TANNER SIMMONS

INSIDE JOB

A GAME OF TEAMWORK AND DECEPTION

For 3 to 5 players, ages 10 and up
***2-player variant on page 13**

PLAY WITHOUT READING THE RULES!
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KOSMOS

In this *mostly* cooperative trick-taking game, each player takes on the role of a secret agent. But while most agents are loyal, one double agent is working against the rest of you by engaging in espionage. Can you find out who among you is the Insider? Complete your intelligence missions before the Insider gathers too much intel.

GAME MATERIALS

52 playing cards
(in four suits with the numbers 1 to 13)

You can distinguish the four suits using the following symbols:

24 mission cards

4 risky mission cards

4 AGENTS

1 INSIDER

8 special roles

1 blank role card

14 role cards

2 double-sided overview cards

1 Larry (standee for a 2-player game)

14 intel tokens

GAME SETUP

The following is the setup for a game for three to five players. Once you have played *Inside Job* a couple of times, you can incorporate the special roles and risky mission cards. You can learn more about these components on page 8.

1. Count the number of players and then place the **overview card** for that number of players face up in the center of the table so that everyone can see it.

2. Prepare the **role cards:** Take out the **INSIDER** card and enough standard **AGENT** cards for the number of players, minus one. Place any extra role cards (standard **AGENTS** and special roles) back in the box.
   Example: In a four-player game, you will have three AGENTS and one INSIDER.

   Shuffle the role cards and place one face down in front of each player. You may look at your own role card at any time during the game, but never at anyone else's role card.

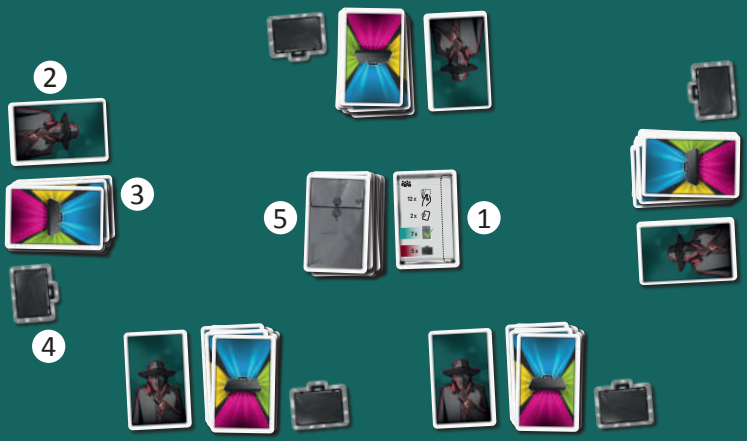
3. Shuffle the **52 playing cards** and distribute them, depending on the number of players, in the following quantities:

   3 players: 13 playing cards each
   4 players: 12 playing cards each
   5 players: 10 playing cards each

   Without looking at them, place any extra playing cards back in the box.

4. Each player now takes an **intel token** and places it in front of them, where it is clearly visible. Set aside the remaining intel tokens as a supply.

5. Remove the four risky mission cards from the stack of mission cards. Shuffle the remaining **24 mission cards** and place them face down in the center of the table.



GAME OBJECTIVE

Your objective depends on your role — you are either playing as part of the team of **AGENTS** or as the **INSIDER**.

- The **AGENTS** immediately win the game when they have completed a certain number of missions, depending on the total number of players:

  3 players: 9 missions
  4 players: 7 missions
  5 players: 6 missions

- The **INSIDER** immediately wins the game when they have collected a certain number of intel tokens, depending on the total number of players:

  3 players: 6 intel tokens
  4 players: 5 intel tokens
  5 players: 4 intel tokens

- If, after the last trick, neither side has won, the players vote on who they believe is the **INSIDER**. The **AGENTS** win the game if they successfully unmask the **INSIDER** by giving that player the greatest number of votes.

BASIC RULES

Trick-taking and following suit

You are playing a **trick-taking** game. A **trick** is a round in which each player plays a card in turn.

The **starting player** plays a particular **suit** by placing one of their playing cards face up in the center of the table. The color of that card becomes the **leading suit.** Then, in clockwise order, the other players take turns placing a card face up on the table. Players must play a card of the same suit that was originally played by the starting player. This is called **following suit.** If a player cannot follow suit, i.e. does not have a card of the same suit in their hand, they may play a card of any suit. After each player has played a card into the center of the table, the player who placed the card with the highest number in the leading suit wins the trick.

IMPORTANT! The **INSIDER** is not subject to the same constraints, so they may play any card they want.

Trump cards

There is one **trump suit** for **each trick**. The trump suit for the current trick is identified on the selected mission card (more on that later). Cards in the trump suit have a **higher value** than cards in any other suit. If only one card in the trump suit is played, it automatically wins the trick. If more than one card in the trump suit has been played, the trump card with the highest number wins.

GAMEPLAY

The game consists of several rounds of tricks, each of which runs the same way:

Before the trick:

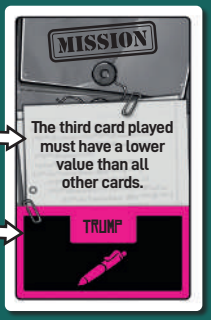
The starting player chooses one of two missions.

For the first trick, the starting player is the person immediately to the left of the dealer. After that, the winner of the previous trick becomes the starting player.

The **starting player** draws the top two cards from the stack of mission cards and looks at them, without showing them to any other players. Then, the starting player **selects one of the two cards as the active mission** for this trick and lays it face up on the table so that everyone can see. They place the unselected mission in the game box, face down.

Each mission card contains two independent pieces of important information:

- In the center, the **mission** indicates which cards must be played in the trick in order to complete the mission.
- The bottom section shows the color and symbol of a suit. This is the **trump suit for that trick.** Since a new mission card is selected for each trick, each has its own trump suit.



After selecting the mission, the starting player opens the trick by placing the first playing card, thus determining the leading suit for this trick.

Note: The starting player can place any suit. It does not need to be the trump suit.

After the trick:

The winner of the trick takes an intel token.

The winner of the trick takes one intel token from the supply and places the playing cards from the last trick face down in the box. The winner becomes the starting player for the next trick.

If you are playing with the rule “Wager intel” (see page 7), the winner of the trick also takes all of the intel tokens wagered on the cards in this trick.

IMPORTANT! The winner of the trick **always** receives an intel token, regardless of whether or not the mission was completed.

Was the mission completed?

The starting player checks whether or not the mission for this trick has been completed.

If the **mission has been completed,** place the mission card to the **right of the overview card.** If the **mission has not been completed,** place the mission card back in the box.

Has either side won?

Before moving on to the next trick, check to see if either side has met their early winning condition.

If enough missions have been collected, the **AGENTS** win and the game is over. If the **INSIDER** has collected enough intel tokens, they reveal their role. The game is over and the **INSIDER** wins. (The winning conditions depend on the total number of players and can be found on page 3 or the overview cards.) If both sides meet the winning conditions in the same round, the **INSIDER** wins.

Example: *Monica won the last trick and is now the starting player. After looking at the two mission cards from the top of the stack, she chooses one to put back into the box, face down. She reveals the other mission card and reads aloud: "Use only the numbers 7 to 13."*

In order for the mission to be completed, only cards with the numbers 7, 8, 9, 10, 11, 12, or 13 may be played in the trick.

The trump suit for this trick is yellow. Monica plays the pink 8. Johnny must follow suit, and he plays the pink 10. Chris has no pink cards, but he has yellow cards (the trump suit) in his hand, and he plays the yellow 7. Heidi must follow suit, and thus plays the pink 12.

Chris wins the trick, because he played the only trump card, so he takes one intel token from the supply.

Now Monica checks whether or not the mission has been completed. Because only cards with numbers from 7 to 13 were played, the mission was a success! The mission card is placed face up to the right of the overview card. Since another mission was completed in the previous trick, this is the second completed mission of the game. Because the **AGENTS** *have not yet reached their goal of seven completed missions, and the* **INSIDER** *has not yet managed to collect five intel tokens, the game continues with Chris as the starting player (drawing two mission cards, selecting a mission, playing a card, etc.).*

END OF THE GAME

IMPORTANT! Players **do not** play all of the cards in their hands.

If neither of the winning conditions described on page 5 are met, the trick-taking stage of the game ends when each player has either one or two playing cards left in their hand, depending on the number of players in the game. The following symbol on the overview card indicates how many playing cards each player will have in their hand when the game moves into the voting stage.

3-player game: 2 cards remain
4-player game: 2 cards remain
5-player game: 1 card remains

1x or 2x

Voting

The grand finale of the game is the **vote,** where players openly speculate about who the **INSIDER** could be, then vote on their suspicions. Players may discuss details that others may find helpful when making their decision, and then each player holds up a hand. Players then simultaneously count to three, then point their finger at the player they believe to be the **INSIDER**.

You may not vote for yourself, nor can you vote for a player whose role has already been revealed (see page 8).

The player with the most fingers pointed at them (meaning they've received the most votes) must reveal their role:

- If the role revealed is the **INSIDER**, the **AGENTS** win.
- If the role revealed is **NOT** the **INSIDER**, the **INSIDER** wins.

If there is a tie for the most votes, the **INSIDER** wins.

ADDITIONAL RULES

The Insider: No obligation to follow suit!

Reminder: The **INSIDER** does not need to follow suit (see page 3). In other words, they can play any card they want. The **INSIDER** should use this special ability intentionally and specifically to sabotage the missions of the **AGENTS** or to win tricks (and thus collect intel tokens). But be careful: disregarding the rules too often or obviously can make you look very suspicious. (See Tips & Tricks on page 15.)

Wager intel

Note: For an easier start, when you are learning the game, players can agree not to wager intel tokens in their first game. In later games, you should incorporate intel tokens.

If you have at least one intel token, you may wager intel. To do that, you place an intel token on your card after playing into the trick according to the rules. You therefore have to follow suit (if you can) and then wager intel.

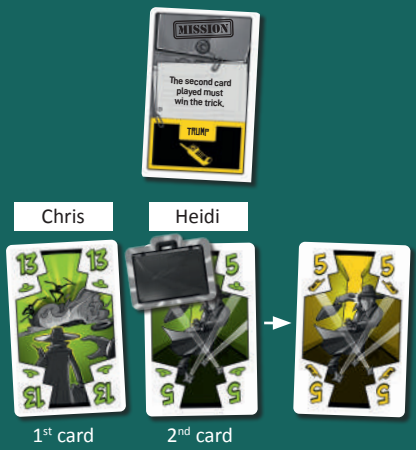
For the purposes of the active mission and for determining the winner of a trick, a card with an intel token on it is considered the trump suit. Any number of players can wager intel.

The only players who cannot wager intel are the starting player and any players whose roles have already been revealed.

The winner of the trick takes one intel token from the supply as usual and also collects all of the intel tokens that were wagered in the trick.

Using intel tokens can be useful in winning tricks, but it can also be risky, because if the winner of the trick is the **INSIDER**, that player can collect several intel tokens in a single trick.

With intel, it is possible that multiple cards have the highest number in the trump suit. In this case, the card that is played later in the trick wins.



Example: *Chris, the starting player, has selected a mission card for this trick that specifies the trump suit is yellow. He plays the green 13. Heidi plays the green 5 with an intel token on it, which means it is treated as the yellow 5. Next it is Monica's turn. She does not have a green card in her hand, so she plays the yellow 5. Johnny plays the green 4.*

Two trump cards with the same value have been played in this trick. Monica wins the trick because her yellow 5 was played <u>after</u> Heidi's card. She takes one intel token from the supply and also collects the intel token that Heidi wagered on her card.

Roles revealed

If any player collects the number of intel tokens required by the **INSIDER** to win the game, that player must turn over their role card, revealing their role.

If the role card shows the **INSIDER**, that player has won the game.

If the role card shows an **AGENT**, play continues. The revealed **AGENT** is no longer a suspect and, since their role has been revealed, they may not wager intel tokens for the remainder of the game. Note: Several of the special roles have unique rules for what happens when their role is revealed (see pages 9 through 11).

Communication

Since you are playing the roles of secret agents, communication during the game is subject to some rules:

- You may not discuss whether or not you have certain cards in your hand. However, you may openly speculate about what cards other players have in their hands at any time.
- You may talk openly about cards that have already been played, but you may not look at them.
- Starting players may not discuss what was on the mission card that they did not select, which was put face down in the game box.
- Players may discuss who they think is the **INSIDER** at any time.

Another game?

Whoever started the previous game as the starting player is now the dealer. If you wish, you can use the Larry standee to mark the current starting player of the game.

PLAYING USING THE SPECIAL ROLE CARDS

Once you feel comfortable playing the game with the standard **AGENT** and **INSIDER** roles, you can add more variety to the game by incorporating **special role cards.** (Note: These can only be used in a game with four or five players.)
The special roles incorporate different game objectives, special characteristics, and specific weaknesses. Sometimes, a special role can even change the rules of the game entirely. If the details on the special role card contradict the overall rules of the game, the details on the special role card take precedence.

To play using the special role cards, simply replace a number of standard **AGENT** cards in the stack of role cards with the same number of special role cards. If you want, you can replace the **INSIDER** with Prof. No.

As a general rule, all players must be aware of which special roles are in play. The dealer should show all players the role cards before shuffling and distributing them.

! Reveal this role card immediately when you receive it.

Objective:
You win when the AGENTS win.

Special characteristics:
If at any point during the game you have more than one intel token in your possession, the INSIDER immediately wins and the AGENTS lose.

Objective:
You win when the AGENTS win.

Special characteristics:
When voting, you vote for two different people. If your role is revealed, you may cast both votes to the same person (to increase the chances of that player receiving the most votes).

Tip: Make sure, when counting to three during the vote, that everyone has both hands in the air so that the Paranoid Agent isn't revealed (and the voting remains fair).

! Important: Before starting the game, shuffle the four risky mission cards into the mission card stack.

Objective
You win when the AGENTS win.

Special rule:
If one of the two mission cards drawn is a risky mission, it must be selected. If you happen to draw two risky mission cards, you may choose between them.

Special characteristics
If your role is revealed (by collecting the number of intel tokens required for the INSIDER to win), the AGENTS immediately win the game.

Objective
You can only win if you get the most votes at the end of the game.

Special characteristics
If you win, all other players (both **AGENTS** and **INSIDER**) lose.
Exception: If you and the **INSIDER** receive the same number of votes, you both win.

! Reveal this role card immediately when you receive it.

At the beginning of the game, choose one player to be your accomplice and peek at their role card.

Objective
If your accomplice wins, you both win.

Weakness
You cannot own or receive any intel tokens. At the beginning of the game, place your intel token back in the supply. If you win a trick, your accomplice loses one intel token. All intel wagered by other players during this trick is returned to the supply.

You may not vote at the end of the game.

Objective
You win only if the player to your right loses the game.

Special characteristics
If your role is revealed (by collecting the required number of intel tokens for the **INSIDER** to win), you immediately take an additional intel token from the player to your right. You may not vote if your role is revealed.

*Note: The Decoy, The Accomplice, and Tim Shady are neither **AGENTS** nor the **INSIDER**. They are **NEUTRAL**, so they pursue their own goals.*

Objective

If your role does not get revealed and the **AGENTS** win, you also win.

Special characteristics

If your role is revealed (by collecting the required number of intel tokens for the **INSIDER** to win), you are compromised and must switch sides. Now, you will only win if the **INSIDER** wins. Also, if your role is revealed, you cannot vote at the end.

! ATTENTION! If you are playing with Prof. No, place the **INSIDER** back into the box.

Objective

Keep your role a secret and reveal all of the other player's roles.

Special characteristics

Like the **INSIDER**, you are not obligated to follow suit.

Special rule

If Prof. No is in play, players' roles are revealed when:

- 4-player game: a player collects 4 intel tokens
- 5-player game: a player collects 3 intel tokens

Any player whose role is revealed is not allowed to vote.

You win immediately if everyone but you has revealed their role, but you lose immediately if your role is revealed.

*Note: An alternative to the **INSIDER**, Prof. No is the most secretive and enigmatic of the special roles. Unlike the **INSIDER**, Prof. No's goal is not to collect intel tokens, but to avoid them and use them to reveal the roles of the other players, leaving fewer **AGENTS** to vote for them at the end of the game.*

The blank role card

We have included a blank role card so you can be creative and come up with your own special role with unique characteristics.

When you are using the blank role card, all players must agree on the objective and special characteristics that go along with the blank role card for the duration game. We suggest you jot these down on a piece of paper. Then shuffle the blank role card with the other role cards and distribute as usual.

Using more than one special role card

We recommend using only one special role card per game in the beginning and a maximum of two as you become more and more familiar with how to play using them. If you incorporate two special role cards, it is important to avoid choosing two roles that are revealed at the start of the game (Bugged Agent, The Accomplice) or have two **NEUTRAL** roles (The Decoy, The Accomplice, Tim Shady) in play.

Having two special roles in the game can result in exciting surprises and can often shift the balance of the game completely, as some combinations will make it easier for the **AGENTS** or the **INSIDER** to win. Try different combinations to find out which ones you have the most fun with. We especially enjoyed these:

+

Sleeper Agent + Paranoid Agent

+

Risky Agent + Tim Shady

+

The Accomplice + Prof. No

+

Tim Shady + Sleeper Agent

RISKY MODE

When you're ready to incorporate some additional risk and make it more challenging for the **AGENTS** to succeed, you can shuffle the four risky mission cards into the stack before starting the game. This variant benefits the **INSIDER**.

The following rule applies to all players: At the beginning of each round, if one of the two mission cards to select from is a risky mission, it **must** be selected. If two risky missions are drawn, the starting player may choose either.

Two-Player Variant

In a two-player game, there are special rules that apply.

Game Setup

Choose the starting player at random. The other player receives the Larry standee, placing it in front of them. Larry is a middleman who acts as the imaginary third player. Larry can also win the game. The player with Larry in front of them controls Larry and plays cards on his behalf.

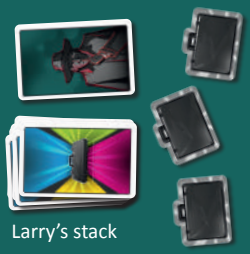
Shuffle the mission cards and place them face down in the center of the table. Next to the stack of mission cards, place the overview card with information for a two-player game facing up.

In a two-player game, each player receives ten playing cards and nine tricks are played. Place the remaining playing cards face down in a stack to your right — this is Larry's stack, from which you play cards for him.

Shuffle three role cards (2x AGENTS, 1x INSIDER) and deal one to yourself, one to your opponent, and one to Larry. Larry's role card remains face down next to Larry's stack.

Give one intel token to yourself and one to your opponent. Larry receives three intel tokens at the start of the game.

Starting player for 1st round



Larry's stack

Player 2
(Dealer — also controls Larry for first round)

Playing a card for Larry

Larry is a middleman and, thus, you do **not** play clockwise as usual, but instead play every trick in the following order:

1) Starting Player (we will refer to this player as Player 1 below)
2) Larry (controlled by Player 2)
3) Player 2 (not the Starting Player)

When it's Larry's turn, Player 2 draws the top three cards from Larry's stack. Player 2 plays one card for Larry, and then, of the remaining two, places one back on top of Larry's stack and discards one by returning it face down into the game box.

Larry must always **follow suit,** if possible, even if Player 2 is the **INSIDER**. Larry cannot wager intel tokens, but Player 2 may use theirs on their own card.

Note: Player 2 should play Larry's card in a way that achieves their game objective. For example, if Player 2 is the **INSIDER**, Larry can be used to sabotage the missions.

Who controls Larry?

Control of Larry can change after each mission and depends on who won the previous trick. After each trick, determine who controls Larry during the next trick.

From the point of view of the player controlling Larry, there are three possible scenarios:

1) **I control Larry and Larry wins the trick.**
   → **I give the Larry standee to the other player, who will control Larry during the next trick.**
2) **I control Larry and I win the trick.**
   → **I give the Larry standee to the other player, who will control Larry during the next trick.**
3) **I control Larry and the other player wins the trick.**
   → **I keep the Larry standee, and I will control Larry during the next trick.**

IMPORTANT! You will either be the starting player (and thus will select the mission at the start of the trick) OR you will be in control of Larry. You will never be both!

NOTE: If Larry wins a trick, control of him passes to the other player in the next trick, but Larry is **never the starting player**.

Winning early in the two-player variant

If any player (including Larry) collects six intel tokens, their role is revealed. If the card revealed is the **INSIDER**, that player wins and the game ends.
If the card revealed is an **AGENT** play continues until seven missions are completed OR the **INSIDER** is revealed.

Voting

If neither the **AGENTS** nor the **INSIDER** has won early, players vote on who they believe is the **INSIDER**. Larry does not get to vote, but, because he may be the **INSIDER**, players can point their fingers at him.

After the vote, all three roles are revealed. In the two-player game votes that end in ties do not result in a win for the **INSIDER**, unlike the game with three to five players.

Now, if an **AGENT** has pointed the finger at another **AGENT**, the **INSIDER** wins. If no **AGENT** has pointed at another **AGENT**, all **AGENTS** win.

TIPS & TRICKS FOR GROUPS OF ANY SIZE

- At the end of the game, players will have at least one playing card left in their hand. This gives the **INSIDER** the opportunity throughout the game to deceive the **AGENTS** about what cards are still in their hand, and thus be able to spoil missions without being suspicious. (For example, “I could not play yellow because I didn’t have a yellow card.”) But be prudent, if the **AGENTS** notice you playing the necessary card later on, they’ll correctly suspect that you are the **INSIDER**.
- You are allowed to place intel tokens on trump cards. The value of the card will not change, but by doing this, you can funnel intel tokens to a player whom you trust so that they may reveal their role early.
- Is someone in the group apprehensive about taking on the role of the **INSIDER**? You can assign them one of the special roles that must reveal their identities at the start of the game (Bugged Agent or The Accomplice) and then deal out the remaining cards face down.

THE DESIGNER

Tanner Simmons is a game designer and artist from the metro Detroit area of Michigan. Majoring in Illustration and graduating in 2016, Tanner wanted to combine his love of the arts with his love of game design, and set out to make unique experiences to grace the tables of his friends and family. He loves horror films, writing, and any dog that crosses his path. He is also definitely not the **INSIDER**.

Inside Job was made as a love letter to every kid who was taught Euchre as a child and hated it because it made no sense at the time.

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