is as follows.

Stage 1st,2nd: PHASE1(Count) 2pts / PHASE2(Contact) 2pts

Stage 3rd: PHASE1(Count) 3pts / PHASE2(Contact) 3pts

1st Stage:LONDON - how to deal cards -

Shuffle all the character cards and deal one card to each player.

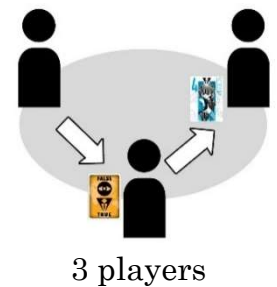
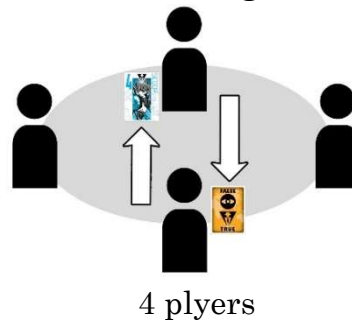
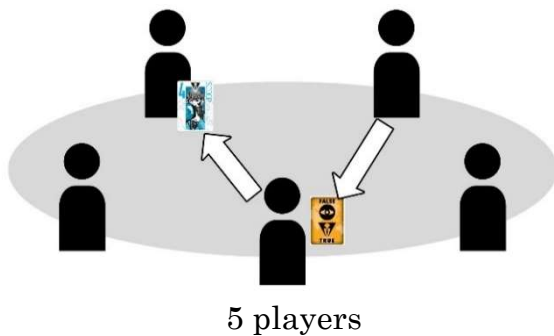
2nd Stage:ESSEN - how to deal cards -

Shuffle all the character cards. The player with the highest score draws a card and see it, then hands it over to any other player (put on the player's card stand). Similarly, the player who is handed out draws a card from the deck and hands it over to another player who has not yet. This continues until everyone is dealt a card (the last player just receives the card). If there is more than one player with the highest score, rolls the dice each other and the player who has a big begins.

3rd Stage:NAGASAKI - how to deal cards -

Shuffle all the character cards and deal two cards to each player. See both cards, and select one and hand it to the player after the next on the left. In other words, if you play with 5, pass it to the player two steps left, if you play with 4, you pass it to opposite player, if you play with 3, pass it to the player on the right.

Place the unused card in the center without showing it to anyone.



TIPS:

- Note that HYPNOSIS(3) and LEFTY(6) indicate the direction seen from the player holding the card. Change the faction that the yellow arrow is facing.
- Do not spy on other players' answer sheets during answering.
- There is no time limit. If you want, you can set Phase 1 and Phase 2 to 1 minute and Phase 3 to 3 minutes.
- Consider the probability of an invisible card. There are 4 cards each for men and women. If you can see 3 men, the one you can't see is likely not a man. Three out of four women are TRUE♣. Three out of four men are FALSE♠.
- By thinking other player's actions, you can see invisible visitors.

Contact:

https://boardgame.web-saito.net/flipflop_agents/index_en.html



Game Disgn: Takashi Saito (BrainBrainGames)

Art Work: Ryo Fukushima (HappyGames)

Special Thanks: Friends of the Sunny Bird Café