



## WAR SLAYER V THE UNIVERSAL BETRAYAL

War Slayer V is a game of strategy and wit that pits two spymasters against each other as they compete for agents, information, and, ultimately, domination.

To begin, the players each get one half of a standard 52 card deck (*with the Jokers removed*). This is your **HQ**.

Each turn, both players draw three cards from their **HQ** and look at them. There are two sites of play for each player: the **Dossier** and the **Operations Theater**. Players then decide whether or not to add the cards into their **Dossier** (as **Information Cards**) or place them in the **Operations Theater** (as active **Field Operatives**). Once this decision has been made, the players place these three cards facedown in a horizontal row (in however sequence they like) in either their **Dossier** or **Operations Theater**. The players then draw another set of three cards, look at them, and then arrange them however they like in the remaining row.

*For example, if the first three cards were placed in the Dossier, the next three MUST BE placed in the Operations Theater.*

Once this step is complete, the **Mission** can begin!

The players simultaneously flip cards in the **Operations Theater** starting from the defeated player's left hand-side (*for the first turn, the person who did not deal is considered the defeated*). Each **Operative** card that is flipped is measured against the numerical value of their opponent's **Operative** card in the same position. The highest number wins. Each flip is called an **Operation**.

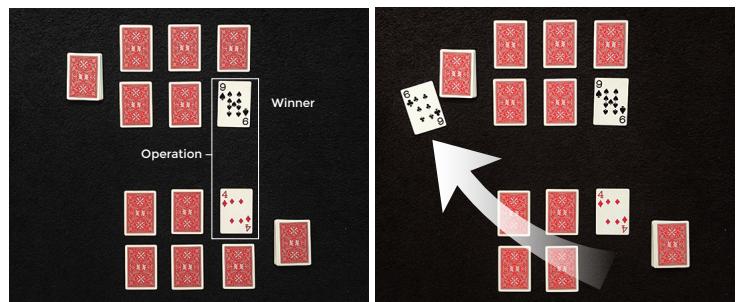
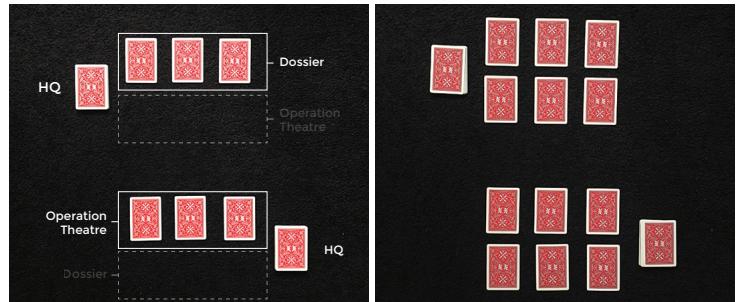
*Note: An Agent (Ace) counts as an 11 and beats all numerical cards.*

Once an **Operation** is complete, the winner takes the **Information Card** that the defeated **Operative** was protecting from their opponent's **Dossier** and looks at it. They then put it aside to be placed into their deck at the end of the round. The player who lost an **Information Card** in the **Operation** may then decide whether or not they wish to continue. If they do not wish to continue, then the player who won the most recent **Operation** claims all face-up (exposed **Operatives**) cards on the field and the **Mission** (round) ends. Otherwise, play proceeds to the next **Operation**.

Once all three cards on both player's sides have been drawn (ie after three **Operations**), the **Mission** is over and all remaining **Information cards** in the **Dossier** go back to the bottom of their respective player's **HQ** decks. Do NOT shuffle your cards.

SCORING TABLE

CARD	ROLE	SCORE
Ace of Spades	Operative (VIP)	10pts
Royal Cards (K, Q, J)	Defectors (Double Agents)	5pts (each)
Ace Cards	Operatives (Agents)	5pts (each)
Number Cards (10 - 2)	Operatives	1pts (each)



In the case of a Draw, play proceeds without any **Information cards** exchanging hands.

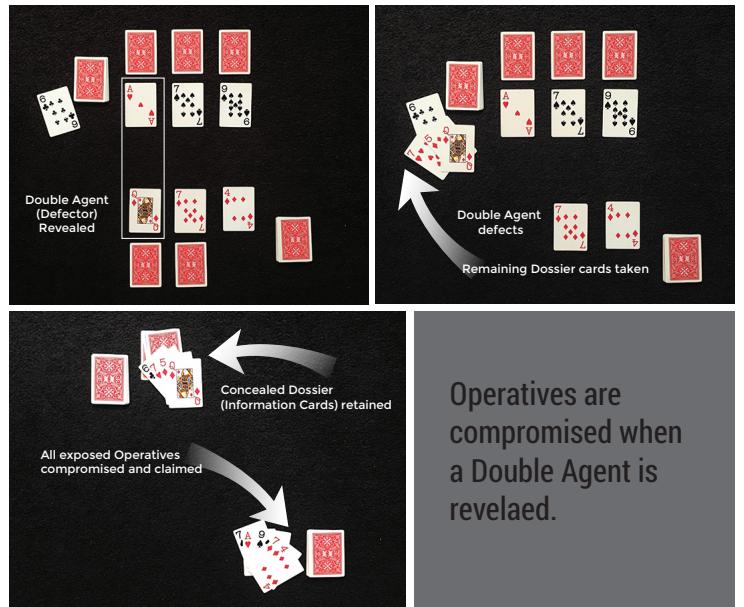
During an ***Operation***, If a ***Double Agent*** (Royal Card) is revealed, the ***Mission*** ends immediately. The ***Double Agent*** defects and is claimed by the opponent along with all remaining ***Information Cards*** in the opponent's ***Dossier***.

However, all remaining face-up (exposed ***Operatives/Agents***) cards are compromised in the process and claimed by the defeated player.

Claimed cards are added to the the bottom of each respective player's ***HQ*** decks and the game proceeds as normal.

The game ends when the ***VIP Operative*** card (Ace of Spades), is revealed in ***Operations*** or taken from a ***Dossier***. Note: When the ***VIP*** is revealed during an ***Operation***, the game continues until the end of that ***Mission*** (round) before Scoring can commence.

Once the game ends, players count up the points in their ***HQ*** deck (as per the Scoring table) to determine a winner.



Operatives are compromised when a Double Agent is revealed.

#### • Summary of Operation Results •

When an ***Operation*** is won:

The aligned ***Information Card*** from the ***Dossier*** is claimed by the winner.

All other cards remain as is. Play goes on (unless defeated player backs out of the ***Mission***).

After the third (final) ***Operation*** in a ***Mission*** ends:

All cards that did not exchange hands go back to their respective owners. On to the next ***Mission***.

When an ***Operation*** ends in a draw:

No cards exchange hands. Play goes on.

When a player backs out of a ***Mission***:

All exposed cards go to the winning player. The ***Mission*** (Round) is over.

When a ***Double Agent*** (Royal Card) is revealed:

The ***Double Agent*** defects and is claimed by the opposing player along with that player's entire ***Dossier***. However, all remaining exposed cards are compromised and claimed by the losing player.

The ***Mission*** (Round) is over.