Fink

a social deduction word game
that implements **Insider** by Akihiro Itoh, Kwaji,
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You are a group of political prisoners sharing a cellblock. Each day the guards write a word on a piece of paper, fold it and stick it to the wall in view of your cells. They call it "the word of the day" and it is the key to your daily rations. Guess it, and everyone on the block eats. Get it wrong and everyone goes hungry.

Fortunately, in the cell at the end of the block there are two vents. One goes to the guard's room, and the other to the rest of the cells. One person is kept in this cell. They are the lookout for the group. They can hear the guards coming and alert the others to hush up. More importantly, the lookout can hear the guards joke as they chose the word to taunt the prisoners with. The lookout can also listen at the other vent and hear messages from their compatriots.

Unfortunately, the guards can likewise hear any sound the lookout makes, so the lookout cannot actually say the word-of-the-day once they learn it. They can only tap on the vent to the other cells, once for 'yes' and twice for 'no'.

To make matters worse, the prisoners are sure there's a rat among them. One of them is a state intelligence agent posing as a prisoner tasked with gathering information. This agent knows the word-of-the-day. They want to eat too, but they don't want to blow their cover. The prisoners want to ferret out the fink. If they do, the fink won't be getting any dinner!

Set-up: 1) Gather a pen, paper, a deck of playing cards, and an egg timer. 2) Tear some paper into strips, each large enough to print a word on. 3) Make a small deck of cards equal to the number of players less one; include one Joker and a selection of other cards. Set the rest of the playing cards aside.

Assign Rolls: 1) Choose someone to be Lookout. If playing again, the next person at the table becomes Lookout. 2) The Lookout shuffles the deck of cards and deals one, face down, to each of the other players. 3) Players look at their cards but keep them secret. 4) The player who received the Joker is the Fink.

Word-of-the-Day: 1) The Lookout choses a word, writes it on a piece of paper, and keeps it secret from all other players. 2) The Lookout directs all players to close their eyes and then lays the word-of-the-day in the middle of the play area such that it can be seen by any player. 3) The Lookout closes their eyes and then directs the Fink to open their eyes. 4) The Fink memorizes the word without giving away their identity. 5) After a count of ten, the Lookout directs the Fink to close their eyes. 6) After a count of three, the Lookout opens their eyes, retrieves the word-of-the-day and hides it. 7) The Lookout directs everyone to open their eyes, sets the egg timer running and the game begins...

Round One: In turn, clockwise, starting with the player next to the Lookout, each player asks the Lookout a question about the word-of-the-day. • The Lookout may only respond with the words, "Yes", "No" or "I don't know." Alternately, they can respond by knocking on the table, once for 'yes', and twice for 'no'. • If the word-of-the-day is identified, the Lookout turns the egg timer over and Round Two begins. • If the word-of-the-day is not identified before the timer runs out, all players lose the game.

Round Two: All players discuss the events of round one. • All players vote by a show of hands to accuse a player (other than the Lookout) of being the Fink. • If a majority votes to accuse and the accused player is the Fink, the Fink loses the game and all other players win. Otherwise, the Fink wins. • If time runs out before a majority is achieved, the Fink wins.

Implementation Two

Set-up: 1) Get out your copy of **Codenames**. 2) You will need to alter one of the Red Agent Cards used in Codenames to play Fink. With a black pen or marker colour in the sunglasses on the male side of one of the Red Agent Cards. This will not affect future plays of Codenames. 3) Take a number of Red Agent Cards, including the altered Red Agent Card, equal to the number of players less one.

Assign Rolls: 2) The Lookout turns the Red Agent Cards female side up, shuffles these cards and deals one, female side up, to each of the other players. 3) Players look at the male sides of their cards but keep these sides secret. 4) The player who received the Agent with black sunglasses is the Fink.

Word-of-the-Day: 1) The Lookout shuffles a stack of Codenames cards and places this stack in the middle of the play area such that it can be seen by any player. 2) The Lookout directs all players to close their eyes and then cuts the stack of cards so that a new word appears on top of the stack. 3) The Lookout closes their eyes and then directs the Fink to open their eyes. 4) The Fink memorizes the word on top of the stack without giving away their identity. 5) After a count of ten, the Lookout directs the Fink to close their eyes. 6) After a count of three, the Lookout opens their eyes, cuts the stack of cards again and returns it to the Codenames box. 7) The Lookout directs everyone to open their eyes, sets the egg timer running and the game begins...