



# THE ESOTERIC ORDER OF GAMERS

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# v1

Sep 2015



Game: **INKOGNITO**

Publisher: **Ares Games (2013)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# Inkognito

## SETUP

### 4 players

Place the **Phantom of Prophecy** on the upper left corner of the board. Place the **Ambassador** in the black circle marked with its figure (the *Embassy* space).

Each player chooses a color and takes the matching components: 4 **figures**, 8 **colored cards** (4 **identity** cards and 4 **build** cards) and 1 **passport**. Place your 4 figures on the 4 matching colored spaces.

Each player takes a **note sheet** and writes the names and colors of the other players in the left column in the first 3 rows. Use the 4th row to note information you show to other players.

Place the passport in front of you as a screen behind which you can fill out your note sheet.






Divide the 12 grey **secret cards** into 3 groups (**identity**, **build**, and **mission**). Deal 1 card of each type facedown to each player (you may look at your cards). The identity card tells you which of the agents you are; the build card tells you your agent's build (your other figures are friendly spies pretending to be the agent); and the mission card indicates how to win the game when joined with the mission card of your currently unknown partner. All of this information must be kept secret until you give it out when meeting other characters.

## THE GAME TURN

Randomly determine the starting player and take turns in clockwise order. On your turn, complete these steps in order:

### 1. Movement

On your turn, shake the Phantom of Prophecy and then set it down on the table. The balls determine your available 3 movement actions (you do not have to use them all).

-  Move one of your own figures  
1 space on a land route (orange lines).
-  Move one of your own figures  
1 space on a water route (light blue dashed lines).
-  Move one of your own figures  
1 space on land or water.
-  Move one opponent's figure  
1 space on land or water.
-  Move the Ambassador figure  
1 space on land or water.

You may move your figures onto or through a space occupied by another player's figures, or move one of your figures onto the space occupied by the Ambassador.

You cannot end your move on a space occupied by another of your own figures. You cannot end your move with more than one of your figures occupying a space with more than one of an opponent's figures (you may meet the figures of several players, but not more than 1 figure of the same player).

When you move the Ambassador, you can move it to a space occupied by one of your figures, but you cannot move it to a space occupied by another player's figure.

When you move an opponent's figure, it can be moved onto the space of one of your own figures (to obtain information on that player), but you cannot move it onto a space occupied by another player's figure or the Ambassador.

## 2. Meeting Characters and Asking Questions

### Meeting Characters

You can meet another figure by moving one of your figures to the space occupied by the other figure, or by moving the other figure to a space occupied by one of your figures.

When you meet another figure, you may **ask questions** and then send the figure you met to another space of your choice.

**Instead of asking a question, you may move your own figure 1 more space on land or water** (but not to a space occupied by another figure).

### Asking Questions

If you end a movement on a space with another player's figure, you are entitled to see 3 of that player's cards.

Choose one option:

1. Ask the other player about his **identity**.  
He has to show you (hidden from the other players)  
2 of his identity cards and 1 of his build cards.  
**At least one of these 3 cards must be true.**
2. Ask the other player about his **build** type.  
He has to show you (hidden from the other players)  
2 of his build cards and 1 of his identity cards.  
**At least one of these 3 cards must be true.**

If you end a movement on a space with the Ambassador, you may request to see either **2 identity cards** or **2 build cards** of any player of your choice. **One of the cards must be true.**

When you receive information from your opponents, write it down on your note sheet. Also write down (using a different symbol and writing on the fourth row of your sheet) which of your own cards you have shown to the other players.

**You are not allowed to show the same set of 3 cards to the same player more than once.**

If you mistakenly show the same 3 cards set to the same player a second time and he points this out, you must show him 1 card less, and at least 1 of the cards must be true.

If you show the same 3 card set to the same player a third time, as a penalty you must show him 1 true card.

If a player disputes or argues that he has already shown you the same cards for a second (or third) time, you have to prove the contrary by using your notes. If you can't, you must be satisfied with the cards shown.

When you show your cards to another player whose figure is questioning the Ambassador, **you are not allowed to show a pair of cards that are the same as those you have shown to that player before, or that are part of a combination of 3 cards you have shown to that player before.**

If you mistakenly do this, you must show him just 1 true card.

### Expulsion

After you have questioned another player, you must send his figure to any unnumbered and unoccupied space.

After you have met the Ambassador, you must send him to the *Embassy* space, if unoccupied, or to any unoccupied colored space.

## COMPLETING YOUR MISSION

To win the game, you need to identify your partner, uncover your mission, and complete it.

### Searching For Your Partner

The first goal of every agent is to discover which of the other players is their partner, then reveal your true identity to him. You could show him the unusual trait of the character you are playing, or, if you are positive about his identity, the next chance you have to show him cards, reveal 1 or more of your grey secret cards instead of colored cards.

If you are sure, you need to show him your **secret mission card** to reveal your common mission. Try to meet one of his figures as soon as possible, so you can see his half of the combination and know your mission as well.

If you show a mission card, it does not fulfill the requirement to show 1 true card: at least 1 more card must also be true.

You can try to confuse your opponents at the same time by using the traits of the 4 characters to send messages to the other players. It is only mandatory to be honest when showing cards (when at least 1 card must always be true).

You can also trick an opponent by showing him your secret mission card, so he falsely believes you are his partner.

### Traits

Lord Fiddlebottom has a **constant twitch in his right eye**.

Colonel Bubble has a habit of **tugging on his left earlobe**.

Agent X is subject to **compulsive frowning**.

Madame Zsa Zsa often **turns up her nose at other people**.

### Decoding the Mission

As soon as you have seen your partner's mission card, you can find your common secret mission by looking at your passport and the line that shows both your codeword and your partner's codeword in the right sequence.

When a mission indicates the name of a specific character, the figure with the correct build of that character must be involved. When a mission indicates 'any piece', you may use any of your 8 game pieces.

### Winning the Game

If either agent in a team completes the mission, both he and his partner win the game. This happens when the appropriate condition on the passport is met during the turn of one of the 2 partners.

Announce victory by saying "*Mission Accomplished!*" with a grandiose handshake between the two partners.






Check that you are right about *who* are partners and *what* mission is required. If you are wrong, the opposing team win.



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## THE GAME TURN

### 1. Movement

-  Move one of your own figures 1 space on a land route (orange lines).
-  Move one of your own figures 1 space on a water route (blue dashed lines).
-  Move one of your own figures 1 space on land or water.
-  Move one opponent's figure 1 space on land or water.
-  Move the Ambassador figure 1 space on land or water.

You may move onto or through a space occupied by another player's figures, or onto the space occupied by the Ambassador.

You cannot end your move on a space occupied by another of your own figures, or with more than one of an opponent's figures (you may meet the figures of several players).

The Ambassador can be moved to a space occupied by one of your figures, but not to a space occupied by another player's figure.

An opponent's figure can be moved to a space occupied by one of your own figures, but not to a space occupied by another player's figure or the Ambassador.

### 2. Meeting Characters and Asking Questions

#### Meeting Characters

When you meet another figure, you may ask questions.

**Instead of asking a question, you may move your own figure 1 more space on land or water (but not to a space occupied by another figure).**

#### Asking Questions

If you end a movement on a space with another player's figure, you may see 3 of that player's cards. Choose one option:

1. Ask the other player about his **identity**. He has to secretly show you 2 of his identity cards and 1 of his build cards.  
**At least one of these 3 cards must be true.**
2. Ask the other player about his **build type**. He has to secretly show you 2 of his build cards and 1 of his identity cards.  
**At least one of these 3 cards must be true.**

If you end a movement on a space with the Ambassador, you may see either **2 identity cards** or **2 build cards** of any player of your choice. **One of the cards must be true.**

Write down information on your note sheet. Also write down which of your own cards you have shown to the other players.

**You are not allowed to show the same 3 card set to the same player more than once.**

When you show your cards to another player whose figure is questioning the Ambassador, **you cannot show a pair of cards that are the same as those you have shown to that player before, or that are part of a combination of 3 cards you have shown to that player before.**

#### Expulsion

After you have questioned another player, send his figure to any unnumbered and unoccupied space. After you have met the Ambassador, send him to the *Embassy* space, if unoccupied, or to any unoccupied colored space.

## COMPLETING YOUR MISSION

To win the game, identify your partner, uncover your mission, and complete it.

Reveal your identity by showing him the unusual trait of the character you are playing, or, the next chance you have to show him cards, reveal 1 or more of your grey secret cards instead of colored cards.

If you are sure, show him your **secret mission card** to reveal your common mission. This does not fulfill the requirement to show 1 true card: at least 1 more card must also be true.

#### Traits

Lord Fiddlebottom: **twitch in his right eye.**  
Colonel Bubble: **tugging on his left earlobe.**  
Agent X: **compulsive frowning.**  
Madame Zsa Zsa: **turns up her nose.**

#### Decoding the Mission

Find your common secret mission by looking up your 2 codewords in the right sequence on your passport.

#### Winning the Game






If either agent in a team completes the mission during his turn, both he and his partner win the game. Announce victory by saying "*Mission Accomplished!*" with a grandiose handshake between the two partners.

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1. Ask the other player about his **identity**. He has to secretly show you 2 of his identity cards and 1 of his build cards.  
**At least one of these 3 cards must be true.**
2. Ask the other player about his **build type**. He has to secretly show you 2 of his build cards and 1 of his identity cards.  
**At least one of these 3 cards must be true.**

If you end a movement on a space with the Ambassador, you may see either **2 identity cards** or **2 build cards** of any player of your choice. **One of the cards must be true.**

Write down information on your note sheet. Also write down which of your own cards you have shown to the other players.

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## VARIANTS

### 3 PLAYERS

*One of the agents' partner has been arrested. If it is your partner, you cannot achieve your mission, so you must flee the city before it's too late! Otherwise, you must complete your mission before the police get on your tracks...*

The figures, cards, and passport of 1 color are removed from the game.

When cards are distributed, 1 set of cards is put aside. The game proceeds as usual, until one player either discovers that one of the other players is his partner or that he is on his own.

**If you have a partner**, you complete the game as normal. However if your mission refers to the missing character, read the information as if it indicates the active player instead.

**If you are playing without a partner**, your mission is to leave Venice by the quickest route, reaching the space marked with a small running figure on your passport.

*Lord Fiddlebottom* must get to location #5.  
*Colonel Bubble* must get to location #1.  
*Madame Zsa Zsa* must get to location #4.  
*Agent X* must get to location #6.

### 5 PLAYERS

*The Ambassador is concerned about what all the spies in Venice are up to. He decides he must unmask them and reveal their identity to the police before they may complete their nefarious purpose... all the while pretending he is helping them!*

The 5th player plays the Ambassador. He does not use the Phantom of Prophecy; during his turn, he may move his figure once or twice, using any land or sea route.

When the Ambassador moves into a space with another player's figure, he may ask the player to see 2 identity cards or 2 build cards. One of the 2 cards must be true.

Then he sends the other player's figure to any unnumbered and unoccupied space on the board.

During the other players' turn, the black ball has the normal effect. The other players may move the Ambassador figure 1 space on land or water.

When an agent player uses the Ambassador figure to ask information from another agent player, that player must pass the chosen cards to the Ambassador's player first. The Ambassador player looks at the cards, and then passes them to the player that asked the question. Therefore, the Ambassador collects information about the other players every time his figure is used, not only during his own turn.

The goal of the Ambassador player is to know all the identities and build types of the other four players before any team completes its mission.

When he is sure he has all of the information, he declares "*I know who you are...*" and records the identities and builds of each player on his note sheet. The game continues normally and, when one of the spy teams declares "*Mission Accomplished!*" the Ambassador player shows his note sheet. If he correctly announces the identities and the build types of the 4 players, he wins the game; otherwise follow the usual rules to determine who has won the game.

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