

DOSSIER

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Materials

- 18 Note Cards with the phrases from the table to the right written on them
- Writing utensil
- 8 players
- Cool hat or other special clothing

Set-up

Players sit in a circle, facing inwards. For the following instructions, refer to the table to the right. Set the *Launch Codes* in the middle of the circle within easy reach of all players. One player takes the *Turn* card. The turn card shows where the round starts. Shuffle *Role Cards* and deal one face-down to each player. Do the same with the *Information* cards (excluding *Launch Codes*). Look at your cards but do not reveal them to other players.

Teams

ALLIES: Spymaster and their Agents

ENEMIES: Infiltrator, Sleeper 1, and Sleeper 2

Roles

- *Spymaster* - calls a vote if they hold the *Dossier* or the *Launch Codes* at the end of a round.
- *Sleeper 1* - trades the *Dossier* for the *Launch Codes* if they hold the *Dossier* at the end of a round.
- *Sleeper 2* - if holding *Launch Codes* at the end of a round, Enemy Team wins.
- *Infiltrator* - knows the identity of *Sleeper 1* and *Sleeper 2*; replaces either *Sleeper* if one is eliminated.
- *Agents* - Try to get the *Dossier* to the *Spymaster* by the end of a round.

How to Win

- Allies win in one of two ways: either the *Infiltrator* is eliminated, or any two Enemies are eliminated; whichever comes first.

Roles	# of copies
Agent	4
Spymaster	1
Sleeper 1	1
Sleeper 2	1
Infiltrator	1
Information Cards	# of copies
Dossier	1
No Dossier	7
Launch Codes	1
Other Cards	# of copies
Turn	1

- Enemies win when *Sleeper 2* has the *Launch Codes* at the end of a round (See roles for how to get *Launch Codes*). Enemies can also win if Spymaster is eliminated.

Gameplay

STARTING PHASE: The player holding the turn card must avert their eyes from the the circle while reading the starting instructions:

“All players close your eyes... *Infiltrator* open your eyes.”

“*Sleeper 1* raise your hand... *Sleeper 2* raise your hand.”

“Enemy team put your hands down. Close your eyes.”

“All players open your eyes.” (turn card holder can now look)

The *Spymaster* reveals their role card, and dons the special clothing.

TRADING PHASE: The circle now begins trading. Starting at the turn card and going clockwise around the circle, each player can trade their *Information* card with someone. A player can also pass on their turn, but if another player decides to trade with them, they must trade. Once the entire circle has had one turn, stop. The player holding the turn card will ask:

“Does the *Spymaster* hold the *Dossier*??” (go to VOTING PHASE)

If *Sleeper 2* has the *Launch Codes* they show it, and the enemies win.

If neither situation occurs, proceed to SLEEPER PHASE.

VOTING PHASE: A 2 minute discussion is held to vote out one player, after which every player points at another; the player who has the most votes is eliminated. The eliminated player reveals their role card and if the eliminated player is the *Infiltrator*, the allies win. If not, proceed to SHUFFLING PHASE.

SLEEPER PHASE: Turn card holder avert eyes from circle, read following: “All players close your eyes. *Sleeper 1*, if you hold the dossier, you may open your eyes, perform your task, and go back to your seat.” Count down from 15. Tell players to open their eyes. Proceed to SHUFFLING PHASE.

SHUFFLING PHASE: All players give their *Information* cards to the turn card holder, who shuffles them, deals them back out, and then passes the turn card to the person to their left. That player now starts the circle’s turn, and gameplay continues from TRADING PHASE until either team wins the game.