

[ rules ]

# SPYON



[ debrief ]

embed with target.  
extract vital plans.  
control double agents.  
beat arch rival.  
just 8 days.  
don't get caught.  
destroy this message.

# SPYON

[  12+  ]  
[ 2 PLAYERS ]  
[ ±30 MINS ]

Thank you to everyone who indulged me  
with play tests and comments.  
Special thanks to  
Jon Brown, Simon Powell, Grae Sutherland  
and Assuntina Cardillo-Zallo  
for your forbearance and advice.  
This is a much better game because of you

[ design: paul beere ]  
[ site : [www.boardgamesbrighton.co.uk](http://www.boardgamesbrighton.co.uk) ]  
[ comms : [paul.beere@boardgamesbrighton.co.uk](mailto:paul.beere@boardgamesbrighton.co.uk) ]

# SPYON

## debrief




Spy 'just enough'  
to beat your rival to win.  
But be warned!  
Spy too much & the state will be  
after you!

 12+   
[ 2 PLAYERS ]  
[ ± 30 MINS ]

[ a game by paul beere : (c) 2023 ]

**spyon** is a tactical two player game where you vie to become the winning Spy by being in **second place**. You must spy just enough to beat your rival but not so much that you get noticed by the state. Raise your profile too much, by being in first place, & the state will be insisting on a *chat*!

### SETUP

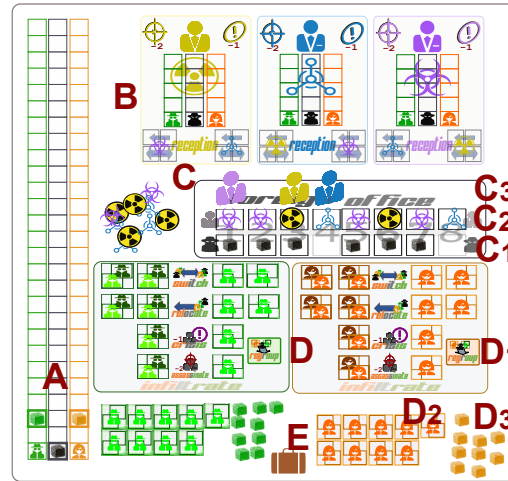
- A Spy Position Tracker.** Add a green, black & orange cube to the slot with matching thick border.
- B Departments.** Place each of the 3 Tech Depts in the order shown (**Nuke, Nano, Bio**)
- C Foreign Office.** Place the six black cubes in slots 1,2,3 & 5,6,7 of the **Double Agent Track C1**. Take 1 token representing each of the Depts   , add 5 more randomly selected tokens and then randomly put these on each of the 8 slots available in the **Department Token Area C2**. Place a **Minister C3** above the first occurring Department Token that matches its colour.

[ 2 ]

**D Player Area.** Choose a colour and take the **Mission Selection Area card D1**, the 9 **Mission Selection Tokens D2**, and the 9 **Spy Cubes D3**. For your first game play with the *Safe House* variant and take 10 Mission Tokens and Spy Cubes

[ 3 ]

**E Spy Ops (Briefcase).** Randomly give the briefcase token to a player. They have the role of Spy Operations in round 1.



### GAME OVERVIEW

[ 4 ]

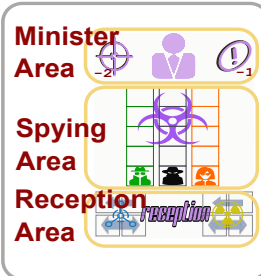
You win **spyon** if you are in **second place\*** on the Spy Points Tracker, by the end of the 8th round. You gain points by dominating spying activity in Departments, and you control what is happening in a Dept by performing Missions. Each round you will be selecting Missions and then executing them to add spy cubes (just yours) to Depts; move Spy cubes (of any Spy) between Depts or manipulate Ministers in Depts. The result of all this cunning manoeuvring is to ensure you score optimally this round and your rival scores abysmally. There is also a Double Agent Spy that may help or hinder you... depending on how well you, or your rival, controls them. In **spyon**, as the rounds progress, you will have fewer Missions to select from and the decisions you made earlier may limit your options further. Will you have better options than your rival to prevail in the final round?

\* - see page 6 for all winning situations!

### GAME PLAY OVERVIEW

[ 5 ]

- Foreign Office:**
  - place a **Double Agent** (dark grey) spy cube, if any, into the Reception area of the relevant Dept.
  - place a **Minister**, if any, into their Department.
- Mission Selection:** First player selects their mission(s) followed by the second player
- Mission Execution:** First player executes their mission(s) followed by the second player.
- Departments Embedding:** Spy Cubes in the **Reception** area are moved onto the **Spying** area in a Department.
- Scoring:** Assess domination of each Department and add Spy Points, if any, to the **Spy Position Tracker**
- Spy Position Tracker:** Assess each spy's position to determine who is controlling Spy Ops next round (except round 1)



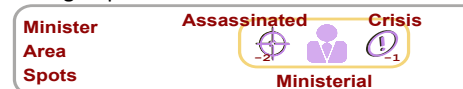
### GAME PLAY DETAILS

[ 6 ]

**1. Foreign Office.** Each round, the central Dept Token area determines in which Dept the Ministers, Double Agent (DA), **Green** or **Orange** spy cubes will go.



At the start of each round, if present, take the Minister and place it on the Ministerial Spot in it's matching Dept colour.



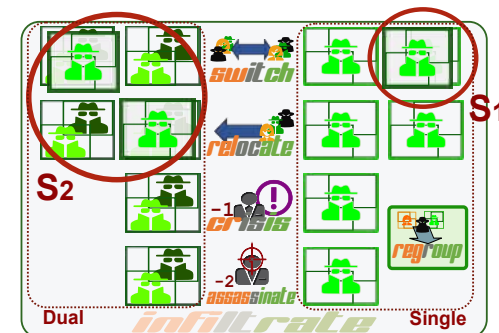
Then take a DA spy cube from the DA area and place it into the Reception area of the Dept as dictated by token in the Dept Token area for that round.

For example: in the SETUP **C** (page 3) the **Bio** Minister would go into their Dept in round 1; the **Nuke** in round 3 and the **Nano** Minister in round 4. For the DA cubes then, in rounds 1, 2, 5, 7 one would be placed in the **Bio** Dept., in rounds 3, 6 in the **Nuke** Dept and in rounds 4, 8 in the Reception area of the **Nano** Dept.

**2. Mission Selection.** The first player either selects a **Single** or **Dual** Mission by placing Mission Token(s) on the chosen mission(s).

[ 7 ]

Example **S1**, shows a SWITCH Single Mission being chosen by covering one of the two available SWITCH slots in the **Single** Mission selection area.



To use a Dual Mission cover exactly 2 **different** slots in the **Dual** Mission selection area.

In example **S2**, a RELOCATE and CRISIS mission slot has been covered. (Note: a SWITCH - SWITCH or RELOCATE - RELOCATE combo, is not allowed).



**3. Mission Execution.**

[ 8 ]

Perform Missions to add your Spy Cubes to Depts or manipulate Spy Cubes already in Depts. There are 6 types of Mission. Five can be selected for directly on the player board. The 6th one, **INFILTRATE**, can be executed by choosing any currently selected mission and converting it into an **INFILTRATE** mission instead.. Example: **S2** could convert one, or both, of their selected missions to be an **INFILTRATE** mission. The decision is made when they execute each mission (not when they selected it) This conversion might be chosen by the player or have been forced on them. For instance, if the selected Mission cannot be completed in full then it **MUST** be converted to an **INFILTRATE** Mission instead.

**A Mission can never be abandoned!**

**Mission Tokens: used / unused sides**

**Mission Tokens** have two sides. When Selecting a Mission place the Mission Token **unused**  side up. After Execution flip the Token over to the **used**  side. This will help you keep track of which missions you, and your rival, have left during each round.

## Missions that Manipulate Spies [9]

**switch** Swap Spy Cubes between Depts. Take a Spy Cube from the **Spying** area of one Dept (A) & put it in the **Reception** area of a different Dept (B). Then take a different coloured Spy cube from the **Spying** area of Dept B & put it in the **Reception** area of Dept A.

**relocate** Move a Spy Cube from the **Spying** area of a Dept to the **Reception** area of a different Dept.

**regroup** Remove from the game a Double Agent Spy Cube from the **Spying** area of a Dept (Place it back in the box). On your player board take a previously used Mission Token and place it back into your supply. This frees up a Mission Slot & gives you an extra Mission Token (but NOT an extra go)

### Reception Areas: cannot be targeted by missions

The Reception area has a left & right section to help you keep track of Spy cubes that were moved as part of a SWITCH or RELOCATE mission.

Using them is entirely optional.

For instance, the Green cube currently in the Reception area of the **Nuke** Dept was the result of RELOCATE-ing it from the Spying area of the **Nano** Dept.

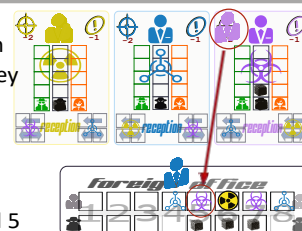
## Missions that Manipulate Ministers [10]

**assassinate** Move a Minister from their Ministerial spot to the Assassinated spot in their Dept. Doing this will cost you 2 Spy Points on the Spy Position Tracker (Move your Tracker cube down 2 slots on the Tracker board).

NOTE: at the end of the round the Minister will be returned to the Foreign Office, and placed above the next up-played slot, who's Ministry Token matches the colour of the Assassinated Minister. If there is no matching token then the Minister is removed from the game

For example: if the **Bio** Minister had been Assassinated, then they would be returned to slot 5 of the Foreign Office. If the Assassination had happened after round 5

then they would have to return to slot 7. If there were no **Bio-Tech** tokens left in the Foreign Office then this Minister would be removed from the game.



**crisis** Move a Minister from their Ministerial spot to the Crisis spot in their Dept. Doing this will cost you 1 Spy Point on the Spy Position Tracker (Move your Tracker cube down 1 slot on the Tracker board).

TEMPORARY effect. At the end of the round the Crisis will be over and the Minister will return to their Ministerial spot

### The INFILTRATE Mission:

Getting your Spies into a Dept This is the only way you can get your Spy cubes into a Dept. You cannot select it from your player board.

Instead, you 'convert' a previously selected Mission to be an INFILTRATE Mission during execution. For instance, instead of executing a CRISIS Mission you simply announce, at time of execution, that you will be using it as an INFILTRATE Mission instead. For Dual Missions you can 'convert' one, or both, of your selected Missions. After executing this Mission, one of the Spy cubes in your play area will be in the Reception area of one of the Depts. However, you do not 'choose' the Dept. The currently 'active' Dept Token in the Dept Token area in the Foreign Office determines which Dept it will go to. The 'active' Token is the one on the slot for the current round.

For instance, if this was round 3 & **Spy Green** has decided to execute their SWITCH Mission as an INFILTRATE Mission instead. They place a green Spy cube from their supply into the Reception area of the **Nuke** Dept because this is currently the 'active' Token in the Foreign Office

### 4. Departments Embedding:

After execution, any Spy Cubes in the **Reception** area of a Dept should be moved to the **Spying** area of that Dept. Stack the Spy Cubes into the column corresponding to the Spy Cubes colour.

### 5. Scoring:

**Spy Green**, **Spy Orange** and the Double Agent can each earn Spy Points, in each of the Depts, depending on who currently 'dominates' the Dept. However, Spy Points can only be scored if the Minister for the Dept is NOT currently on their Ministerial Spot (i.e. they are either not present in the Dept or they are on the Crisis or Assassinated Spot). Points earned by each Spy are added together and their Tracker cube on the Spy Position Tracker board is moved up that number of slots.

## Points are scored based on who has the most spies in a Dept. The player with the most spies will score 3 points. If you have the second most spies you score one point. Any ties will result in 1 point each (this includes 3 way ties). If you are in third place, or have no spies in a dept. then you score no points. Examples are shown below. [13]

dominate	= +3
second	= +1
draw	= +1
third	= 0
crisis	= -1
assassinate	= -2

1 0 1	3 1 1	1 1 1	0 1 3	0 3 0
-------	-------	-------	-------	-------

Points are scored based on who has the most spies in a Dept. The player with the most spies will score 3 points. If you have the second most spies you score one point. Any ties will result in 1 point each (this includes 3 way ties). If you are in third place, or have no spies in a dept. then you score no points. Examples are shown below.

Green: 3 (dominates)
Grey: 1 (second)
Orange: 0 (absent)

If the Minister is not on their Ministerial spot then each Spy would score in each Dept.

Green: 0 (third)
Grey: 1 (draw (joint 2nd))
Orange: 1 (draw (joint 2nd))

Green: 0 (absent)
Grey: 3 (dominates)
Orange: 0 (absent)

For instance if **Spy Green** scored 3 points in **Bio** & 0 points in **Nano** & **Nuke-Tech** then they would move up a total of 3 on the Spy Position Tracker Board. If the Double Agent scored 1 in **Bio**, 3 in **Nano** & 0 in **Nuke-Tech** then they would move up 4 slots on the Tracker Board.

## 6. Spy Position Tracker. [14]

Determine who is currently winning. If, on the Tracker, your Spy Cube is clearly in 2nd place then you are winning and the other player is losing. The losing player will do **Spy Ops** for the round and take the Briefcase token. Note, there are 8 positional permutations between **Spy Green**, **Orange** and the Double Agent (DA) as shown on this player aid.

So, for instance, it is possible to be in 1st place on the tracker and be winning because the other player is in 3rd place. (The 1st place player was cunning enough to get the DA into 2nd place as their proxy) (Row 5). It's also possible that both players are losing (see Rows 6, 7, 8) at the end of round. If so, alternate the role of **Spy Ops** this round.

Winning positions for the player in 2nd place are shown in Rows 1 - 4.



## GAME END [15]

The game ends at the end of the 8th round. The player who is in second place is the winner. If the Double Agent is the only one in 2nd place then the 1st place player will be able to swap identities with them, before the authorities arrive, to win the game. If the players are tied then they both lose!.. and will have to play again.

### REMEMBER

**MINISTER ABSENCE**- you can ONLY score points in a Dept if the Minister is NOT on their Ministerial Spot.

**CRISIS & ASSASSINATE** Missions can ONLY be executed if you have the Spy Points on the Tracker.

**SWITCH** Missions can ONLY be done between two Depts and must be cubes of different colours.

**INFILTRATE** - at the point of Executing a Mission you may choose to convert it to an INFILTRATE mission instead. You MUST do an INFILTRATE if you can't execute all aspects of your chosen mission.

**MISSION SELECTION**- warning: it is possible to run out of Mission Tokens before the end of the game. A timely use of the REGROUP action can help.

## VARIANTS [16]

There are some alternate game rules that will present additional challenges. They are well worth trying after a few games and can be used together or alone... as you prefer.

### Safe House

Each player starts with 10 Mission Selection Tokens and 10 Spy Cubes, instead of 9 Good for a more relaxed game

### Random Diplomacy

Foreign Office Setup: choose all 8 Dept Tokens randomly, (i.e. don't select the first 3 as 1 Token for each of the Depts.) This could result in a Dept not being present on the Token track. Possibly all the tokens could be for just one Dept!

### Cold War

During the Spy Position Tracker Setup put the green & orange cubes at the bottom of the track along with the black cube. You will have to score points before being able to manipulate any Ministers. (hard!)

### Double Double Agent

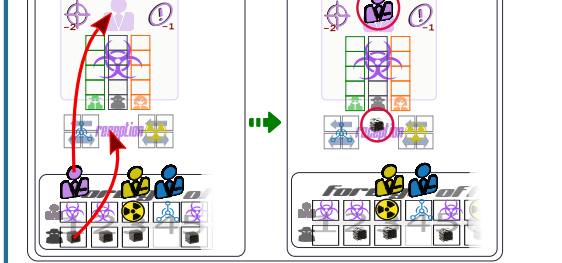
Optionally, place the Double Agent Spy cube on slots 4 or 8 of the Double Agent Track in the Foreign Office. On rounds 4 or 8, if a cube is there, place it in the Dept as per normal rules. This can result in the Double Agent scoring big and racing ahead in the game.

# Example Game Play: Round 1

**0. Spy Position Tracker:** **Spy Green** was randomly chosen at Setup as the Spy Ops for round 1 and decides **Spy Orange** will go first.

## 1. Foreign Office

The **Bio** Minister is moved onto the Ministerial spot in the **Bio-Tech** Department. The Double Agent cube ends up in the Reception Area.



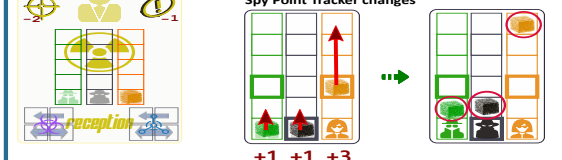
## 2. Mission Selection

**Spy Orange** selects a Single Mission: SWITCH

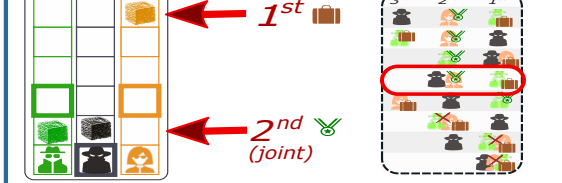
**Spy Green** selects a Dual Mission: SWITCH & CRISIS

## 5. Scoring (cont.)

There is no Minister in the **Nuke-Tech** Dept and **Spy Orange**, with one Spy Cube, dominates it. **Spy Orange** will add 3 points to the Spy Point Tracker



## 6. Spy Position Tracker:



**Spy Green** is winning as they are in joint second place with the Double Agent. **Spy Orange** is in 1st place and, so, is currently losing.. they will be Spy Ops this round.

**Dept. Tidy Up**

At the end of the round the Assassinated Minister will be moved to the next available, un-played slot, in the Foreign Office, who's mission token matches the colour of the Minister. In this case: slot 5

# Round 2

**3. Mission Execution**  
**Spy Orange** converts their mission to an INFILTRATE mission resulting in an orange Spy Cube in the Bio Dept Reception area.  
**Spy Green** converts both their Missions to INFILTRATE Missions & places two green Spy Cubes in the RECEPTION area.

**note:** because this is round 1 all INFILTRATE missions will result in spy cubes going into the Bio-Tech Dept.

## 4. Embed

All the cubes in Reception are moved into the Spying Area in the **Bio-Tech** Dept.

## 5. Scoring

The Minister was on the Ministerial spot in the **Bio** Dept, & no other depts have Spy Cubes in them, no points were scored this round. The Spy Point Tracker remains unchanged.

**6. Spy Position Tracker:** Since both Spies are tied the Spy Ops roles will alternate. So it will go to **Spy Orange** this round and they decide that **Spy Green** will go first.

# Round 2

## 1. Foreign Office

There is no Minister so it is only the Double Agent to move into the **Bio** Dept. (as indicated by the Dept Token on the round 2 slot)

## 2. Mission Selection

**Spy Green** selects a Single Mission: ASSASSINATE

**Spy Orange** selects a Single Mission: RELOCATE

## 3. Mission Execution

**Spy Green** begins their ASSASSINATE Mission by moving their Tracker Cube down 2 slots on the Tracker Board. (NOTE: if a player does not have the points then they can't do this Mission; convert it to an INFILTRATE mission instead.)

## 3. Mission Execution (cont.)

For the SWITCH they move one green cube in the **Bio-Tech** Dept Spying area to the **Nuke-Tech** Dept Reception area & an orange cube from the **Nuke** Dept to the **Bio** Dept.

**Spy Green** begins their REGROUP by 1st removing the Double Agent in the **Bio** Dept Spying area from the game.

REMOVED FROM PLAY

For the second part of this Mission **Spy Green** decides to return the used Token on their Dual Mission SWITCH slot. It is returned to their supply unused side up.

## 4. Embed

Move all the Spy Cubes in Reception onto the Spy Scoring Track in each Dept.

# Round 2

**3. Mission Execution - cont.**  
**SpyGreen** moves the Minister to the Assassinated spot (it will be moved back to the Foreign Office at rounds end).

**Spy Orange** decides to move (RELOCATE) an orange Spy Cube (they could have chosen green or black) from the Spying area of the **Bio** Dept to the Reception area of the **Nuke** Dept.

## 4. Embed

All the cubes in Reception are moved into the Spying Area for the **Bio-Tech** & **Nuke-Tech** Depts.

## 5. Scoring

The Minister in the **Bio-Tech** Dept is no longer on their Ministerial spot. Since it contains Spy Cubes it will score. Both **Spy Green** and the Double Agent have 2 Spy Cubes each and draw. So they earn 1 point each which is added to the Spy Point Tracker.

## 5. Scoring

In **Bio-Tech** the Minister is not on their Ministerial spot & so will score. (They were Assassinated in the previous round. A new Minister will enter that dept.. in round 5). **Spy Green** & **Spy Orange** have one cube each and so are drawing.... earning 1 Spy Point

In **Nuke-Tech** the Minister is on their Ministerial spot, so no scoring is possible.

The **Nano-Tech** Minister has not entered their Dept yet and so is absent. The Double Agent is dominating & scores 3 points. **Spy Green** & **Orange** are absent so score no points.

**Spy Point Tracker changes**