

## CIA vs. KGB

A game for 6 - 10 players aged 8 and up.  
Playing time: About 5 minutes

### Game Material

10 „Identity Cards“, of which each five are „Member of the CIA“ and „Member of the KGB“.

### Background

Each player is either a Secret Agent for the CIA or for the KGB. Players must try to find out which of the other players belong to their own group. It is either the CIA-Agents or the KGB-Agents who will win the game.

### Setting Up The Game

For each player a chair is required. The chairs are arranged in a circle. Each player sits down.

For each player one Identity Card is required. If the number of players is even, an equal number of „Member of the CIA“ and „Member of the KGB“ Cards will be required. If the number of players is odd, there is one more „Member of the KGB“ Card in play than „Member of the CIA“ Cards.

The remaining Identity Cards are not now required. One of the players shuffles the required Identity Cards, walks around the circle and hands out one card to each player, then returns to his chair.

All players must keep their Identity Cards secret while playing. Players may only show their Identity Cards to other players in the following described situations.

### Playing the Game

The player who dealt out the Identity Cards begins the game. The player on turn first stands up, then walks towards any chosen player and shows his Identity Card secretly to this player and asks „May I sit down?“. The asked player may answer „Yes“ or „No“.

#### „Yes“

The chosen player stands up and the player on turn sits down on that chair. The chosen player has to show his own Identity Card secretly to the player on turn. The chosen player then is the next player on turn.

#### „No“

Now the player on turn has two choices: She may walk towards any other player and ask „May I sit down?“ etc. or she may sit back down on the chair where she sat before hers turn. If so, the player who was last asked will become the next player on turn.

### **Game End And Winner**

As soon as the players of a group know which players belong to their own group they must all raise a hand at the same time. Players must not raise their hand after other players have raised a hand. Hint: The player who finds the “last” member should give a secretly command to all other members of his group.

Each player who has raised their hand must now show their Identity Card. If all players of a group raised a hand then that group wins the game. If not all players of a group raised a hand then the winning group is the one with the fewest members of citizens who raised their hands. If the number of citizens of both groups who raised their hands is equal there is no winner.

In the event of a single player raising their hand, this player immediately takes down their hand and the game continues as normal.

In the event of all players raising a hand at the same time, no group has won.

*Example for a game ending in a game with 8 players (4 „Members of the CIA“ and 4 „Members of the KGB“): 3 players raised a hand at the same time, all of them are „Members of the CIA“. Because not all „Members of the CIA“ raised a hand, the winners are the members of the group of which fewer players raised a hand and these are the „Members of the KGB“. (i.e. no „Member of the KGB“ raised a hand).*