

S.S.S.S.S.A.S

The best spies in the world have all been invited to a very special showdown at the spectacular, but small, suite of the Secret Spy Society for Schooling in Spy Associated Subjects (or S.S.S.S.S.A.S. for short).

The goal of the showdown is simple: Rack up the most super spy points and claim the title of the greatest spy in the world.

Introduction

Players: 4-13 spies + 1 host/scorekeeper

Time: 10 minutes per round

Ages: 13+

S.S.S.S.S.A.S. is a game about being in a cramped room and saying words to other spies, and remembering what words were said to you without being overheard by other spies. Each player gets 1 Super Spy Point for every word they successfully say to another spy, or hear, and remember at the end of the round, from another spy. Spies can also get 3 Super Spy Points by overhearing a word that was meant for another spy.

Materials/Setup

1 printed game sheet

1 pair of scissors or paper cutter

1 pencil/pen

1 small, cramped room or defined area (If the spies don't feel uncomfortable, it's too big)

Cut the pre-printed game sheet into individual spy cards that contain the 3 words that they are to speak to other spies.

Round Structure

Before the round starts, the scorekeeper gives each spy their card, and announces each spy's number to the group (as indicated at the top of each card). **Spies may NEVER show their card to another spy.** Each spy looks at their card, which instructs them on what words they need to say to which spies. The spies have a limited amount of time to do this. To compute the time limit, use this equation: $\text{Seconds} = 10(\# \text{ of spies}) + 5$. If you are bad at math, here's a table:

Players	Phase One Time Limit
4	45 seconds
5	55 seconds
6	1 minute, 5 seconds
7	1 minute, 15 seconds
8	1 minute, 25 seconds
9	1 minute, 35 seconds
10	1 minute, 45 seconds
11	1 minute, 55 seconds
12	2 minutes, 5 seconds
13	2 minutes, 15 seconds

A round consists of two phases.

Phase one: Spies must find and say the words on their card to spies indicated. During this phase, spies must keep their hands behind their back when speaking to other spies. Spies must remember both the word and the number of the spy that tells them the word. Spies can also try to eavesdrop on other spies to hear the word they are saying to another spy. When attempting to eavesdrop, spies must also remember the word and the number of the spy saying the word. Spies are not allowed to write anything down or leave the room/play area. Outside of these rules, anything goes.

Phase two: Once time is up, each spy, in order of number, goes to the scorekeeper and says everything they heard (or overheard) during phase one and who it was said by. Once every spy has done this, the scorekeeper tallies the points and announces the winner of the round.

Other point-related rules

If a word is overheard, the speaker loses a point for that word, regardless of if the spy who it was meant for doesn't know what the word is. The spy who the word was meant for can still get a point if they also say it correctly.

If a spy does not attempt to speak to ALL of their appointed spies, they lose all their points for the round. Therefore, even if you don't know what another spy said to you, report to the scorekeeper that they spoke to you. Any spy who ignores this, and lies to force someone to lose all their points, they get the worst thing of all, a guilty conscience.

Scorekeeping

The scorekeeping sheet is a table with 6 columns, labeled From, To, Word, Spoken, Understood, and Compromised By. Each row in the table represents a word. When a spy says what they heard, find the corresponding row in the table. If the word was meant for them, and they said the correct word, put a check mark in the "Understood" box. If they did not know what the word was, or said the wrong word, check the "Spoken" box. If no word was said at all, do not check any box. If the word was not meant for them, write their number in the "Compromised By" box.