

# Enemy Within

## Game Master Script

**TEACHER:** You are the Game Master. Once students are arranged in a circle, shuffle and distribute one Enemy or Citizen card per player and one Character card per player. You and players should keep cards secret. Character cards will be revealed during play. Read the following text to begin *ENEMY WITHIN*.

**Read aloud once players are in a circle holding cards.**

Happy Citizens, thank you for attending this important town meeting. Before we get started, please identify yourself.

**Go around circle and prompt each player to read first line from Character card, then read:**

The idyllic peace of our city has been shattered! Happy Citizens are disappearing at night! An Evil Enemy has infiltrated our town and is always two steps ahead. YOUR duty is to expose the Evil Enemy! Remember, if you suspect something, say something!

**Then read:**

IT IS NIGHT, stay at home and lock your doors. Citizens, close your eyes. You should be safe tonight!

Evil Enemy, open your eyes and choose your target.  
(And then close your eyes.)

**Enemies silently select player to disappear. Then read:**

The dawn has come. The night is over. Everyone open your eyes.

**Point at victim and say:**

THIS Happy Citizen has DIED at the hands of the Evil Enemy!

**Remove player from game circle, then read:**

Happy Citizens, who do you think is the Evil Enemy among you?

**When players identify suspected Evil Enemies in group, ask the accused:**

\_\_\_\_\_(NAME OF ACCUSED)\_\_\_\_\_, can you defend yourself?

**Accused players read a line from Character cards to defend themselves.**

**Facilitate selection of one player to banish from town by asking all remaining players:**

So, who have you identified as the Evil Enemy?

**Remove selected player from game circle and read:**

YOU stand accused of criminal deeds and are banished from our town FOREVER!

**Read story again beginning at "IT IS NIGHT..."**

