



Board game	Spyfall, Spyfall 2 (Cryptozoic, 2014)
Skills	Speaking
Level	B1/B2-C1

Activity	
Designed by	Tom Vandeveldel, Anneke Salden
Type of activity	Exercise; filler
Goals	Questions: advanced, question words
Required knowledge or skills	Questions, question words (Make sure to teach the participants a number of sample questions beforehand, as it can be difficult to ask the right questions!)
Instructions	<ol style="list-style-type: none"> 1. Randomly select a location and include one or two “spy” cards, depending on the number of players (feel free to use either one or two starting at 8 players). Give everyone one card. If you are also playing, make sure not to look at the location! 2. Each player receives a location card. One of the players will receive a spy card instead, and will therefore not know where the players are located. 3. Set a timer. We recommend to play for about 5 to 6 minutes.

	<ol style="list-style-type: none"> 4. Starting with the player to the left of the dealer, players ask a player of their choice a question pertaining to the location. They must answer the question, and become the next person to ask a question. Asking a question right back is not allowed. 5. The goal is to ask questions that help you figure out if that person knows the location, without giving away the location to the spy. The players are trying to figure out who the spy is. At any point, players are allowed to accuse someone of being the spy. They then vote. If everyone agrees, the player's card is turned over. If they are the spy, the players win, if they are not, the spy (or spies) win(s). 6. For the spy (or spies), the goal is to figure out the location while staying under the radar. If they figure out the location, they are allowed to reveal that they are a spy and guess at the location. If they are correct, they win. If they have not been found out by the time the timer runs out, they also win.
Variants	<ul style="list-style-type: none"> ● The more advanced version of the game features roles for each of the players at the location. We recommend only using these with high level English speakers. ● Make your own cards to practice locations the participants already know (e.g. the various rooms at the camp location, around campus, stores and locations in town,...).
Example	<p><i>(location: the supermarket)</i></p> <ol style="list-style-type: none"> 1. Yasmine asks "Tell me Thomas, do you come here often?" 2. Thomas responds "Yes, I come here at least once a week." He cannot question Yasmine, so he chooses Lisa: "Lisa, who did you bring?" 3. Lisa responds "Ehm, I brought a date, Garreth." She turns to Yasmine: "Yasmine, don't you think it smells bad in here?" 4. Yasmine answers: "No, not particularly." She is suspicious of Lisa's answer and question, and decides to accuse her. The other players are now free to discuss, and then proceed to vote. They all vote in favour,

	so Lisa has to turn over her card. She was indeed the spy! The players win!
Additional instructions and remarks	
<ul style="list-style-type: none">• This game can definitely be played with personally designed or themed cards, cf. “Variants”.• There are several good apps available to play Spyfall. If using smartphones is allowed, this is an easy way to introduce the game. (Some of the apps even go beyond locations.)	