

Government officials are plotting to undermine democracy! They need to exchange documents and money in secret, but a pair of investigative journalists are getting suspicious of their activities. Will the intrepid reporters be able to expose the corruption before it's too late?

## COMPONENTS

16 Identical Cards (Documents/Money)

## SETUP

Deal each player 4 cards.

Players pair up and decide which team will be the Officials and which will be the Journalists.

Each team meets in secret and agrees upon one signal for "Documents" and one for "Money." The signals can be words, noises, gestures, or other signals perceptible to all players. Teams may not decide on any other tactics (such as a pre-determined series of plays).

Example:

"For Documents, I will scratch my head."

"For Money, I will take a sip of my drink."

The players sit with teammates facing each other across the table.



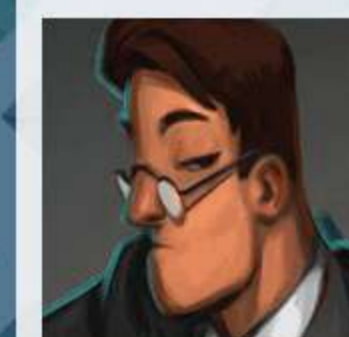
The Officials decide which Official will be the first round's Leader.

## GAMEPLAY

The game consists of a number of rounds wherein each player attempts to play a symbol that matches their teammate's symbol. Additionally, the Journalists try to uncover the conspiracy by **matching** the Officials' symbols while the Officials try to evade them by playing the **opposite** of the Journalists' symbols.

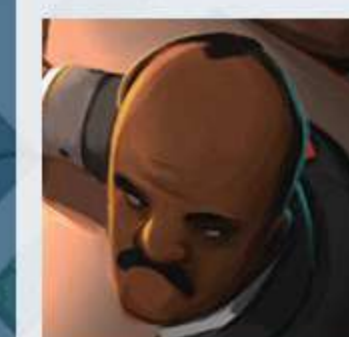


## PLAYING ONE ROUND



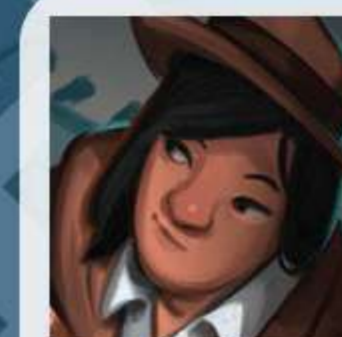
### First Official (Leader)

The Officials player chooses whether to send Documents or Money to their teammate. They place one card face down with the chosen end away from them. They must also give the corresponding signal on their turn, either before or after playing their card.



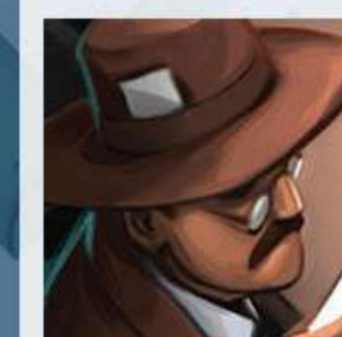
### Second Official

The Officials teammate now attempts to match the Leader's symbol, and places one card face down with the chosen end away from them.



### First Journalist

The player to the left of the Leader chooses Documents or Money, places their card face down with the chosen end away from them, and gives the corresponding signal.



### Second Journalist

The last player attempts to match their teammate's symbol, and places one card face down with the chosen end away from them.



## OUTCOME

After everyone has played a card, each player simultaneously flips their card face up without otherwise changing its orientation.

### If all players **MATCH** their teammates:

The Journalists win if they match The Officials. The Officials discard their 2 cards.



The Officials win if the Journalists do not match them. The Journalists discard their 2 cards.



### If a player **DOESN'T MATCH** their teammate:

The team that did not match gives their 2 cards to the other team.



### If all players **DON'T MATCH** their teammates:

Players discard all 4 cards played this round.



Whenever a team keeps their cards or wins cards from the other team, they distribute those cards between themselves however they choose and place those cards into their hands.

If each player still has at least one card in their hand, gameplay continues with the role of Leader switching between the Officials each round (Journalists are never the Leader).

## INTERCEPTING

At any time, a player with one or more cards in hand may call out "Interceptor!" and guess one of the other team's signals.

If they correctly guess the signal and the symbol it represents, their team wins the game.

If they guess incorrectly, they must discard one card from their hand.

## WINNING THE GAME

If a player has no cards in hand at the end of a round, their team loses the game and the other team wins the game.

If players from both teams have no cards at the end of a round, the game ends in a tie.

If a player correctly Intercepts one of their opponents' signals, that player's team wins the game.

## VARIANT: EVERYONE IS CORRUPT

In this variant, the team that plays first alternates from round to round. Each round, the role of Leader rotates one position clockwise. On rounds where the Journalists play first, the Officials try to match the Journalists' symbols.

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# INTERCEPTOR

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4 PLAYERS | AGES 8+ | 20 MINUTES

