



**STUDENT: You are the Game Master and act as a facilitator when needed. You do not play the game. You assign roles to players, distribute game pieces, and track the progress of the game. Follow the instructions below to begin CENSOR.**

### GAME SET UP (READ TO ALL)

Prepare the game board and game pieces in advance as follows:

- Agents: 6 Agent Tokens (4 Real and 2 Decoy), 20 Footprints, 1 Agent Tracker form (optional), markers, and a pen/pencil
- Artist: an Artist Map, Artwork Tokens, and a pen/pencil
- Game Master: a Night Tracker form and a pen/pencil
- Identify one player to be the Artist; the others will be Agents.
- Distribute the game pieces as listed above.

### PLAYING THE GAME

The Agents from The New York Society for the Suppression of Vice are on an important mission to catch an Artist before s/he presents obscene art to the public! The Artist wins by publishing THREE paintings or surviving the 15 nights of the chase!

#### 1. THE TIP (READ TO AGENTS)

Agents, you must prepare for a sting operation! An informant has given a valuable tip—there are five crime locations (white circles) where an Artist will be publishing obscene artwork.

Your job is to secure the area around the white circles with real and decoy agents by placing your Agent Token on any numbered black square on the map. You CANNOT place an Agent Token on the scene of the crime (white dots)!

#### 2. THE ESCAPE (READ TO THE ARTIST)

Artist! Someone has betrayed you! The Agents are on your trail. Prepare your escape! Look at your private Artist Map and find these #s.

- ① Choose a Safe House (any black square). You are always protected in this spot.
- ② Organize and keep track of your artwork. Mark the locations of real(R) or decoy (D) in the boxes on your map.
- ③ Record your movement on the board as you go along. Keep it a secret!

#### 3. THE CHASE (READ TO ALL)

Once the Artist has placed the Artwork Tokens on the board, the game begins! Agents do not see the path of the Artist on the game board. You will have to guess it!

(Script continues on next page.)





# Game Master Script

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- The Artist moves first, followed by each one of the Agents.
- Move one space at a time, following the solid line in any direction you choose; you don't have to follow a numbered sequence.
- Even if there are less than six participants acting as the Agents, ALL Agent Tokens must play; therefore, some Agents may have more than one token!
- Agents may choose to record their moves in the Agent Tracker form.
- Each time an Agent moves, s/he asks the Artist, "Have you been here?"
- If the answer is "Yes", the Agent places Footprints on that spot and places his/her Agent Token on top of it until it is his/her turn again.
- Footprints give Agents clues about the possible routes the Artist is taking.
- If the answer is "No", the Censor will try to identify the Artist's path in the next round.
- The Artist can ONLY lie to an Agent about a stay at a safe house. The Artist can keep that location a secret.
- The Artist cannot travel through any spot occupied by an Agent.
- Agents and Artist cannot share the same numbered spot on the map. If an Agent lands on a spot the Artist is occupying, the Artist surrenders and loses the game.
- The Artist must publish one artwork every fifth night (or within no more than five moves or turns). If the Artist accidentally publishes a "decoy" artwork, it will not count toward the three real artworks.
- The Artist publishes artwork by moving to a square adjacent to the artwork, not by landing on the white circle!
- After the third night (third round), Agents can begin to move Artwork Tokens around the board (one space at a time). Agents can either move an Agent Token or an Artwork Token, but not both.
- Agents need to work together to capture the Artist.
- Artist wins by publishing three artworks (place Artwork Tokens in the square located in the upper left hand of the board for each published artwork), or by surviving the 15 nights (15 rounds) of the chase.

