

Organize + keep track of your artwork. Circle A if the token represents a real artwork. Circle D if the token represents a decoy. There should be 3 artworks and 2 decoys. Match the number of the artworks and 2 decoys. Match the shape of the artwork Token.

#1	#2				
Safe House	R/D	R/D	R/D	R/D	R/D

#3

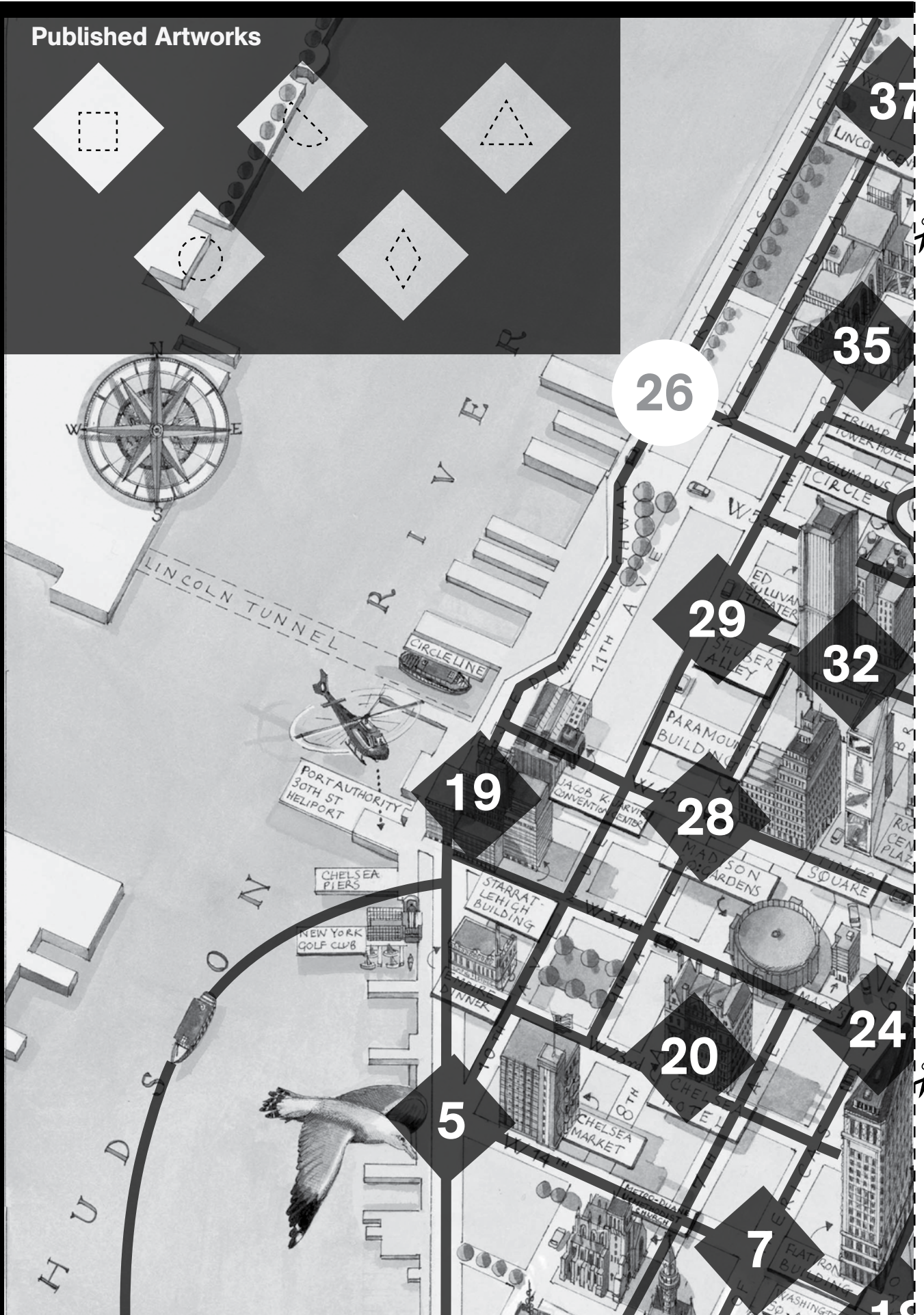
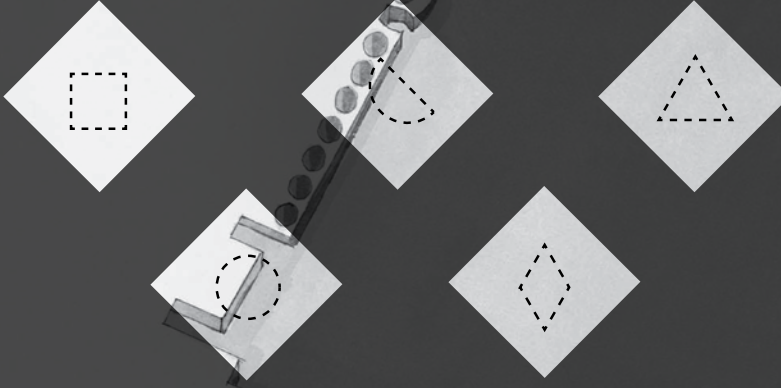
Nights

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	

KEEP YOUR LOCATIONS SECRET!

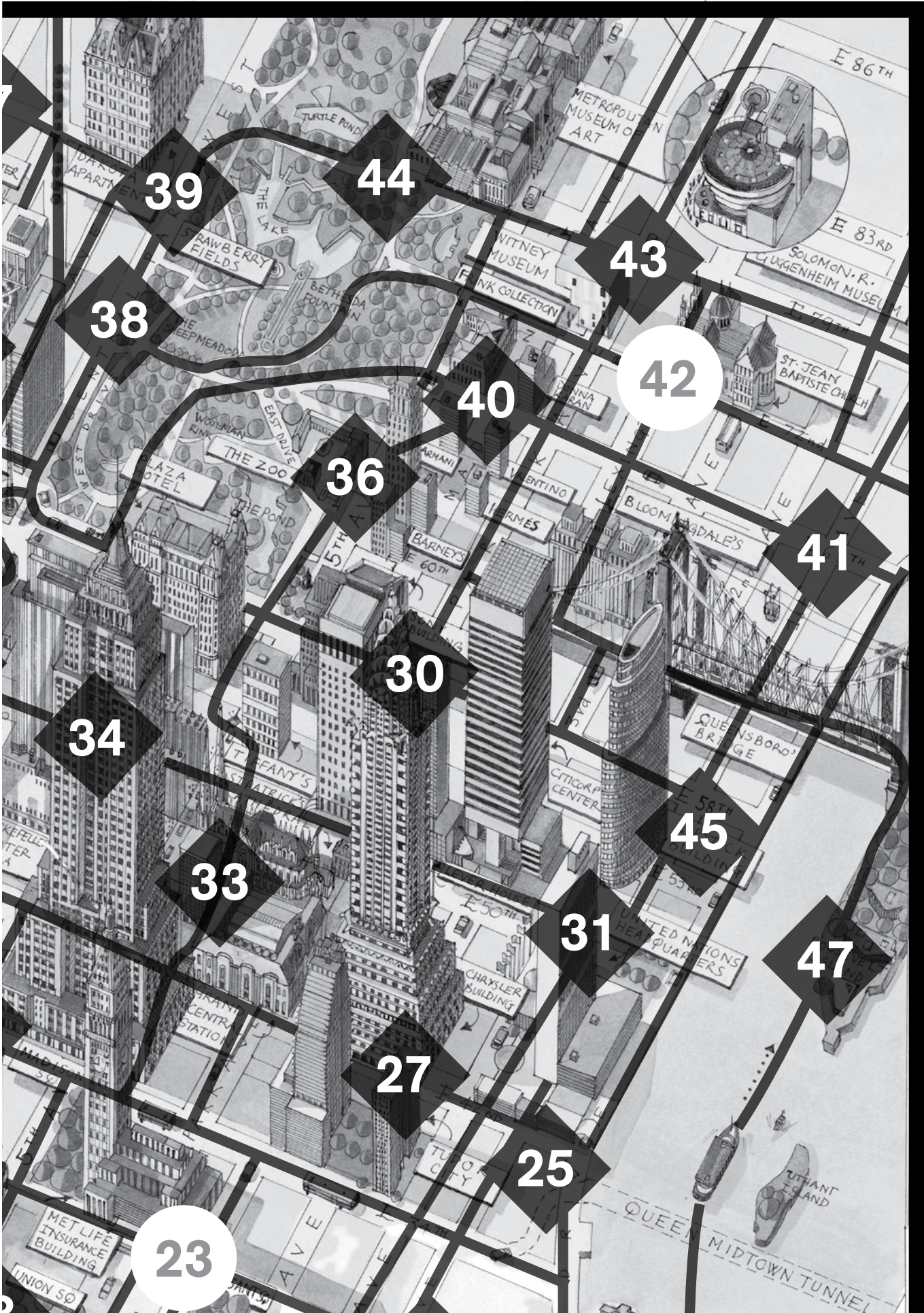


Published Artworks



Connect shapes  

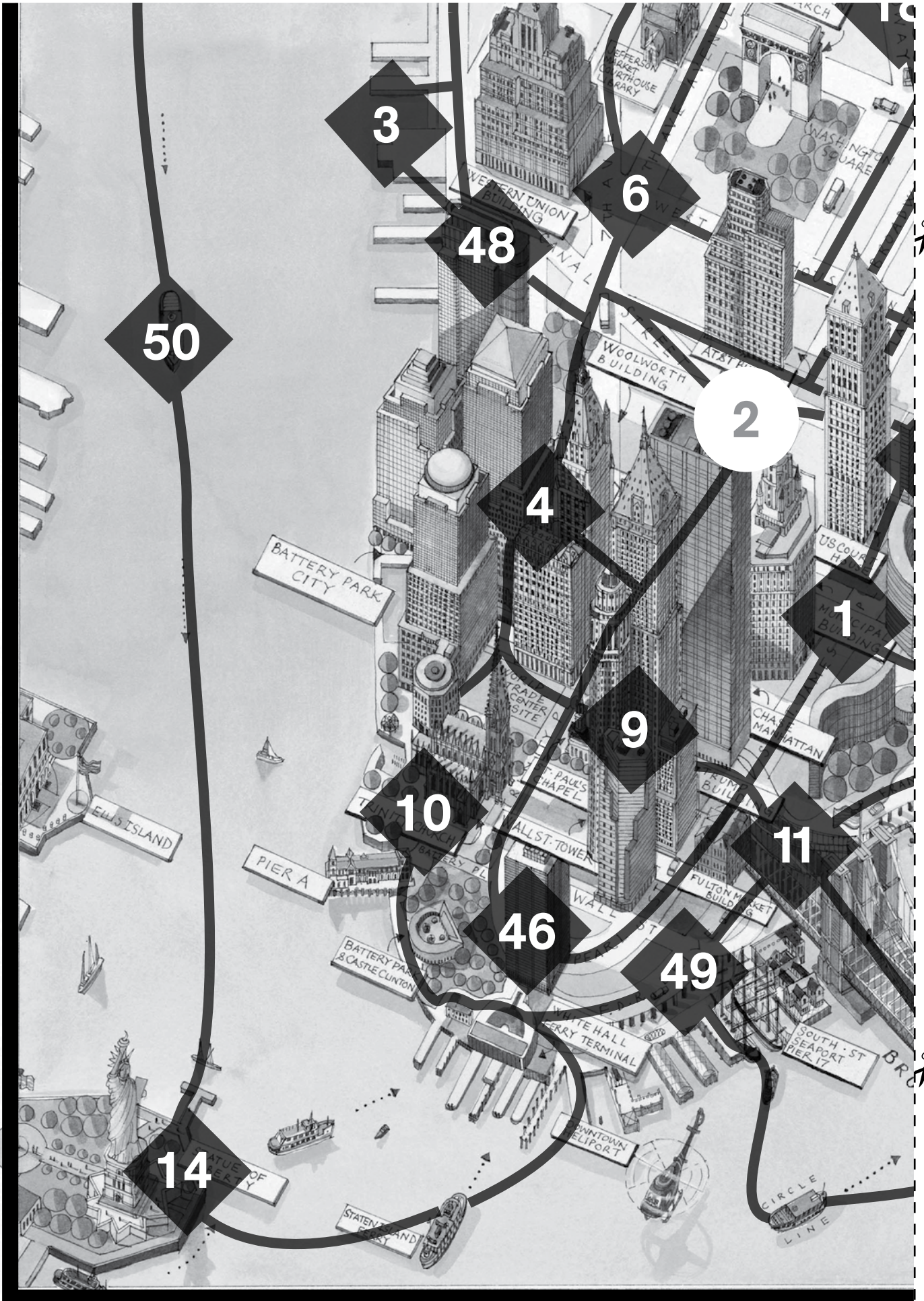
CUT



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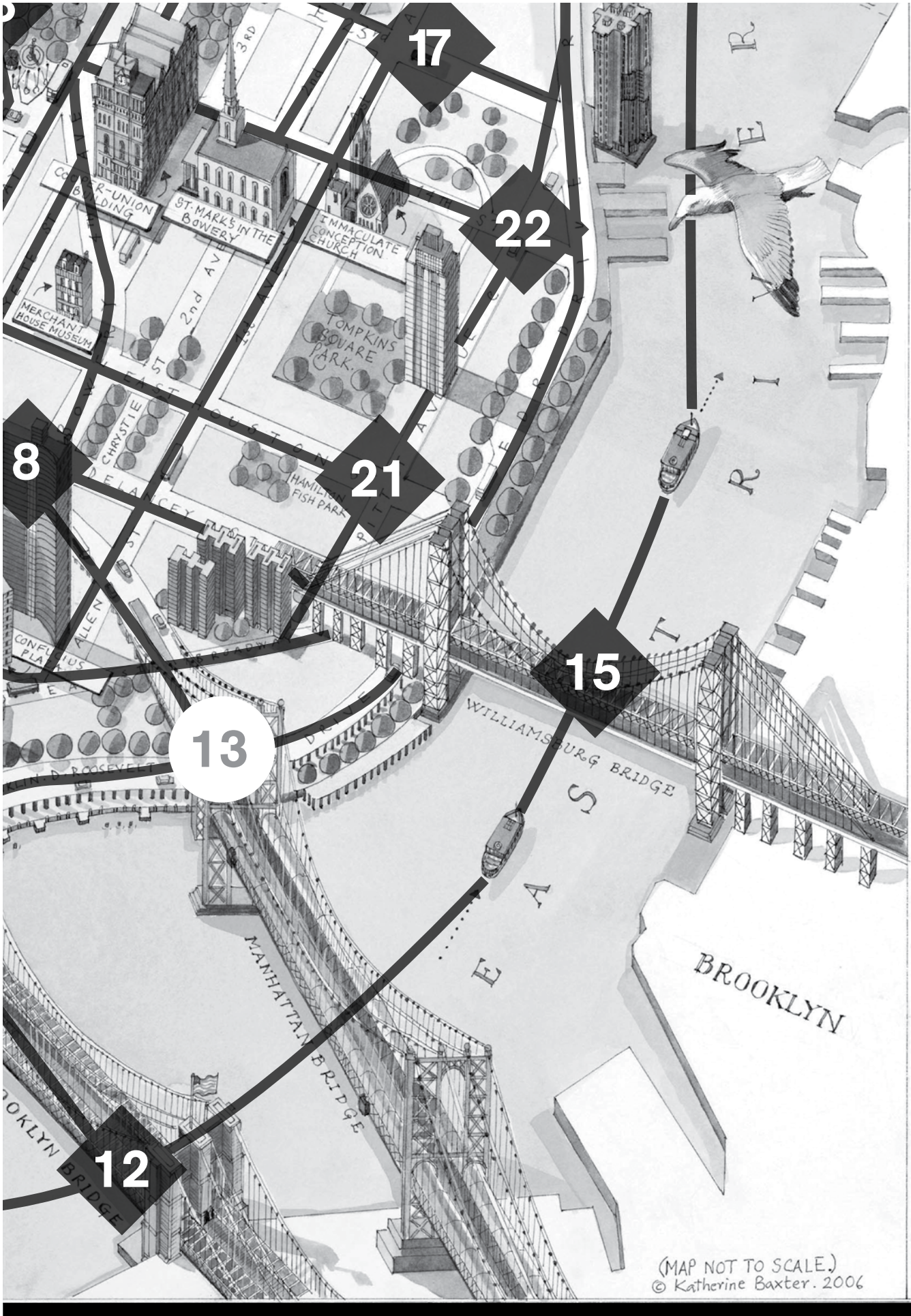
Connect shapes  
△  
→

↑  
△  
Connect shapes



CUT

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↑  
△  
Connect shapes

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(MAP NOT TO SCALE.)  
© Katherine Baxter. 2006

# Agent Tokens

Used by Agents

R = Real

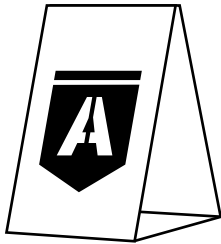
D = Decoy

- - - - - Cut

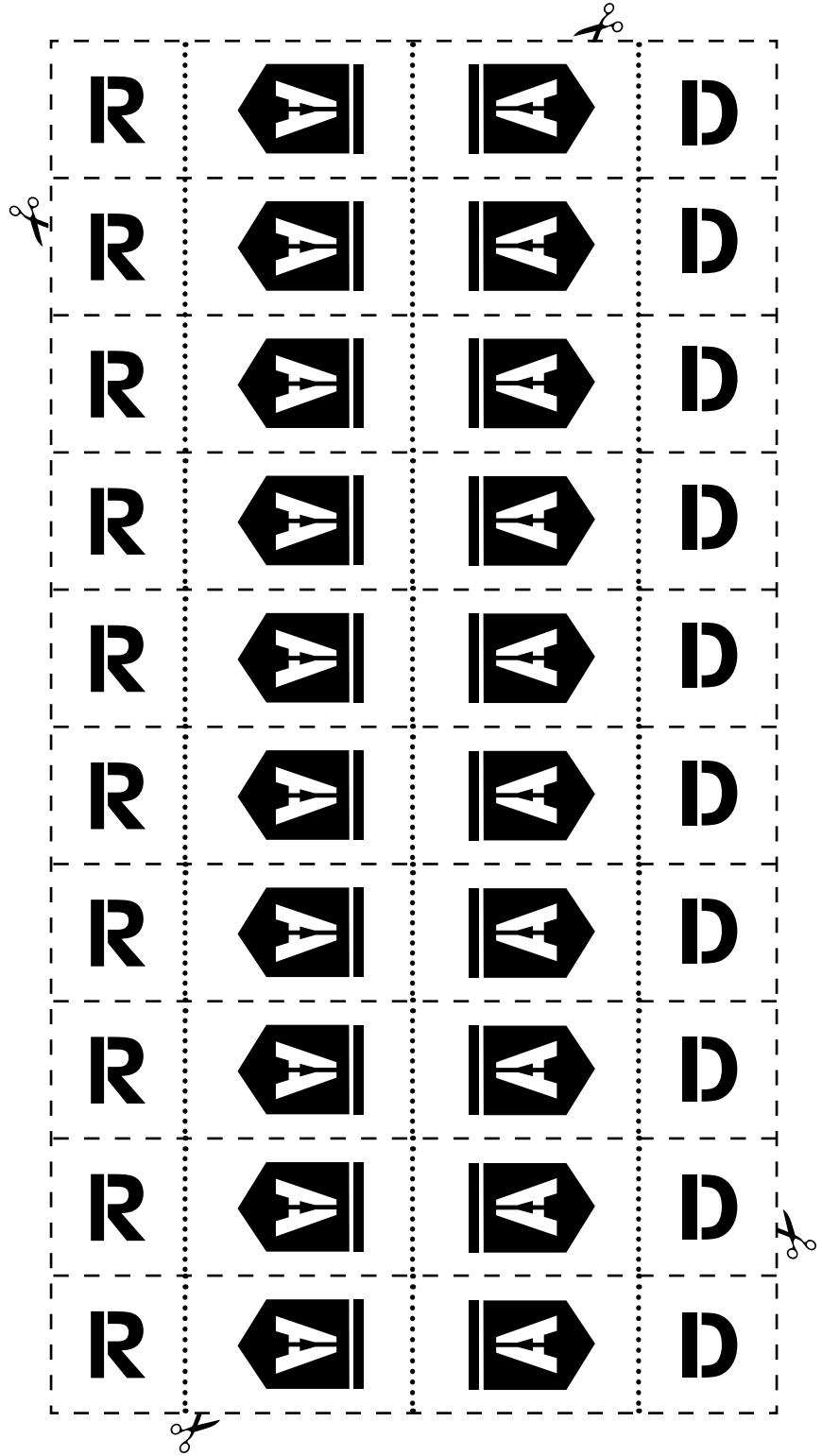
..... Fold

To prepare:

- Cut each strip on horizontal line
- Fold into an open triangle (use tape/glue)



- Make 4 real Agents per game [R] shows on bottom when folded
- Make 3 decoy Agents per game [D] shows on bottom when folded



# Artwork Tokens

Used by Artist

R = Real

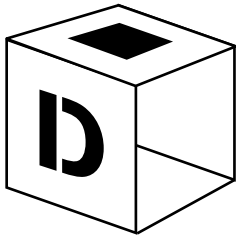
D = Decoy

- - - - Cut

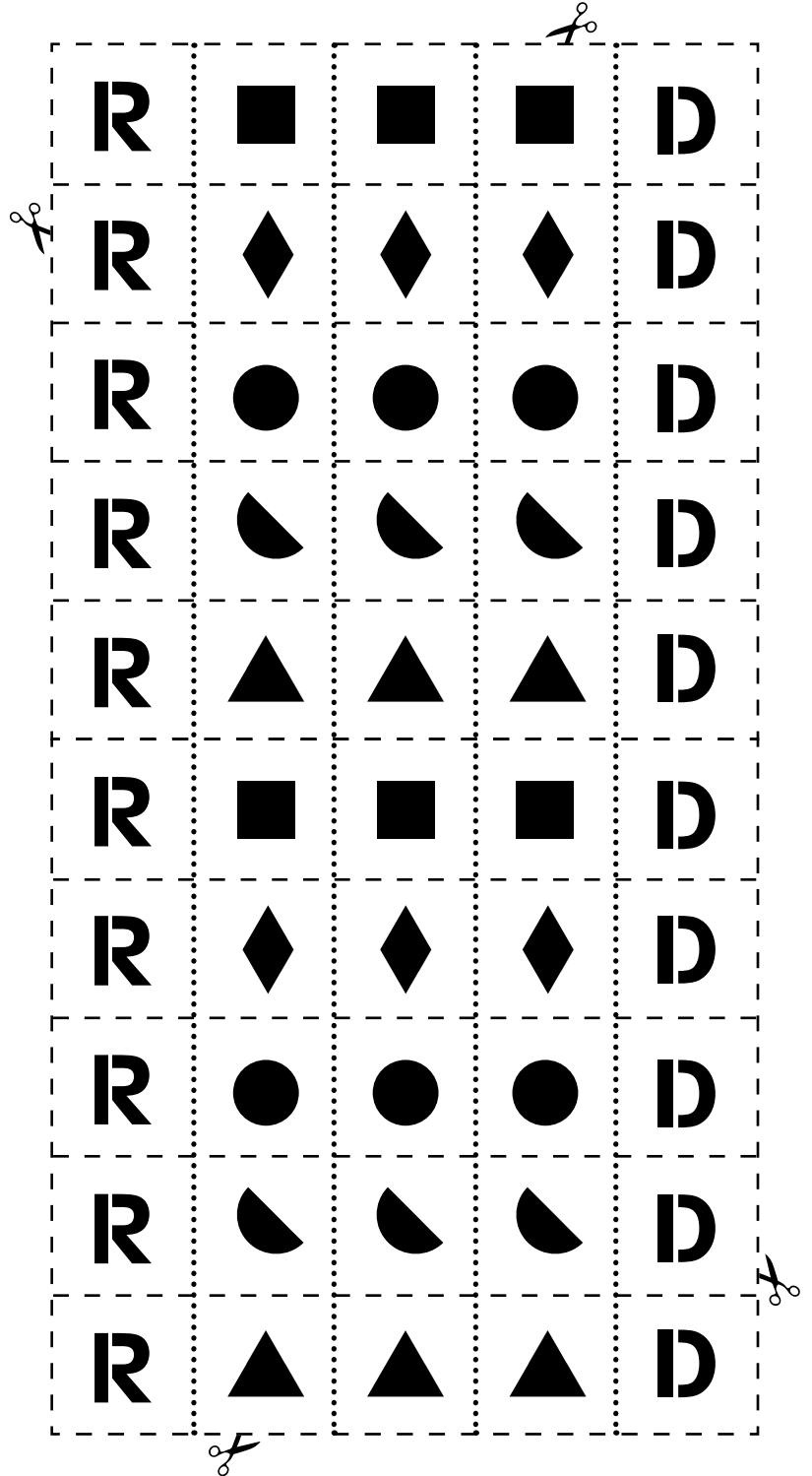
..... Fold

To prepare:

- Cut each strip on horizontal line
- Fold into an open square (use glue/tape)



- Make 3 real Artworks per game [R] shows on bottom when folded
- Make 2 decoy Artworks per game [D] shows on bottom when folded



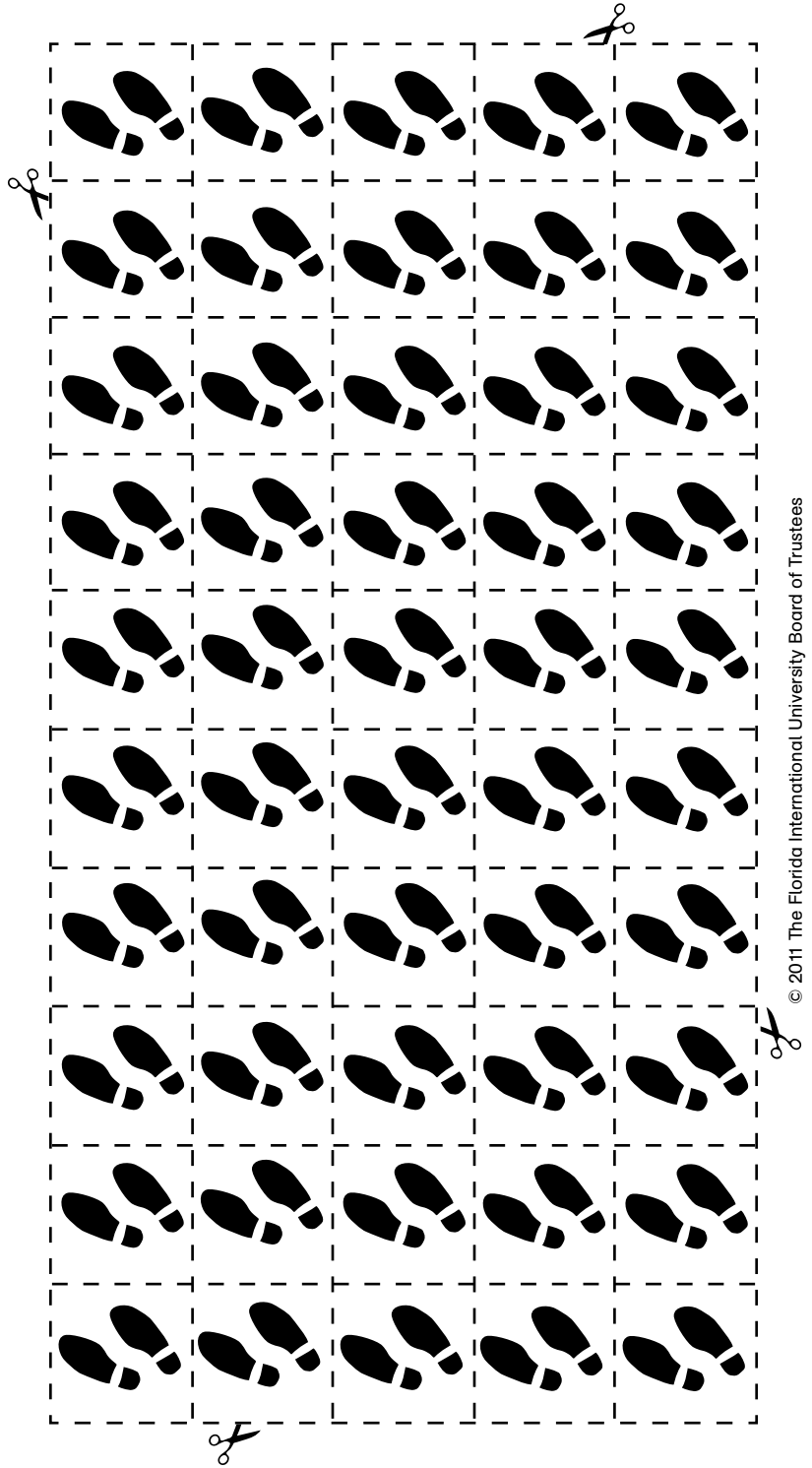
# Footprints

Used by Agents to mark Artist's possible trail

--- Cut

To prepare:

- Cut 20 squares per game







# Night Tracker

Used by Game Master

		Games		
		1	2	3
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

= Opening Night

# Agent Tracker

Tally sheet used by Agents to track their moves during the game.

		Agents					
		1	2	3	4	5	6
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							

= Opening Night