Spies

2-6 players - 20-30 minutes - 8 and up
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You are all spies who have infiltrated an ambassador's mansion, each working for different countries. Accomplish missions and try to sabotage your Target's missions to score points.

Components

1 printed sheet per player
1 printed and folded shield per player (optional but recommended)
1 pen per player
1 piece of some kind (pawn, coin, token, meeple, etc.)

Setup

Give each player one copy of the sheet and a pen. Print off one shield per player so other players can't see your sheet (or use a blank sheet of paper, a box, a book, etc.). Draw a triangle (*pointing up*) around an icon in any room in the mansion - this represents where you will start. Start eyeing your **Target** : the player to your left who you will try to track and sabotage. Be aware the player to your *right* is trying to do the same to you, so track your Target and avoid being tracked, if you can. Give the piece to the player who has the most secrets - it will rotate clockwise around the table after every round.

Two important notes before you start play:
- Use the 4x4 grid in the bottom left of the sheet 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.

Play / each round

A full game has 8 rounds, and each round has 3 parts: a travel phase, a mission phase, and a clue phase. Play the travel and mission phase simultaneously, then do the clue phase in turn order.

> **During the travel phase** : Draw a path from your current room to another room. You may travel through up to 2 rooms away, but once you exit a room, you cannot re-enter it. You cannot move or cross through any solid / black walls. You *must* move to a new room each turn - if unable to, you'll have to be Extracted.
>
> > **Extraction** : if you think the player tracking you knows where you are, you may also choose to be extracted instead of moving normally. An Extraction lets you move directly to any unvisited space without drawing a path there. When you choose to use an Extraction, you must say the room you are leaving out loud for all players to hear. It's a higher-risk play, but it might be just what you need to get away from whoever's tracking you. You may use as many Extractions as you like, and you can be Extracted in any round, even if you aren't stuck.

- **During the mission phase** : choose to **complete** the mission in that room (draw a circle around the icon) or **sabotage** the mission (draw a square around the icon). Sabotaged missions are successful (and score you points) if your Target completed the mission in the same room.
  During the clue phase : in turn order, each player asks one of the questions on the sheet to their Target. Ask your question out loud. The Target must truthfully answer out loud for all players to hear. Check the question off once answered - each question can only be asked by each player once per game.

As you play, feel free to use the Notes section or the 4x4 grid at the bottom of the page to track where you think the Target has been.

End of game and scoring
The game ends after 8 rounds. Draw a triangle (*pointing down*) to indicate the room you ended the game in. Draw a star in the room you think your Target ended the game in.

When everyone is ready, it's time to accuse! Start from the player with the marker. Ask your Target 'are you in [room name]?'. Your Target must answer 'yes', indicating you were right and will score 5 points, or name the room they were actually in (see below). If the room they named was *adjacent* to your guess, score 3 points. Otherwise, you'll score 0 points in the 'Tracking' box.

Once all the questions are asked, reveal your sheets and compare your sheet with your target's before continuing with scoring.

Scoring:
- Completed missions: count the number of *unique items you circled* when completing missions.
- Successful sabotages: count the number of times you sabotaged a mission (with a square) your Target completed (with a circle), then *add 1*.
- Multiply the number of completed missions to the number of successful sabotages (including the 1).
- Tracking your Target: score 5 points if you named the room your Target ended the game in, or 3 points if they were in an adjacent room.

Write your total score in the bottom box. The player with the most points wins. If tied, the player with the most completed missions wins. If still tied, all tied players win.

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Best wishes and happy gaming!

Kris, Chris, and Roque