

## Assassins

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A frantic no/low information social deduction game for 2-10 players, playing in 0-2 minutes. It is playable with a normal deck of playing cards. You can use facedown cards not in use to track points.

Optionally, you can play with a timer. For a fast, more tense, experience, set it to 30 or 60 seconds. For longer, more strategic play, consider 2 minutes.

### Set up

- Depending on player count, choose which roles to have available and decide teams.
- Place the Goods, the Ten of Diamonds, in the middle of the table.
- Deal each player a role card to look at and keep secret.
- Once everyone has seen their card, start the game. If you are using a timer, start it now.

### Character Roles

Name	Description	Card
VIP	If a VIP grabs the Goods, they get a point and the round ends.	Queen
Assassin	At any time, the Assassin may point at a player and yell "Bang!". This player is now dead and must reveal their card. If they were the VIP, the Assassin gets a point and the round ends. The Assassin may only shoot once.	Ace
Bodyguard	If they get shot by an Assassin, they get a point.	Jack
Detective	At any time, the Detective may point at a player and yell "Freeze!" to force that player to announce if they are an Assassin or not. If they are the Assassin, the Detective gets a point and the round ends. If not, the Detective gets no point and the round continues. The Detective may only yell "Freeze!" once.	King
Spy	At any time, a Spy may yell "Contact!" and reveal their card. If both Spies yell "Contact!" at the same time, they each get a point. If only one Spy yelled "Contact!", neither Spy scores this round. In either case, the round continues.	Two
Counteragent	If one Spy yells "Contact!" without the other Spy also yelling "Contact!", the Counteragent gets a point.	Three

Players may do or say anything they like, except special character powers they do not have, e.g. yell "Bang!" if they are not an Assassin, or touch the Goods unless they are a VIP. Players may not reveal their own cards unless instructed to do so.

In team play, whenever a player scores, each player on their team gets a point.

### The round ends when

- A VIP grabs the Goods.
- An Assassin kills a VIP.
- The timer runs out, if using a timer. If this happens, the VIP players lose a point.

The first player to five points wins the game.

### Recommended setups

No. Players	Suggested Roles	Cards
3	One VIP and two Assassins.	1x Queen    2x Aces
4	One VIP, one Assassin, one Bodyguard, one Detective.	1x Queen    1x Jack 1x Ace      1x King
4 Teams	Two teams of two with each an Assassin and a VIP.	2x Queens    2x Aces
6	One VIP, one Assassin, one Bodyguard, one Detective, two Spies.	1x Queen    1x King 1x Ace      2x Twos 1x Jack
6 Teams	Two teams of three with each an Assassin, a VIP and a Bodyguard.	2x Queens    2x Jacks 2x Aces
6 Teams	Two teams of three with each an Assassin, a VIP and a Spy.	2x Queens    2x Twos 2x Aces
7	One VIP, one Assassin, one Bodyguard, one Detective, two Spies, one Counteragent.	1x Queen    1x King 1x Ace      2x Twos 1x Jack     1x Three
8	One VIP, two Assassins, one Bodyguard, one Detective, two Spies, one Counteragent.	1x Queen    1x King 2x Aces     2x Twos 1x Jack     1x Three
9	Two VIPs, two Assassins, one Bodyguard, one Detective, two Spies, one Counteragent.	2x Queens    1x King 2x Aces     2x Twos 1x Jack     1x Three
10	Two VIPs, two Assassins, two Bodyguards, one Detective, two Spies, one Counteragent.	2x Queens    1x King 2x Aces     2x Twos 2x Jacks    1x Three
10 Teams	Two teams of five with each having one VIP, one Assassin, one Bodyguard, one Detective, and one Spy.	2x Queens    2x Kings 2x Aces     2x Twos 2x Jacks

### Two Player Variant:

Each player receives three cards; an Assassin, a VIP, and a Bodyguard, laid out in a row in front of them in a random order. Taking turns one after the other, players may swap the position of their adjacent cards at any time. If their VIP is in the middle, they may grab the Goods. After swapping, either player may yell "Bang!" and their Assassin reveals and shoots the card opposite it, revealing it.