

# Espionage

## OVERVIEW

A spy has infiltrated a gala attended by various heads of state. You must identify the intruder before other agents and make the arrest, all while relying on intel gathered from your rivals.

Utilizing redacted classified documents as a secret code, you must gather evidence from your opponents on which guests are who they claim to be!

## SETUP

1. Players each start with a notebook (score board) which has a list of all the guests under suspicion and 4 document cards.
2. Deal each player the following number of passport cards:

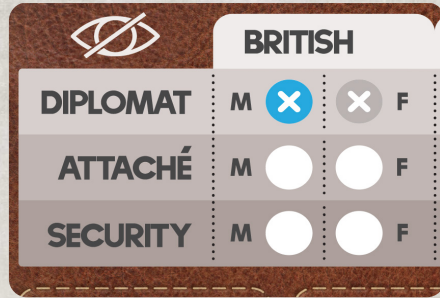
2 agents	10 cards
3 agents	7 cards
4 agents	5 cards

Place the remaining passports face up in the known spots on the table. The passport for the spy is already dealt to the table, except in a two player game there are two spies!

3. Each agent should record the identity of each card in their

hand as well as “known” cards on the table.

*example: The blue player has the male British diplomat card, and the female British diplomat card is “known” on the table.*



## HOW TO PLAY

On your turn, you should try to gather information on unknown guests using your document cards to request information from other agents.

1. Take a document from your board and place it on the **REQUEST** spot in front of the player you wish to question.
2. That player should take the cards from their hand which match the requested attributes, and place them face down in the neighboring **RESPONSE** spot.

For a single attribute card (e.g. *number of males*) you may only learn the number of cards. All other players also learn this information. This can be recorded by placing a magnifying glass of the responding players color on the related attribute(s) in your notebook and increment it to indicate the number of passports of that type.

When using a two attribute card (e.g. *Russian security*) you may also take the response cards and record the identities in

your notebook. All other players will only learn the number of identities matching those attributes and can note that accordingly.


3. End your turn by discarding your request, and drawing a new document card to your notebook replacing the one just used. Play proceeds to the clockwise.

If the draw deck is depleted, shuffle the discard pile and place face down on the draw pile spot.

Instead of requesting intel from another player, you may use your turn to exchange all of your document cards. Place them in discard and draw four new ones to your notebook.

## IDENTIFYING THE SPY

If a player believes they can identify the spy without further questioning, they may do so at any time, not having to wait for their turn. Otherwise, a player may attempt to identify the spy after receiving intel on their turn.

To identify the spy, record in your notebook the identity of the spy(s) using the spy icon  and announce your intention. Play should cease until the player verifies their claim.

To verify the claim, the announcing player should secretly view the spy card(s), and if correct reveal their notebook and is declared the winner. If incorrect, replaces the spy card and play continues. That player is now out.

The game ends when a player correctly identifies the spy(s).