

SPYFALL TIME TRAVEL

RULEBOOK

Get ready to travel to memorable eras and locations across space and time! Expose a spy in a Neanderthal Cave or a Lunar Base. Avoid spilling secrets in an Old West Saloon, Leonardo's Studio, or a certain period of time in Spain that no one expects!

Contents

- 240 Location Cards (30 Decks of 8 Cards each)
- 30 Resealable Bags
- This Rulebook

You will also need to keep track of time during the game, so make sure you have a timer. Most cell phones have a timer that will suffice.

Overview

A game of **Spyfall: Time Travel** is made up of several short rounds. In each round, the players find themselves in a certain Location with a specific role assigned to each player. One player is always a spy who doesn't know where they are. The spy's mission is to listen carefully, identify the Location, and keep from blowing their cover. Each non-spy must give a vague hint to the other non-spies suggesting that they know what the Location is, thus proving they're not the spy. Observation, concentration, iron endurance, and cunning – you'll need all of them in this game. Stay on your toes!

If you have already played a game in the *Spyfall* series, you can skip reading the rules. However, you might be interested in the new game variants described at the end of this Rulebook.

Objective

The spy's objective is to stay undercover until the end of a given round or to identify the current Location. *The non-spies' objective* is to agree on the identity of the spy and expose them.

Preparing for Round One

Before the first round begins, sort all the cards into Location decks. Each deck consists of seven cards with identical illustrations and one spy card. Each deck goes in a separate resealable bag. All cards should be placed face down, with the spy card at the bottom of each deck.

All game Locations are shown in the middle spread of this Rulebook. The players are advised to study

it well before the first round begins. This should give the potential spies an idea about the sorts of Locations they will have to choose from during the game. We strongly advise the spy not to study the middle spread too much once the game has started – that's a dead giveaway.

IMPORTANT! Before the beginning of the game, the players should agree on a round duration. Our recommendations are: 3 to 4 players – 6 minutes, 5 to 6 players – 7 minutes, 7 to 8 players – 8 minutes.

Beginning of the Round

Each game consists of several short rounds. The exact number of rounds is agreed upon by the players before the beginning of the game. We recommend playing five rounds for your first game session (this should take about an hour).

A new dealer is chosen for each round. The dealer participates in the game as a regular player. The first round dealer is the most suspicious-looking player. This player takes all the resealable bags out of the box, turns them face down, shuffles them thoroughly, and chooses a random bag. The dealer then takes the cards out of the chosen resealable bag very carefully to avoid turning them over. After that, the dealer takes a number of cards that corresponds to the number of players from the bottom of the deck, shuffles them, and deals one card to each player. So, if there are seven players, the seven bottom cards of the deck are dealt. The remaining cards are not turned over. Put them aside carefully, as you won't need them in the current round. Each player looks at their own card without letting anyone else see it, then places it face down in front of themselves.

The dealer for each successive round is the player who was the spy in the previous one. That player selects a new deck and deals the cards as described above.

Location Card



Location

Role

Spy Card



Game Flow

The dealer starts the timer, and the game begins. The dealer then asks one of the players a question, calling them by name: "So tell me, John..." The questions usually pertain to the current Location. This is prudent, but not mandatory. Questions are asked once; no follow-up questions are allowed. Answers can take any form. Then the player who just answered a question proceeds to ask any other player a question of their own, but they cannot ask a question of the player who just asked them one. The order in which questions are asked is established by the players and is based on the suspicions they have after hearing the questions and answers.

Note: Every time a question is asked, the Rulebook – opened to the Locations spread – should be passed to the player who is going to answer it. If you are not the spy, your card also specifies your role at the given Location. Before the beginning of the game, players should agree on whether they will play their corresponding roles or not. We strongly recommend doing so in order to make the game more fun, but not for your first few game sessions. For example, if somebody asks you why you're smiling and you're a model in Leonardo's Studio, you may say that it's your job, and if you're a patron of the arts, you may brag that you're about to add a brilliant piece to your collection.

End of Round

A round may end in one of the three ways:

1. Time Is Up

When time runs out, it's time to declare your suspicions (if you haven't already) and convince other players that you are right. Rounds of voting now happen. Each player raises their hand if they believe a player (starting with the dealer) is a spy. The suspect doesn't get to vote. If the vote is unanimous, that player reveals their card and the voting is over. If the player is a spy, the non-spies win. If the player is a non-spy, the spy wins. If no player is unanimously convicted after each has been voted on, the spy wins.

2. When a Player Is Accused

Each player may stop the clock once per round to declare one of the players a suspect and ask the others to vote. If all players vote for the suspect except for the suspect himself, the round is over (even if players vote for a non-spy). It's in the

players' best interest to interrupt the game flow: if the spy is discovered in such a way, a player who made an accusation against them will score 1 additional point. The game stop is also a useful thing for the spy, as they can do it during the round in order to divert suspicion from themselves.

If there is no unanimous agreement, continue the clock. The game round goes on according to the normal rules from the point it was interrupted.

IMPORTANT: Players should abstain from discussing the spy's identity during the vote. ("I think he is the spy because he had eggs for breakfast, although he should've eaten rice!") The players' arguments "for" and "against" may inadvertently reveal the Location to the spy.

3. At the Spy's Request

The spy can stop the clock at any time by revealing their spy card. The spy is then allowed to look at the middle spread of this Rulebook and declare the current Location. The spy wins if they name the right Location. Otherwise, the other players win.

IMPORTANT: When the clock has already been stopped by another player, the spy cannot try to guess the current Location – they missed their chance. If the other players vote for them, the spy will lose the round.

Once the round is over, all cards are returned to the dealer and can no longer be played in the current game. The resealable bag with this deck is returned to the box.





📍 The Battle of Waterloo 1815 AD

📍 Native American Tribe 1870 AD

📍 Hot Air Balloon 1890 AD

📍 The Colosseum

📍 First Olympic Games 776 BC

📍 Tokyo 2049

📍 The Spanish Inquisition 1675 AD

📍 Arabian Caravan 650 AD

📍 Stonehenge 3100 BC

📍 Deadwood Mining Camp 1876 AD

📍 Post Apocalyptic Wasteland 2085

📍 Viking Longship 900 AD

📍 Lunar Base 2035 AD

📍 Leonardo's Studio 1515 AD

📍 Shaolin Monastery 464 AD

📍 Sherwood Forest 1190 AD

📍 Neanderthal Cave 200,000 BC

📍 Cannibal Tribe 1505 AD

📍 Chicago Speakeasy 1925 AD

📍 Musketeers of the Guard 1632 AD

📍 Medieval Tournament 1200 AD

📍 Old West Saloon 1885 AD

📍 Battle of Berlin 1945 AD

📍 The Great Pyramids 2560 BC

📍 Ancient Troy 1180 BC

📍 Ottoman Harem 1500 AD

📍 Woodstock Festival 1969 AD

📍 The French Revolution 1793 AD

📍 Ninja Academy 1450 AD

📍 The Black Plague 1351 AD

Objectives and Strategies

The objective of the non-spies is not only to identify the spy, but also to avoid revealing the current Location. Therefore, the non-spies should refrain from being too explicit in their questions (for example, if there is a question "Hey, do you know how long has the war with Vietnam has been raging for now?" then the spy will instantly identify the Location — *Woodstock Festival*). However, when a player's questions are too vague, other players might start suspecting them of being the spy, allowing the real spy to win.

The spy's objective is to listen as carefully as possible to what other players say and to do their best to avoid blowing their cover while also trying to identify the Location before the time is up. A spy who doesn't attempt to guess the Location is taking a risk: it is entirely possible that the other players will discover them after discussion and voting.

Scoring

The spy wins the round if:

- The spy isn't discovered during a vote at the end of the round.
- A non-spy is unanimously accused during a vote in the middle of the round.
- The spy identifies the Location correctly.

The non-spies win the round if:

- The spy is discovered during a vote at the end of the round.
- The spy is unanimously accused during a vote in the middle of the round.
- The spy stops the game, but doesn't identify the Location correctly.

Score the points according to the conditions at the end of the round.

Spy Victory

- Victory: The spy earns 2 points.
- The spy stops the game and guesses the Location correctly: +2 points.
- All players unanimously accuse a non-spy: +2 points.

Non-Spies Victory

- Victory: Each non-spy earns 1 point.
- The player who initiates the successful accusation of the spy: +1 point. Please note that only the player who accuses the spy first scores the additional 1 point, even if they fail to get a unanimous vote and this spy is later discovered during another player's vote.

End of the Game

Whoever has the most points after the agreed-upon number of rounds wins the game.

Game Variants

Below you will find the 2 and 3 player rules, and also discover a team variant for *Spyfall*.

2 Player Variant

The dealer takes three cards (one of them is the spy card) out of the chosen deck, shuffles them, then deals one to each player and places the



extra card face down in the middle of the table. Thus, there is a chance that one of the players might be the spy, or the spy might be "hidden" in the middle of the table. The players take turns asking each other questions until one of them decides either to accuse the other player of being the spy or to reveal the card in the middle of the table.

If a player accuses another player of being the spy, that player must reveal their card. If it's a Location, both players lose. If it's the spy card, the non-spy wins. The spy cannot accuse another player of being the spy — they can point to the card in the middle of the table only.

If any player decides to reveal the card in the middle of the table, the other player may agree or disagree with their decision. If that player agrees, the card in the middle of the table is revealed. If it's the spy card, both players win. If it's a Location card, the spy wins. But if the other player doesn't agree with revealing the card in the middle of the table, the round goes on. All other rules apply as usual.

3 Player Variant

All the changes for the 2 player variant apply, except there are four cards dealt, not three. In this variant, players can ask a question of the player who just asked them a question.

Team Variant

This variant is recommended for 7 or more players. Two Location decks will be used for each round, and two players will act as captains with their own teams of trustworthy agents.

Choose two captains for the round. All other players are potential agents. Pick two random resealable

bags. The first captain draws the topmost card from one bag, the second captain draws the topmost card from the other bag. Thus, each captain knows their own Location. Then one of the captains takes a number of cards out of both decks, so that there is one spy card and an equal (or almost equal) number of both Locations. This captain shuffles the cards and deals one to each non-captain player.

Suggested distribution:

For 7 players: 2 captains, 5 cards
(2 with one Location, 2 with another, and 1 spy)

For 8 players: 2 captains, 6 cards
(3 with one Location, 2 with another, and 1 spy)

For 9 players: 2 captains, 7 cards
(3 with one Location, 3 with another, and 1 spy)

For 10 players: 2 captains, 8 cards
(4 with one Location, 3 with another, and 1 spy)

The captains decide who will act first. On their turn, the first captain asks each agent a question and analyzes the received answers. The second captain does the same. Then, taking turns again, the captains pick one agent for each of their teams. The questions begin again, but this time the already picked players are not asked any questions, and cannot be picked for another team. A captain may refuse to pick an agent, in which case the round ends immediately for them.



If any of the captains picks the spy, they reveal themselves and the round ends. This captain doesn't earn any points. The spy may try to guess the Location of the captain that chose them and then the the other team's Location. The spy earns 1 point for being picked and 1 point for each Location they guess right.

If the spy has not been picked at the end of the round, they still try to guess both Locations and get 1 point for each correct guess.

Each captain earns as many points as suitable agents (matching their Location) there are on their team, and lose as many points as incorrect agents (not matching their Location) they've picked. If the spy was picked, the captain doesn't earn points at all.

Each agent who is picked for their correct team earns 1 point.

In the beginning of the next round, two other players become captains. The game ends when each player has been a captain once or twice.

Credits

Publisher: Hobby World LLC

Game Designer: Alexander Ushan

Game Development: Petr Tyulenev

Artwork: Sergey Dulin, Anton Kvasovarov, uildrim

Producer: Nikolay Pegasov

General Manager: Mikhail Akulov

Production Manager: Ivan Popov

Editor-In-Chief: Alexander Kiselev

Editor: Valentin Matyusha

Layout: Kristina Soozar, Ivan Sukhovey

Business Development Director: Sergey Tyagunov

Playtesters: Evgeniya Androsova, Ilya Belyanov, Igor Zhuravlev,

Morfey de Korellon, Konstantin Ponomarev, Ilya Semenov & others

English Translation: Julia Klokova

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international@hobbyworld.ru

international.hobbyworld.ru

Cryptozoic Entertainment

Co-CEO & Founder: John Sepenuk

Founder: John Nee

Founder: Cory Jones

VP of Creative: Adam Sblendorio

VP of Marketing and Product Development: Jamie Kiskis

Production Manager Games: Dekan Wheeler

Additional Rulebook Copy and Editing: Matt Hyra & Shahriar Fouladi

Additional Graphic Design: Christina Will

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