

# SHADY GUESTS

EVERY HIDDEN CARD IS A THREAT

2-4 players 30 -45 min Ages 12+

A tactical card game of bluffing, timing & shared threats

Rival spy networks infiltrate an ambassador's party and compete for the most influence before the night ends.

Play Guests and Spies into four shared Rooms — Open to build influence or Hidden to bluff your rivals.

ONE CARD. ONE DECISION. OPEN OR HIDDEN

OPEN

HIDDEN

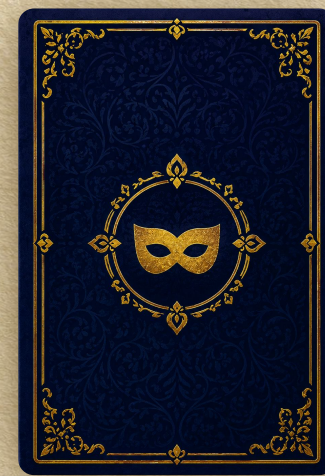


**GUEST**  
Raise attention &  
build influence



**SPY**  
Create havoc &  
build powerful  
spy sets

OR

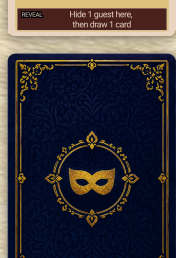
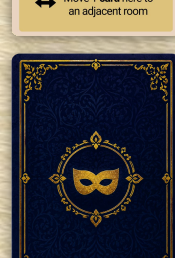
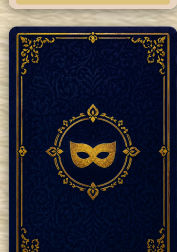
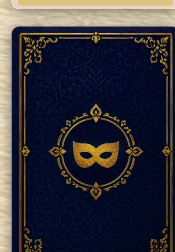
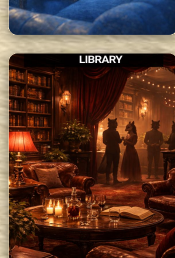
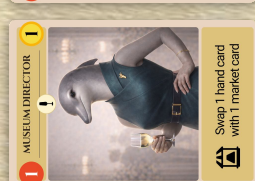


**HIDDEN**  
Bluff your rivals  
Reveal another card  
or gain a new card

Guest or spy?

THE PARTY WON'T LAST FOREVER

Every Open Guest raises Attention, bringing Security — and the end of the party — closer.



The attention track

Every Open Guest raises Attention — accelerating the clock for everyone.

Reveal

Some hidden cards unleash powerful effects when revealed

Use card effects

to disrupt rival plans

Build influence

through Guests, Spy sets and control of the Rooms



Shared Tableau



Hidden Information



Set Collection



Area Majority

PUBLICLY PLAYTESTED AT:

- Ducosim Amersfoort
- Game Design XXL Utrecht
- Gelderspel Nijmegen
- Design Meetups Leiden

Michiel Rademakers

Game Designer

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WATCH 1-MIN GAMEPLAY

