



2-4
players



10+



15-30
minutes

ENTRACTE

Rulebook



About the game

Today, a high-society gathering is being held at the Imperial Theater. Local nobility have gathered to play an intelligence game. True aristocrats do not just say whatever comes to mind! They hint, give signals, and communicate in a disguised manner. Join this cooperative game: learn to read between the lines and gain influence in high society.





Components



24 character cards



24 code cards



40 signal tokens



Notebook



Reference card



4 pencils



Rulebook



Setup



1. Shuffle all **code cards** and deal each player one random card facing down. Each player looks at their card but does not show the others. Return the rest of the code cards to the box.
2. Shuffle **all character cards** and deal each player 3 random cards facing down. The players look at their cards, keep them in hand and do not show the others.
3. Place the remaining deck of character cards at the center of the table. Reveal a card from the top and place it to the right of the deck facing up — this is the first card in the **character row**. Leave room for the following cards to the right of it.

4. Deal each player:

- ◆ 10 **signal tokens** of the same color
- ◆ a sheet from the notebook
- ◆ a pencil

Each player writes the names of all other players in the columns of their sheet. You can also write your name into the table to keep track of what other players know about you.

5. Place the reference card at the center of the table so everyone can reach it. The card is double-sided and all players can see either side at any point of the game.

The player that was the last to go to a play or opera becomes the first active player.



Setup for four players

Game objective

The common goal of the players is to correctly guess as many of the other player's codes as they can. To do so they take turns playing character cards into the row and place signal tokens below suitable cards. They also analyze the actions of the other players in an attempt to guess their codes.

Main terms

There are two types of cards in the game: character cards and code cards.

Character cards

These cards depict noble men and women that are giving signals. The signals are given with various **characteristics** on a character card.

Character cards are placed in a row from left to right. The last two cards in the row at any point of the game are considered a **pair of cards**. The characteristics of the same type on a pair of cards are considered a **pair of characteristics**. There are a total of eight **types of characteristics** (symbols) in the game:



1. Direction of the hand: up , right , down  and left . This characteristic loops around: the hand pointing up comes after the hand pointing to the left and so on.

2. Season: winter , spring , summer  and fall .
This characteristic loops around: winter comes after fall and so on.

3. Day of the week: Monday , Tuesday , Wednesday ,
Thursday , Friday , Saturday  or Sunday .

This characteristic loops around: Monday comes after Sunday and so on.

4. Light: turned on  or off .

5. Sex of the character. A character can be male  or female .

6. Age of the character. A character can be young ,
adult  or elderly .

7. Date on the poster: , , ,  or .

8. The first letter of the character's name: , , , ,
 and .

Code cards

The code cards indicate a sequence of characteristics.

Characteristics can go in **forward order**  or **reverse order**

. If a characteristic loops around, the order is indicated by round arrows  .

Characteristics can also **repeat**  and **alternate**. Each code type is explained in detail below.

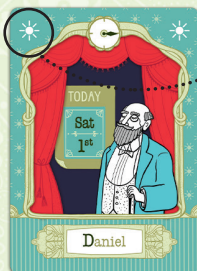
If a pair of characteristics matches the sequence on your code card, it **matches your code**.

Each code card is unique and no two players can have the same code.



There are four types of codes:

1. Characteristics go in a forward order → ↻

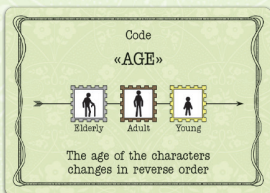


Such characteristics go one after another **consecutively** in forward order. The same rule applies for codes with reverse order.

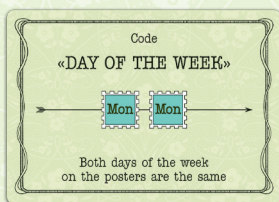


For example, if a card with a summer symbol is played immediately after a card with a winter symbol, this pair does not match this code.

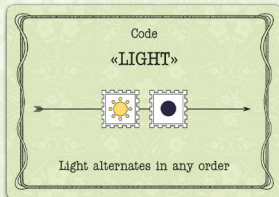
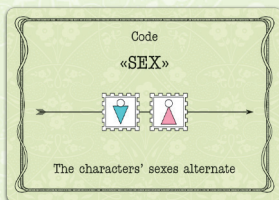
2. Characteristics go in a reverse order ← ↻



3. Characteristics **repeat** =



4. Characteristics **alternate**. This can only happen with binary characteristics such as sex and light.



For example, both sex and light are alternating in this pair of cards. The pairs of characteristics match both codes.

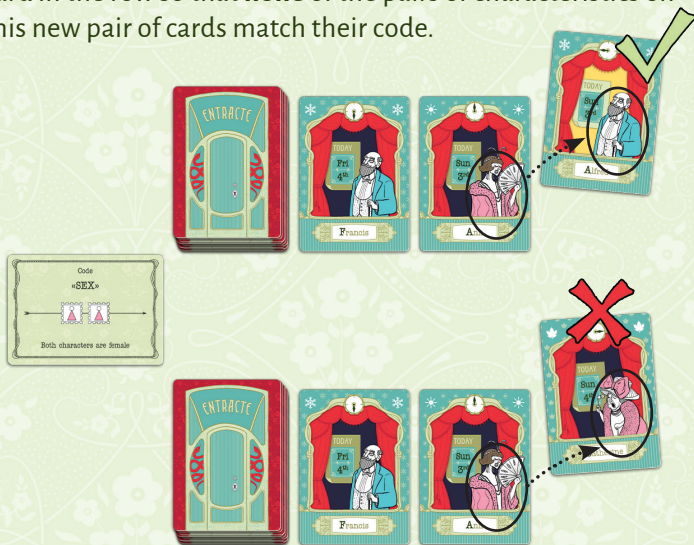




Game flow



1. During their turn the active player looks at the characteristics of the last card in the row.
2. Then they play a card from their hand to the right of the last card in the row so that **none** of the pairs of characteristics on this new pair of cards match their code.



For example, if a player has the “Both characters are female” code, they cannot play a female character into the row.

Remember: Only the characteristics on the last two cards in the row are considered during each turn.

Once during the course of the game, before playing a card, each player can discard the three cards in their hand by placing them at the bottom of the character deck and draw three new cards from the top. Shuffle the deck afterwards.

If a player cannot play a card, they just pass their turn to the next player going clockwise.

3. After playing a card, the player draws a new card from the top of the deck if there are any left.

4. Then all other players check if any pairs of characteristics match their codes. If a player notices such a pair, they must place their signal token below the last card in the row.

If you are out of tokens, use any other small item instead.



The **red** player plays a card so that the pairs of characteristics on the new pair of cards do not match their code: the direction of the hand goes in forward order, not in reverse order. The **teal** and **purple** players place their signal tokens since the pairs of characteristics match their codes: “both characters are female” and “the age of the characters changes in forward order”. Since the sex of the characters does not alternate, these cards don’t match the **green** player’s code.

5. After everyone is done placing their tokens, the players can cross out the codes of other players that they have ruled out from their sheets (see below).

6. Lastly, the player sitting next to the current active player going clockwise becomes the next active player.

Secrecy rule

During the game, the players cannot discuss their codes and guesses about other players' codes, but can declare how many other players' codes they are certain about. For example, one can say "I'm sure I know the codes of two out of three players".

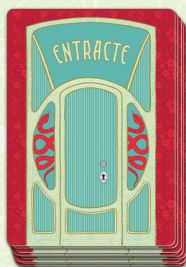
Turn example

Lilly, George, Andrew and Mary are playing.

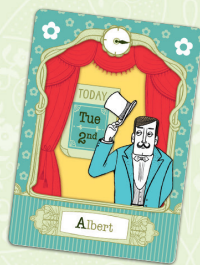
The turn is described from George's point of view. His code is seasons in reverse order.



He chooses a card that would not create a pair of cards that match his code. The last card in the row has a fall characteristic which means he cannot play cards with summer characteristics. He plays a card with a spring characteristic, draws a new card and watches the other players' reaction.



Starting card



George's card

Nobody placed a signal token below this card, therefore, the pairs of characteristics on this pair of cards do not match the codes of any of the players. George checks the pairs of characteristics:

- ◆ Days of the week in reverse order: Wednesday, Tuesday.
- ◆ Light alternates: off, on.
- ◆ Sex of the characters repeats: male, male.
- ◆ Age of the characters changes in forward order: young, adult.

Since nobody placed a token, it's safe to say that no players have these codes. George crosses them out of the table.

	TABLE OF CODES															
	Player: <i>Lilly</i>				Player: <i>Andrew</i>				Player: <i>Mary</i>				Player:			
Direction of hand	↺	↻	=		↺	↻	=		↺	↻	=		↺	↻	=	
Season	↺	↻	=		↺	↻	=		↺	↻	=		↺	↻	=	
Day of the week	↺	↻	=		↺	↻	=		↺	↻	=		↺	↻	=	
Light	●●	☀	●●		●●	☀	●●		●●	☀	●●		☀	●●	☀	
Sex	♂♂	♂♂			♂♂	♂♂			♂♂	♂♂			♂♂	♂♂		
Age	→	←	=		→	←	=		→	←	=		→	←	=	
Name	→	←	=		→	←	=		→	←	=		→	←	=	
Date	→	←	=		→	←	=		→	←	=		→	←	=	

The turn passes to Andrew. He plays his card into the row. Lilly places her signal token below it. This means that one of the pairs of characteristics Andrew created matches Lilly's code and does not match anybody else's.



George makes more notes on his sheet: he crosses out all codes that the current pair of cards matches in Andrew's and Mary's columns. In Lilly's column, on the contrary, he crosses out all codes that this pair of cards does not match.

	TABLE OF CODES							
	Player: <i>Lilly</i>			Player: <i>Andrew</i>	Player: <i>Mary</i>	Player:		
Direction of hand	☹	☹	☹	☹ = ☹	☹ = ☹	☹ = ☹	☹ = ☹	☹ = ☹
Season	☹	☹	☹	☹ = ☹	☹ = ☹	☹ = ☹	☹ = ☹	☹ = ☹
Day of the week	☹	☹	= ☹	☹	☹ = ☹	☹	☹ = ☹	☹
Light	☹ ☹ ☹	☹	☹ ☹ ☹	☹ ☹ ☹	☹ ☹ ☹	☹ ☹ ☹	☹ ☹ ☹	☹ ☹ ☹
Sex	☹	☹	☹ ☹ ☹	☹	☹ ☹ ☹	☹	☹ ☹ ☹	☹ ☹ ☹
Age	☹	<	☹	☹	=	☹	=	> < =
Name	☹	☹	☹	> < =	> < =	> < =	> < =	> < =
Date	> < =	☹	☹	< =	☹	< =	> < =	> < =

Andrew passes his turn to Lilly and the game continues.

End of game and victory

The game ends at the end of the turn during which the 12th character card was played or during which all players agreed that there is enough information to finish the game.

The players announce their guess on each player's code and check whether or not they are correct by showing each other their code cards. After this, compare the results of your team with the table below.

No mistakes and there are no more than 9 (8 in a game with 3 players or 7 in a game with 2) cards in the row	It's no common skill to recognize a secret signal so quickly, incredible job! You are a natural at fitting in with the high society! Victory is yours!
No mistakes	You uncovered the meaning of the code, great job! Practice a bit more and you are sure to achieve the perfect result.
One mistake	You did quite well! Keep practicing and soon you will be able to fit in with the high society.
Two mistakes or more	It seems like you were using different coding methods and failed to uncover the mystery. Try again!





Competitive game



In this version of the game everyone is playing against each other, trying to guess their opponents' codes.

During setup each player receives **2 code cards** instead of one. The rest of the setup remains the same.

The game is played with the following differences:

- ◆ During your turn you are **allowed** to play character cards that match **one or both of your codes**. In this case you must immediately place your signal token below the card you play.
- ◆ Players place their signal tokens if the pairs of characteristics match at least one of their codes. If they match both of their codes, they still **only place one** signal token.
- ◆ At the end of any turn a player can declare that they know all of their opponents' codes. In this case they no longer make any notes on their sheet, they do not play character cards or draw them. This player must still place their signal tokens according to the usual rules.

In each following turn this player takes a card from the top of the deck and sets it aside into a victory point pile. Each card in this pile will bring this player one additional victory point, provided they guess all codes correctly.

- ◆ After the turn during which the 12th character card is played, all remaining players may take a turn each and then the game ends.
 - ◆ At the end of the game each player counts their victory points. Each player gets 1 victory point for each code they guessed correctly. If a player guessed all codes correctly, they add the number of cards in their victory point pile to their total.
- The player with the most victory points wins.

Credits

Game Designer: Nikolay Pegasov
Artwork: Marina Piskunova
Game Development: Matvey Chistyakov
Producer: Vladimir Grachov
Design and Layout: Evdokia Shibalova
Executive Editor: Luiza Kretova
English Translation: Luiza Kretova
Editorial Director: Alexander Kiselyev
Head Playtester: Elena Vornoskova
Playtesters: Egor Berezhkov, Andrey Vinner,
Marina Kuznetsova, Andrey Ramodin

Publisher: Hobby World

General Manager: Mikhail Akulov
Production Manager: Ivan Popov
Head of International Production: Vladimir Sergeyev
Editor-in-Chief: Valentin Matyusha
Prepress: Ivan Sukhovey
Creative Director: Nikolay Pegasov
International Distribution: Maria Nikolskaya

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international@hobbyworldint.com

Rules version 1.0



Types of characteristics

1. Direction of the hand:



2. Season:



3. Day of the week:



4. Light:



5. Sex of the character:



6. Age of the character:



7. Date on the poster:



8. First letter of the character's name:

