

# SPIES!

## Long Game Rules of Play

### [1.0] Introduction to *Spies!*

#### GENERAL RULE:

*Spies!* is a game of espionage and intrigue for up to five players, set in the turbulent European era of 1933-1939. You represent 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 set of standard rules, one set of long-game rules, one 11"×17" display.

#### [1.1] 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.

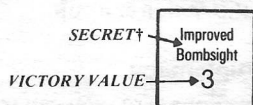
#### [1.2] The Playing Pieces

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

#### Event Tile: Front (Back is blank)



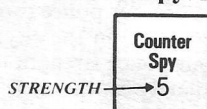
#### Secret: Front



#### Secret: Back



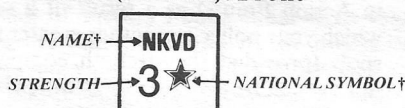
#### Counterspy: Front



#### Counterspy: Back



#### Police (Russian): Front



#### Police (Russian): Back



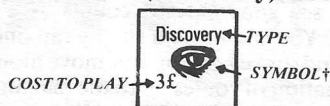
#### Spy (Italian): Front



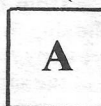
#### Spy (Italian): Back



#### Action Chit (Discovery): Front



#### Action Chit (Any): Back



\*An Event Tile with an asterisk has a special effect on play in addition to its normal effect (see 3.22).

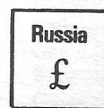
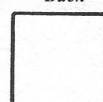
†This information has no effect on the game *per se*, but is included to lend color or serve as a means of identification.

Front



Sanctioned Spy Marker

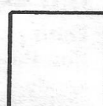
Back



Bank Marker



Game Year Marker



### [2.0] How to Begin the Game

#### CASES:

#### [2.1] 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.**

#### [2.2] 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 the Bank Track on the mapsheet.

#### [2.3] Drawing Event Tiles

Take the 7 Event Tiles coded for your country; mix the 15 tiles marked *random* in a cup and draw 3 of these random Tiles blindly for a total of 10 event Tiles.

#### [2.4] 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.

#### [2.5] 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.

#### [2.6] Deploying Spies

Place *all* of your spies (all those color-coded for your country on the countersheet) face-

down, without restrictions, in any of the cities on the map.

### [2.7] Drawing Action Chits

Mix *all* Action chits in a cup and draw your allotment at random. The remaining Action chits stay in the cup to be used throughout the game.

### [2.8] Setting Up the Time and Victory Record

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.

## [3.0] What You Can Do During Your Turn

### CASES:

#### [3.1] Expending Action Points

During each of your turns, you have 12 Action Points to expend to play an Event Tile, conduct searches, play Action chits, and initiate diplomacy. You must expend Action Points to undertake these activities during your turn, but you *never* expend Action Points during an opponent's turn, even if you play an Action chit, search for arriving enemy spies, or respond to diplomacy. You need not spend all 12 of your Action Points during a turn, but you may *never* spend more than 12 per turn.

#### [3.11] Action Point Cost Summary

The number of Action Points you must expend to perform various actions are listed in this summary (see display). Note that Action Point costs to play Action chits are *in addition* to the cost in Pounds.

#### [3.12] Action Point Expenditure Track

At the beginning of your turn, place a blank playing piece on this Track (see display) in the 12 box. Each time you expend Action Points, move the playing piece along the Track to reflect the expenditure.

#### [3.2] Playing Event Tiles

[3.21] At the start of your turn, you must either discard *any* Event Tile face-down (at no cost in Action Points), or play (at a cost of one Action Point) 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.), indicates 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.

[3.22] **Event Tile Special Effect Summary**  
Certain Event Tiles (designated with an asterisk by their ID number) have a special effect on play. These are listed, together with

their additional effects, on this summary (see display).

#### [3.3] Re-Arranging Your Police

Re-arrange your police among your home country cities in any way (at no Action Point cost), but place no more than 2 per city.

#### [3.4] 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 (at a cost of one Action Point *per city*). Announce which enemy spy you are searching for, 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.

#### [3.5] Capture and Counterspies

You can capture a spy (at no additional cost in Action Points) 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.

#### [3.6] 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 (at a cost of one Action Point *per space moved*), 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 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.

#### [3.7] 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.

#### [3.8] Playing Action Chits

You can play the any type of Action chit during your spies' movement except Intercept. The play of these Action chits is summarized on the Action Chit Summary (*not* on the mapsheet). To play a chit, spend the number of pounds and Action Points specified and return the chit to the Action chit cup.

#### [3.9] Initiating Diplomacy

At any time during your turn, you can try to negotiate with your opponents (at a cost of one Action Point *per opponent*) by offering trades or sales of chits, asking or granting concessions, and so forth. You cannot, however, exchange Event Tiles.



## [4.0] What You Can Do During Another Player's Turn

### CASES:

#### [4.1] Searching for Arriving Enemy Spies

You can search for each enemy spy each time it moves into any city containing your police at no cost in Action Points. 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.

#### [4.2] Playing Action Chits

You can play Papers, Escape, Cover, Double Cross, and Intercept chits during an opponent's turn at no cost in Action Points (see the Action Chit Summary, *not* the mapsheet).

#### [4.3] Responding to Diplomacy

You can respond whenever an opponent initiates negotiations with you at no cost in Action Points to you. You cannot initiate negotiations during an opponent's turn, and you must stop trying to negotiate when a player whose turn is in progress says to stop.

## [5.0] Spy Havens and Cousins

### GENERAL RULE:

Certain cities and spies in the long game have special attributes.

### CASES:

#### [5.1] Spy Havens

Istanbul, Tangiers, and Geneva are considered spy havens, in addition to their normal attributes. You may never play a Discovery, Drop, or Sanction chit in a spy haven.

#### [5.2] Cousins

Each player has one spy named "Cousin." Your Cousin is *never* captured by a counterspy; if your Cousin discovers a counterspy, simply remove the counterspy from play. Your Cousin can never be killed by a Sanction chit *unless* the chit is played by an opponent's Cousin. If any other enemy spy attempts to Sanction your Cousin, that enemy spy is immediately killed instead, without an opportunity to counter in any way; place the enemy spy in the Sanctioned Spies Box and place a Sanctioned Spy marker on your Time and Victory Record.

## [6.0] How to Win the Game

At the end of the British turn in 1939, every secret with which you began the game and which is now in your territory and under your control 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.

## [7.0] 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:

**Derek Avery, Madge Cohen, John Duchman, Lisa Kay Fedder, Steve Fisher, Michael George, Taras Hnytyshyn (Standard Game); Edmund Hack, J. Haskell, Dave Miller, Deborah Ritchie (Long Game)**

### Production:

**Ted Koller, Manfred F. Milkuhn, Michael Moore, Ken Stec**

The *Spies!* counters are reproduced here for your reference and as an aid to reproducing lost or damaged counters.

**Spies! Counter Section Nr. 2 (200 pieces): Front**  
Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 2.

RUSSIANS										SECRETS									
Georgi	Vanya	Merinka	NKVD	NKVD	NKVD	Russia				Tactical Comm	RDF	Synthetic Fuel	Primitive Radar	Primitive Jet	Photo Recon	Mobile Doctrine	Enigma Code	Improved Bombing	Atomic Bomb
1	2	2	2	2	4	£				3	3	4	4	4	3	4	4	3	5
Alexi	Cousin	NKVD	NKVD	NKVD	NKVD					Lump Mine	Axial Engine	Low wing Monoplane	Nerve Gas	Rocket Engine	Highspeed Torpedo	HEAT AT Round	Wide lens DRF	Radiobeam Navigation	Tank Production
3	4	3	3	3	3					1	1	3	3	2	3	2	3	1	3
Papers	Papers	Papers	Papers	Papers	Papers	Papers	Papers	Papers	Papers	Submarine Tactics	Bombing Technique	Plastic Explosive	Sloped Armor	Primitive Sonar	Counter Spy	Counter Spy	Counter Spy	Counter Spy	Counter Spy
2£	2£	2£	2£	2£	2£	2£	2£	2£	2£	3	1	1	2	2	4	4	5	5	5
Papers	Papers	Papers	Papers	Papers	Papers	Papers	Papers	Papers	Papers	Heavy Bomber	Acoustic Fuse	Improved Tank	Magnetic Mine	Hollow Charge	Counter Spy	Counter Spy	Counter Spy	Counter Spy	Counter Spy
2£	2£	2£	2£	2£	2£	2£	2£	2£	2£	2	2	3	1	1	3	3	5	5	5
Discovery	Discovery	Discovery	Discovery	Discovery	Discovery	Discovery	Discovery	Discovery	Discovery	GERMANS									
3£	3£	3£	3£	3£	3£	3£	3£	3£	3£										
Discovery	Discovery	Discovery	Discovery	Discovery	Discovery	Discovery	Discovery	Discovery	Discovery	Erik	Heidi	Ernst	Gunther	Kurt	Cousin	Ger	Marthe	Bruno	
3£	3£	3£	3£	3£	3£	3£	3£	3£	3£	1	1	2	2	3	4	£	1	2	
Sanction	Sanction	Sanction	Sanction	Sanction	Sanction	Sanction	Sanction	Sanction	Sanction	Gestapo	Gestapo	Gestapo	Gestapo	Gestapo	Gestapo	Gestapo	Theo	Jean	
20£	20£	20£	20£	20£	20£	20£	20£	20£	20£	2	2	2	3	3	3	4	2	3	
Sanction	Sanction	Sanction	Sanction	Sanction	Sanction	Sanction	Sanction	Sanction	Sanction	ITALIANS									
20£	20£	20£	20£	20£	20£	20£	20£	20£	20£										
Recruit	Recruit	Recruit	Recruit	Recruit	Recruit	Recruit	Recruit	Recruit	Recruit	Piccolo	Mario	Vicente	Carla	Cousin	RRCC	Italy	Cousin	Police	
4£	4£	4£	4£	4£	4£	4£	4£	4£	4£	1	1	2	3	4	1	£	4	1	
Escape	Escape	Escape	Escape	Escape	Escape	Escape	Escape	Escape	Escape	RRCC	RRCC	RRCC	RRCC	RRCC	RRCC	Game Year	Police	Police	
10£	10£	10£	10£	10£	10£	10£	10£	10£	10£	1	2	2	3	3	4		2	2	
Cover	Cover	Cover	Cover	Cover	Cover	Cover	Cover	Cover	Cover	BRITISH									
1£	1£	1£	1£	1£	1£	1£	1£	1£	1£										
Intercept	Source	Drop	Drop	Drop	Drop	Drop	Drop	Drop	Drop	Scotland Yard	Scotland Yard	Scotland Yard	Scotland Yard	Scotland Yard	Britain		Police	Police	
10£	40£	20-30£	20-30£	20-30£	20-30£	20-30£	20-30£	20-30£	20-30£	2	2	3	3	4	£		2	3	
Intercept	Source	Drop	Drop	Drop	Drop	Drop	Drop	Drop	Drop	Willy	Rose	Peter	Winston	Cynthia	Cousin		Police	France	
10£	40£	20-30£	20-30£	20-30£	20-30£	20-30£	20-30£	20-30£	20-30£	2	2	2	3	3	4		4	£	

## RUSSIAN

**ANY YEAR** Rs 21  
*Soviets pressure Finns over basing rights in Gulf.*

2c: Helsinki, Moscow.  
3E: Warsaw, Bucharest, Riga, Danzig, Stockholm, Leningrad, Königsberg, Copenhagen.

**ANY YEAR** Fr 22  
*Joint Anglo-French Naval Maneuvers.*

1c: Brest, Lisbon, Bordeaux, Casablanca.  
2E: Scapa Flow, Paris, Gibraltar, London, Tangiers.

**ANY YEAR** Fr 23  
*French High Command draws up new defense plan.*

2c: Paris.  
1c: Prague, Warsaw, Bucharest, Belgrade.  
2E: Geneva, Istanbul.

**ANY YEAR** Fr 24\*  
*Hungary moves closer to the Axis over Rumania.*

2c: Rome, Budapest, Berlin.  
1c: Sophia, Istanbul.  
2E: Vienna, Prague.

**1936-39** Fr 25  
*French military treaty with Rumania.*

2c: Bucharest, Paris.  
1c: Brest, Le Havre, Bordeaux, Marseilles.

## FRENCH

**ANY YEAR** Fr 26  
*Arab riots in the Palestine Mandate.*

1c: Jerusalem, Port Said, Cairo, Famagusta, Beirut.

**ANY YEAR** Fr 27  
*French Naval Forces conduct maneuvers in Atlantic.*

1c: Brest, Lisbon, Bordeaux.  
1E: Berlin.

**ANY YEAR** Fr 28  
*Sitdown Strikes in French aircraft industry.*

1c: Brest, Paris, Le Havre, Nancy, Strasberg, Lyons.

**1933-37** Br 29\*  
*Growing Austrian opposition to the Nazis.*

1c: Vienna, Geneva, Munich, Budapest, Prague, Nurnberg.

**1936-38** Br 30\*  
*Czechs divided on opposing Hitler!*

1c: Bratislava, Prague.  
2E: Bucharest, Munich, Budapest, Nurnberg, Berlin, Vienna, Warsaw.

**1937-39** Rs 16  
*Soviet-German Non-aggression Pact.*

3c: Moscow, Berlin.  
2c: Warsaw.  
2E: Rome, London, Paris.

**1936-39** Rs 17  
*Shift in Soviet military strategy.*

2c: Moscow.  
1c: Bucharest.  
2E: Istanbul, Ankara, Prague, Sophia, Budapest, Berlin.

**ANY YEAR** Rs 18  
*Renewed purges shake Russia.*

1c: Minsk, Smolensk, Leningrad, Kiev, Odessa, Sevastopol, Moscow, Tula, Rostov, Kharkov, Voronezh, Dnepropetrovsk.

**1935-39** Rs 19\*  
*Soviets seek alliance with Czechs.*

2c: Moscow, Prague.  
3E: London, Paris, Warsaw, Vienna, Berlin, Budapest, Rome, Geneva, Bucharest.

**ANY YEAR** Rs 20  
*Stalin initiates new armaments programs.*

2c: Moscow, Leningrad.  
1c: Smolensk, Minsk, Kiev, Tula, Rostov, Sevastopol, Odessa, Kharkov, Voronezh.

**ANY YEAR** Br 31  
*Labor tensions in British industry.*

1c: Glasgow, London, Manchester, Coventry, Birmingham, Liverpool.

**ANY YEAR** Br 32  
*British deploy new tank force to Egypt!*

3c: London.  
1c: Rome, Cairo, Port Said, Gibraltar.  
2E: Geneva, Istanbul, Tangiers.

**ANY YEAR** Br 33  
*British commission new class of battleship.*

2c: Scapa Flow.  
1c: Belfast, London, Glasgow, Manchester, Liverpool, Ostend, Hague, Dublin.

**ANY YEAR** Br 34  
*British foster anti-Nazi sentiment among Junkers.*

1c: Berlin, Stettin, Hamburg, Königsberg, Munich, Frankfurt.  
2E: Geneva, Vienna, Prague, Warsaw.

**ANY YEAR** Br 35  
*British cabinet secretly debates appeasement.*

2c: London.  
1c: Coventry, Manchester, Glasgow, Birmingham, Liverpool.

## BRITISH

**1936-39** It 11  
*Italian Fleet maneuvers in Sicily-Corsica channel.*

1c: Naples, Tunis, Algiers, Barcelona, Marseilles.

**1937-39** It 12  
*Italy seeks military understanding with Greece.*

2c: Rome, Athens.  
2E: Trieste, Sophia, Belgrade.

**ANY YEAR** It 13  
*Italian Army maneuvers reveal weaknesses.*

2c: Rome, Venice.  
2E: Florence, Marseilles, Turin, Belgrade, Tirane, Milan.

**1937-39** It 14\*  
*Italy takes formal control of Albania.*

1c: Rome, Athens, Belgrade, Tirane.  
3E: Istanbul, Moscow, Sophia, Berlin, Paris, London, Trieste.

**1936-38** Rs 15  
*Soviet Black Sea Fleet sorties.*

1c: Odessa, Athens, Taranto, Sevastopol, Constanta, Istanbul, Salonika, Famagusta.

**ANY YEAR** random 36  
*Finns and Germans discuss Mutual Defense Pact.*

2c: Berlin, Helsinki.  
3E: Riga, Moscow, Leningrad.  
2E: Geneva.

**ANY YEAR** random 37  
*Turkish Army split over question of neutrality.*

1c: Istanbul, Ankara.  
2E: Sophia, Athens, Bucharest, Salonika, Budapest, Belgrade, Famagusta, Constanta.

**ANY YEAR** random 38  
*Defector reveals plans for Soviet "Stalin Line."*

1c: Geneva.  
3E: Odessa, Kiev, Minsk, Smolensk, Leningrad, Tula, Moscow, Kharkov.

**ANY YEAR** random 39  
*Polish officers show divided loyalties.*

1c: Lvov, Warsaw.  
Brest-Litovsk, Danzig.  
2E: London, Paris, Rome, Berlin.

**ANY YEAR** random 40  
*Egyptian troops mutiny!*

1c: Cairo, Bengazi, Port Said, Athens, Jerusalem, Salonika, Malta, Tunis, Taranto.

**ANY YEAR** Ge 6  
*German arms production soars!*

2c: Essen, Hamburg, Berlin, Leipzig, Munich, Stettin, Dusseldorf, Frankfurt.  
2E: Geneva.

**1935-37** Ge 7\*  
*Anschluss!*

2c: Vienna, Prague, Budapest.  
4E: London, Paris, Moscow, Riga, Warsaw, Belgrade, Rome, Munich, Leipzig, Nurnberg, Trieste.

**1934-37** It 8  
*Italy invades Ethiopia!*

2c: Rome.  
1c: Cairo, Port Said, Bengazi, Malta.  
3E: London, Paris, Moscow.  
2E: Geneva, Berlin.

**1936-38** It 9  
*Italian aircraft reveal defects in Spanish fighting.*

1c: Madrid, Lisbon, Barcelona, Tangiers.  
1E: London, Paris.

**1933-37** It 10  
*Italian borrowing to finance war with Ethiopia.*

2c: Rome.  
1c: Geneva.  
2E: Milan, Florence.

**1936-38** random 41  
*Spanish Republicans torn by internal strife.*

1c: Barcelona, Madrid.  
2E: Rome, Berlin, Moscow.  
1E: Gibraltar, Lisbon, Tangiers.

**ANY YEAR** random 42  
*Hungary presses a claim to Rumanian territory.*

1c: Budapest, Bucharest, Berlin.  
2E: Rome, Moscow, Warsaw, Sophia, Belgrade.  
1E: Bratislava.

**1936-39** random 43  
*Spanish Nationalists torn by internal strife.*

1c: Lisbon, Madrid, Barcelona, Tangiers, Gibraltar.  
1E: London, Paris, Berlin, Rome.

**ANY YEAR** random 44  
*Scandinavian Mutual Defense Pact talks open in Stockholm.*

1c: Stockholm, Oslo, Copenhagen, Bergen, Helsinki.

**1936-37** random 45  
*Guernica!*

2c: Barcelona.  
1c: Madrid, Lisbon.

## RANDOM

**1937-39** Ge 1\*  
*Czech Crisis!*

3c: Berlin, Prague.  
2c: Paris, Moscow, Bucharest, Warsaw.  
2E: Budapest, Vienna, Bratislava.

**1938-39** Ge 2\*  
*Polish Crisis!*

3c: Berlin, Warsaw.  
2c: Danzig, Riga, Prague.  
2E: Vienna, Paris, London, Bucharest, Moscow, Rome.

**ANY YEAR** Ge 3  
*Rhineland remilitarized!*

3c: Essen, Brussels.  
2c: Hamburg, Dusseldorf, Berlin, Stettin, Frankfurt.  
2E: London, Paris, Hague.

**1935-38** Ge 4  
*Renewed agitation among Volksdeutsche!*

1c: Riga, Prague, Danzig, Bratislava, Bucharest.  
2E: Königsberg, Warsaw.

**1937-39** Ge 5\*  
*Germany pressures Poland over Danzig and the corridor.*

2c: Berlin, Danzig, Warsaw.  
1c: Königsberg, Lvov, Brest-Litovsk.  
3E: Riga, Paris, Moscow, London.

**1937** random 46  
*Guadalajara!*

2c: Madrid.  
1c: Barcelona, Lisbon, Gibraltar.  
2E: London, Paris.

**1935-39** random 47  
*IRA opens secret talks with German General Staff.*

1c: Dublin, Belfast, Berlin.  
2E: Glasgow, Manchester, London, Liverpool, Birmingham.

**1935-38** random 48  
*Soviet-Turkish treaty talks in Ankara.*

2c: Ankara.  
1c: Moscow.  
1E: Istanbul.

**ANY YEAR** random 49  
*New iron ore deposits discovered in Sweden.*

1c: Stockholm, Oslo, Riga, Copenhagen, Helsinki, Stettin.  
4E: Berlin.

**ANY YEAR** random 50  
*Greco-Turkish tensions mount.*

1c: Salonika, Athens, Famagusta, Ankara, Istanbul.  
2E: Sophia.



# SPIES!

## Long Game Display

### [3.12] ACTION POINT EXPENDITURE TRACK

0	1	2	3	4	5	6	7	8	9	10	11	12
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Use any blank counter to record Action Point Expenditure (see 3.12)

[3.11] ACTION POINT COST SUMMARY		
<i>The following activities require the expenditure of Action Points during your turn.</i>		
ACTIVITY	AP COST	
Play an Event Tile	1	
Conduct police search (per city)	1	
Move one of your spies (per space moved)	1	
Initiate diplomacy (per opponent)	1	
Play Discovery, Cover, Sanction, Recruit, Escape, Papers, or Double Cross chit	1	
Play Source or Drop chit	2	

[3.21] EVENT TILE SPECIAL EFFECT SUMMARY		
TILE	SPECIAL ADDITIONAL EFFECT	TILE
Ge1	Czechoslovakia immediately becomes German territory and is treated as such for the remainder of the game. German police may be placed in Prague and Bratislava and any secrets in those cities not guarded by another player are treated as though they were German original secrets.	Ge7
Ge2	World War II begins, and the game ends, immediately upon the conclusion of the Year in which this Tile is played. Note that if this Tile is played in 1938, the Victory Point multiples in the 1938 column of the Time and Victory Record are used (rather than those for 1939) for determining final Victory Points (see 5.0).	It14
Ge5	This Tile cannot be played if Ge2 (Polish Crisis) has already been played.	Rs19
		Fr24
		Br29
		Br30

**SPECIAL ADDITIONAL EFFECT**

Austria immediately becomes German territory and is treated as such for the remainder of the game, as Czechoslovakia is treated in Ge1 (see above).

Italian spies may treat Tirane as a home country for the remainder of the game.

This Tile cannot be played if Ge1 (Czech Crisis) has already been played.

This Tile cannot be played until either random 42 or Fr25 has been played.

This Tile cannot be played if Ge7 (Anschluss) has already been played.

This Tile cannot be played if Ge1 (Czech Crisis) has already been played.

### [3.8] ACTION CHIT SUMMARY

Discovery

3£

#### Discovery

*Played on your turn only; spend 3£, 1AP*

You play a Discovery chit in order to **gain control of a secret**. You must have a spy in the city with that secret. After you play a Discovery chit, other players with a spy in that same city must be given a chance to play a Cover chit. If no Cover chit is played and the secret is unguarded by an enemy police piece or spy, then you may look at it and take possession. If the secret is guarded, you must first compare your spy's strength with that of the police or spy guarding the secret. Only if your spy is *stronger* do you take control. You may *not* play a Discovery chit in a spy haven.

**Discovery** can be countered by **Cover**.

Recruit

4£

#### Recruit

*Played on your turn only; spend 4£, 1AP*

You play a Recruit chit in order to **recover a spy from the Sanctioned box** on the map. This is considered to be a new recruit, not the same spy previously killed (in other words, the enemy player does *not* lose the Victory Points he gained for killing your spy). Choose your new spy at random from those of your color, and start him in your capital city. You may move him on the turn in which he is recruited.

**Recruiting** cannot be countered.

Escape

10£

#### Escape

*Played on anyone's turn; spend 10£, 1AP\**

## COVER 1£

**Played on anyone's turn; spend 1£, 1AP\***

When the moving player is attempting to discover a secret in a city where you have a spy, you can play a Cover chit to **prevent him from getting that secret**. Cover is played in this case after the moving player has played his Discovery chit, but *before* he looks at the secret or deals with any police or spy guarding it. Cover can also **counter a Double Cross** by negating its effect.

Cover can be countered by play of another **Discovery** chit; or, if played in response to a **Double Cross**, a **Cover** chit can be negated by **Escape**.

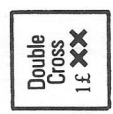


## Sanction

**Played on your turn only; spend 20£, 1AP**

You play a Sanction chit in order to **kill an enemy spy**. Your spy and the enemy spy must be in the same city, and that city cannot be a spy haven. The enemy spy may play an **Escape** chit to cancel the effect of the Sanction, or a **Double Cross** chit to reverse the effects of the Sanction. If no **Escape** or **Double Cross** is played, the enemy spy is immediately placed face-down in the Sanctioned box on the map, and a Sanctioned Spy marker is placed in your Time and Victory Record. **Note:** See 5.2 for special effects of Cousins.

Sanction can be countered by **Escape** or **Double Cross**.



## Double Cross

**Played on anyone's turn; spend 1£, 1AP\***

You play a **Double Cross** chit to **reverse the effects of a Sanction**, in which case the enemy spy committing the Sanction against you is killed instead, exactly as though you had played a Sanction (see 5.2, however). You can also play a **Double Cross**, upon the play of a **Discovery** chit, to **reverse the results of a strength comparison** involving one of your police or spies to determine **who controls a secret**; or to **reverse the results of a strength comparison** between one of your spies and a counterspy. You can also **counter an Escape** chit with a **Double Cross**.

**Double Cross** can be countered by a **Cover**.



## Source

**Played on your turn only; spend 4£, 2AP**

When you play a **Source** chit, you can **immediately examine all of one other player's spies and police pieces** anywhere on the map. The information you gain from this one-time examination can be sold or traded with other players, or it can be announced aloud to the other players. Information *cannot* be written down by any player.

**Source** can be countered by **Intercept**.



## Papers

**Played on anyone's turn; spend 2£, 1AP\***

You play a **Papers** chit in reaction to a police search of one of your spies. **Papers nullify the effect of the search** (no strength comparison is made between spy and police).

**Papers** cannot be countered.



## Drop

**Played on your turn only; spend 20/30£, 2AP**

You play a **Drop** chit to **establish a "capital"** in any city on the map except a spy haven. You may then treat this city as your capital, *only* for purposes of cashing in foreign secrets. If the city where you create a **Drop** is in a neutral country, spend 20£; if the city is in *any* player's territory, spend 30£; the Action Point cost is always 2. Place the **Drop** chit in the city rather than back in the Action chit cup once it is played. You must *always* have at least one spy in the same city as the **Drop** chit from the moment you play the chit; if the spy is removed for any reason, the chit is removed and the **Drop** is eliminated. Note that more than one player can have a **Drop** in the same city.

**Drop** can be countered by **Intercept**.



## Intercept

**Played on opponent's turn; spend 10£, 0AP**

You play an **Intercept** chit to **counter any Drop or Source** chit played. The countered **Drop** or **Source** is immediately lost along with all money and Action Points spent to play it, and the effects of the **Drop** or **Source** immediately and permanently cease.

**Intercept** cannot be countered.

\*AP (Action Point) costs are assessed *only* when you play the chit during your turn.