

SECRET SQUAD™

THE UNDERCOVER PARTY GAME

3-10 Players | Ages 12+

CONTENTS

- 100 Question cards (double-sided)
- 40 Player tokens (4 each of 10 icons)
- 10 Squad cards (5 yellow, 5 red)

OVERVIEW

How well do you know your friends? In *Secret Squad* each player is randomly assigned to either the Yellow or Red squad every round. Players will give hints as to which squad they're on by answering questions corresponding to their secret color, but it's up to *you* to deduce who's on your squad by the round's end!

SETUP

1. Shuffle the deck of Question cards and stack it in the center of the playing area.
2. Each player chooses a token icon to represent them and collects all 4 matching Player tokens.
3. Gather an **even** number of Yellow and Red Squad cards based on the number of players (rounded up), and return any left over back to the box. *For example, in a 5 player game you will use 3 Yellow and 3 Red Squad cards.*



HOW TO PLAY

The game consists of 3 rounds, each comprised of 4 phases:

1. Deal Squad Cards

At the start of each round, shuffle the Squad cards face down and deal 1 to each player. Look at your own Squad card, but **keep it secret until the end of the round!**



Note: When playing with an odd number of players you'll always have one Squad card left over. Set it to the side for the round without peeking at it.

2. Answer Question Cards

Have one player flip over the top card of the Question card deck, place it alongside the draw pile, and read both questions aloud to the other players.

Each player should now place 1 of their Player tokens on either the "YUP" or "NOPE" side of that card to **answer the question that corresponds with their secret Squad card.**

Note: Players do not have to place their tokens in any particular order.



After all players have placed their tokens, repeat this phase two more times so that everyone has answered 3 questions.

3. Find a Member of Your Squad!

Using the tokens next to each card, it's now up to you to analyze the info in order to **find 1 of your fellow squad-mates**.

(Note: It doesn't matter how many people are playing, you only need to find 1 squad-mate.) Players should ensure their remaining Player token is visible in front of them so everyone can match the "YUP" and "NOPE" answers with their respective players.

Put your finger into the air to indicate to the other players that you're ready to take a guess. Once everyone is ready, **simultaneously point at a player you think is on your squad**.

3-player game: If you believe you don't have a squad-mate you may point at yourself.



4. Reveal Squad Cards & Score Points

All players now reveal their Squad cards. If you successfully picked a member of your own squad: nice work! Draw 3 Question cards from the Question card deck, and put them in a personal stash. Each card counts as 1 point!

If someone correctly identified **you** as their squad-mate, collect 1 additional card from the Question card deck.

Note: If more than one player correctly identified you as their squad-mate you still only collect 1 Question card.


3-player game: If you correctly deduced that you're the only member of your squad you receive 4 points. (Draw 4 Question cards from the draw pile.)

STARTING A NEW ROUND

To begin the next two rounds, put the used Question cards at the bottom of the Question card deck and return all Player tokens to their respective players. Then collect the Squad cards (including the one previously set aside if you're playing with an odd number of players), shuffle them up, and repeat the four phases of the round again.

ENDING THE GAME

The game ends after the end of the third round. All players count the cards they collected and the player with the most cards is the winner! In case of a tie, all tied players share the victory.

Game by: Arno Steinwender, Markus Slawitschek 
Illustrations by: Anastasia Venediktova
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Lifestyle Boardgames Ltd.
Ulitsa 2-ya Filevskaya, dom 7, korp.6, bld. III, room 6A, Moscow, Russia, 121096
mail@lifestyleltd.ru • lifestyle-boardgames.com



70 Bridge Street, Newton, MA 02458
617-924-6006 • jester@gamewright.com • gamewright.com
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