

- During the 8 minutes
  - Players can stop clock
    - Each player can stop clock one time per round to accuse someone else
      - If unanimously agree, game ends and accused reveals their role
        - If accused is spy, spy loses
        - If accused is not spy, spy wins
        - Accused does not get to vote
      - If not agreed, game clock resets to 8 minutes and accuser does not get another chance to stop clock
    - Same person may be accused multiple times
    - It might also benefit the spy to use this action in order to divert suspicion from themselves.
  - Spy can stop clock
    - Spy reveals their role, gets one chance to guess location.
      - If correct, spy wins
      - If incorrect, spy loses
- After 8 minutes is complete
  - Each player starting with dealer gets to accuse another player. Players are now free to discuss all suspicions
    - If unanimously agree, game ends and accused reveals their role
      - If accused is spy, spy loses
      - If accused is not spy, spy wins
      - Accused does not get to vote
    - If not agreed, accusation phase moves to next player. Continues until unanimous vote is achieved.
      - If accused is spy, spy loses
      - If no unanimous vote, spy wins
    - Same person may be accused multiple times