

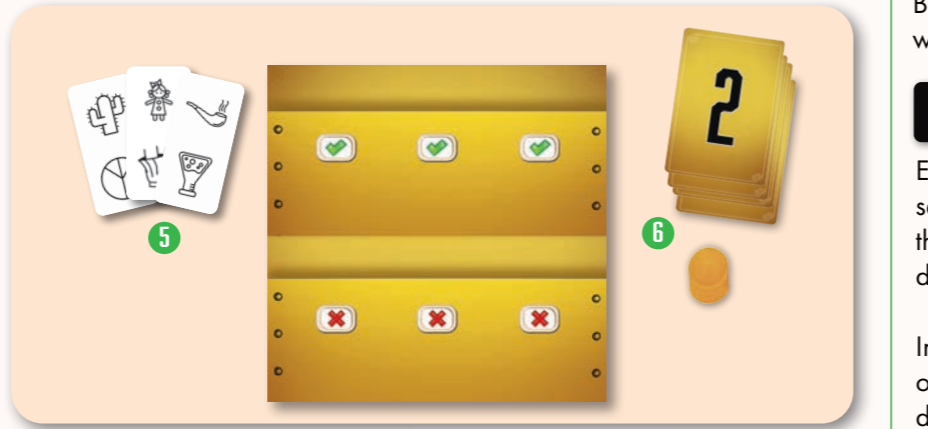
## SETUP

- 1 Place the main board in the middle of the table.
- 2 Mix the 8 Mystery cards and place them face down in the middle of the table.
- 3 Shuffle the Character cards and place 8 of them on the designated spots of the main board. Create a deck with the remaining cards.  
**Tips:** If everyone agrees, you can replace one or several cards from the main board, especially if some characters are not known by all players.
- 4 Keep the "30" scoring tokens nearby.



- 5 Shuffle the Picto cards and deal 10 to each player. Put the remaining cards back into the box: you will not be using them during the game.

- i Each player chooses a color and takes the following:
  - 1 personal board
  - 8 Voting cards
  - 1 marker they place on the "0" space of the scoring track



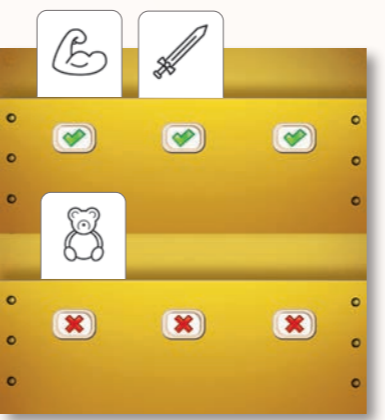
## GOAL OF THE GAME

In *SECRET IDENTITY*, you are assigned a Mystery card that designates one of the 8 Character cards in the middle of the table. With the help of your Picto cards, you have to make the other players guess your Character card and, at the same time, guess theirs in order to gain the most victory points. Each round, new characters will be drawn, but your Picto cards will not be replaced! Be sure to make the right choices and calculate the risks... By the end of the 4<sup>th</sup> round, the player with the most victory points will be the winner!

## PLAYING A ROUND

Each player takes, at random, one of the Mystery cards on the table and secretly looks at its number. This number corresponds to the Character card they must make others guess during this round. Then, they place the card face down in front of them, making sure to avoid showing it to the other players.

In order to make others guess their character, each player chooses 1, 2, or 3 Picto cards from their hand and places them face up or down on the designated spots of their personal board. Only one pictogram should remain visible.



**Advice**  
Each player is free to interpret the green and red spots in any way they want.

*The green spot might represent a characteristic, one thing the character likes, or even reflect your opinion on the character. Conversely, the red spot might indicate something the character is not, something they do not like, something they lack, etc.*

**EXAMPLES:**

**Hercules**  
"not a child, but a ruthless warrior"

**Homer Simpson**  
"lacks a brain"

**Pinocchio**  
"gets swallowed by a whale and is made out of wood"

The examples show three personal boards. The first board (Hercules) has a muscle pictogram in the top green spot and a saw pictogram in the middle red spot. The second board (Homer Simpson) has a brain pictogram in the middle red spot. The third board (Pinocchio) has a fish pictogram in the middle red spot. Each board has three green spots in the top row and three red spots in the middle and bottom rows.

**Warning:** Picto cards used in each round are discarded and you will not be able to draw new ones during the game. Use them sparingly!

Once all of the players have chosen and placed their Picto cards on their personal boards, proceed to the voting phase..

## VOTING PHASE

Each player votes to guess the character of the other players, repeating the following steps for each opponent:

- The player takes the Voting card of their color indicating the number of the character they think belongs to the opponent.
- They place the card, without showing its number, in front of the opponent.

The player cannot give hints or help the other players in any way. They can only rely on the chosen Picto cards.

Once all of the players have voted, proceed to the scoring phase.

## SCORING PHASE

In turns, each player reveals the Mystery card that indicates the number of the character they were trying to make other players guess, as well as all the other players' Voting cards. If the numbers match, they score points! If not, too bad...

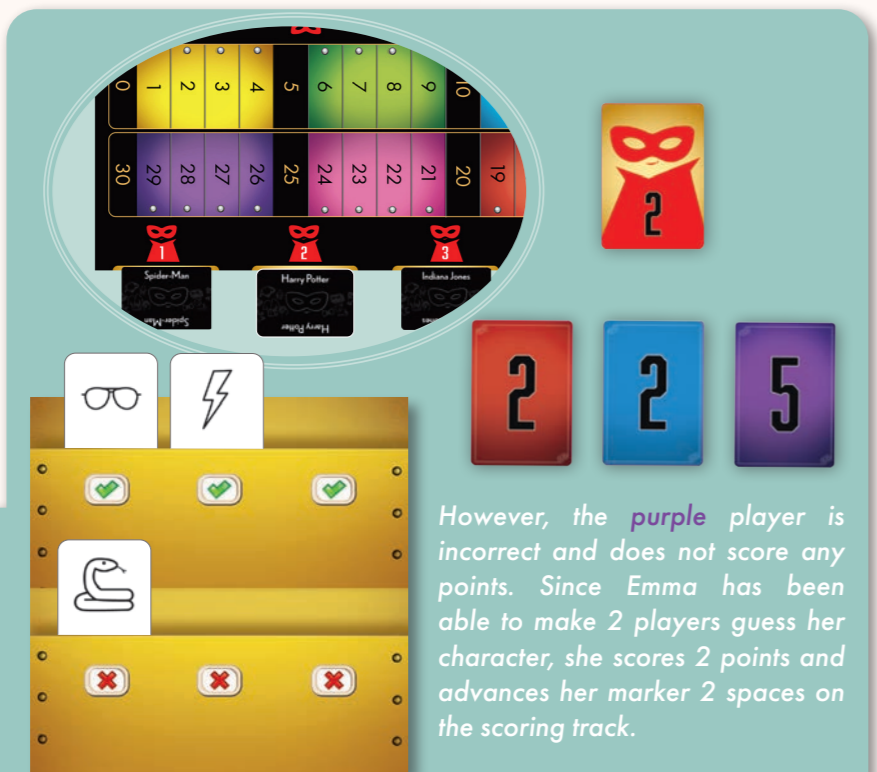
Each player scores:

- 1 point per opponent that guessed their character.
- 1 point per character they guessed correctly.

Advance your markers on the scoring track accordingly.

### EXAMPLE:

Emma is the **yellow** player and her character is **Harry Potter** (spot number 2 of the main board). All players have voted and Emma reveals the answer. As we can see here, the **blue** and **red** players have guessed correctly. They receive 1 point each and advance their markers one space on the scoring track.



However, the **purple** player is incorrect and does not score any points. Since Emma has been able to make 2 players guess her character, she scores 2 points and advances her marker 2 spaces on the scoring track.

Each player proceeds in the same way until all points have been counted.

**Clarification:** If a player exceeds 30 points, they take the "30" scoring token, place it beside them, and continue moving from the bottom of the scoring track.

Once the scoring phase is finished, and if you have not reached the 4<sup>th</sup> round yet (see "End of the game"), start a new round. Recover your Voting cards and gather the Mystery cards face down. Discard the Character cards and Picto cards used during the last round, removing them from the game, and reveal 8 new Character cards. Each player takes a new Mystery card at random that indicates the character they will make other players guess during this new round.

## END OF THE GAME

The game ends after 4 rounds. The player with the most victory points wins the game. In case of a tie, the tied player with the most Picto cards wins. If there is still a tie, players share the victory.

## SETUP

In order to play the cooperative variant, you will only need:

- The main game board
- A complete set of the same color (1 personal board, 8 Voting cards and 1 marker)
- The 8 Mystery cards
- 17 Character cards

- 1 Deal as many Picto cards to each player as indicated by the following chart:

3 to 4 players	10 Picto cards per player
5 to 6 players	8 Picto cards per player
7 to 8 players	6 Picto cards per player

## COOPERATIVE VARIANT

- 2 Place the main board in the middle of the table.
- 3 Mix the 8 Mystery cards and place them face down in the middle of the table.
- 4 Shuffle the Character cards and place 8 of them on the designated spots of the main board. Create a deck with the remaining cards.

## PLAYING THE GAME

- 1 During their turn, each player randomly chooses a Mystery card and tries to make the other players guess it by placing 1-3 Picto cards on the designated spots of their personal board.
- 2 The other players discuss and decide on one character together. The active player is not allowed to help the other players in any way. If they guess the correct answer, they advance one space on the scoring track.
- 3 Then, the active player discards the Character card and Picto cards they used. Replace the used Character card with a new one from the deck.

- 4 The 8 Mystery cards are, once again, mixed face down, and it's the next player's turn to make the others guess a Character card, starting over from step 1.

- 5 The game ends after 10 turns, when the last card of the deck has been placed and the last round is played.

The goal of the game is simple: try to guess as many correct answers as possible!

**0-2 correct answers:** Hmm... is someone there?

**3-5 correct answers:** There is still some work to do!

**6-8 correct answers:** Not bad, you are almost there!

**9-10 correct answers:** Such a talent! You are great mentalists!

## CREDITS

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# SECRET IDENTITY

In *SECRET IDENTITY*, you must guess the hidden identity of your opponents while trying to make them guess yours. Represent your character to the best of your ability by using your Picto cards, but remember that each round you will all have a new identity and your Picto cards will dwindle.

Will you be able to act both as a skilled informant and a sharp observer?