

THE RESISTANCE

Number of players required be sent on each mission

Number of players:	5	6	7	8	9	10
Mission 1	2	2	2	3	3	3
Mission 2	3	3	3	4	4	4
Mission 3	2	4	3	4	4	4
Mission 4	3	3	4*	5*	5*	5*
Mission 5	3	4	4	5	5	5

(*) Two Mission Fail cards are required for the mission to fail

Number of Spies & Resistance Members

Number of players:	5	6	7	8	9	10
Resistance	3	4	4	5	6	6
Imperial Spy	2	2	3	3	3	4

rules :

- The game requires between five and ten players.
- Approximately one third of the players are randomly chosen as spies; the rest are members of the Resistance.
- The spies know who the other spies are, but Resistance members do not.
- The game consists of up to five missions.
- Each mission has a leader. The leader proposes a mission team of a certain size, which the group approves by public vote.
- If the group does not approve the mission by a simple majority, leadership passes to the next player.
- If the group cannot approve a mission team after five attempts, the spies win.
- Once a mission team is chosen, it votes by secret ballot whether the mission succeeds or fails.
- Resistance members will always vote for success, but spies have the option of voting for success or failure.
- It usually only takes one spy on the mission team to sabotage a mission, but sometimes the fourth mission requires two.
- If three missions succeed, the Resistance wins. If three fail, the spies win.

And finally, the last, but most important rule of all:

- You are allowed to say anything, to any one, at any time -- as long as it is said publicly.