

## Roles:

### The Client:

One player will be the client proposing the problem card to the hired spies. Each round the client moves clockwise around the table, starting with the youngest player.

### Spy:

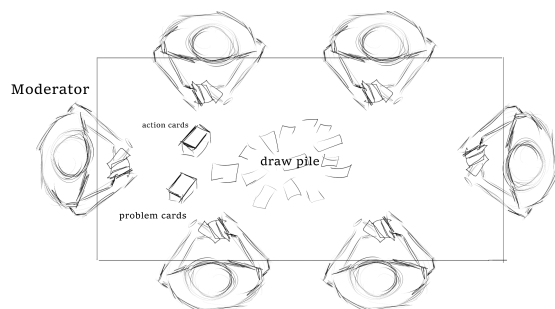
People hired to complete the mission

### Set-up:

Starting with the **Item Cards**, shuffle them face down and then spread them in a pile as shown (fig. 1).

Then, shuffle the **Problem Card** deck and place it next to the client.

Finally, shuffle the **Action Card** Deck and place it in a spot where all the Spy players can reasonably reach it.



## Gameplay:

After set-up, the players will start with no cards in their hands. At this time the **Collection** phase begins.

### Collection:

During this phase, once the client says GO! all other players will have 10 seconds to collect 5 cards from the pile. During this time, players are allowed to put back and swap cards, if they so desire. At the end of the 10 seconds, all hands are final, moving the players to the next phase:

### Problem Proposal Phase:

During this phase, the client will draw a problem card, and read it to the other players. This will lead everyone to the next phase:

### Action Phase:

During this phase, a player may choose to sacrifice 2 of their **Item Cards** to draw an action card. After all, players have been given a chance to draw, they may choose to play or keep the card, starting with the player to the left of the Client, moving clockwise.

### Solution Phase:

At this time all players will present *up to three Item Cards* from their hand to the Client, as well as a **Scenario** in which the player would use those items to solve the problem.

### **First to 5 points wins**

#### **Judgment Phase:**

At this time the Client will evaluate all the solution **Scenarios** and determine which they think would be the best solution to their **Problem Card**. Once a winner is picked, the player with the best **Scenario** will receive the **Problem Card** as a point token.

#### **Miscellaneous rules:**

- Once a round is over, any unplayed cards remain in each players' hand