

	private	1	2	3	4	5	6
p	1	Yellow	Yellow	Orange	Orange	Orange	Green
u	2	Yellow	Blue	Orange	Orange	Orange	Green
b	3	Yellow	Blue	Red	Red	Red	Green
i	4	Yellow	Blue	Red	Red	Red	Green
c	5	Yellow	Blue	Red	Red	Red	Green
	6	Blue	Blue	Purple	Purple	Purple	Green

THE SPY WHO WAS CAUGHT OUT IN THE COLD

Object: Determine every opponent's color before they determine yours

Start: Your color = pick one glass token unseen

Play: Clockwise play. Role one die in public, one in private. Use color chart for outcome, 1 if in your color, 0 otherwise. Use record sheet for all players' outcomes.

On your turn, you may finger zero or more opponents by filling out ID card and placing face down in pile.

Play until 48 moves or all ID's attempted.

Win: At end, take ID cards in order. ID correct: ID'd player was out at that turn. Else accuser was out. Last player in wins.

ID CARD

ACCUSER _____

ACCUSED PLAYER _____

COLOR OR SYMBOL _____

Player						
Public Outcome	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Public Outcome	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Public Outcome	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Public Outcome	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ID CARD

ACCUSER _____

ACCUSED PLAYER _____

COLOR OR SYMBOL _____

ID CARD

ACCUSER _____

ACCUSED PLAYER _____

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ID CARD

ACCUSER _____

ACCUSED PLAYER _____

COLOR OR SYMBOL _____