

WHO IS WHO? RULEBOOK



“WHO IS WHO?”

“Who is Who?” a 3-6 player game where you play as Gangsters trying to get fame by completing jobs in the streets of Sweden. However, there’s a catch! - a Snitch is among you. The snitch’s goal is to sabotage your jobs. Find out who they are as quickly as possible and prevent them from playing!

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GAME OVERVIEW

“Who is who?” is a game about deception and betrayal. You all play as gangsters working together to grow your gang by completing jobs and reaching your goals. But there are snitches among you !!

GOAL

Gangsters: Complete 5 jobs.

Snitches: Fail 4 Jobs

SETUP

All players get their role tokens along with one character card and one relationship card. If a player is given a relationship card that contains themselves they have to trade with another player. Put the wanted status card in the top half of the action card deck and deal out action cards and job cards to all the players. Then put the remaining cards from each deck in two piles one for action cards and one for job cards.

PLAYING THE GAME

Decide on who goes first. That player becomes the job leader and plays a job card. All job cards have a combination of different action cards needed to complete them. The job leader chooses who goes on the job and they all play action cards. If the job succeeds, place it in the success column, and if it fails put it in the fail column. Then move on to the next person in a clockwise rotation and repeat the same procedure.

Tip: Try to strategize and communicate as much as you can with the players to win the game !!

GAMEBOX CONTENTS

1 Game board

6 Role Tokens

- 4 Gangster Tokens labelled G

- 2 Snitch Tokens labelled S

6 Character Cards

6 Relationship Cards

22 Job Cards

36 Action Cards:

- 5 Lookout cards

- 5 Shooting car

- 5 Driving cards

- 5 Negotiation cards

- 15 Blank cards

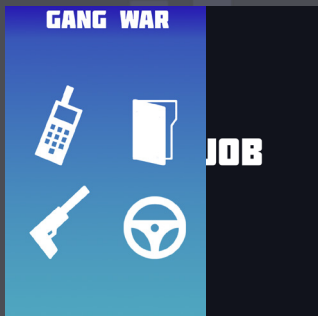
- 1 Wanted status card

COMPONENTS

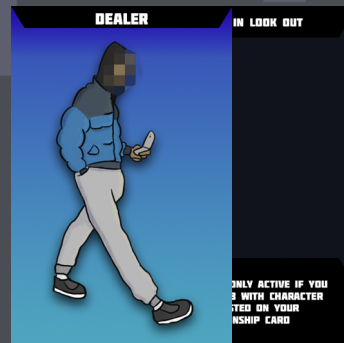


1 GAME BOARD

36 ACTION CARDS



22 JOB CARDS



6 CHARACTER CARDS



6 ROLE TOKENS



6 RELATIONSHIP CARDS

SETUP

3-4 PLAYERS: 1 snitch token.
Remove the "Carl" character cards
and all the job cards with 4 require-
ments.

5 PLAYERS: 2 snitch tokens.
Add the "Carl" character & relation-
ship card and all the job cards with
4 requirements.

6 PLAYERS: Add "Carl with a "K" character & relationship

STEP BY STEP:

1. Choose one player to set up the game.
2. Each player takes one role token, making sure nobody sees it.
3. Each player takes one character card and one relationship card, and puts it in the slot on the role token, everyone should be able to see your character and relationship card.
4. If someone gets a relationship card with the character they have, the player may choose anyone in the game, and switch the relationship card with him/her.
5. Deal out 3 action cards to each player, one card at a time.
6. Deal out 2 job cards to each player, one card at a time.
7. Place the Action card deck and the Job card deck on their respective slots on the game board.
8. Choose who goes first. If "Carl with a "k" is in the game then that player plays first.

IF THERE ARE 2 SNITCHES

Before starting the game, choose one person who will guide the following procedure.

Everyone closes their eyes

The snitches open their eyes, look at each other and then close their eyes
Everyone opens their eyes again.

BASIC CONCEPTS

THE GAME BOARD

The game board is used to track the games progressions.
When a job is finished, place the job card face down on the game board.

There are two sections:

One to track the completed jobs...



...and one to track the jobs that have failed.

ROLE TOKENS

There are two types of role tokens in the game.

G: Means you are a gangster.

S: Means you are a snitch.



CARD PILES

There should be 4 piles on the table:

An action card pile, an action card discard pile, a job card pile & a job card discard pile.

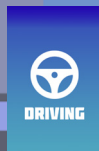
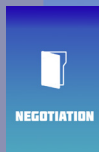
When the action card or the job card pile gets empty, shuffle the corresponding discard pile and put it back again.

CARDS

ACTION CARDS

There are 3 different types of action cards. These are the Normal action card, Blank cards & the Wanted a status card.

NORMAL CARDS



These are the different cards required to complete the different jobs combination.

BLANK CARDS



These are cards mixed into the deck of action cards.

WANTED STATUS CARD

The wanted card is a hot potato card disguised as an action card.



If the wanted status card in a player's hand by the end of the game the player loses regardless of which side they are on and which side wins.

The wanted status card is an action card. Which means that the only way for players to get rid of it is to play it as an action.

The hot potato card does not automatically fail a job. As long as the jobs combination is met it can still be played without failing a job.

JOB CARDS

Job cards are the objectives that players have to do in the game.

GANG WAR



The majority of the job cards in the game consists of a combination of 3 actions. But each job card can have either 3 or 4 requirements. The number of requirements on the job card decides how many players need to go on the job. For job cards with 3 requirements, 3 player needs to be on the job, and for 4, 3-4 players need to be on it.

If the combination on the job cards is met, it is a success. And if the combination isn't met, it's a fail.

This doesn't mean if there are extra cards played that aren't part of the combination it fails.

CHARACTER CARDS

All characters in the game have their own individual ability or buff. On the back of the character cards it says what ability they have. All characters except for the 2 Carl characters have buff abilities.

This buff makes an action count twice if the player with that bonus is on the job. So, for example, if a player with a shooting bonus goes on a job that requires two shooting actions and a driving action, as long as at least one shooting action and the driving action is played by anyone in the job it is a success. This means that as long as the player with a specific card buff is on a job the card played will count as two, regardless of who plays the card.

But there is a catch! For a player to be able to use their character buff they need to be on the same job with the character they have a relationship with. We will get to that later.



RELATIONSHIPS CARDS



To be able to get your buff on a job you need to go with someone the other player you are in a relationship. This only counts for the buffs and not the Carl abilities.

For example: If the Driver wants to go on a job that requires 2 driving actions and they want their buff to be active, they need to go with a player that they are in a relationship with or they will not get their buff.

GAMEPLAY

BEFORE A JOB

When its a player's turn they can choose to either play or discard a job card.

If the player chooses to discard a card, their turn ends and your rotate clockwise onto the next player. To discard a job card they have to place the card they chose in the job discard pile face up and take a new job card from the deck.

If the player doesn't discard a card and instead choose to go on a job. It is done by taking any of their job cards in their hand and placing it face up on the table, so everyone can see it. This player becomes the leader of that job.

The Job leader then chooses who will go on that job. If a card has a requirement of 3 actions the Job leader has to choose 3 people to go on the job.

The Job leader can choose any players to go on the job. They themselves do not have to go on the job, but they are able to.

Some jobs require 4 actions, these jobs do not require 4 players if they are able to complete the job with only 3 players.

DURING A JOB

Once the players for the job have been chosen, each one of them plays **ONLY ONE** action card each by placing them face down on the table.

The leader takes the cards, shuffles them, and then looks at them without showing them to the other players.

If the requirements of the job were met, the leader announces that the job was a success, otherwise, they announce that the job failed.

When you announce if the job was a success or a fail you have to be honest !

The job leader is not allowed to show the rest of the players the cards that were played in that turn but may say what cards were played.

If you decide to say what cards were played, you do not have to be honest.

Then place the job card face down on the game board.

AFTER A JOB

Once the job card has been placed on the game board the job leader then shuffles the action cards that were played and hands them back to the players who were on the job.

All players who participated then have to draw one more action card from the action card pile.

Then they have to choose one of their action cards to discard and place it in the discard pile facing up.

You can not remove the wanted status card !

Then the leader also has to draw one job card.

After each job you should have exactly 3 action cards and 2 job cards in your hand at all times.

If the action or the job card pile gets empty, one player shuffles the corresponding discard pile and puts it back again.

Once all of this is done, go in a clockwise rotation and it is now the next players turn.

REMEMBER THAT YOU ARE ALLOWED TO COMMUNICATE WITH EACH OTHER AT ALL TIMES !

GOALS AND GAME ENDING

The goal for Gangster and Snitches are the opposite to each other were as the gangsters want to successfully complete 5 different jobs and the Snitches want to sabotage 4 different jobs. To end the game it is a simple race to see which team can complete their goal first.

Gangsters win when 5 jobs are completed

Snitched win when 4 jobs have failed.

The player with the Wanted Statis Card loses the game regardless!!



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