

# SCANDAL

## GAME INSTRUCTIONS

Ages 12 and Up  
3 to 8 Players

### COMPONENTS:

- 200 Trivia Cards
- 8 Objective Cards
- Identity Cards
- Gameboard
- 8 Anonymous player tokens
- 8 Character player tokens
- 8 Element Tiles
- 2 Dice

### OBJECT:

Be the first player to successfully complete all 4 of your objectives.

### SET UP:

1. Place game board between all players.
2. Shuffle all Trivia Cards and place face down in a pile within reach of all players.
3. Place OPA and B613 card decks on their appropriate spots on the game board.
4. Place one Element Tile each onto any 8 Location spaces except OPA, B613, Olivia's Apartment or the White House.
5. All players choose an anonymous player token and places it on Start.
6. Youngest player starts the game, game play continues to the left.
7. Players may exit start area from any side.

### HOW TO PLAY:

Each player starts the game without an Identity or an Objective. All players' first objective is to make their way to either of the following locations on the gameboard.

- B613
- OPA Office

### ON YOUR TURN:

On your turn you will choose to roll the dice or use a transit option. You do not have to roll the exact number to land on a location space.

### TRIVIA CARDS

If you land on a Trivia Space, the player to your left draws a Trivia Card and reads it to you. If you answer *correctly*, you win the card.

There are directives on the bottom of each card. Directives must be completed immediately. (GO TO B613, JUMP TO START, JUMP TO OLIVIA'S APT, GO TO OPA)

The transit options include: Metro Fare, and Taxi Fares. You may hold on to the card if a transit option is listed on the bottom of the trivia card and use it on a subsequent turn.

If you answer *incorrectly*, you do not win the card.

### TRANSIT

Use your transit options to get closer to your objectives quicker. If you choose not to roll the dice, you may use a transit option listed on the bottom of your Trivia Card. You must announce publicly, if you are using a transit option, to other players and then surrender the card to the bottom of the trivia deck.

### METRO

You cannot use the metro spaces without a Metro Card. When you use a metro space, you may transfer between any two stations on the map.

### TAXI

You must announce publicly, if you are using a transit option, to other players and then surrender the card to the bottom of the trivia deck. Taxi Fares can be used from any spot on the map.

### MAX 2 TRANSIT CARDS PER PLAYER

### **OPA & B613**

When players reach OPA, you must draw an Identity Card. This is your new identity.

*Switch* the anonymous figure from its holder, and place the new identity in its place. Keep your Identity Card face up so other players are aware of your final objective. Hold on to your anonymous figure, you will need it later.

When you reach B613, draw an Objectives Card. These are the objectives you must complete in the game! Keep this card secret. After you have secured your character's identity and objectives, you must complete all four objectives to win the game; the three on your Objectives Card and the final objective on your Identity Card.

### **ELEMENT TILES & LEAVING A TRACE**

Objectives consist of obtaining and disposing of the following items: Intel, burn phones, evidence and witness testimonies.

If an objective requires an action without an item, players must use their anonymous figure to mark the location they have visited.



EVIDENCE



INTEL



BURN PHONE



WITNESS  
TESTIMONY



ANONYMOUS  
FIGURES

### **CROSSING PATHS and CONFRONTATION!**

**WATCH OUT!** If a player lands on the same space as another player, the two players must confront each other in a trivia show down. If a player passes over another player on the same path, that player has the choice to confront another player or not.

*Confrontation:* A third player will draw a card and read it aloud; the first player to answer correctly wins.

The winner of the confrontation wins the card and any items the loser is holding. The loser must move back to Start on the gameboard.

### **ADDITIONAL RULES**

•Crossing the Park - There are 2 paths that cross the park, a tunnel and a pathway. If you land on an Arrow Space, move to the corresponding arrow space across the park, and continue your move. Crossings count as a one space.

### **WINNING THE GAME**

Be the first player to successfully complete all 4 of your objectives.