

RED SCARE



30 MINS • 4-10 PLAYERS

OVERVIEW

It's 1951. the America we know and love is thick with fear and paranoia.

The threat of Communist infiltration is at an all-time high and red panic is everywhere. It's up to you, trusted patriots of the FBI, to scour the files of any and all that may be promoting the Soviet agenda and threatening these sacred shores. The nation trusts you to detect and then publicly accuse and deport these traitors. But watch out, double agents are everywhere! Even your closest colleagues are not to be trusted. Perhaps even you have something to hide...

Red Scare is a hidden role/social deduction game with a delightful wrinkle – the only way to discover the truth about your friends is with a pair of secret decoder glasses!

COMPONENTS



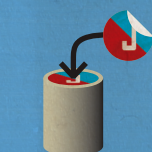
SCORE BOARD



4 ACCUSE COUNTDOWN TOKENS



SCORE TRACKER
(APPLY STICKERS
TO BOTH SIDES)



20 JUDGEMENT
MARKERS
(APPLY STICKER
TO TOP)



5 DECODER GLASSES



11 ALIGNMENT TOKENS



16 ALIGNMENT CARDS



12 PROFESSION CARDS



60 CITIZEN CARDS

HOW TO WIN

Red Scare pits Patriots against Soviets. Have more points than the opposition when the game ends by exonerating your own citizens and deporting citizens of the opposition.

SET-UP

- 1 Place the Score Board at the center of the table. The Score marker should be set at 0 points. At the beginning of the game it does not matter which side (Soviet or Patriot) faces up.
- 2 For a game of less than 10 players use spare Judgement markers to cover up any numbers in excess of the player count on the Judgement track at the top of the Score Board.

- 3 Prepare the Alignment deck:

For an even number of players, use an equal number of Soviet and Patriot Alignment cards.

For an odd number of players, use an equal number of Soviet and Patriot Alignment cards, and add an additional Unaligned card:

- Beginner game: Add the 'Double Agent' Unaligned card.
- **Advanced game:** Add a randomly selected (without revealing) Unaligned card.

Deal each player an Alignment card face down. Each player can look at their Alignment card, but they cannot reveal it to another player.

Advanced game: Deal each player a random Profession card face down. Each player can look at their Profession card, but they cannot reveal it to another player.

- 4 Distribute Decoder Glasses to half of the players (rounded down). For best play results, have a seating arrangement where players alternate between wearing glasses and not wearing glasses.
- 5 Shuffle and deal each player 3 Citizen cards. Place the rest of the Citizen cards in a deck nearby 6.
- 7 Give each player two Judgement markers.
- 8 Randomly determine the start player and place the Accuse Countdown tokens next to them, in a stack with the number 3 token at the top, followed by number 2, 1, and finally the red token.



HOW TO READ CITIZEN CARDS

Throughout the game, players will be trying to **ID** and **JUDGE** Citizen cards. However, a player cannot do both to the same card. Players wearing Decoder Glasses will be able to see some information that is hidden to others, but will also have some information hidden from them, which is visible to players not wearing Decoder Glasses.

There are two types of Citizen cards in Red Scare:

- Cards that players wearing Decoder Glasses can only **ID**
- Cards that players wearing Decoder Glasses can only **JUDGE**

Players not wearing Decoder Glasses can always do the opposite of what players that are wearing Decoder Glasses can. For instance, if a player wearing Decoder Glasses can only **ID** a card, then a player not wearing Decoder Glasses can only **JUDGE** the same card.

You can tell which kind of card you are looking at by checking the stylised faces on the card. If the one wearing red glasses has **ID** written next to it, then a player wearing Decoder Glasses may only **ID** that card. In this case the other face (without glasses) will always have **JUDGE** written next to it, indicating that a player not wearing Decoder Glasses may only **JUDGE** that card.

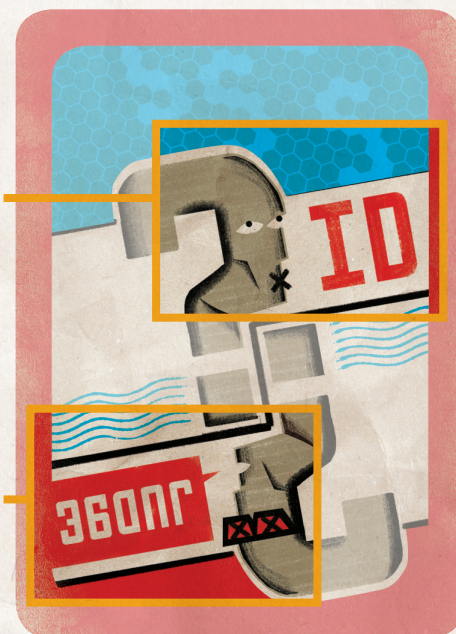
GENERAL RULES

Lying is fair game in Red Scare, but cheating is not. Try not to peak out of the corners of the glasses to read cards you shouldn't be able to. Table talk is allowed and encouraged during the game. You should be working to actively convince other players to do what is in your best interest, not necessarily theirs. You may declare which side you are on during the game (or lie about which side you are on) but may **never** show your Alignment card to another player.

CARD TYPE 1

A PLAYER NOT
WEARING
DECODER
GLASSES MAY
ONLY **ID** THIS
CARD

A PLAYER
WEARING
DECODER
GLASSES MAY
ONLY **JUDGE**
THIS CARD



CARD TYPE 2

A PLAYER NOT
WEARING
DECODER
GLASSES MAY
ONLY **JUDGE**
THIS CARD

A PLAYER
WEARING
DECODER
GLASSES
MAY ONLY **ID**
THIS CARD



HIDDEN AND REVEALED INFORMATION

If you are holding a card that you can **ID** (because you either are or are not wearing Decoder Glasses), you can identify whether the Citizen card is a Soviet or a Patriot. Hidden in the coded part of the card will be the letter **S** for Soviet or **P** for Patriot.

Note that the letters might be rotated to help obscure them from other players.

GAMEPLAY

START OF ROUND

At the beginning of each new round (including the first round) before taking their action(s) the start player should discard one Accuse Countdown token from the top of the stack. These are used to track when players are able to **ACCUSE** (see **ACCUSE**).



Beginning with the start player and continuing clockwise, a player make take **UP TO 3 ACTIONS** in any order they choose, but only **ONE** of each action, or may pass and do nothing. Players are not required to take all 3 actions on their turn. Additionally, a player may use the ability on their Profession card (advanced game only).

The available actions are:

1: ID

During the **ID** action, the active player may show any number of cards in their hand to another player to have them identified. Most commonly this will be to have another player identify cards that the active player is unable to.

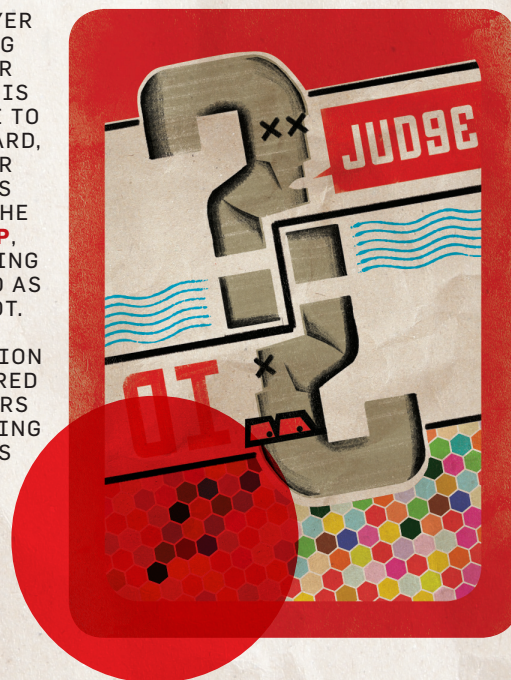
*Example: Molly is wearing Decoder Glasses and has two Citizen Cards in her hand that can only be identified by a player not wearing glasses. For her **ID** action, she shows these two cards to Zeno and asks that he identify the citizens for her.*

The identifying player will state out loud how many Patriots and how many Soviets are in the cards the active player showed them. They do **NOT** indicate which cards have which alignment. The identifying player does **NOT** have to tell the truth.

AS A PLAYER WEARING DECODER GLASSES IS ONLY ABLE TO **JUDGE** THIS CARD, THE DECODER GLASSES OBSCURE THE LETTER **S**, WHICH IS VISIBLE TO PLAYERS NOT WEARING GLASSES



AS A PLAYER WEARING DECODER GLASSES IS ONLY ABLE TO **ID** THIS CARD, DECODER GLASSES REVEAL THE LETTER **P**, IDENTIFYING THIS CARD AS A PATRIOT. THIS INFORMATION IS OBSCURED TO PLAYERS NOT WEARING GLASSES



Example: Zeno is a Soviet and suspects Molly may be a Patriot. Molly has asked Zeno to identify two Citizen Cards that are both Soviet. Zeno elects to lie and tell Molly that both cards are Patriots in the hope that Molly may choose to exonerate them, losing points for the Patriot team.

2. TRADE

During the **TRADE** action, the active player may request a trade with another player. Most commonly this will be used to try and build a hand of cards you can judge. The other player must agree to the **TRADE**.

The number of Citizen Cards traded between the active player and the trading player must be equal so that each player has 3 Citizen cards in hand after the trade has occurred.

You must state out loud the alignment and number of Citizen cards you are exchanging with the other player, but may lie about the alignment of the cards you are exchanging.

Example: Molly asks Zeno if he will **TRADE** 1 card with her. Molly states that she is handing Zeno a Soviet card that she is unable to judge (but can **ID**). Zeno happily gives Molly an additional Soviet card but tells Molly that it is a Patriot card. Molly now has a hand of 3 cards that she cannot **ID** but may **JUDGE**.

3. JUDGE

Once a player is holding 3 cards that they can **JUDGE**, they can take the **JUDGE** action. Patriot players are attempting to Exonerate Patriot Citizen cards and Deport Soviet Citizen cards, with Soviet players trying to do the opposite. A set of three Citizen cards that are judged together is called a Packet.

- You must be able to **JUDGE** all 3 Citizen cards in your hand.
- You must have a Judgement marker left in your possession.
- Place your hand of 3 Citizen cards face down on either the Deport or Exonerate side of the Score Board. This is called a Packet. **You cannot split the cards between sides of the play board: they must all be either deported or exonerated.** Rotate alternating Packets 90° so players can identify different Packets throughout in the game.
- Cover up the highest number on the Judgement track, at the top of the Score Board with one of your Judgement markers.
- Draw a new hand of 3 Citizen cards.



A PLAYER WHO WISHES TO TAKE THE **JUDGE** ACTION MUST BE HOLDING 3 CARDS THEY ARE CAPABLE OF JUDGING. IN THIS CASE, A PLAYER NOT WEARING DECODER GLASSES IS ABLE TO **JUDGE** THESE CARDS.

THEY MUST ALSO HAVE AT LEAST ONE JUDGEMENT MARKER LEFT (EACH PLAYER STARTS THE GAME WITH TWO)



JUDGED CARDS ARE PLACED EITHER ON THE EXONERATED OR DEPORTED SIDE OF THE SCORE BOARD AS A PACKET



ROTATE ALTERNATING PACKETS 90°



THE PLAYER THAT TOOK THE **JUDGE** ACTION PLACES A JUDGEMENT MARKER ON THE JUDGEMENT TRACK



Each player may only take the **JUDGE** action twice in a game. Once you have spent both Judgement markers, you may no longer take the **JUDGE** action.

*Example: Molly now has a hand of 3 cards that she cannot **ID**, but may **JUDGE**. She also has a Judgement marker left. Zeno has previously told her that all three Citizen cards in her hand are Patriots (see examples in **ID** and **TRADE**). Molly has suspected Zeno is a Soviet for some time and elects to deport all 3 Citizen cards in her hand, believing that Zeno has in fact been lying about the identity of the Citizen cards. She places her Judgement marker on the rightmost space of the Judgement Track on the Score Board and draws a new hand of three Citizen cards.*

GAME END

Play continues until the **JUDGE** action has been used a number of times equal to the number of players **OR** if a player decides to **ACCUSE**.

The Judgement Track on the Score Board will fill up with Judgement markers as players take the **JUDGE** action. Once the last spot has been filled, the game will end immediately following that **JUDGE** action.

ACCUSE

A player may **ACCUSE out of turn order**, but only after the start player reveals the red Accuse Countdown token at the bottom of the stack. This will happen at the start of the fourth round. After this point, all players are free to **ACCUSE** and may do so at any time (even on another players turn, or in the middle of another player's action)

When a player declares that they wish to **ACCUSE**, gameplay and discussion immediately stop. The only exception to this is players may attempt to persuade the accusing player **not** to **ACCUSE**. The accusing player may cancel their accusation up until the point when they place an Alignment token in front of another player.

The accusing player takes the Alignment tokens and gives one to each other player.



If the hammer and sickle is showing, the accuser is guessing that player is a Soviet.



If the star is showing, the accuser is guessing that player is a Patriot.



For an odd number of players: If the ? is showing, the accuser is guessing that player is Unaligned.



THE GAME ENDS WHEN THE FINAL SPACE ON THE JUDGEMENT TRACK IS FILLED BY A JUDGEMENT MARKER



DON'T FORGET THAT PLAYERS MAY ONLY **ACCUSE** ONCE THE START PLAYER HAS REMOVED THREE ACCUSE COUNTDOWN TOKENS TO REVEAL THE RED TOKEN AT THE BOTTOM OF THE STACK.

END GAME SCORING

*If a player has an Unaligned Alignment card that has the text **REVEAL BEFORE SCORING**, they reveal and execute the card's instructions now.*

There is a single Score Tracker which will move back and forth on the Score board like a game of tug-of-war. Your goal is to have the Score Tracker on your team's side of the 0 space (Soviet or Patriot). As the Score Tracker passes from one team's side to the other, flip it over to show the symbol of the team that are currently winning.

If a player ended the game by deciding to **ACCUSE**, all players reveal their secret roles.

- For every player alignment that the accuser guessed **correctly**, the Score Tracker moves **1 space in favour** of the accusing player's side (Soviet or Patriot).
- For every player alignment that the accuser guessed **incorrectly**, the Score Tracker moves **2 spaces in favour of the opposing team**.

Identify the Citizen cards that are on the Exonerate side of the Score board.

- For each exonerated Patriot Citizen card, the tracker moves 2 points in favour of the Patriot team.
- For each exonerated Soviet Citizen card, the tracker moves 2 points in favour of the Soviet team.

Identify the Citizen cards that are on the deport side of the Score board.

- For each deported Patriot Citizen card, the Score Tracker moves 1 space in favour of the Soviet team.
- For each deported Soviet Citizen card, the Score Tracker moves 1 space in favour of the Patriot team.

For the advanced game: Players with a 'Reveal During Scoring' Profession Card do so at this time. If they met their goal, the Score Tracker moves as indicated.

The team with the Score Tracker on their side of the zero space wins the game!

In the case of a tie, the team with more exonerated Citizen cards wins the tie.

If a tie still remains, the team to take the final **JUDGE** action, or whose player decided to **ACCUSE**, wins the tie.

If you are Unaligned, you win the game (or share the win) based upon the conditions listed on your Alignment card.



IN FAVOUR OF
PATRIOT TEAM

IN FAVOUR OF
SOVIET TEAM

WHEN THE PATRIOT TEAM SCORES, THE SCORE MARKER MOVES TOWARDS THE BLUE SIDE OF THE SCORE TRACK.
WHEN THE SOVIET TEAM SCORES, THE SCORE MARKER MOVES TOWARDS THE RED SIDE OF THE SCORE TRACK.

REAL-TIME VARIANT

Instead of play proceeding in turn order, all players are free to take all actions in a free-form manner. There is no limit on the amount of actions, or the amount of each action a player may take. Players may simultaneously ask others to **ID**, **TRADE** and **JUDGE** cards following the rules set out previously. This hectic variant should only be used by advanced players who are familiar with the game.

A 3 minute timer should be set and no **SCCUSE** action may be taken before the end of the timer.



SETUP

Place Score marker on 0 space of Score board.

Use spare Judgement markers to cover up numbers in excess of the player count on the Judgement track.

ALIGNMENT DECK

Even player count: equal number of Soviet and Patriot Alignment cards.

Odd player count: equal number of Soviet and Patriot Alignment cards plus one Unaligned card (Double Agent for beginner game).

Advanced game: Deal a random Profession card face down to each player.

Half of the players (rounded down) wear Decoder Glasses.

Each player gets 3 Citizen cards and 2 Judgement markers.

The start player places the Accuse Countdown tokens in front of themselves in the following order, bottom to top: Red Accuse token, 1, 2, 3.

ACTIONS

ID

Show any number of cards from your hand to another player to **ID**.

Identifying player says how many Soviet and Patriot cards there are.

Identifying player may lie.

TRADE

Request a **TRADE** with another player, who must agree.

Players must announce how many cards, and their alignment, when trading. Players may lie.

Players must trade equal amounts of cards.

JUDGE

You must be able to **JUDGE** *all three cards* in their hand to take this action.

You must have a Judgement marker remaining.

Place *all three cards* from your hand on *one side only* of the Score Board (Exonerate or Deport).

Place your Judgement marker on the rightmost space of the Judgement track on the Score Board.

GAME END

Judgement track is filled

OR

A player decides to **ACCUSE**.

ACCUSE

You can only **ACCUSE** once the start player has revealed the red Accuse Countdown token at the start of round 4.

Any player may declare that they want to **ACCUSE** at any time, even on another player's turn.

Play stops immediately. Other players are only allowed to attempt to convince you *not* to **ACCUSE**.

Place an alignment token in front of each player, indicating the alignment you believe each player to have.

SCORING

Reveal any **REVEAL BEFORE SCORING** effects on Unaligned cards now.

If the game ended because a player decided to **ACCUSE**, all player's reveal their Alignment cards. the accusing player's team gains:

+1 point for each correct guess

-2 points for each incorrect guess

Identify all Citizen cards on the Exonerate side of the Score board. Each team gains 2 points for each of their exonerated Citizens.

Identify all Citizen cards on the Deport side of the Score board. Each team loses 1 point for each of their deported Citizens.

Advance game: Reveal any "REVEAL DURING SCORING" Profession cards now.