

# *Café Incognito*

A freeform for 3-8 players and a facilitator, lasting 90 minutes.

Written for the *Golden Cobra Challenge*, October 2014, by **Mo Holkar**.

[mo@ukg.co.uk](mailto:mo@ukg.co.uk)

<http://blog.ukg.co.uk/>

<https://www.facebook.com/mo.holkar>

<https://plus.google.com/+MoHolkar>

## ***Design notes***

In addition to the requirements in the contest spec, I wanted to create a game that:

- was immediate and accessible for people who aren't experienced 'live' gamers;
- could be joined partway through by interested spectators;
- included an in-game alibi for unfamiliarity and awkwardness in character play;
- would be easily supplementable, to allow replay without loss of enjoyment.

## ***Contents***

- This intro page (1p)
- Facilitator's guide (3pp)
- Name badges (1p)
- Gossip slips (1p)
- Cover identity sheets (8pp)
- Secret agent sheets (8pp)

## Facilitator's guide

***Café Incognito*** is a game for 3–8 players who take the roles of undercover secret agents. Their aim is, while interacting unsuspectingly with one another under their cover identities, to establish which of the other agents present are their enemies and which their allies.

### **You will need**

Apart from the contents of this document:

- scissors or something else to cut the *Name badges* and *Gossip slips* out;
- pens and paper;
- a small bell, or other such noise-making device.

### **Setting up *Café Incognito* (15 minutes)**

Give each player one of the *Cover identity sheets*, chosen at random. It doesn't have to be of the same gender, appearance, etc, as the player: explain to them that they are in disguise as this person. If they really don't like the cover identity you've given them, you can change it for a different one: that won't affect the game.

Then, give each player one of the *Secret agent sheets*. Which ones you use will depend on how many players you have. Choose them as follows:

3 players	Any three of the first four <i>Secret agent sheets</i> , at random
4 players	The first four <i>Secret agent sheets</i>
5 players	The first four <i>Secret agent sheets</i> , plus one other at random
6 players	The first four <i>Secret agent sheets</i> , plus two others at random
7 players	The first four <i>Secret agent sheets</i> , plus three others at random
8 players	All eight <i>Secret agent sheets</i>

You can start the game with any number of players from 3 to 8. If you have less than 8, and other people (passers-by, spectators, latecomers) wish to join the game while it's in progress, they can do so: just issue them one of the remaining *Cover identity sheets* and one of the remaining *Secret agent sheets*.

Give the players a few minutes to read their sheets, and ask if they have any questions. Take questions privately (in case they relate to secret matter!) but announce the answers publicly if it's something the other players will benefit from hearing.

### **FAQ**

Things that players might ask you include:

- *Am I allowed to show my sheets to another player?*  
No, they are not. Especially not their *Secret agent sheet*.

~ *Café Incognito* © Mo Holkar 2014 ~

- *On my Cover identity sheet it doesn't give any details about these things my character's supposed to know about, or to have done: or how old they are, or whatever.*  
They should just invent details as required. Remember, they aren't actually that person, they are only pretending to be them – so if what they invent turns out to be unconvincing or inconsistent, that's perfectly OK.
- *Can we only talk to one other player at a time?*  
They can talk in one-on-ones at some points, in larger groups at other points, as they wish: moving about and reforming conversations as feels natural.
- *It says something here about Gossip slips – what are they?*  
You will explain *Gossip slips* to the players just before the game starts.
- *Do I have to say my code phrase exactly as it is?*  
If they don't, it'll be more difficult for their allies to recognize them.
- *Once I think I've recognized an ally, can I show them my sheets then?*  
No, they still can't do that. They can say "So, 'the sidewinder sleeps tonight', eh? – how fortunate, I'm an agent of San Rico, we're allies!" but it's still up to the other person whether or not to believe them. They are not allowed to 'prove' their true secret identity until after the end of the game.
- *So you mean we could lie to people and say we're an agent of San Rico when we aren't really?*  
Absolutely! That is very much part of the game.

### **Name badges**

Then, give each player the *Name badge* that matches their cover identity, and tell them to put the badges on so they can be clearly read.

### **Gossip slips**

Indicate to the players the collection of *Gossip slips*, which you should keep face down. If you want to fold them and put them into a container of some sort, that's great, but just having them out on a table (or in your pocket, if you have no table) is fine. Tell the players that if at any time during the game they're stuck for a topic of conversation, they can come to you and draw a random *Gossip slip*. This will contain an interesting fact or rumour which they can then discuss with other players as a matter of current gossip in the café.

### **Starting *Café Incognito***

Gather the players back together in as quiet a corner as you can find, and get them to close their eyes. Read out the following:

*“Café Incognito: that bustling, busy hub where friends and enemies meet. You are here today, as so often before. Your mission is before you, and your cover identity is by now familiar to you. The rewards for your country are great, if you succeed: but if you fail, the risks are terrible.*

*“Take slow, deep breaths, and feel the real world drifting away. Imagine the sounds and the smells of the café building around you. When you hear the sound of the bell, you will open your eyes, and you will be a secret agent in Café Incognito.”*

Then start the game by ringing your bell, or other such noise.

At first, the players may be shy or wary, and avoid each other. This is OK – don't worry about it. If it gets to ten minutes or so and still they're avoiding each other, then approach one of them and suggest that they act on the *Tips for beginners* noted on their *Cover identity sheet*.

### **During *Café Incognito* (60 minutes)**

If anyone comes up to you and wants to join in the game, that's fine (unless you've already got 8 players). Give them a *Cover identity sheet* (at random) and one of the remaining *Secret agent sheets* (as per the table above); and give them the same briefing that you gave the original players, and their *Name badge*. Then tell them to go and introduce themselves (in their cover identity, of course) to the other players.

The players may come up to you with more questions. Again, listen to them privately, but announce the answers publicly if it's appropriate.

### **Finishing *Café Incognito* (15 minutes)**

Ring the bell again, and once you've got everyone's attention, read the following:

*“Deep night descends around Café Incognito, and the servers start to stack chairs on tables. The secret agents, their missions completed, can relax... slightly... as they prepare to return to their respective services. In Bordavia, Nuevo Theodoros, San Rico and Syldoria, spy controllers are awaiting their reports.”*

Gather all the players together in a rough circle (it's fine if spectators or passers-by want to sit in, but try to keep them from interrupting the players' discussion too much).

Ask them to secretly write down, on the back of their *Cover identity sheet*, which of the four countries they think that each of the other players secretly serves. If there are any that they haven't managed to deduce or identify, they should feel free to guess.

Then once everyone's finished writing, ask the players in turn to reveal their true loyalty, as shown on their *Secret agent sheet*.

### **Marks**

This is not intended to be a competitive game, but if players want to award themselves marks for their espionage skills, it should be as follows:

- +1 for each other player whose country you identified correctly;
- +1 for each other player who is from your allied country and who identified your own country correctly;
- –2 for each other player who is from your enemy country and who identified your own country correctly.

### **Roundup and envoi**

Once the recriminations and gloating have died away, ask each player in turn to say a sentence or two about their experience of the game.

Then thank them, and declare the game finished.

## **Name badges**

<b>Colonel Juan Oloroso</b>	<b>Max the Beggar</b>
<b>Magdalena Pozarova</b>	<b>Professor Trésor</b>
<b>Harvey Walters</b>	<b>Elena Guti</b>
<b>Doctor Chillington</b>	<b>La Stupenda</b>

## Gossip slips

President Herrero of San Rico has taken a new secret lover.	The Bordavian constitution document is a clumsy forgery.
The best player of Red Star Bordavia is considering signing for Spartak Sylduria in the new season.	There is a secret tunnel under the border connecting San Rico and Nuevo Theodoros, used by smugglers of illicit music.
The owls are not what they seem.	A giant albino crocodile was sighted in the Grand Syldurian Canal last week.
A satanic cult operates in downtown Nuevo Theodoros.	Bordavian scientists have found that petting a dog twice per day can greatly extend longevity.
San Rico's cathedral is sited on an ancient native burial ground.	The King of Sylduria was exchanged, as a child, with his identical twin.
Nuevo Theodorans are getting rich publishing 'street' translations of existentialist Bordavian poetry.	The host of a popular San Rican cookery show is under suspicion of poisoning the country's prime minister.
Sylduria has issued every household with 'how to survive a nuclear attack' instructions.	There's a million-escudo prize on offer for the first person to plant the Nuevo Theodoran flag on the Moon.
The University of Bordavia has opened a Department of Media and Propaganda Studies.	'San Rico's Got Talent' is to be cancelled, due to extremely mediocre viewing figures (and contestants).

# COVER IDENTITY SHEET

## Colonel Juan Oloroso

*Café Incognito* is a select establishment, located in the dusty border town where four rival countries join. Here, secret agents of Bordavia, Sylduria, San Rico and Nuevo Theodoros meet, mingle, plot and scheme: each seeking to advance their country's interests at the expense of its rivals. Invariably, they operate in disguise... thus is the way of the secret agent!

You are such an agent, and are here today in disguise as Colonel Juan Oloroso, an officer in the San Rican army.

### Colonel Juan Oloroso:

- Is corrupt, boastful and brave
- Is an alcoholic
- Enjoys hunting
- Has been married three times, each unsuccessfully
- Was wounded in the leg at the siege of El Rocío

In the guise of Colonel Oloroso, you must negotiate the next hour, while completing your mission. You can't risk letting the cover slip: other than, perhaps, to another agent that you know you can trust. At all costs, don't get exposed by your enemies!

### Tips for beginners

If you're new to this kind of game, you may be wondering how to get started. The trick is to begin some conversations with the other players, speaking as though you were your cover identity. Any details about them, or stories about their life, that aren't listed above, you can just invent as required. So, for example, you might approach another player and say something like:

- "Señora, you are a very attractive woman. But I see a sadness in your eyes. Would you like to tell this old soldier about your woes?"

Or, to someone else perhaps:

- "Are you fond of the hunt? Let me tell you of the time I tracked a fine boar, a monster he was, through the swamps of Starý Most..." [*and invent the details of the hunt, to excite your listener*]

Or:

- "You have been regarding me most closely, señor. Is it possible you are a fighting man, who has heard of the bravery of Colonel Juan Oloroso?"

### Gossip slips

If at any time you'd like some ideas for more things to talk about, go to the facilitator and ask for a draw from the *Gossip slips*. They're full of fun topics!

# COVER IDENTITY SHEET

## Max the Beggar

*Café Incognito* is a select establishment, located in the dusty border town where four rival countries join. Here, secret agents of Bordavia, Sylduria, San Rico and Nuevo Theodoros meet, mingle, plot and scheme: each seeking to advance their country's interests at the expense of its rivals. Invariably, they operate in disguise... thus is the way of the secret agent!

You are such an agent, and are here today in disguise as Max the Beggar, a homeless Bordavian panhandler.

### Max the Beggar:

- Is friendly, inquisitive, and cowardly
- Has a variety of permanent itches
- Is always hungry
- Used to have a pet dog, named Snuffles, who went missing
- Remembers nothing of his early childhood, apart from the smell of peaches

In the guise of Max the Beggar, you must negotiate the next hour, while completing your mission. You can't risk letting the cover slip: other than, perhaps, to another agent that you know you can trust. At all costs, don't get exposed by your enemies!

### Tips for beginners

If you're new to this kind of game, you may be wondering how to get started. The trick is to begin some conversations with the other players, speaking as though you were your cover identity. Any details about them, or stories about their life, that aren't listed above, you can just invent as required. So, for example, you might approach another player and say something like:

- "May I ask, have you seen a small dog, answering to the name of Snuffles? He disappeared some time ago. You look like a kind person who loves dogs."

Or, to someone else perhaps:

- "Sir, I am very hungry, and also very well-informed. Will you perhaps buy me some food, in exchange for some useful information?" [*and invent the answers to any questions they may ask you*]

Or:

- "I saw you looking at me fondly, madam. Did you perhaps lose your son, many years ago? Do you fear what may have become of him, out on the streets?"

### Gossip slips

If at any time you'd like some ideas for more things to talk about, go to the facilitator and ask for a draw from the *Gossip slips*. They're full of fun topics!

# COVER IDENTITY SHEET

## Magdalena Pozarova

*Café Incognito* is a select establishment, located in the dusty border town where four rival countries join. Here, secret agents of Bordavia, Sylduria, San Rico and Nuevo Theodoros meet, mingle, plot and scheme: each seeking to advance their country's interests at the expense of its rivals. Invariably, they operate in disguise... thus is the way of the secret agent!

You are such an agent, and are here today in disguise as Magdalena Pozarova, a Syldurian business executive [*you can decide what line of business, as you prefer*].

### Magdalena Pozarova:

- Is brisk, polite and decisive
- Always tries to put other people at their ease
- Is exploring her sexuality
- Used to play a lot of poker, but stopped, fearing addiction
- Enjoys tending her small rooftop garden

In the guise of Magdalena Pozarova, you must negotiate the next hour, while completing your mission. You can't risk letting the cover slip: other than, perhaps, to another agent that you know you can trust. At all costs, don't get exposed by your enemies!

### Tips for beginners

If you're new to this kind of game, you may be wondering how to get started. The trick is to begin some conversations with the other players, speaking as though you were your cover identity. Any details about them, or stories about their life, that aren't listed above, you can just invent as required. So, for example, you might approach another player and say something like:

- "How do you do? My name is Magdalena Pozarova. Do you have any interest in my line of business?" [*and invent details of the business that you'd like to talk about*]

Or, to someone else perhaps:

- "Are you fond of playing at cards? I used to be, myself. But it's terribly dangerous, you know! One can become a slave to the card-table..."

Or:

- "I have felt your eye on me from across the café. Is there something you would like to ask me? I cannot promise I will answer favourably, but there can be no harm in trying."

### Gossip slips

If at any time you'd like some ideas for more things to talk about, go to the facilitator and ask for a draw from the *Gossip slips*. They're full of fun topics!

# COVER IDENTITY SHEET

## Professor Trésor

*Café Incognito* is a select establishment, located in the dusty border town where four rival countries join. Here, secret agents of Bordavia, Sylduria, San Rico and Nuevo Theodoros meet, mingle, plot and scheme: each seeking to advance their country's interests at the expense of its rivals. Invariably, they operate in disguise... thus is the way of the secret agent!

You are such an agent, and are here today in disguise as Professor Trésor, of the University of Nuevo Theodoros [*you can decide what subject, as you prefer*].

### Professor Trésor:

- Is thoughtful, slow to speak, and generally right
- Is accustomed to being treated with respect
- Plays the piano for relaxation, but not very well
- Has three small grandchildren
- Was, many years ago, a student protester caught up in a major riot

In the guise of Professor Trésor, you must negotiate the next hour, while completing your mission. You can't risk letting the cover slip: other than, perhaps, to another agent that you know you can trust. At all costs, don't get exposed by your enemies!

### Tips for beginners

If you're new to this kind of game, you may be wondering how to get started. The trick is to begin some conversations with the other players, speaking as though you were your cover identity. Any details about them, or stories about their life, that aren't listed above, you can just invent as required. So, for example, you might approach another player and say something like:

- "Which country do you hail from, my friend? Ah! Then I suppose you will take Von Lempicke's side in the recent academic dispute at the University there?" [*you can invent for yourself what the dispute was about*]

Or, to someone else perhaps:

- "You seem lonely, if I may be so bold as to remark. Do you have children, or grandchildren perhaps? What a blessing, but also a trial, they can be."

Or:

- "I've seen you looking at me – yes, it is I, Professor Trésor. No doubt you attended some of my lectures?"

### Gossip slips

If at any time you'd like some ideas for more things to talk about, go to the facilitator and ask for a draw from the *Gossip slips*. They're full of fun topics!

# COVER IDENTITY SHEET

## Harvey Walters

*Café Incognito* is a select establishment, located in the dusty border town where four rival countries join. Here, secret agents of Bordavia, Sylduria, San Rico and Nuevo Theodoros meet, mingle, plot and scheme: each seeking to advance their country's interests at the expense of its rivals. Invariably, they operate in disguise... thus is the way of the secret agent!

You are such an agent, and are here today in disguise as Harvey Walters, a Syldurian private investigator.

### Harvey Walters:

- Is nervous, jittery, and suspicious
- Is often mistaken for his identical twin
- Believes that humanity is under threat from powerful, inimical alien monsters
- Has lost a number of friends to death or insanity while on investigations
- Has a lengthy casebook of inexplicable occurrences and mysteries

In the guise of Harvey Walters, you must negotiate the next hour, while completing your mission. You can't risk letting the cover slip: other than, perhaps, to another agent that you know you can trust. At all costs, don't get exposed by your enemies!

### Tips for beginners

If you're new to this kind of game, you may be wondering how to get started. The trick is to begin some conversations with the other players, speaking as though you were your cover identity. Any details about them, or stories about their life, that aren't listed above, you can just invent as required. So, for example, you might approach another player and say something like:

- "Madam, I'd like to ask you a few questions, if I may? What do you know about the Bermuda Triangle?"

Or, to someone else perhaps:

- "Have you ever been out in the jungle? There are some mighty queer folk living there..." [*and invent the details of their oddities, to chill your listener*]

Or:

- "I've seen you staring at me – don't pretend you weren't! Is it me you're looking for, Harvey Walters – or maybe my twin, Walter Harveys? He looks just like me, but he's purest evil."

### Gossip slips

If at any time you'd like some ideas for more things to talk about, go to the facilitator and ask for a draw from the *Gossip slips*. They're full of fun topics!

# COVER IDENTITY SHEET

## Elena Guti

*Café Incognito* is a select establishment, located in the dusty border town where four rival countries join. Here, secret agents of Bordavia, Sylduria, San Rico and Nuevo Theodoros meet, mingle, plot and scheme: each seeking to advance their country's interests at the expense of its rivals. Invariably, they operate in disguise... thus is the way of the secret agent!

You are such an agent, and are here today in disguise as Elena Guti, a reporter for the Syldurian national TV station.

### Elena Guti:

- Is dogged, argumentative and often unsympathetic
- Feels she's not given enough respect by producers at the station
- Loves old horror movies
- Is an extremely good cook
- Considered becoming a nun, before losing her faith aged 14

In the guise of Elena Guti, you must negotiate the next hour, while completing your mission. You can't risk letting the cover slip: other than, perhaps, to another agent that you know you can trust. At all costs, don't get exposed by your enemies!

### Tips for beginners

If you're new to this kind of game, you may be wondering how to get started. The trick is to begin some conversations with the other players, speaking as though you were your cover identity. Any details about them, or stories about their life, that aren't listed above, you can just invent as required. So, for example, you might approach another player and say something like:

- "Sir, I'd like to interview you for the television – you have a great face for the screen. Would you like to tell me a little about yourself?"

*Or, to someone else perhaps:*

- "The food at this café really is the limit. Have they never heard of kneading? I could do ten times better. Are you interested in cooking, yourself?"

*Or:*

- "I hope you don't mind, but I had the feeling you were looking at me. Is it that obvious? Yes, I have lost my faith. It was some years ago now: there's no point reproaching me. It's not coming back."

### Gossip slips

If at any time you'd like some ideas for more things to talk about, go to the facilitator and ask for a draw from the *Gossip slips*. They're full of fun topics!

# COVER IDENTITY SHEET

## Doctor Chillington

*Café Incognito* is a select establishment, located in the dusty border town where four rival countries join. Here, secret agents of Bordavia, Sylduria, San Rico and Nuevo Theodoros meet, mingle, plot and scheme: each seeking to advance their country's interests at the expense of its rivals. Invariably, they operate in disguise... thus is the way of the secret agent!

You are such an agent, and are here today in disguise as Doctor Chillington, a Bordavian medical professional [*you can decide what speciality, as you prefer*].

### Doctor Chillington:

- Is calm, reassuring and rather charming
- Is an adrenaline junkie
- Volunteers at the local homeless shelter
- Would very much like to have started a family, but work has been too demanding
- Once shot dead a burglar who'd broken into the house at night

In the guise of Doctor Chillington, you must negotiate the next hour, while completing your mission. You can't risk letting the cover slip: other than, perhaps, to another agent that you know you can trust. At all costs, don't get exposed by your enemies!

### Tips for beginners

If you're new to this kind of game, you may be wondering how to get started. The trick is to begin some conversations with the other players, speaking as though you were your cover identity. Any details about them, or stories about their life, that aren't listed above, you can just invent as required. So, for example, you might approach another player and say something like:

- "Sir, you may be feeling a little unwell at the moment – am I right? It's nothing to worry about – a lot of people of your age suffer similarly." [*and invent the details of a disease or condition that seems appropriate*]

Or, to someone else perhaps:

- "Have you ever been free-diving? It's amazing – there are these cliffs not far from here. One time I was there with some locals and" [*and invent the details, to excite your listener*]

Or:

- "Were you trying to catch my eye? It's OK, no need to be embarrassed. I've seen you at the homeless shelter, haven't I? Well, you've certainly scrubbed up nicely, today."

### Gossip slips

If at any time you'd like some ideas for more things to talk about, go to the facilitator and ask for a draw from the *Gossip slips*. They're full of fun topics!

# COVER IDENTITY SHEET

## La Stupenda

*Café Incognito* is a select establishment, located in the dusty border town where four rival countries join. Here, secret agents of Bordavia, Sylduria, San Rico and Nuevo Theodoros meet, mingle, plot and scheme: each seeking to advance their country's interests at the expense of its rivals. Invariably, they operate in disguise... thus is the way of the secret agent!

You are such an agent, and are here today in disguise as La Stupenda, a celebrated San Rican singer [*you can decide what type of music, as you prefer*].

### La Stupenda:

- Is proud, high-spirited and perhaps a little vain
- Easily takes offence
- Collects miniature china dogs
- Wishes she could sometimes sing other styles of music
- Is secretly married to her long-time manager

In the guise of La Stupenda, you must negotiate the next hour, while completing your mission. You can't risk letting the cover slip: other than, perhaps, to another agent that you know you can trust. At all costs, don't get exposed by your enemies!

### Tips for beginners

If you're new to this kind of game, you may be wondering how to get started. The trick is to begin some conversations with the other players, speaking as though you were your cover identity. Any details about them, or stories about their life, that aren't listed above, you can just invent as required. So, for example, you might approach another player and say something like:

- "My dear, you simply cannot imagine the pressure I am under. To perform! – every night! – never fail! – never let people down! Can you even imagine what that's like?"

Or, to someone else perhaps:

- "What is your favourite kind of music? Hah! I have, if I may say, a remarkable talent in that direction. But my manager will never let me perform it... it would destroy my image, apparently!"

Or:

- "I've felt your eye on me – no need to be shy, we all have desires. And I find you very interesting, myself. But, alas, my heart is affixed elsewhere. Don't tell that to anyone!"

### Gossip slips

If at any time you'd like some ideas for more things to talk about, go to the facilitator and ask for a draw from the *Gossip slips*. They're full of fun topics!

# SECRET AGENT SHEET

## 'Agent Z', of Bordavia

You are Agent Z, the most experienced fieldworker in the Bordavian Secret Service. Your ingenuity and bravery have saved your country on countless occasions... not that you've ever got any credit for it. But you don't mind that – you exist only to serve Bordavia!

### International affairs

- **Bordavia** – your country, the blessed land of your blood. You love it beyond measure.
- **Nuevo Theodoros** – your allies. They can be trusted and relied upon.
- **San Rico** – neutrals. They care little about you, and you care little about them.
- **Sylduria** – the hated and despised enemy. They do everything they can to attack and undermine you.

### Your mission

You've been briefed that there are both enemy and allied agents here at *Café Incognito* today – probably in disguise, under cover identities (as, of course, are you). Your task is to identify them. You need to find out:

- who is a Bordavian agent, if there is another one as well as yourself;
- who is a Nuevo Theodoran agent, and thus an ally;
- who is a San Rican agent, not that you really care;
- who is a Syldurian agent, and thus a threat.

And you also need to be recognized, yourself, by Bordavian or Nuevo Theodoran agents; and avoid being recognized by Syldurian agents.

### Code phrases

You can recognize other agents, and identify yourself cautiously to them, by the use of code phrases.

- Your own Bordavian code phrase is **“It was the biggest carp I've ever seen, and made a wonderful dinner!”** If you can work this phrase into a conversation with another agent, if they are your ally, they should be able to (subtly) recognize you.
- You're supposed to know the Nuevo Theodoran agents' code phrase, but with the charming inefficiency all too familiar in your secret service, you only have a rough idea. You know that it's **something to do with foreign travel**.
- Thankfully, you also have a little information about the code phrase of your enemies in Sylduria. Theirs is, apparently, **about a frustrating disappointment**.

*At the end of the game, you will be asked to say which country you think each of the other agents works for.*

# SECRET AGENT SHEET

## 'The Cat', of Nuevo Theodoros

You are The Cat, the most experienced fieldworker in the Nuevo Theodoran Secret Service. Your ingenuity and bravery have saved your country on countless occasions... not that you've ever got any credit for it. But you don't mind that – you exist only to serve Nuevo Theodoros!

### International affairs

- **Bordavia** – your allies. They can be trusted and relied upon.
- **Nuevo Theodoros** – your country, the blessed land of your blood. You love it beyond measure.
- **San Rico** – the hated and despised enemy. They do everything they can to attack and undermine you.
- **Sylduria** – neutrals. They care little about you, and you care little about them.

### Your mission

You've been briefed that there are both enemy and allied agents here at *Café Incognito* today – probably in disguise, under cover identities (as, of course, are you). Your task is to identify them. You need to find out:

- who is a Bordavian agent, and thus an ally;
- who is a Nuevo Theodoran agent, if there is another one as well as yourself;
- who is a San Rican agent, and thus a threat;
- who is a Syldurian agent, not that you really care.

And you also need to be recognized, yourself, by Nuevo Theodoran or Bordavian agents; and avoid being recognized by San Rican agents.

### Code phrases

You can recognize other agents, and identify yourself cautiously to them, by the use of code phrases.

- Your own Nuevo Theodoran code phrase is “**She came by unexpectedly while I was overseas, so I missed her.**” If you can work this phrase into a conversation with another agent, if they are your ally, they should be able to (subtly) recognize you.
- You're supposed to know the Bordavian agents' code phrase, but with the charming inefficiency all too familiar in your secret service, you only have a rough idea. You know that it's **something to do with fish.**
- Thankfully, you also have a little information about the code phrase of your enemies in San Rico. Theirs is, apparently, **about an impolite encounter.**

*At the end of the game, you will be asked to say which country you think each of the other agents works for.*

# SECRET AGENT SHEET

## '0008', of San Rico

You are 0008, the most experienced fieldworker in the San Rican Secret Service. Your ingenuity and bravery have saved your country on countless occasions... not that you've ever got any credit for it. But you don't mind that – you exist only to serve San Rico!

### International affairs

- **Bordavia** – neutrals. They care little about you, and you care little about them.
- **Nuevo Theodoros** – the hated and despised enemy. They do everything they can to attack and undermine you.
- **San Rico** – your country, the blessed land of your blood. You love it beyond measure.
- **Sylduria** – your allies. They can be trusted and relied upon.

### Your mission

You've been briefed that there are both enemy and allied agents here at *Café Incognito* today – probably in disguise, under cover identities (as, of course, are you). Your task is to identify them. You need to find out:

- who is a Bordavian agent, not that you really care;
- who is a Nuevo Theodoran agent, and thus a threat;
- who is a San Rican agent, if there is another one as well as yourself;
- who is a Syldurian agent, and thus an ally.

And you also need to be recognized, yourself, by San Rican or Syldurian agents; and avoid being recognized by Nuevo Theodoran agents.

### Code phrases

You can recognize other agents, and identify yourself cautiously to them, by the use of code phrases.

- Your own San Rican code phrase is “**I was under Professor Blaskewitz, who was the rudest person I've ever met.**” If you can work this phrase into a conversation with another agent, if they are your ally, they should be able to (subtly) recognize you.
- You're supposed to know the Syldurian agents' code phrase, but with the charming inefficiency all too familiar in your secret service, you only have a rough idea. You know that it's **something to do with a delivery.**
- Thankfully, you also have a little information about the code phrase of your enemies in Nuevo Theodoros. Theirs is, apparently, **about a surprise visitation.**

*At the end of the game, you will be asked to say which country you think each of the other agents works for.*

# SECRET AGENT SHEET

## 'Wildebeest', of Sylduria

You are Wildebeest, the most experienced fieldworker in the Syldurian Secret Service. Your ingenuity and bravery have saved your country on countless occasions... not that you've ever got any credit for it. But you don't mind that – you exist only to serve Sylduria!

### International affairs

- **Bordavia** – the hated and despised enemy. They do everything they can to attack and undermine you.
- **Nuevo Theodoros** – neutrals. They care little about you, and you care little about them.
- **San Rico** – your allies. They can be trusted and relied upon.
- **Sylduria** – your country, the blessed land of your blood. You love it beyond measure.

### Your mission

You've been briefed that there are both enemy and allied agents here at *Café Incognito* today – probably in disguise, under cover identities (as, of course, are you). Your task is to identify them. You need to find out:

- who is a Bordavian agent, and thus a threat;
- who is a Nuevo Theodoran agent, not that you really care;
- who is a San Rican agent, and thus an ally;
- who is a Syldurian agent, if there is another one as well as yourself.

And you also need to be recognized, yourself, by Syldurian or San Rican agents; and avoid being recognized by Bordavian agents.

### Code phrases

You can recognize other agents, and identify yourself cautiously to them, by the use of code phrases.

- Your own Syldurian code phrase is **“I waited in all day for it to arrive, and then it turned out to be broken.”** If you can work this phrase into a conversation with another agent, if they are your ally, they should be able to (subtly) recognize you.
- You're supposed to know the San Rican agents' code phrase, but with the charming inefficiency all too familiar in your secret service, you only have a rough idea. You know that it's **something to do with academic study.**
- Thankfully, you also have a little information about the code phrase of your enemies in Bordavia. Theirs is, apparently, **about an exaggerated achievement.**

*At the end of the game, you will be asked to say which country you think each of the other agents works for.*

# SECRET AGENT SHEET

## 'Mask #23', of Bordavia

You are Mask #23, a new and enthusiastic fieldworker in the Bordavian Secret Service. You hope to serve your country with distinction... not that you expect any credit for it. But you don't mind that – you exist only to serve Bordavia!

### International affairs

- **Bordavia** – your country, the blessed land of your blood. You love it beyond measure.
- **Nuevo Theodoros** – your allies. They can be trusted and relied upon.
- **San Rico** – neutrals. They care little about you, and you care little about them.
- **Sylduria** – the hated and despised enemy. They do everything they can to attack and undermine you.

### Your mission

You've been briefed that there are both enemy and allied agents here at *Café Incognito* today – probably in disguise, under cover identities (as, of course, are you). Your task is to identify them. You need to find out:

- who is a Bordavian agent, if there is another one as well as yourself;
- who is a Nuevo Theodoran agent, and thus an ally;
- who is a San Rican agent, not that you really care;
- who is a Syldurian agent, and thus a threat.

And you also need to be recognized, yourself, by Bordavian or Nuevo Theodoran agents; and avoid being recognized by Syldurian agents.

### Code phrases

You can recognize other agents, and identify yourself cautiously to them, by the use of code phrases.

- Your own Bordavian code phrase is **“It was the biggest carp I've ever seen, and made a wonderful dinner!”** If you can work this phrase into a conversation with another agent, if they are your ally, they should be able to (subtly) recognize you.
- You're supposed to know the Nuevo Theodoran agents' code phrase, but with the charming inefficiency all too familiar in your secret service, you only have a rough idea. You know that it's **something to do with foreign travel.**
- Thankfully, you also have a little information about the code phrase of your enemies in Sylduria. Theirs is, apparently, **about a frustrating disappointment.**

*At the end of the game, you will be asked to say which country you think each of the other agents works for.*

# SECRET AGENT SHEET

## 'Hexxen', of Nuevo Theodoros

You are Hexxen, a new and enthusiastic fieldworker in the Nuevo Theodoran Secret Service. You hope to serve your country with distinction... not that you expect any credit for it. But you don't mind that – you exist only to serve Nuevo Theodoros!

### International affairs

- **Bordavia** – your allies. They can be trusted and relied upon.
- **Nuevo Theodoros** – your country, the blessed land of your blood. You love it beyond measure.
- **San Rico** – the hated and despised enemy. They do everything they can to attack and undermine you.
- **Sylduria** – neutrals. They care little about you, and you care little about them.

### Your mission

You've been briefed that there are both enemy and allied agents here at *Café Incognito* today – probably in disguise, under cover identities (as, of course, are you). Your task is to identify them. You need to find out:

- who is a Bordavian agent, and thus an ally;
- who is a Nuevo Theodoran agent, if there is another one as well as yourself;
- who is a San Rican agent, and thus a threat;
- who is a Syldurian agent, not that you really care.

And you also need to be recognized, yourself, by Nuevo Theodoran or Bordavian agents; and avoid being recognized by San Rican agents.

### Code phrases

You can recognize other agents, and identify yourself cautiously to them, by the use of code phrases.

- Your own Nuevo Theodoran code phrase is “**She came by unexpectedly while I was overseas, so I missed her.**” If you can work this phrase into a conversation with another agent, if they are your ally, they should be able to (subtly) recognize you.
- You're supposed to know the Bordavian agents' code phrase, but with the charming inefficiency all too familiar in your secret service, you only have a rough idea. You know that it's **something to do with fish.**
- Thankfully, you also have a little information about the code phrase of your enemies in San Rico. Theirs is, apparently, **about an impolite encounter.**

*At the end of the game, you will be asked to say which country you think each of the other agents works for.*

# SECRET AGENT SHEET

## 'The Plumber', of San Rico

You are The Plumber, a new and enthusiastic fieldworker in the San Rican Secret Service. You hope to serve your country with distinction... not that you expect any credit for it. But you don't mind that – you exist only to serve San Rico!

### International affairs

- **Bordavia** – neutrals. They care little about you, and you care little about them.
- **Nuevo Theodoros** – the hated and despised enemy. They do everything they can to attack and undermine you.
- **San Rico** – your country, the blessed land of your blood. You love it beyond measure.
- **Sylduria** – your allies. They can be trusted and relied upon.

### Your mission

You've been briefed that there are both enemy and allied agents here at *Café Incognito* today – probably in disguise, under cover identities (as, of course, are you). Your task is to identify them. You need to find out:

- who is a Bordavian agent, not that you really care;
- who is a Nuevo Theodoran agent, and thus a threat;
- who is a San Rican agent if there is another one as well as yourself;
- who is a Syldurian agent, and thus an ally.

And you also need to be recognized, yourself, by San Rican or Syldurian agents; and avoid being recognized by Nuevo Theodoran agents.

### Code phrases

You can recognize other agents, and identify yourself cautiously to them, by the use of code phrases.

- Your own San Rican code phrase is “**I was under Professor Blaskewitz, who was the rudest person I've ever met.**” If you can work this phrase into a conversation with another agent, if they are your ally, they should be able to (subtly) recognize you.
- You're supposed to know the Syldurian agents' code phrase, but with the charming inefficiency all too familiar in your secret service, you only have a rough idea. You know that it's **something to do with a delivery.**
- Thankfully, you also have a little information about the code phrase of your enemies in Nuevo Theodoros. Theirs is, apparently, **about a surprise visitation.**

*At the end of the game, you will be asked to say which country you think each of the other agents works for.*

# SECRET AGENT SHEET

## 'Catweazle', of Sylduria

You are Catweazle, a new and enthusiastic fieldworker in the Syldurian Secret Service. You hope to serve your country with distinction... not that you expect any credit for it. But you don't mind that – you exist only to serve Sylduria!

### International affairs

- **Bordavia** – the hated and despised enemy. They do everything they can to attack and undermine you.
- **Nuevo Theodoros** – neutrals. They care little about you, and you care little about them.
- **San Rico** – your allies. They can be trusted and relied upon.
- **Sylduria** – your country, the blessed land of your blood. You love it beyond measure.

### Your mission

You've been briefed that there are both enemy and allied agents here at *Café Incognito* today – probably in disguise, under cover identities (as, of course, are you). Your task is to identify them. You need to find out:

- who is a Bordavian agent, and thus a threat;
- who is a Nuevo Theodoran agent, not that you really care;
- who is a San Rican agent, and thus an ally;
- who is a Syldurian agent, if there is another one as well as yourself.

And you also need to be recognized, yourself, by Syldurian or San Rican agents; and avoid being recognized by Bordavian agents.

### Code phrases

You can recognize other agents, and identify yourself cautiously to them, by the use of code phrases.

- Your own Syldurian code phrase is **"I waited in all day for it to arrive, and then it turned out to be broken."** If you can work this phrase into a conversation with another agent, if they are your ally, they should be able to (subtly) recognize you.
- You're supposed to know the San Rican agents' code phrase, but with the charming inefficiency all too familiar in your secret service, you only have a rough idea. You know that it's **something to do with academic study**.
- Thankfully, you also have a little information about the code phrase of your enemies in Bordavia. Theirs is, apparently, **about an exaggerated achievement**.

*At the end of the game, you will be asked to say which country you think each of the other agents works for.*