

# SPY ALLEY<sup>®</sup>

## DICE GAME

**Contents:** • 5 Spy Alley Dice • 6 Identification Cards • 1 Carrying Bag • Instructions

### Object of the Game

To roll 3 or more dice with the same spy picture face up so that you are entitled to guess any of your opponent's identity as that spy. If you correctly guess an opponent's identity, they are eliminated from the game. The winner is the last player remaining in the game or the first player to accomplish their mission.

### Set Up

**For 2 players,** deal 3 identification cards face down to each player.

**For 3 players,** deal 2 identification cards face down to each player.

**For 4-6 players,** deal 1 identification card face down to each player.

### To Play

Each player rolls all 5 die. The player that rolls the most Russian Spies starts the game. The turns continue clockwise around the table.

Each player, on their turn, will roll all 5 dice. They may re-roll the die 2 more times rolling only the dice they choose to roll. If a player rolls 3 of a kind, that player may guess any player's identity as the spy on the 3 dice. (EX: If a player rolls 3 French Spies, that player may guess any player French.)

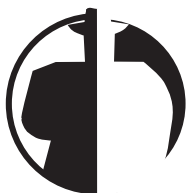
If the player rolls 5 of a kind, that player has the following option. He may either guess any player's identity as the spy on the dice or he may attempt to accomplish his mission. If the player does not roll at least 3 of a kind, that player may not guess and their turn is over.

When a player is guessed correctly, that player must turn their identification card face up and surrender it to the player that made the correct guess. If a player does not have an identification card, they are out of the game. The player that made the correct guess must throw away one of their identification cards face down and no other player may see which card they discarded.

### Mission Accomplished

To accomplish your mission, a player must first roll 5 of a kind. The player must then ask the players in a clockwise manner if any of them want to guess him as the identity on the dice. If they guess wrong, they must surrender an identification card face down to the player being guessed, who must then throw away one of their identification cards. If they guess correctly, the player being guessed must surrender an identification card. **If no player makes a guess and the player who rolled the dice is the identity on the dice, that player has accomplished his mission and wins the game.**

Note (No player may end a turn with more identification cards than they started the turn with.)



**SPY ALLEY PARTNERS**  
*WE MAKE FUN OF SERIOUS BUSINESS!*

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

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