



CONTENTS:

- 30 Intel Cards, 5x each Animal (Chameleon, Fox, Lion, Monkey, Octopus, and Owl)
- 6 Animal Agent Cards
- 2 Red Spy Tokens
- 2 Blue Identity Tokens
- 1 Double Agent Token
- 6 Wager Tokens
- 2 Animal Lineup Cards

OBJECT OF THE GAME:

Collect as much intel about your identity and sneak as much intel about your spy to your opponent. Be sly though because if your identity is discovered, you'll allow your opponent to score more points at the end of the game.

ANIMAL LINEUP CARD



AGENT CARD

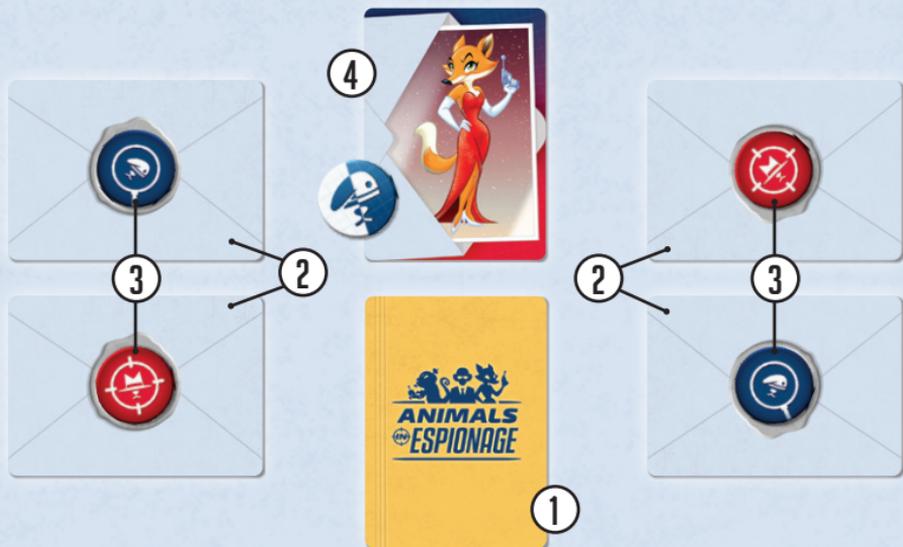


Animal Icons



SETUP:

1. Shuffle the 30 Intel Cards and place them in one face-down deck between the two players.
2. Shuffle the 6 Animal Agent Cards.
 - a. Deal each player one face-down SPY from the Animal Agent Cards.
 - b. Deal each player one face-down IDENTITY from the Animal Agent Cards.
3. Players should look at their SPY and IDENTITY and place the corresponding token on top of each card, for reference. These should remain a secret from your opponent.
4. Place one Animal Agent Card face-up between both players as the DOUBLE AGENT. Place the Double Agent Token on top of this card, for reference.
5. Place the remaining Animal Agent Card face-down OUT OF PLAY.



HOW TO PLAY:

Over the course of six rounds, players will alternate assuming the role of the Active Player. The Active Player will separate each batch of intel into two piles, while their opponent will get to further manipulate the piles and choose one to keep. Cunningly collect intel about your IDENTITY and sneakily send intel about your SPY to your opponent.

The player who most recently watched a spy movie begins the game as the Active Player. Each round, the Active Player will complete the following steps:

1. Draw 5 cards from the Intel Card deck.
2. Divide 4 of the drawn Intel Cards into two face-up piles.
Note: Piles may contain a different number of cards, but each pile must contain at least one card.
3. Give the remaining Intel Card to their opponent.

Their opponent will then complete the follow steps in order:

1. Add the remaining Intel Card face-up to one of the two piles.
2. Select one of the two piles to keep, collecting all Intel Cards in the pile and adding them to their intel pile.

The remaining pile then goes to the Active Player, and that player adds the collected cards to their intel pile. Once both piles have been collected, the player who selected their pile first becomes the Active Player and begins a new round.

Note: Players may look through their intel pile whenever they like, but should not look at their opponent's intel pile.

Guessing Your Opponent's Identity: After all Intel Cards have been drawn and selected, players will guess which animal is their opponent's IDENTITY. Players take their Animal Lineup Card and three Wager Tokens labelled 1, 2, and 3. Players then choose to

wager 1, 2, or 3 points, and secretly place the corresponding Wager Token face-down over the Animal they believe is their opponent's IDENTITY. Players reveal their guesses at the same time. If a player guessed their opponent's IDENTITY correctly, they score points equal to their wager. If a player guessed incorrectly, they lose points equal to their wager.

SCORING:

- Players score 1 Point for each Animal Icon that matches their IDENTITY animal in their intel pile.
- Players score 1 Point for each Animal Icon that matches their SPY animal in their opponent's intel pile.
- Players score 1 Point for each Animal Icon that matches the DOUBLE AGENT animal in their intel pile.
- Finally, players add or subtract their wager depending on whether they were successful in guessing their opponent's IDENTITY as described above in **Guessing Your Opponent's Identity**.



END GAME:

Both players total their score, and the player with the highest score wins! If there is a tie, the player with the most points from DOUBLE AGENT Animal Icons wins.

GAME VARIANT 1

MOLE: TUNNEL DEEP UNDERCOVER

We've received intel on a new agent, but we're not sure if we can trust it. Classify intel in order to pass as much information about this Mole to your opponent.



CONTENTS

- 6 Mole Intel Cards

SETUP

Following step 5 of a standard game setup, shuffle the 6 Mole Intel Cards into the Intel Card deck to form a new 36 Intel Card deck and place it face-down between the two players.

HOW TO PLAY

The Active Player will follow these instructions during their turn as opposed to the standard game rules.

1. Draw 6 cards from the Intel Card deck
2. Divide 4 of the drawn Intel Cards into two face-up piles.

Note: Piles may contain a different number of cards, but each pile must contain at least one card.

3. Add 1 Intel Card face-down to one of the two piles.
4. Give the remaining Intel Card to their opponent.

Their opponent will then follow the remaining standard game rules of adding the remaining Intel Card to one of the two piles before selecting a pile to collect.

Note: Players may only look at the face-down Intel Card when adding it to their intel pile.

SCORING

In addition to all standard scoring rules:

- Players score 1 Point for each Animal Icon that matches the Mole Agent in their opponent's intel pile.

GAME VARIANT 2

WALRUS: HUNT FOR THE DOUBLE AGENT

Our DOUBLE AGENT is doing his job a little too well. So well, in fact, we haven't been able to identify them. Lucky for us, the best Private Eye in the business has taken notes on each of the Animal Agents, and he might have the intel we need to identify the DOUBLE AGENT.



CONTENTS

- 6 Walrus Intel Cards

SETUP

Prior to step 1 of a standard game setup, remove one Intel Card of each Animal Agent that contains only one Animal Icon, and replace

them with the six Intel Cards containing a Walrus Animal Icon. After following steps 1-3 of a standard game setup, players should then:

4. Place one Animal Agent Card face-down between both players as the DOUBLE AGENT. Place the Double Agent Token on top of this card, for reference.
5. Place the remaining Animal Agent Card face-down OUT OF PLAY.



HOW TO PLAY

Each round players follow the rules for a standard game. After adding their collected Intel Cards to their intel pile, if a player has collected at least three Intel Cards containing a Walrus Animal Icon, then that player may look at the face-down DOUBLE AGENT.

Note: Players may use their Wager Tokens to track how many Walrus Animal Icons they have collected throughout the course of the game, placing the Wager Token with the corresponding number of Walrus Animal Icons collected next to their intel pile, for reference.

If both players have collected three Intel Cards containing a Walrus Animal Icon, then the DOUBLE AGENT card is revealed, and flipped face-up.

SCORING

Players calculate their score using the standard scoring rules.



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