

# *In the Blink of an Eye*

*a simple game of deception and discovery*

**Ages 8+**

**10-20 Minutes**

**4-8 players**

*You are a diplomatic spy at a United Nations Summit tasked with making secret contact with your target, finding out who is trying to contact you, and discovering other spy-to-spy connections, **all in 90 seconds!***

1) Select a **write-on character mat** →



2) View your **secret Target card** →



3) Spend the next **90 seconds** talking, lying, winking, etc. to:

- secretly make contact** with your Target
- find out who is **targeting you**
- discover other **player-to-player connections**



4) **Draws arrows** on your Character mat to **secretly** mark your guesses

5) Score points by making **contact with your Target** and **guessing correct connections** (negative points for incorrect guesses)



6) Highest-scoring player collects a **token**.

Play multiple rounds,  
**most tokens win!**

### **Components**

- 8 write-on Character mats
- 8 Target cards
- 8 dry-erase markers
- 8 eraser cloths
- 20 score tokens
- 1 90-second sand timer
- 1 rule book

Dave Wilkinson is the designer of **Castles of Caladale** from Renegade Games. In his day job, he is the **VP of Engineering** at a company that develops advanced **robotic** systems. With degrees from **Johns Hopkins** and **Carnegie Mellon**, he has a passion for robotics, invention, and gaming. He spends his free time designing and developing **board games** with help from his three young boys and an active Boston-based game-design community.