

SPIES! Standard Game Rules of Play

Introduction to *Spies!*

Spies! is a game of espionage and intrigue for up to five players, set in the turbulent European era of 1933-1939. You control the secret service of one of the major powers of that era — Germany, Italy, Russia, France, and Britain — in the constant struggle to gather your opponents' secrets and return them safely to your own capital while protecting your own country's secrets.

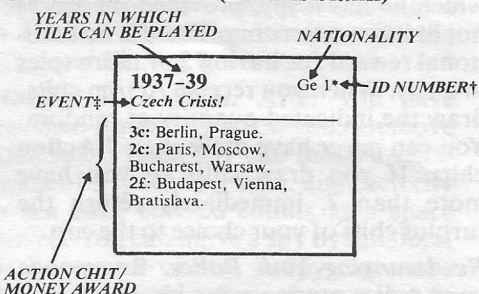
Each copy of *Spies!* comes complete with the following components:

One 22" × 34" mapsheet, one sheet of 50 Event Tiles, one sheet of 200 assorted playing pieces, one four-page standard rules booklet, one four-page long-game rules booklet, one 11" × 17" display.

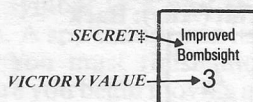
The Mapsheet. The *Spies!* mapsheet shows the major nations and colonies of Europe, the Middle East, and North Africa, including the important cities, capitals, ports, and land, air and sea routes. In addition, the mapsheet features various summaries, records, tracks, and other material that summarizes and enhances most of the essential rules of the game. As you read the rules, be sure to refer to the mapsheet whenever appropriate to familiarize yourself with the map itself and with the various play aids.

Playing Pieces. The Event Tiles, secrets, police pieces, spies, and Action chits and markers used in the game feature the following information:

Event Tile: Front (Back is blank)



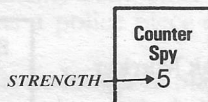
Secret: Front



Secret: Back



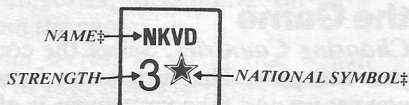
Counterspy: Front



Counterspy: Back



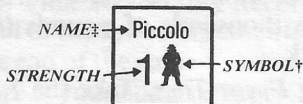
Police (Russian): Front



Police (Russian): Back



Spy (Italian): Front



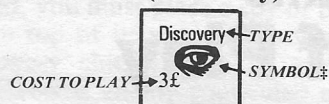
Spy (Italian): Back



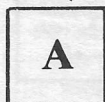
†This number serves a particular purpose only in the Long Game.

‡This information has no effect on the game *per se*, but is included to lend color or serve as a means of identification.

Action Chit (Discovery): Front



Action Chit (Any): Back



Front		Back
	Sanctioned Spy Marker	
	Bank Marker	
	Game Year Marker	

How to Begin the Game

Choosing Countries. Select the country you will play. The **turn order** in which you set up and take your turns is *always* the same:

Germany, Italy, Russia, France, Britain.

Setting Up the Bank Track. Place your Bank marker on the Bank Track (see mapsheet) in the numbered box containing your country's name. Record the amount of money you have during the game, in thousands of pounds (£), on this Track.

Drawing Event Tiles. Take the 7 Event Tiles coded for your country; shuffle the 15 Tiles marked *random*, spread them face down on the table, and draw 3 of these random Tiles blindly for a total of 10 event Tiles.

Drawing and Deploying Secrets. Shuffle all 40 secrets, spread them all face down on the table, and draw your allotment at random. Place the 8 remaining secrets face-down, one per city, in the 8 cities marked *SECRET*; then place your

secrets face-down, one per city, in any cities in your territory.

Deploying Police. Place your police face-down, no more than 2 per city, in any cities coded for police (including your capital) in your home country.

Selecting and Deploying Spies. Select whichever spies of your nationality you prefer, up to the number specified on the Starting Set-Up (see mapsheet). Place your spies face-down, without restrictions, in any cities on the map.

Drawing Action Chits. Mix all Action chits (*except* Double Cross, Intercept, Drop, and Source, which are not used) in a cup and draw your allotment at random. The remaining Action chits stay in the cup to be used during the game.

Setting Up the Year Track. Place the Game Year marker in the top row under 1933 on the Time and Victory Record (see mapsheet). Each time the British player ends a turn, advance the marker one year until 7 are completed.

Note: It is suggested that you limit each player's turn to 5 minutes.

What You Can Do During Your Turn

Playing Event Tiles. At the start of your turn, you must either discard *any* Event Tile face-down, or play face-up an Event Tile marked with the *current year* (for instance, a Tile marked 1934–35 can be played only in 1934 or 1935). Read aloud the information on the Tile. The codes **1c**, (**2c**, etc.) and **1£** (**2£**, etc.) indicate awards of Action chits (**c**) or money (£). *Every* player receives the indicated number of Action chits or amount of money for each city listed in which he has a spy, provided the spy is not in its own territory. There is no additional reward for having 2 or more spies in a city. When you receive Action chits, draw the indicated quantity at random. You can *never* have more than **7 Action chits**. If you draw chits so you have more than 7, immediately return the surplus chits of your choice to the cup.

Re-Arranging Your Police. Re-arrange your police among your home country

cities in any way, but place no more than 2 per city.

Searching for Enemy Spies. Immediately after re-arranging your police, you can search for enemy spies in every city containing your police and one or more enemy spies. Announce which enemy spy you are searching for first, if there is more than one in a city. You and your opponent privately compare the strength of your police (both police combined if there are 2 in the city) and the enemy spy. If your police strength is greater, the spy is immediately captured. If the spy's strength is greater or the same, the search has no effect. Your police can search once per turn for each enemy spy in any city containing your police. **Note:** A spy can avoid a strength comparison by playing a Papers or Escape chit.

Capture and Counterspys. You can capture a spy as a result of a search in which your police strength is greater than the spy's (provided the strength comparison is not evaded by a Papers or Escape chit). You can also capture an enemy spy with a counterspy. Whenever a spy discovers a secret that you control and that secret is a counterspy, make a strength comparison by looking at the enemy spy's strength. If the counterspy is stronger, the enemy spy is captured; if the enemy spy is as strong or stronger, the counterspy has no effect. Whatever the outcome of the strength comparison, remove the counterspy from play. Place any spy you capture on your Time and Victory Record under the Year in which it was captured. Note that captured spies can return to play by an Escape chit. If one of your spies is captured by a counterspy in a neutral country, place that spy in the Spies Captured in Neutral Countries box, not on the Time and Victory Record.

Moving Your Spies. After you have searched for enemy spies, you can move your spies. Each spy can move a maximum of 5 spaces per turn, and each city or sea zone entered counts as a space moved. You can move a spy by rail lines, air lines, and/or sea. A spy can move along any combination of routes up to

the maximum of 5 total spaces per turn. Move a spy *to sea* from a port to a ship symbol in the same sea zone; move a spy *by sea* from the ship symbol in one sea zone to the ship symbol in an adjoining sea zone; move a spy *from sea* from a ship symbol to a port in the same sea zone. A spy cannot end its movement at sea. You must finish moving one spy before you begin moving another.

Controlling Secrets. A secret that is still in play is always in one of three states:

1. *You control it:* You have a police piece or spy on top of it, guarding it.
2. *It is uncontrolled:* No player has a police piece or spy on top of it.
3. *It is enemy-controlled:* Some other player has a police piece or spy on top of it.

A secret is no longer in play once one of your spies, who controls the secret, has moved it to your capital city and cashed it in. When you cash in a secret, you immediately get 20£ and an Action chit, and the secret is placed in your Time and Victory Record under the Year you cashed it in. Secrets are divided into two broad categories, depending on how they began the game:

1. *Original secret:* A secret that began the game in your home territory.
2. *Foreign secret:* A secret that began the game in a neutral country or another player's home territory.

A secret's category never changes, regardless of its control state. You may cash in only foreign secrets during the game. Your original secrets can be placed on your Time and Victory Record only under all of the following conditions:

1. It is the end of the game
2. They are in your home territory
3. They are not enemy-controlled (whether you control them or not).

You receive no money or Action chits for original secrets cashed in; you receive only the Victory Points indicated on the Time and Victory Record. To control a foreign secret, you must always play a Discovery chit and, if successful, place the spy who has made the discovery on top of the secret. To control one of your original secrets, that is

in your territory and not enemy-controlled, you must place a spy or police piece on top of it; you need not play a Discovery chit. If one of your original secrets is enemy controlled and/or not in your home territory, you can gain control of it only as you would a foreign secret. You may, while moving your spies, transfer a secret you control from one of your spies to another by moving the spy with the secret into a city containing your other spy and placing this second spy on top of the secret. The second spy may then move with the secret (provided he has not moved already). **Note:** Only one spy or police piece can control a secret at one time. If more than one spy or police piece are in a city with a secret, the controlling piece should be *directly* on top of the secret. If no one controls a secret, nothing should be on top of it.

Playing Action Chits. You can play the following five types of Action chits during your spies' movement: Discovery, Papers, Sanction, Recruit, Escape. The play of these Action chits is summarized on the mapsheet. To play a chit, spend the number of pounds specified and return the chit to the Action chit cup.

Initiating Diplomacy. At any time during your turn, you can try to negotiate with your opponents by offering trades or sales of chits, asking or granting concessions, and so forth. You cannot, however, exchange Event Tiles.

What You Can Do During Another Player's Turn

Searching for Arriving Enemy Spies. You can search for each enemy spy each time it moves into any city containing your police. You cannot search for a spy that has not moved. The procedure for search is the same during an opponent's turn as it is during your own.

Playing Action Chits. You can play Papers, Escape, and Cover chits during an opponent's turn (see the mapsheet).

Responding to Diplomacy. You can respond whenever an opponent initiates negotiations with you. You cannot in-

itiate negotiations during an opponent's turn, and you must stop trying to negotiate when a player whose turn is in progress tells you to stop.

How to Win the Game

At the end of the British turn in 1939, every secret which is now in your territory and is not controlled by an enemy spy is placed in the 1939 column on your Time and Victory Record. Each secret, captured spy, and sanctioned marker is worth a number of Victory Points equal to its value times the multiple found in the box it occupies on your Time and Victory Record. The player with the highest total of Victory Points is the winner. In a tie, the richest player wins.

Playing the Game with Fewer Than Five Players

When you play with four players, one person plays Germany and Italy. When playing with three players, one person also plays Britain and France. When playing with two players, Russia is played on alternate years by the German-Italian and British-French players. When playing two countries, you cannot exchange Action chits, money, or secrets between them. Victory Points are totalled independently for each country, just as though they were played by two players.

Spies! Design Credits

Game Design:

John Prados, Lenny Glynn

Physical Systems and Graphics:

Redmond A. Simonsen

Game Development:

Brad Hessel, Redmond A. Simonsen (Standard Game); David James Ritchie,

Justin Leites (Long Game)

Rules Editing:

Bob Ryer

Playtesting:

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Taras Hnytyshyn (Standard Game); Edmund

Hack, J. Haskell, Dave Miller,

Deborah Ritchie (Long Game)

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Michael Moore, Ken Stec