

Do Move Say[®]

a game by **Pete Vigeant**
with help from **ESI Design**

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How do I print this?

AN IMPORTANT NOTE:

Please do not distribute or copy without express written consent from Pete Vigeant (vigeant@gmail.com). Thanks!

PRINTING AND PRODUCTION HINTS

This PDF includes the front and back of the **Do Move Say** cards. It is optimized for 8 ½" x 11" paper, but will also work on A4 by using the "Fit to Page" setting from the printer dialog box.

If your printer can automatically print on two sides, then start a two-sided print in landscape short-sided (very important) mode from the first page of cards (Page 5).

If your printer can only print on a single side, start your print on Page 5 and only print the odd numbered pages. Most print dialog boxes include this as an option, but alternatively, you can simply type the page numbers you want to print out manually. Then flip the pages and print the even numbers on the other side of the paper.

A pen-like utility blade (such as an X-Acto knife), a clean cutting surface (such as a cutting mat), and a flat, non-slip metal ruler will provide the cleanest and most consistent cutting results. This is also the most dangerous method, however, so do not attempt without parental supervision and never cut with a dull blade!

For a less adventurous assembly, use standard scissors and cut along the edges of the cards. Do not try to cut more than two sheets at once (depending on the paper type)!

Do not try to cut the cards out using a paper cutter, unless you are a master at the paper cutter or have no desire for consistency or quality.



How do you play?

HOW TO SET UP THE GAME

The game is devastatingly simple to play, but the setup can be a little more tricky.

There are four types of cards: Townspeople (40 total), the Detective, the Mastermind, and Mods.

First, count the number of players and choose someone to be the facilitator (the person who hands out the cards). The game runs best with a facilitator who does NOT play, but if you need to have a "playing" facilitator, the facilitator will play as Townsperson #2 or Townsperson #20 (see below).

Once you know the number of players, subtract two, and then count out that number of townspeople cards **based on the numbers on the cards**. For instance, if there are 15 total players, count out the cards that are also numbered 1 – 13. If you use random cards, the game will not work, as there are many dependencies! This means that card #40 should only be played when you have a group of 42*.

*Note: For variety, you can also play beginning with card #20. That way, you can play a couple times with cards #1 – xx, and then play again with cards #20 – xx and have all different actions!

Mix up the selected Townspeople cards with the Mastermind & Detective cards, and give them out randomly and secretly, one to each person. You will also need to give a second card to two people: The Magic Key card is given to a player that is dancing or singing (#1, #5, #8, #20, #23, #25, #29 or #38) and the Mastermind gets the Secret Note card. The facilitator should be careful not to let the group see who gets additional cards.

The optimal way to do this is to line up the players and turn your back to the front of the line. Have each player walk around to get her or his card(s) and conceal the card(s) before any other player can see.

I recommend putting the Mod cards aside for the first couple of rounds, until everyone has become familiar with gameplay. Then you can insert one or two into the mix, depending on how many players there are. Before adding any Mod, read the card aloud to the group so that everyone knows what the Mod is.



How do you play?

HOW TO PLAY

Before you distribute the cards, the facilitator says the following:

Do Move Say is a mystery game. One player is the Mastermind, who moves among the Townspeople, trying to carry out three tasks. The Detective moves around the outside of the space, trying to identify the Mastermind, so that he can stop him. And everyone else is just trying to live their wacky lives as best they can. Read your card, but show no one — your identity is a secret! And if I give you more than one card, don't say "Hey, you gave me two cards!" If you have any questions, ask me quietly. **DO NOT SHOW EACH OTHER YOUR CARDS!**

Then hand out the cards, and say the following:

Ok, now look at your cards. Most of you have cards with three commands at the top: Do, Move, Say. Those are your personal wacky habits. Do those three things in any order, again and again, throughout the playing area. Below that, you have two "if/then" statements: "If someone does x, then walk up and do y." Pay attention to the people around you, so that you can do your if/then actions when the time is right!

There are also some rules that everyone must follow:

1. If someone pinches your elbow, you are disabled. That means you must fall down to the ground (dramatically, but gently, please) and then remove yourself from the space.
2. If someone hands you something, you must conceal it immediately.
3. If someone asks for a key and you have the key, then give it to him or her secretly!

Detective, you are allowed to reveal yourself. You must stay outside of the playing area. You have 10 minutes to find the Mastermind.

Begin!

ENDING THE GAME

Once everyone is moving around doing crazy stuff, the Detective will quickly find out how difficult the game can be. The Mastermind may also find it a challenge to complete his tasks, depending on the size of the group.

The game should last between 10 and 15 minutes, and the facilitator should give time updates throughout. When time is up, if the Mastermind has not been revealed, the Detective must make a guess.

If the guess is correct, the Detective wins!

If the guess is incorrect, the Mastermind reveals himself and whether he has accomplished all of his tasks (disabling several people, passing the note, finding the key). If the Mastermind was successful, he wins!

If the Mastermind failed to do all three tasks, it's a stalemate . . . time to play again!

The Mods have win conditions as well, as indicated on the cards. The Townspeople are just happy if they survive the game!

NOTES ON MODS

Do Move Say comes with six Mods: The Jealous Lover, The Doctor, The Fumbler, The Mimic, The Decoy, and the Pamphleteer. Be sure to read the card aloud to the group before including a Mod in the game for the first time. Some Mods can result in an impossible win condition for the Mastermind, unless the Mastermind acts quickly. Once the group is familiar with the Mods, they can be randomly inserted for fun and variation.

Games that include less than 15 total players should not have more than one Mod in play at a time!

THANKS TO (in no particular order)

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and Bryan Vitale

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Paul Clark

Edwin Schlossberg

Brainiacs

Anita H Vigeant
Bryan Markovitz
Yaffle
Kieran
Wayne Yeager
Greg Ehrhardt
Chris Johnson
David Van Duzer
Mads Ohm Larsen
Jennifer Friedberg
Loraine Horn
Chris McLeod
Margot
Meghan McMahon-Vigeant
Yenni Brusco
Monica McMahon

Geniuses

Ewan McNay
Chris Schnick
Ricardo F. Ferreira
Chris Frattarola
Susanne Russell
Greg Trefry
Brandy
Jonathan Jaekle
Keith Buffinton
Geoff Bradford
Gabe
Simon
Antero Garcia
Alan Gerding
Bryan Vitale
Jack Derbyshire
Jon Newlands
Russ Fan
Jason Trupkin
Susan Okon
Matt Bee
Paul Schicketzanz
Dylan Flipse
Vasili Sviridov
Bobby Wuertz
sunnydancer
Daniel Major
Kaitlin Moore
Zsuzsanna Kis
Dave Bagnall
Drew Galaska
gryknight9
Christina Valerie Patterson
John Harrington
Adam Luptak
Jessica Hartung
Jett Jones
Carolyn Atkins
TalismanJ
Emily

Eggheads

Gina Bowker
Grace Epstein
gregory trupp
Ed
Joy Meserve
Nancy Hutchins
Grayson
Shaelyn
Alexis Carpenter

Paul Briganti
Paul D.
Matthew Bischoff
Daniel Kohalmi
Paul Andinach
Andrew Styer
Josh Thomson
Johnny Cudo
Jackie
Jordan Jacobs
Julie Pinkussohn
Katherine Gaul
Gregor Wells
Greg Gallimore
Dominic Stevens
Jason Smith
Todd DuPriest
Casey Jones
Let The Games Begin
Courtney Chilson
Oliver Thornton
Leah Gotsick
eri
John Hyland
msabatier
Mark Braley
Jocelyn Paige Kelly
Johan Broberg
Maria Heinlein
Matt Dickson
blueshiftlabs
Matti McLean
Samuel Mark
Corey Savage
Laura Brodeur
Pamela Tucci Hanneock
Amy Truman
Keledy Kenkel
phyphor
Richard Joyner
Maureen Borthwick

Prodigies

Matt
Ed Kowalczewski
AlexJZB
Drew
Obscure Games
Anne Court
Hopping Fun
David Young
Brian Mitchell
Luke Coughlan
Maria
Brian Sobel
Megan
Paul Hollingdrake
Monte Southwell
Ariel Kennan
James Tu
Jonathan Bristow
Stephanie
Gregory
Jonathan Sweet
Alex Bisker
David Oh
Nicole Bolliger
Marty Wiesner
Sebastian Deterding
Philip Cahiwat

Benjamin Vigeant
Daniel Salinas
Brian Fountain
Jim Babb
Dan Thurot
Joshua Howard
Deirdra Kiai
Aarni Koskela
Douglas Wilson
Luis Figueira
Joe Sklover
Daniele Lostia
Rich Luedeke
Chris
Mark Glandon
Michael Luck Schneider
Daniel Lazzari Jr
Robert Biddle
Curtis
Bobby Barrera
Rizwan Kassim
Dan Lavoie
Brian Basham
Robert Caya
PierreB
Sally-Ann Lauder
Vernon Penny
Sebastian Ong
Scott Krok
Jack Salisbury
Kate Luce
Marty D
James Thatcher
Patrick Cashen
Adrienne Massanari
C Tichy
Mathias Algoet
Iain
Rangun
Jay Kominek
Alex English
Jackson Foley
Jason Bane
Mark Terrano
Carlos Oliveira
Sean Peacock
Keven Isabel
Ponjos
Lynne DeVito
Adam
King Carter Carter
K. Gong
Sohyun Chung
Matt Lipscomb
Tricia Vesey
Matthew Penner
Dana Clemens
Aaron Salitra
ivdadrelbul
Nathaniel
Dylan Tarre
Joseph Charles
Kelvin Liu
Grizzlykong
Jonathan Bobrow
Justin McDonald
Adam Hake
Evan Schans
Patrick Massey
Majnun

Greg Hochmuth
Andrew
Paul I. Huse
Miles Matton
Dominic Savio
Yuri Sunahara
Joseph Le May
David Cheng
Marcia Yang
Nick
Matt Hyzer
Brian
Stefan Loble
Patrick Wilz
Ravnos Phantom
Ken Mallory
Augustine Von Freiburg
Michael Quinn
JackB
Chris Chin
Ryan McRae
Leane Verhulst
Adam Kunsemiller
Paul Andrew McGee
Kat Lim
Allgrave
Kyle Brady
Jason McCollum
Jay Treat
Jason Trowbridge
Jonathan
Laura Epstein
Michael Kroeker
Kate Parker
Bezier Games
Lisa Danzig
Sarah Clausen
Dave Ring
DivNull Productions
John
mathias
Ryan Percival
Jake
Alyea Sandovar
homullus
Lynn Harris
Matt Leitzen
Allan Furlong
Emily
Glenn
Karl Okerholm
Yin Yang Man
Antoine Bertier
Mylo Lothian
Janice Schiappa
Rivendell Theatre Ensemble
Pedro Chavez
Liz Perez
Ann Pulkkinen
Travis Ryan Helwig
Alyssa
Trinity Calway
Greg Scott-Braaten
Stephen Winchell
Yujin
Andrew Brown
Monica Hostetler
Paco Mak
Ian Cannings
David Steele

Donna Patterson
Stephen-Jon Thompson
Madalene Sullivan
Dorothy Sewell
Chad Law
Brian Summers
Joshua Heffner
Richard Lecours
Cynthia Lawson Jaramillo
John Kennan
Donna Andrews
koosvanvliet
SunsorchX
MarkOm
Kars Alfrink
Alan Hazelden
Meg Pullis Roebeling
Maciej Sankowski
Alexander Green
ClementXVII
Matthijs Holter
Zachary Cross
Skevos Mavros
Scott Fowler
Stephanie
Matthew Klein
Mark Thomas Vigeant
Alicia Romano
Annaliese Mayette
Bill and Kim

Whiz Kids

Saj Pothiawala
Matt Parker
Kevin J Dolan
Suzanne Frisbee
Kelly Myers

Smarty Pants

E. Fabian
Limor Schafman
Fred Vigeant
André Luis Martin
Gideon D'Arcangelo
Elizabeth Stumbris
Maryanne McMahon
Trevor Martin
Joe Schiappa
Julie
Anna
Amy Boda
Christopher Baron
Matthew Mauriello
Alistair
Tim Walsh
Andrew
Clay
Briana

Alastair Bayardo
Colleen Madden
Kim Iman
Ashley Blair
SunTzuGames
Maria Rinklin Ackley
Jacob
Leafy Games
Marc
Impact! Miniatures
Jordan
Dilettante
Loki Carbis
Jac
GBreden
Shawn Van Every
Charles Waterman
Jack
Hermi Angelucci
Susanna Griffith
Mike Schneider
Erika Sorenson Behling
Alexandra Hebda
Sarah
Angela Greene
Austin "Señor Sarge" Phy
Robin Hoover
Patrick Tomas
Jim Willsey
Roland Spindler
Tim Farley
Henri Bourcereau
David
Jason Skaare
Eric Lynch
Matt Weisgerber
Laura Gunther
Lauren Woolsey
Nathaniel Romero
Robert Levy
Jason Eiben
Eric Schaeffes
Cameron William East
Varud Gupta
Bill McGee
Peter Duck Worth
Jon New
Michael Severson
Dianna Moylan
Jay Donaldson
Kristen Guthrie
Tiffani Joseph
Jessica
Jack Zylkin
Caleb
Joey
Brady Tang
Kevin Lim

Lindsay Dill
John Ibarzabal
Vojta Drevikovsky
Karen Sideman
Brett
Magda Stenzel
Alice Foose
Alexander Hawson
Stefan Shepherd
SMercer
F. Randall Farmer
Mark Silcox
Ross White
Bret Carr
Ryan
Vasco Dunker
Nick Suffolk
Derek
Alex Wilson
Allegra Durante
Meredith Gordon
John J. Halko
Austin S. Lin
Craig Wayling
nmjk
Steve Palchik
Gayle Nicolle
Matthew
Jimmy Vu
Mosey
Eden Brandeis
notdiddy
Keith Newman
Jason Smith
Michelle Huey
Angela Hickman
Newnham
Sean Johnson
3Some Games, Inc.
Krista Peach
Kerry Vaughan
Rhion
Raines Cohen
Jen
Oscar Goff
Laura Schmidt
Katlyn McNeil
Michael
Mollie



Thank you!

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

#1 JERRY JINGLES

DO

Give a standing ovation to another player.

MOVE

Walk as slowly as possible.

SAY

Sing a song to another player.

If a player near you...
...is skipping in place...

Then walk up to any player and...
...ask, "How much is a train ticket?"

If a player approaches you and...
...gives a high five...

Then for one minute...
...be an alien.

#2 DR. EWAN JENNY AIDAN KEIRAN

DO

Reach for the clouds.

MOVE

Skip in place.

SAY

Recite the alphabet incorrectly.

If a player near you...
...is hopping on one foot...

Then walk up to any player and...
...whisper, "The crow flies at midnight."

If a player approaches you and...
...bows...

Then for one minute...
...be a monkey.

#3 VITOR HUGO

DO

Wave wildly at another player.

MOVE

Hop on one foot.

SAY

Explain how to make omelets to another player.

If a player near you...
...is reciting the alphabet...

Then walk up to any player and...
...say, "Do I know you?"

If a player approaches you and...
...asks, "Where is the train station?"

Then for one minute...
...be an astronaut.

#4 FRATTMAN

DO

Point at another player using both hands.

MOVE

Creep backwards.

SAY

Shout out your current actions.

If a player near you...
...is singing a song...

Then walk up to any player and...
...give her or him a high five.

If a player approaches you and...
...asks, "How much is a train ticket?"

Then for one minute...
...be a gladiator.

#5 GEKTROPOLIS

DO

Punch the sky in anger.

MOVE

Dance from one corner to another.

SAY

Recite something from memory to another player.

If a player near you...
...is shouting her or his actions...

Then walk up to any player and...
...bow to her or him.

If a player approaches you and...
...whispers, "The crow flies at midnight."

Then for one minute...
...be a giant.

#6 GREG TREFRY

DO

Try to fly using your arms.

MOVE

Crawl randomly.

SAY

Shout angrily at the sun.

If a player near you...
...is pointing using both hands...

Then walk up to any player and...
...say, "Where is the train station?"

If a player approaches you and...
...shows you a huge smile...

Then for one minute...
...be a dinosaur.

#7 BRACEY WALKNARD

DO

Spin around in circles.

MOVE

Walk a tightrope across the space.

SAY

Describe an egg to another player.

If a player near you...
...is shouting at the sun...

Then walk up to any player and...
...show them a huge smile.

If a player approaches you and...
...asks, "Do I know you?"

Then for one minute...
...be a magician.

#8 DEAN BUFF DADDY

DO

Slow dance with yourself.

MOVE

Avoid laser beams from one corner to another.

SAY

Repeat the same word over and over.

If a player near you...
...is crawling...

Then walk up to any player and...
...say, "Thank you for coming."

If a player approaches you and...
...shakes your hand...

Then for one minute...
...be an airplane.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

#9 WHITE DONKEY

DO

Cover your face with your hands.

MOVE

Tiptoe circles around another player.

SAY

Count down from 20.

If a player near you...

...is spinning around in circles...

Then walk up to any player and...

...shake her or his hand.

If a player approaches you and...

...whispers, "The conductor of this train is missing."

Then for one minute...

...be a vampire.

#10 GABE

DO

Make funny faces.

MOVE

Float around the space.

SAY

Describe the smell of a rotten egg to another player.

If a player near you...

...is covering her or his face...

Then walk up to any player and...

...whisper, "The conductor of this train is missing."

If a player approaches you and...

...says, "Thank you for coming."

Then for one minute...

...be a zombie.

#11 SIMON

DO

Sniff around for that awful smell.

MOVE

Waddle like a duck.

SAY

Shout gibberish.

If a player near you...

...is repeating the same word over and over...

Then walk up to any player and...

...pat her or him gently on the back.

If a player approaches you and...

...winks...

Then for one minute...

...be a cat.

#12 ANTEROBOT

DO

Stick out your tongue at another player.

MOVE

March in a straight line.

SAY

Name 10 animals.

If a player near you...

...is counting down...

Then walk up to any player and...

...imitate their actions.

If a player approaches you and...

...pats you on the back...

Then for one minute...

...be a clown.

#13 ALAN GERDING

DO

Leap into the air.

MOVE

Weave in and out between the other players.

SAY

Imitate a cartoon character.

If a player near you...

...is tiptoeing...

Then walk up to any player and...

...whisper, "I know who you are."

If a player approaches you and...

...imitates your actions...

Then for one minute...

...be an elephant.

#14 JACK DERBYSHIRE

DO

Shake your entire body.

MOVE

Walk quickly with tiny steps.

SAY

Recite all of the ways to prepare an egg.

If a player near you...

...is waddling like a duck...

Then walk up to any player and...

...wink loudly.

If a player approaches you and...

...whispers, "I know who you are."

Then for one minute...

...be a kangaroo.

#15 JON NEWLANDS

DO

Touch the ground with your hands.

MOVE

Strut loudly.

SAY

Angrily mutter to yourself.

If a player near you...

...is sticking out her or his tongue...

Then walk up to any player and...

...give her or him a fist bump.

If a player approaches you and...

...says, "The train is running late!"

Then for one minute...

...be a cowboy.

#16 RUSS FAN

DO

Balance on one foot.

MOVE

Sneak behind another player.

SAY

Shout a common grocery list.

If a player near you...

...is muttering...

Then walk up to any player and...

...say, "The train is running late!"

If a player approaches you and...

...gives a fist bump...

Then for one minute...

...be a pirate.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

#17 MR. JS ROCKETSHIP

DO

Wave at another player.

MOVE

Stalk another player.

SAY

Yell loudly at yourself.

If a player near you...
...is skipping...

Then walk up to any player and...
...ask, "Is the train running late?"

If a player approaches you and...
...whispers, "The eagle has landed."

Then for one minute...
...be a robot.

#18 MS. QUINN

DO

Try to capture the sun.

MOVE

Tiptoe as slowly as possible.

SAY

Shout out common baking ingredients.

If a player near you...
...is waving wildly...

Then walk up to any player and...
...whisper, "The eagle has landed."

If a player approaches you and...
...asks, "Is the train running late?"

Then for one minute...
...be a ninja.

#19 CHRIS SCHNICK

DO

Bump into invisible objects.

MOVE

Slither through the space.

SAY

Scream in agony over cancelled television shows.

If a player near you...
...is shaking...

Then walk up to any player and...
...yell, "Aaaaaaand biscuit!"

If a player approaches you and...
...gives a high five...

Then for one minute...
...be a football player.

#20 MATT BEE

DO

Clap wildly then touch the ground with one hand.

MOVE

Skip around the space.

SAY

Sing a song.

If a player near you...
...is reciting the alphabet...

Then walk up to any player and...
...say, "You saw nothing."

If a player approaches you and...
...whispers, "They'll never believe you."

Then for one minute...
...be a soldier.

#21 BEWHISKERED PAUL

DO

Point at two players at once.

MOVE

Leap from one foot to the other.

SAY

Recite the alphabet.

If a player near you...
...is singing a song...

Then walk up to any player and...
...make a clicking sound with your tongue.

If a player approaches you and...
...says, "Train tickets are expensive!"

Then for one minute...
...be a wizard.

#22 DR. SURABHI GAUR

DO

Punch the air above your head.

MOVE

Walk backwards.

SAY

Quietly instruct another player on how to make scrambled eggs.

If a player near you...
...is shouting out actions...

Then walk up to any player and...
...whisper, "They'll never believe you."

If a player approaches you and...
...makes a clicking sound with her or his tongue...

Then for one minute...
...be a turtle.

#23 VASILI

DO

Try to fly.

MOVE

Dance around in circles.

SAY

Shout out another player's actions.

If a player near you...
...is pointing using both hands...

Then walk up to any player and...
...say, "Train tickets are expensive!"

If a player approaches you and...
...shows you her or his palms...

Then for one minute...
...be a monster.

#24 SADIE ROSE

DO

Spin around a single time.

MOVE

Crawl between other players.

SAY

Name as many cereals as you can.

If a player near you...
...is shouting at the sky...

Then walk up to any player and...
...show them the palms of your hands.

If a player approaches you and...
...says, "You saw nothing."

Then for one minute...
...be a werewolf.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

#25 MR. JET STAR

DO

Dance alone.

MOVE

Put one foot directly in front of the other and walk a completely straight line.

SAY

Yell at the clouds.

If a player near you...
...touches the ground...

Then walk up to any player and...
...say, "Thank you for not getting upset."

If a player approaches you and...
...gives you a peace sign...

Then for one minute...
...be a baby.

#26 OROKO

DO

Cover your eyes with your hands.

MOVE

Zig and zag randomly through the space.

SAY

Talk casually about eggs to another player.

If a player near you...
...is circling players...

Then walk up to any player and...
...give her or him the peace sign.

If a player approaches you and...
...whispers, "The conductor of this train is here."

Then for one minute...
...be Santa Claus.

#27 KATLIN MOORE

DO

Blow out your cheeks and let the air out of your mouth slowly.

MOVE

Circle other players.

SAY

Repeat after another player.

If a player near you...
...is covering her or his face...

Then walk up to any player and...
...whisper, "The conductor of this train is here."

If a player approaches you and...
...says, "Thank you for not getting upset."

Then for one minute...
...be a deep sea diver.

#28 ZSUZSANNA KIS

DO

Hold your nose in disgust.

MOVE

Swim across the space.

SAY

Count to 20.

If a player near you...
...is repeating her or himself...

Then walk up to any player and...
...say, "I am not the one you are looking for."

If a player approaches you and...
...whispers, "They told me I was crazy but that's what all the pudding says."

Then for one minute...
...be a ghost.

#29 DAVE BAGNALL

DO

Make a nasty face at another player.

MOVE

Tango diagonally through the space.

SAY

Tell another player how to identify a rotten egg.

If a player near you...
...is counting...

Then walk up to any player and...
...give her or him a thumbs up.

If a player approaches you and...
...says, "I am not the one you are looking for."

Then for one minute...
...be a super villain.

#30 CHIP MULLIGAN

DO

Jump as high as you can.

MOVE

March back and forth.

SAY

Get angry at the ground.

If a player near you...
...is talking about cereal...

Then walk up to any player and...
...whisper, "I can't remember anything."

If a player approaches you and...
...shrugs...

Then for one minute...
...be a billionaire.

#31 FLETCH

DO

Shake as if the room is freezing.

MOVE

Snake in between players.

SAY

Name 10 birds.

If a player near you...
...is pretending to swim...

Then walk up to any player and...
...whisper, "They told me I was crazy but that's what all the pudding says."

If a player approaches you and...
...whispers, "I can't remember anything."

Then for one minute...
...be a blimp.

#32 SKWURLY

DO

Jump as high as you can while sticking out your tongue.

MOVE

Walk as quickly as you can.

SAY

Speak in a made up language.

If a player near you...
...is sticking out her or his tongue...

Then walk up to any player and...
...give her or him an obvious shrug.

If a player approaches you and...
...says, "The train has had an accident!"

Then for one minute...
...be a bumblebee.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

#33 COMMODORE HARRINGTON

DO	MOVE	SAY
Stand on one foot.	Strut your stuff through the space.	Describe the different ways to decorate an egg.

If a player near you...
...is yelling gibberish...

Then walk up to any player and...
...say, "The train has had an accident!"

If a player approaches you and...
...gives a thumbs up...

Then for one minute...
...be a dancer.

#34 ADAM LUPTAK

DO	MOVE	SAY
Smile and then frown.	Tiptoe backwards across the space.	Talk to animals that live underground.

If a player near you...
...is clapping for whatever reason...

Then walk up to any player and...
...say, "Only one more penny will make me a millionaire."

If a player approaches you and...
...whispers, "One time I forgot who I was but now I'm fine."

Then for one minute...
...be a dog.

#35 JESSICA HARTUNG

DO	MOVE	SAY
Punch the sun.	Orbit around other players.	Agree with everything everyone around you says.

If a player near you...
...is dancing all alone...

Then walk up to any player and...
...whisper, "One time I forgot who I was but now I'm fine."

If a player approaches you and...
...says, "Only one more penny will make me a millionaire."

Then for one minute...
...be a helicopter.

#36 JETT JONES

DO	MOVE	SAY
Flap your arms like a bird.	Swim laps across the space.	Introduce yourself to everyone you see.

If a player near you...
...is punching the air...

Then walk up to any player and...
...say, "My time machine is not quite finished."

If a player approaches you and...
...whispers, "The train station is too crowded for me and my monkey."

Then for one minute...
...be a mosquito.

#37 SUPERCALPOOGLICIOUSXPALIDOCIOUS

DO	MOVE	SAY
Touch your nose and then your ear.	Waddle like a duck.	Describe how to properly throw an egg.

If a player near you...
...is talking about animals...

Then walk up to any player and...
...whisper, "The train station is too crowded for me and my monkey."

If a player approaches you and...
...says, "My time machine is not quite finished."

Then for one minute...
...be a mummy.

#38 TALISMAN J

DO	MOVE	SAY
Pat your head.	Slow dance around the outside of the space.	Repeat, "What am I supposed to do?"

If a player near you...
...is standing on one foot...

Then walk up to any player and...
...say, "Everyone makes fun of my gorilla."

If a player approaches you and...
...whispers, "If you don't like string cheese, then I don't like you."

Then for one minute...
...be a pig.

#39 EMILY MERIKEN

DO	MOVE	SAY
Clap as quickly as possible.	Creep sideways diagonally across the space.	Randomly shout out the names of planets.

If a player near you...
...is walking backwards...

Then walk up to any player and...
...whisper, "If you don't like string cheese, then I don't like you."

If a player approaches you and...
...says, "Everyone makes fun of my gorilla."

Then for one minute...
...be a sloth.

#40 THE JACKAL

DO	MOVE	SAY
Stare blankly at each of the other players.	Stumble randomly in circles.	Lecture about made up scientific findings.

If a player near you...
...waddling like a duck...

Then walk up to any player and...
...yell, "This aluminum foil protects my thoughts!"

If a player approaches you and...
...whispers, "They'll never believe you."

Then for one minute...
...be a race car.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

SPECIAL CARD: MASTERMIND

DO

Disable 1 player for every 5 total participants by pinching the elbow of players talking about eggs.

MOVE

Deliver the Secret Note to a player that is shouting.

SAY

A player that is singing or dancing has the Magic Key. Ask her or him for it.

Act like everyone else or you will lose your cover. Do your tasks as discreetly as possible in under 10 minutes.

Upon completion, throw your hands into the air and shout that you are the Mastermind, therefore claiming victory.

- If there is a Doctor in play, that player can revive disabled players.
- You must disable the Doctor.
- Remember, you are being watched.

SPECIAL CARD: DETECTIVE

You are not allowed inside the play area.

Your job is to locate Mastermind before she or he accomplishes three tasks:

1. Pass a note.
2. Receive a key.
3. Disable some players.

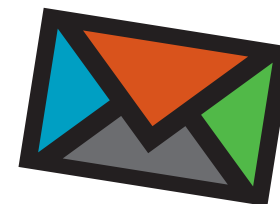
Once you have identified the Mastermind, raise both of your hands into the air and yell, "Freeze!"

- You have but one chance so do not act out of haste!

SPECIAL CARD: MAGIC KEY



SPECIAL CARD: SECRET NOTE



SPECIAL CARD: SECRET NOTE



SPECIAL CARD: SECRET NOTE



SPECIAL CARD: SECRET NOTE



#41 PAUL CLARK

DO

MOVE

SAY

If a player near you...

Then walk up to any player and...

If a player approaches you and...

Then for one minute...

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

Do 
Move
Say.

MOD CARD: JEALOUS LOVER

DO	MOVE	SAY
Cover your eyes with your hands.	Slow dance around the outside of the space.	Shout out another player's actions.

Your love has betrayed you!

Your goal is to find her or him and disable her or him as discreetly as possible. You can identify your lover as a player that is talking about trains.

Pinch that player's elbow.

- If the Detective catches you and accuses you of being the Mastermind, you lose!
- If another player disables you or you fail to disable your former lover, you also lose!

MOD CARD: THE DOCTOR

DO	MOVE	SAY
Give a standing ovation to another player.	Walk a tightrope across the space.	Repeat the same word over and over.

You are the Doctor. Good for you!

Your goal is to revive a disabled player. Find a player that is on the ground or out of play.

Secretly inform them that they are back in the game.

- If the Detective catches you and accuses you of being the Mastermind, you lose!
- If another player disables you or you fail to revive a disabled player, you also lose!

MOD CARD: THE FUMBLER

DO	MOVE	SAY
Slump your shoulders and look sad.	Slowly stomp through the space.	Mutter incoherently to yourself.

You are now the Fumbler. This is a terrible card. You should feel bad.

Your job is to get rid of this card as quickly and secretly as possible.

If you catch another player looking at her or his card during the game, you may switch cards with them, regardless of the card they have.

If the other player has secret items, they must also give you those items.

- If the Detective catches you and accuses you of being the Mastermind, you lose!
- If another player disables you or you finish the game holding this card, you also lose!

MOD CARD: THE MIMIC

DO	MOVE	SAY
Copy what others are doing.	Follow where others are moving.	Repeat what others are saying.

You are the Mimic. What a great card! You are so very lucky.

Your job is to copy the actions of the players you see around you. Exactly. That's it. Every action that you see, regardless of the action.

- If the Detective catches you and accuses you of being the Mastermind, you lose!

MOD CARD: THE DECOY

DO	MOVE	SAY
Bump into invisible objects.	Avoid laser beams from one corner to another.	Get angry at the ground.

You are the Decoy. The Mastermind is your friend. That's only good if you win.

Your job is to convince the Detective that you are the Mastermind.

You are not allowed to give or take any special items or disable any players.

- If the Detective catches you and accuses you of being the Mastermind, you win!
- If the Detective is wrong but doesn't accuse you, you lose!
- If another player disables you or the Mastermind is identified by the Detective, you also lose!

MOD CARD: THE PAMPHLETEER

DO	MOVE	SAY
Clap as quickly as possible.	Skip in place and then spin around twice.	Ask other players obvious questions.

You are the Pamphleteer. Bet you didn't expect that!

Your goal is to hand out three secret notes to different players.

Secrecy is very important!

- If the Detective catches you and accuses you of being the Mastermind, you lose!
- If another player disables you or you fail to distribute the notes, you also lose!