



FOLD ALONG THE DOTTED LINE ↗

YOUR MISSION:

YOU HAVE INFILTRATED AN AMBASSADOR'S MANSION. ACCOMPLISH MISSIONS & SABOTAGE YOUR TARGET'S MISSIONS TO SCORE POINTS.

USE THE MAP AT THE BOTTOM TO TRACK YOUR TARGET. THE BIG GRID IN THE MIDDLE IS FOR YOUR MOVEMENT.

YOU MAY NOT LOOK AT ANOTHER PLAYER'S SHEET. THEY WILL BE REVEALED AT THE VERY END OF THE GAME.

TRAVEL PHASE

DRAW A PATH FROM YOUR CURRENT ROOM TO ANOTHER ROOM. YOU MAY TRAVEL UP TO TWO ROOMS AWAY.

ONCE YOU EXIT A ROOM, YOU CANNOT RE-ENTER IT.

YOU CANNOT MOVE OR CROSS THROUGH ANY SOLID WALLS.

YOU MUST MOVE TO A NEW ROOM EACH TURN - IF UNABLE TO, YOU'LL HAVE TO BE EXTRACTED (SEE MAIN RULES).

MISSION PHASE

CHOOSE TO COMPLETE OR SABOTAGE THE MISSION IN THAT ROOM.



DRAW A CIRCLE AROUND THE ICON TO COMPLETE THE MISSION.



DRAW A SQUARE AROUND THE ICON TO SABOTAGE THE MISSION.

SABOTAGED MISSIONS ARE SUCCESSFUL IF YOUR TARGET COMPLETED THE MISSION IN THAT ROOM.

CLUE PHASE

IN TURN ORDER, EACH PLAYER ASKS THEIR TARGET ONE OF THE QUESTIONS ON THEIR SHEET.

ASK YOUR QUESTION OUT LOUD.

THE TARGET MUST ANSWER TRUTHFULLY AND OUT LOUD FOR ALL PLAYERS TO HEAR.

CHECK THE QUESTION OFF ONCE ANSWERED.

EACH PLAYER CAN ONLY ASK EACH QUESTION ONCE PER GAME.

SPIES

2-6

20-30

8+

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THE GAME ENDS AFTER 8 ROUNDS.
THE WINNER IS THE PLAYER WHO
SCORED THE MOST POINTS!