

卧底 Inside Man



Detective Billy Meowth was an undercover agent pretending to work for Franky, the mafia boss. During one arrest, Billy was forced to blow his own cover in order to save another detective. Even though Franky wanted to execute the hero immediately, he was also impressed by Billy's bravery. Instead, he decided to settle the detective's fate by playing an unfair game. Seeing this as an opportunity to weed out the rats, Franky also forced Timeowthy to participate, unaware of the fact that Timeowthy was actually Billy's best friend! Will Timeowthy be able to save his brother from another mother, or will the mafia boss kill 2 undercover agents in one go? Let the game begin!

Game Component

▶ 3 Character Cards



▶ 10 Billy Power Cards



▶ 10 Franky Power Cards



Card Description

The power of the card is the number on the top left.



Special [x4] Card:
Multiply another card's power by [4].

Example:
Billy played the [x4] card with a card of power [5]. His total power is [20] this round.

Goal of the Game

Each character has a different victory condition:

[Billy Meowth] Win 3 rounds without Franky guessing the lying round.

[Franky] Win 3 rounds OR correctly guess the lying round.

[Timeowthy] Win together with Billy.

Game Setup

Each player randomly takes a Character Card and reveals it.

Billy Meowth and Franky should sit across from each other and take their matching cards.

Timeowthy do not have cards, and may sit next to either of the players.

Gameplay

The game can last up to 5 rounds. The winner of each round is determined by the player with the higher combined power of the 2 cards they played. Each round consists of the following steps:

1. Billy and Franky each simultaneously choose 2 cards from their hands, and place them face down on the table. Timeowthy then secretly looks at all 4 cards to decide who is the winner (Billy wins in case of a tie).

2. Timeowthy reveals **one** of the cards played by the winner. Timeowthy and Billy may not discuss with each other during the game!

※Remember that Timeowthy and Billy win together, so choose which card to reveal carefully!

3. Start a new round if no one has won 3 rounds yet.

※Timeowthy may **lie** exactly **once** during the game by revealing one of the loser's cards instead and make them win the round.

※All cards played remain on the table. Billy and Franky can always look at their own facedown cards, but never the other's.



<The example of the end of the 4th round>

End of the Game

The game ends when either Billy or Franky wins 3 rounds. This may happen before the 5th round.

Situation A: Franky wins 3 rounds

► Franky wins.

Situation B: Billy wins 3 rounds

Franky chooses 1 round and guesses if Timeowthy lied about the result.

► Timeowthy did lie ► Franky wins instead.

► Timeowthy did not lie ► Billy and Timeowthy both win.

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