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• Game Board • 6 Game Tokens • 24 Move Cards • 6 Identification Cards • 1 Die

Object of the Game

To guess your opponent's identities before they can guess yours. Any player that lands on a "Spy Guess" space may take a guess of the identity of all other players that are on similarly colored "Spy Guess" spaces. The last player remaining in the game is the winner.

Set Up

Each player picks a colored token and places it on the "start space" of the game board. One identification card is dealt to each player face down so that no other player may see it. The players assume the identity of their identification card. (Important: Try to keep your identity a secret for as long as you can.) The move card deck is placed along one side of the playing board.

To Play

Each player rolls the die and the player rolling the highest number starts the game. The other players take their turns in a clockwise manner. On any given turn, a player may either roll the die or use a move card to advance clockwise around the board.

Board Spaces

MOVE CARD: A player landing on these spaces may take one move card from the deck. These cards are saved face up and used instead of rolling the die. Once a player rolls the die they may not use a move card on that turn. **SPY GUESS:** There are 3 types of "Spy Guess" spaces, a red type, a blue type and a green type. A player landing on one of these spaces may take a guess as to the identity of all players that are on the same type of space. (Ex: If a player lands on a red "Spy Guess" space, that player may guess the identity of all players that are on any of the red "Spy Guess" spaces.)

SAFE EMBASSY: Any player landing on the "Safe Embassy" space is safe from being guessed while they are on that space.

Guessing a Player's Identity

When a player correctly guesses another player's identity, the player who is guessed is out of the game. The player making the guess acquires the eliminated player's move cards and identification card. The player has the option to retain their own identification card or switch to the eliminated player's identification card. The player must discard the unused card without the other players seeing it. If the guess is incorrect, the player being guessed is still in the game.

To Win

The last player remaining in the game is the winner.

DUE TO SIZE OF PARTS, THIS PRODUCT SHOULD NOT BE PLAYED BY CHILDREN UNDER 3 YEARS OF AGE.

We will be happy to answer any questions about this game. Email us at: info@spyalley.com, or telephone 763-420-5032.

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