

English Rules of Play

INTRODUCTION

The scene is Venice during the Carnival. Concealed among the festive crowds are four world-famous secret agents: Lord Fiddlebottom, Colonel Bubble, Agent X and Madame Zsa Zsa. All four are masters of disguise and are here on an urgent mission to establish contact with the powerful, mysterious personage known only as “the Grand Old Man.” To do this, they must discover the combination code to a safe that contains his whereabouts.

Inkognito: The Card Game is a game of deduction for 3-5 players ages 10 and up, and can be played in 10-20 minutes.

OBJECT OF THE GAME

At the beginning of the game, each player is secretly assigned the **identity** of one of the four disguised agents (Lord Fiddlebottom, Colonel Bubble, Agent X, or Madame Zsa Zsa). Each agent has a partner who is disguised in the Carnival crowd. You must deduce which player your partner is before you can break the code and win the game.

Also visiting Venice is the **Ambassador**, an amiable gentleman who doesn’t participate in the game but from whom the agents can obtain valuable information.

In addition to an identity, each player is also secretly assigned one of four **code numbers** (13, 24, 47, or 36). Each code number is a part of the safe combination you need to win the game. You know which number you have, but must deduce the code numbers held by the other players.

To win the game, you must 1) deduce which of the other players is your partner, and then 2) piece together the four parts of the safe combination *in the proper order*. Then, when you finally are able to meet alone with your partner on the streets of Venice, you may attempt to use your combination to open the safe, and — if your combination is correct — win the game.

THE AGENTS AND THEIR PARTNERS

Very Important: Lord Fiddlebottom and Colonel Bubble are always partners, and Agent X and Madame Zsa Zsa are always partners. These partnerships are always the same from game to game. If, for example, your identity is Lord Fiddlebottom, you will know that your partner is the player whose identity is Colonel Bubble.

COMPONENTS

- **Identity Cards:** These 20 cards bear portraits of the four secret agents and are divided into 5 colors. Four sets are in the colors that the players will be using and the fifth set is black. At the beginning of the game, each player will secretly be dealt one of the black Identity cards, revealing to him his true identity.
- **Code Cards:** These 20 cards show the 4 numbers in the safe combination and are divided into 5 colors. Four sets are in the colors that the players will be using and the fifth set is black. At the beginning of the game, each player will be dealt one of the black Code cards, revealing to him his piece of the safe combination.
- **Location Tiles:** These 25 tiles depict famous Venetian landmarks and are divided into 5 colors. Four sets are in the colors that the players will be using and the fifth set is black (which will determine the movement of the Ambassador).
- **Deduction Worksheets:** Each player will use a worksheet to record his deductions during the game (see the “Deduction Worksheet” illustration). Note that each player will need his own pen or pencil (not included) in order to make notes.
- **Privacy Screens:** Each player receives one of these screens to conceal his deduction worksheet from the other players. During play, place your deduction worksheet inside the screen as shown in the diagram.

IDENTITY CARDS



CODE CARDS



LOCATION TILES



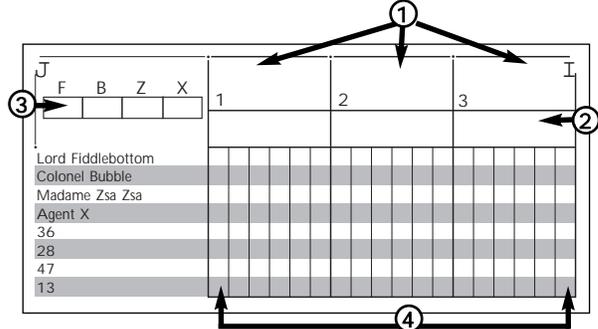
PLAYING THE GAME WITH 4 PLAYERS

Below are instructions for setting up and playing the game with 4 players. Instructions for playing with 3 or 5 players are detailed at the end of these rules.

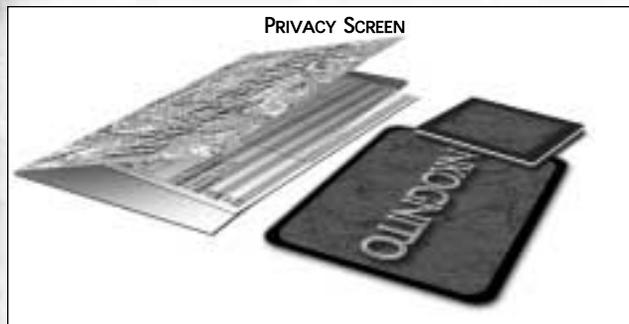
Setup

1. Each player chooses a color (red, blue, green, or yellow) and receives the following:
 - The privacy screen of his color.
 - The 4 identity cards of his color
 - The 4 number cards of his color
 - The 5 location tiles of his color.
 - 1 deduction worksheet.
2. Note on your deduction worksheet the names and colors of the other players and hide the sheet in your privacy screen. **Remember: What you write on your worksheet must be kept secret from the other players.**
3. Shuffle the 4 black identity cards and deal one card face down to each player. Look at the card dealt to you. It tells you which of the four agents you represent; this is your **true identity**. You may not show this card to the other players unless forced to by the Ambassador (as explained later in these rules), and you may not look at the other players’ black identity cards.
4. Shuffle the 4 black code cards and deal one face down to each player. Look at the card dealt to you. It tells you which of the four parts of the combination you possess; this is your **true code number**. You must not show this card to the other players, and you may not look at the other players’ black code number cards unless allowed by the Ambassador (as explained later in these rules).

DEDUCTION WORKSHEET



1. At the beginning of the game, write the names of the other players in the spaces marked 1, 2, and 3. The order in which you write the names does not matter.
2. Each player is secretly assigned one of four identities (Lord Fiddlebottom, Colonel Bubble, Madam Zsa Zsa, or Agent X). When you discover a player’s true identity, record it on this line, beneath the corresponding player’s name.
3. Each agent possesses one of four code numbers. When you discover an agent’s code number, record it here, beneath the letter that corresponds to the agent. That is, write Lord Fiddlebottom’s number in the first space, Colonel Bubble’s number in the second space, Madam Zsa Zsa’s number in the third space, and Agent X’s number in the fourth space. The order in which the code numbers appear in these spaces is the correct order for “opening the safe” and winning the game.
4. Each time you “meet” with another player, note in these columns which of the cards (listed on the left) the other player shows you, and which cards you show that player. Mark the cards you are shown with an “X,” and mark the cards you showed with an “O.” **Note:** you should use a different column for each meeting.



5. Note your true code number in the box under your initial (F for Lord Fiddlebottom, for example) on the upper left corner of your deduction worksheet. This will show you how your true code number fits into the safe combination sequence.

Example: Brian is dealt the black “Colonel Bubble” identity card and the black “13” code number card. He writes “13” under the letter “B” in the upper left-hand corner of his deduction sheet. **Because he is Colonel Bubble, Brian knows that his partner is the player who was dealt “Lord Fiddlebottom.”** To win, Brian will have to deduce who that player is, and find the correct order of the other numbers in the safe combination.

6. Shuffle the 5 black location tiles and set them near the playing area *face down in a stack*. These tiles are the Ambassador’s locations.

Playing the Game

Each turn is divided into 4 steps, each of which is completed by all the players before the next step is taken. Once all the players have completed the last step, the turn is over and a new turn begins. At the beginning of the game, randomly choose one player to be the first player.

Step 1: Choose a location

The first player begins the turn by selecting a location from his unplayed location tiles, then places that location tile face up before him. After he has chosen his location, the player to his left selects his location, etc. After all four players have played a location tile, the top tile of the Ambassador’s stack of Locations is revealed. **This is the Ambassador’s location for this turn.** **Example:** Brian wants to visit “Rialto,” so he chooses his “Rialto” location tile and places it face up in front of him.

Tip: The purpose of choosing a location is to meet alone with either the Ambassador or another agent (as explained below). Part of the strategy, therefore, is to see which locations the other players are visiting (or deduce which locations you *think* they will be visiting), and choose your location tile accordingly. In later rounds, after more locations have been played, you can more easily deduce where the other players (or the Ambassador) may go based on which locations they have already visited.

Step 2: Investigation

After all players have revealed their locations, one or two **investigations** may occur. If you meet alone with the Ambassador or another agent, secret information may be acquired. This can only happen if:

- Two agents meet **alone** (without the Ambassador or any other agents) at the same location, or
- One agent and the Ambassador meet **alone** at the same location.

In other words, if the same location (for example, “Rialto”) appears on *exactly* two tiles, players *at that location* can obtain secret information from each other. This information can help them deduce the other players’ true identities and which pieces of the safe combination they possess.

If **exactly** two players reveal the same location tile, they **must exchange information**. If **exactly** one player reveals the same location tile as the Ambassador, he **may question the Ambassador**.

Two Agents Meet

If exactly two players reveal the same location tile, they must now exchange information. Each player chooses two cards of his color. (These can be identity cards, number cards, or any combination of the two.) One of these cards **must be true** (i.e., correspond to one of his black cards), and the other one **must be false**.

Each player passes his two chosen cards to the other player visiting the location, keeping the cards hidden from the other two players. Each player looks at the cards, and then passes the cards back to their owner.

Example: Brian and Rob both reveal the “Rialto” location tile. None of the other players (or the Ambassador) reveal this tile, so therefore the two of them are “meeting alone” here and must now exchange information. Brian chooses, from the cards in his color, “Madame Zsa Zsa” and the number “13.” (The identity is false, but the number is true.) He passes these cards to Rob. At the same time, Rob passes Brian two cards: “Agent X” and “Lord Fiddlebottom” (one of which is Rob’s true identity).

In the course of a game you may meet the same agent more than once. When this happens, **you may not show him the exact same pair of cards that you have already showed him**. At least one of the two cards must be different.

Question the Ambassador: One Agent Meets the Ambassador

If only one player chooses and reveals the location tile that matches the Ambassador’s location, then that agent meets the Ambassador alone and may question him about the other agents. That player **may** demand that any other agent show him one of his black cards. *That is, the player will immediately receive one piece of information that is guaranteed to be true.* If the same player is the target of an Ambassador inquiry on multiple occasions, the player may not show the same black card to the same player twice.

Example: David reveals the “San Marco” location tile, and the Ambassador’s location is also “San Marco.” None of the other players reveal this tile, so David is “meeting alone” with the Ambassador here and may question him. Using the Ambassador’s power, David demands that Rob show him a black card. Rob passes him the black “Lord Fiddlebottom” card, keeping the card hidden from the other players. David looks at the card and now knows that Rob is Lord Fiddlebottom. He passes the card back to Rob.

If two agents meet in *one* location, and two *other* agents in *another* location, then the pair of players containing the **first player** meets and exchanges information **first** (or they may declare they are opening the safe first).

Step 3: Updating Your Worksheet

After each meeting, note on your worksheet which cards you were shown. Use a separate column for each meeting, and to avoid showing the same pair of cards twice to the same player, make a note of the cards you showed to the other player in the same column. It is convenient to mark those cards you are shown with an X and those you show to other players with an O. (See the example for details.) **Remember: What you write on your worksheet must be kept secret from the other players.**

Step 4: A New Turn Begins

After the location tiles have been played, all investigations have taken place, and all players are done making notes on their deduction worksheets, the turn is over. The revealed location tiles **remain face up on the table** unless all 5 locations have been visited, in which case each player picks up his location tiles once more and the Ambassador’s tiles are reshuffled in a new stack.

The player to the left of the first player now becomes the new first player, and the next turn begins, starting over at Step 1.

GAME END AND WINNING

To win the game, you must piece together the four parts of the safe combination in the proper order, then meet alone with your partner and attempt to open the safe.

The Safe Combination

As you discover which numbers the other players possess, you must record them on your worksheet in the order noted in the upper left hand corner of your worksheet (in the boxes below the initials "F, B, Z, X"). Once you have deduced what code is held by every agent, you will have the correct safe combination. For example, if you deduce that Lord Fiddlebottom (listed first on the worksheet) has number "36," then you must write "36" in the space corresponding to Fiddlebottom on your worksheet (under the "F"). This tells you that "36" is the first number in the safe combination.

Opening the Safe

After you have discovered the combination to the safe, the game is not over yet! You must still arrange to meet alone with your partner one last time (during the Investigation step of a game turn) and then, instead of exchanging information, you announce, "**You are my partner, and we will open the safe**" (or something to that extent). Then immediately reveal your worksheet and attempt to open the safe and win the game by announcing the safe combination. Note that your partner cannot object to this revelation, nor can you share information with your partner before the exclamation. If you have correctly deduced your partner and the safe combination numbers in the correct order, you and your partner win. If not, the other team wins.

Example: Brian is Colonel Bubble, and he has deduced the safe combination. He now meets his partner, Lord Fiddlebottom, at the "Rialto" location and reveals his worksheet, saying, "Rob, you are my partner and I am opening the safe. The combination is 36-13-24-47. That is, Rob was Lord Fiddlebottom and had 36, I was Colonel Bubble and had 13, Mario was Madame Zsa Zsa and had 24, and David was Agent X and had 47!" The combination is correct, so Brian and Rob win! However, if it had been incorrect, Mario and David would have won.

EXAMPLE OF PLAY

Brian is Colonel Bubble and his number is 13. Brian is the first player, so he starts by playing his "Rialto" tile. Rob, to his left, plays his "Rialto" tile as well (trying to meet Brian here). Mario then plays "San Marco," and then David plays "San Marco" also. Then Brian turns over the top tile of the Ambassador's stack, which turns out to be "San Marco." There are now three "San Marco" tiles on the table, so nothing will happen there. But Brian and Rob meet at the "Rialto" alone and must now exchange information. Brian shows Rob "Colonel Bubble" (true) and "24" (false). Rob notes this on his sheet but it doesn't mean much to him. Rob shows Brian "Lord Fiddlebottom" and "13." This is very interesting! Since Brian himself has the number 13, Rob must be Lord Fiddlebottom and therefore Brian's partner.

A few rounds later, Brian has found out some other interesting things. David is Agent X, and therefore, Mario is Madame Zsa Zsa. In addition, Mario's number is 24 (Brian wrote 24, of course, under the letter Z in the upper left-hand corner of his sheet). Now Brian only needs to find out who has one of the two remaining numbers, since he would then also know automatically who had the other—and this might easily happen at his next meeting with either David or Rob.

EXAMPLE: BRIAN'S WORKSHEET				
	F	B	Z	X
	13			47
Lord Fiddlebottom	x			
Colonel Bubble				
Madame Zsa Zsa				
Agent X				x
24				
47				
13				

PLAYING THE GAME WITH 3 PLAYERS

The game for 3 players is played just like the game for 4 players except for the following differences:

1. During setup, a fourth "dummy" player is dealt a place at the table, receiving only "his" 5 colored location tiles and 2 black cards. *One* of his black cards is placed on *one* side of his location tiles, and the *other* black card is placed on the *other* side of his location tiles. (It is important to keep the two cards separate from each other.)
2. During play, during the dummy player's turn, the dummy player's locations are chosen at random, in the same fashion as the Ambassador's.
3. During the investigation step, if another player meets the dummy player alone in a location, that player may secretly look at one of the dummy player's black cards. Nothing happens when the Ambassador meets the dummy agent alone.
4. To end the game, you do not have a partner, and merely need to meet any *one* of the other agents *or* the Ambassador alone. You may then try your combination.

PLAYING THE GAME WITH 5 PLAYERS

The game for 5 players is also quite similar to the game for 4 players. The differences are listed below.

1. The fifth player plays the Ambassador. He, too, in his own way, tries to piece together the safe combination and win the game.
2. Setup is the same, except that the Ambassador needs 2 worksheets, since he must seek information from all 4 agents.
3. During play, the Ambassador chooses a location tile from his hand and places it face down before him at **the start of each round**. The others then play their tiles face up as usual, one at a time. That done, the Ambassador turns his tile face up as well.
4. During meetings, if the Ambassador meets an agent alone in a location, that agent may, as usual, demand that another agent show him one of his black cards, but he must then show this card to the Ambassador as well.

If the Ambassador meets *two* players in a location, the two players *cannot* exchange information. Instead, each player must show two cards of his color to the Ambassador just as if the Ambassador were a regular player. One of the cards must be the true and one must be false. (That is, the Ambassador sees four cards, two of which are true.)

5. To end the game, a player must simply meet another agent or the Ambassador alone, and announce that he is opening the safe. If you are the Ambassador, you may meet up to *two* agents in a location and still try your combination. The Ambassador has no partner, so if he wins, he is the only winner.

PLAYING MULTIPLE GAMES

In the 3- and 5-player versions of the game (and even in the 4-player version of the game, if you wish), you can play multiple games to see who wins over the course of several games. The winning partners of a game score 1 point each (regardless of who announced the combination). Play several games in succession with a new mix of black cards and a clean worksheet each game. The first player to score 3 points is the overall winner.

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