

# EYES ONLY

## T R A D E C R A F T

### Vol. 1: The Stockholm Incident

#### Rules of the Game

##### Overview

Players are divided into an East side and a West side. The Soviet Union and East Germany play together as the East side. The United States and Great Britain play together as the West side.

The objective of the game is to convey information to your allies and steal information from your enemies.

##### Scoring

The game will consist of three rounds. Each player will receive a communiqué from headquarters at the beginning of each round. In round 1, some players will be given Operational Details to convey to their allies. In round 2, some players will be given Classified Documents. In round 3, some players will be given State Secrets. The point values for these pieces of information are as follows:

Operational details: 2 pts if conveyed, 1 pt if stolen.

Classified documents: 3 pts if conveyed, 3 pts if stolen.

State secrets: 7 pts if conveyed, 10 pts if stolen.

At the end of each round, the moderators will meet with each country individually to learn what information they have acquired. Players should only report information to the moderator that they consider to be credible. Any information that was not delivered in a communiqué from the current round should not be considered credible. Each item of incorrect information reported to the moderator will result in a penalty. The penalties per item are 1 point in round 1, 2 points in round 2, and 3 points in round 3. If allies both report the same piece of stolen information, it only counts once. (See scoring example below)

A tiebreaking half point will be awarded to only one team for authentic spy behavior. Appearance and conduct count towards this decision.

There may be other ways to score points that will not be known by all players.

Team scores will be announced at the end of each round.

### Ground rules

- Each side has a safe house that can be used for meetings at any time.
- Players may only enter the safe house of the opposing team if they are invited.
- If you are having trouble arranging a meeting with the appropriate personnel, talk to the moderator.
- Use of technology is permitted unless otherwise specified by the moderator.
- You may not misrepresent your official identity.
- No using the bathroom for official operations.
- You may not show game materials to any other agent. If you want to pass a written note, write it yourself.
- You can believe anything that the moderator tells you.

### Scoring Example

In round 1, the Americans have been given the following operational detail: "All roads lead to Rome"

Also in round 1, the Soviets have been given the following operational detail: "Istanbul was Constantinople"

In the round 1 debrief, the British report the following as credible information:

"All roads lead to Rome"  
(Conveyed operational detail: +2 pts)

"Istanbul was Constantinople"  
(Stolen operational detail: +1 pt)

"Something is rotten in Denmark"  
(Incorrect information: -1 pt)

The British earn +2 points for round 1.