

Jericho –The Urban Spy Game[©]

Official Rules

What Do I Need to Play?

- ✓ A toy dart gun (off the shelf, unmodified)
- ✓ A bandanna (Put this on when you die)
- ✓ A watch (to keep track of time)
- ✓ Friends (or eager strangers)

Teams

Divide players into two teams and decide which team is Offense and which is Defense. Switch sides after every mission. Best 2 out of 3 missions wins the game.

Offense – As Offense, your team has the challenge of completing a pick-up and a delivery within the time allotted. You will need to assign a Courier to retrieve the “Intel” from the Pick-up and then take it to the Drop-off.

Courier – The Courier is someone from the Offense who is picked (or volunteers) at the start of the mission to be the person who will pick up and deliver the “Intel”. Someone else can carry the “Intel” after the Courier gets it, but only if the Courier is still alive. That new person then becomes the Courier. If the Courier is killed while holding the “Intel”, the Defense wins. A small unique trinket (e.g. a wrist band) will be used to denote who the Courier is. When the Courier passes the “Intel”, they should also pass the trinket.

Defense –As Defense, your job is to prevent the Offense from completing their objective of picking up and delivering the “Intel”.

Note: Defense may not know all the details of the Pick-up location or Intel.

Before the mission starts

Both teams will receive documents that have:

- Map with Pick-up & Drop-off locations.
- Photos of the Pick-up & Drop-off locations.
- Details about what kind of “Intel” will be retrieved at the Pick-up point (e.g. Photograph, napkin, business card)

When the mission starts

The Defense leaves 5 minutes before the Offense to give them the advantage of defending the Pick-up and Drop-off points. During this 5 minute waiting period, the Offense assigns a Courier and plans strategy.

During the mission

- If you are shot, put your bandanna on and head towards the Drop-off. If everyone is in the same place at the end of the mission, it makes starting the next one much easier. Try to avoid hanging out with all the other dead people at the Drop-off. Find a place a stone’s throw away to watch until the mission is over.

Rules

The Honor System is used to enforce the rules of this game. Without honest players, this game will cease to be fun. **Maintain the integrity of the game!**

- If you have been eliminated, put your bandanna on to signal that you are not involved in the game. Giving assistance to live players will result in an automatic victory for the other team.
- You cannot shoot another player if you have already been shot. You have been terminated with extreme prejudice, get over it and put your bandanna on.
- If you **do not** clearly shoot your opponent first or if there is a "tie" that is disputed, both players are eliminated.
- Enemy Players can only be eliminated by a dart launched from a dart gun. Darts cannot be thrown or used as a "knife". Darts on the ground can be picked up and used again. Enemy Players can also be eliminated by touching them with a loaded gun and saying, "bang". If you are hit while holding any kind of shield, you are out. If you are riding in/on a vehicle and the vehicle is hit, you are out.
- Physical contact with enemy players is prohibited. Holding, grabbing, pushing, tackling, etc. are prohibited. Any infraction of this rule will result in an automatic victory for the other team.
- The space that a mission starts on is considered safe territory. The organizer of the game will define this territory (e.g. city block, restaurant, train, park, etc.)
- Players cannot involve somebody in the mission who is not playing the game. Outside help from strangers that will give your team an unfair advantage is prohibited and results in an automatic victory for the other team.

How to win

Offense wins by:

- Courier delivering the "Intel" to the Drop-off within the mission time.

OR

- Eliminating all the opposing teams' spies within the mission time.

Defense wins by:

- Preventing the Offense from delivering the "Intel" to the Drop-off within the mission time. (Time runs out)

OR

- Eliminating the Courier.