

## Signals and Shadows: Espionage Across the Iron Curtain

**Introduction:** Signals and Shadows is a Cold War-themed game designed for 6-18 players. The game challenges players to take on the roles of agents, handlers, and counter-intelligence officers during the tense geopolitical standoff between NATO and the Soviet Union. Players will attempt to pass secrets safely and uncover opposing spies, using strategic communication and deduction skills.

**Objective:** The aim is to successfully pass secrets between handlers and agents to score points for your team, while counter-intelligence works to intercept these exchanges and identify spies. The game ends when one team reaches 6 points or after 30 minutes of play.

### Setup:

#### 1. Players and Roles:

- **6-11 Players:** Create a starting deck of Identity cards (Photographs/Names only) by selecting 1 counter-intelligence agent from each side and then, and an even number of Soviet and NATO bloc agents. If there is an uneven number of players, include Vladimi Petrov.
- **12-18 Players:** Same as above, except include all 4 counter-intelligence officer Identity cards
- Shuffle deck and pass out identity cards

#### 2. Materials: Each player takes one agent card and one drop method card.

3. **Drop Methods:** Place each of the drop methods (signal site, safe house, dead drop, brush pass) in locations where everyone can see them and are far apart from one another.
4. **Secrets Briefcase:** Place all the '**State Secrets**' cards in an envelope or briefcase.

### Gameplay:

1. **Handlers and Agents:** Each non-Counter Intelligence Officer is playing as a Handler and an Agent and will attempt to hide their schemes through non-verbal cues like winking or nodding.
  - **Handler Role:** Try to get the attention of the agent on your **Agent** card and wait for them to indicate which drop method they will be using.
  - **Agent Role:** Try to determine who your handler is and, once you know, indicate to them which **Drop Method** card you are holding by winking or nodding at the location of the drop method.
  - **Handler Role:** When the Briefcase/Envelope comes to you, you will state which **Drop Method** your **Agent** is holding. If your

2. **Making the Drop:** When the Briefcase/Envelope comes to you one of two conditions will be true:

- **If you know which drop method your Agent has:** You will read aloud a **State Secrets** card from their bloc (you may ask if you do not know) and hand it to the counter-intelligence officer of the opposite bloc.
- **If you do not know which Drop Method your Agent has:** You will read aloud a **State Secrets** card from your own bloc and hand it to your own counter-intelligence officer.

3. **Role of Counter-Intelligence:** These players monitor to deduce who is exchanging secrets and may speak anytime to make accusations or remain silent to observe further.

- **Accusations:** Counter-intelligence makes accusations by stating a suspected Agent's **Handler** and the **Drop Method** of the agent. The accused must confirm by revealing their cards.

**Scoring:**

- Successfully passing a secret: 1 point to each of the agent and handler, and to their team.
- Correct accusation by counter-intelligence: 3 points to their team.
- Incorrect accusation: Point deductions vary by role (-4 points for MI6, -1 for HUAC, -3 for MGB, -2 for NKVD).

**Round and Game End:**

- A round ends when a secret is successfully passed and discussed. Counter-intelligence may choose to initiate the next round.
- The game ends either when a team scores 6 points or after 30 minutes.

**Player Competition:** Agents add their individual scores to their team's total, competing both within their bloc (NATO or Soviet) and against the opposing bloc. This fosters both individual and team competition.