

# Rules - In the Blink of an Eye

## Overview

In the Blink of an Eye is a deduction game for 5-6 players that takes 2 minutes to play! Each player is an undercover agent at a United Nations Summit trying desperately to make secret contact with their Target while trying to discover who the other agents' Targets are. Simply pass out a secret Target card to each player, distribute the Target-Guess cards, flip the 2-minute timer, and begin! Players can talk, lie, wink, nod, point, etc, (but no physical contact) while trying to secretly "make contact" with their Target, find out who is Targeting them, and find out who the other players are Targeting. Points are awarded for Guessing correct Targets (negative points for incorrect Guesses) and for successfully making contact with your own Target.

## Components

- 6 Character cards (large)
- 6 Target cards
- 48 Guess cards (with 6 different colored backs)
- 1 2-minute sand timer

## Setup

- 1) If playing with less than 6 players, remove all Character cards, Target cards and Guess cards of a matching color and return them to the box. For example, if playing with 5 players and you choose to remove the *red* player, you would remove:
  - the *red* Character card
  - the *red* Target card
  - all 8 Guess cards with a *red* back
  - the 5 remaining Guess cards with a *red* front (1 per deck)
- 2) Each player chooses one Character card and places it near himself but within easy reach of the other players.
- 3) Each player takes the matching deck of Guess cards (color on the back matching the color of the character)
- 4) Shuffle the Target cards and deal 1 face-down to each player (there should be no leftover Target cards).
- 5) All players secretly look at their Target card, place it back face-down above his own Character card (closer to the center of the table). Then place the matching Guess card from his own hand face-down directly in front of himself. Do not try to signal your Target until the game begins!
- 6) Note: If you receive yourself as a Target, that is ok! You receive an automatic +1 point for this. Try to deceive others and discover secret Targets.

## Play

One player flips over the sand-timer and the game begins!

- You have exactly two minutes to try to secretly signal your Target, find out who is Targeting you, and find out whatever other connections you can.
- If you want to guess a connection, place the matching color Guess card face-down on or near the appropriate Target card (see Example below).
- You may only place a single Guess card on a single Target card.
- You do not have to play any Guess cards (except the one played during setup on your own Target card).
- Within the 2-minute time frame, you can look at your own Guess cards that you already placed and change or remove them.
- “Bluff” cards are used to confuse opponents. They are not guesses and will not affect your score. Since there are two Bluff cards, you will *always* have leftover Guess cards.

The example below describes how to make Guesses.

*In a six player game, three of the players are Dave (Blue), Monika (Yellow), and John (Green).*

*Dave saw Monika (Yellow) wink at John (Green). Dave thinks Monika is trying to signal John, her Target. To mark this guess, Dave places a Green-faced Guess card face-down on Monika’s Target card (because he believes her Target card is Green).*

*Then Dave sees John nod his head subtly at him. Dave guesses that John is trying to signal himself (and believes it is not a trick). Dave places a Blue-faced Guess card (his own color) face-down near John’s Target card (because he believes John’s Target card is Blue).*

***Put simply, you are trying to guess the color of each opponent’s Target card and place a Guess card with the matching color next to it.***

If you think Player A is trying to signal Player B (who is Green), place your Green Guess card near Player A’s Target card, since you believe his or her Target card is Green.

When time is up the round is over and it is time to score!

## Score

Scoring should be done in an orderly fashion with one player revealing Guess cards in front of himself one at a time. This makes the scoring more interesting and easier to follow. Starting with the most experienced player (“Player A”), score as follows:

1. Player A flips over his Target card and announces who his Target is (say Player B for this example).
2. If Player B placed a Guess card on Player A’s Target card, then flip it over to see if he guessed correctly. If Player B guessed correctly, he receives 1 point and places that card in front of himself with the **+1 symbol** facing him. Player A then takes his own Guess card (the one that matches his Target card that he placed during “setup”) and places it face-up in front of himself with the **+1 symbol** facing him (since he was able to successfully communicate to his Target).
3. If Player B guessed incorrectly, he receives a negative point and places the **-1 symbol** of his Guess card towards himself. Player A receives no points (positive or negative) and thus leaves his Guess card face-down (to indicate no score).
4. Player A then reveals the remaining Guess cards one at a time, and gives them back to their original owners who then score accordingly: **+1 symbol** for a correct Guess, **-1 symbol** for an incorrect Guess. Player A’s score is not affected by any of these cards.

Once Player A has revealed all Guess cards in front of him, continue clockwise to the next player who repeats the steps above. Once all players have revealed all cards, add up scores. The highest score wins. If tied, the win goes to player(s) that successfully guessed who was Targeting them. If still tied, the win goes to the player that successfully communicated to their Target. If still tied, celebrate in a shared victory!

In the Blink of an Eye is best played in multiple rounds with total scores at the end of several rounds determining a final winner.