

GUESSING WHILE ON THE SPY ELIMINATOR SPACE:

The other way to guess a player's identity is to land on the spy eliminator space. A player landing on this space may take a free guess as to the identity of all players that are in Spy Alley. (This is the nine spaces starting with collect \$20 and ending with the Russian Embassy.) There is **no penalty** for an incorrect guess when making a free guess. **You may not take a free guess of any player who is outside the Spy Alley area.**

BOARD SPACES

BLACK MARKET: A player landing on these spaces may buy **any one item** of their choice at the price indicated on their scorecard.

BORDER CROSSING: A player landing on this space must pay the bank \$5. If the player does not have \$5, then the player may not land on this space and must enter Spy Alley.

CODE BOOKS: A player landing on this space may buy **as many** code books as they can afford. The code books cost \$15 each.

CONFISCATE MATERIALS: A player landing on this space may confiscate **any one item** from one player only. The player confiscating the item must pay the player losing the item the amount indicated. Players may not confiscate any item already in their possession unless it is a wild card.

DISGUISES: A player landing on this space may buy **as many** disguises as they can afford. The disguises cost \$5 each.

EMBASSY SPACES: Any player who lands on their own embassy and has collected all the spy items for their country wins the game. (Otherwise they are just visiting)

FREE GIFT: A player landing on these spaces may draw a free gift card. The player may take the item indicated on the card unless that item is already on their scorecard. The card is then returned to the bottom of the deck unless it is a wild card. The wild card is kept face-up beside the scorecard and may be used for any item for any country. **The player holding the wild card does not declare which item it will be used for until the end of the game.** There are 4 wild cards.

KEYS: A player landing on this space may buy **as many** keys as they can afford. The keys cost \$30 each.

MOVE CARD: A player landing on these spaces is entitled to a move card. The move card must be placed **face-up for all players to see**. A player has the option to use a move card **instead** of rolling the die. Once a move card has been used, it must be returned to the deck.

PASSWORDS: A player landing on these spaces may buy **only** the password from the country of the space they are on. The passwords cost \$1.

SPY ALLEY ENTRANCE: A player passing Spy Alley entrance may either enter Spy Alley or continue around the outside of the game board. However, if the player lands directly on the entrance to Spy Alley, that player **must enter** Spy Alley.

SPY ELIMINATOR: A player landing on this space may take a free guess as to the identity of **all players** that are in Spy Alley (this is the nine spaces starting with collect \$20 and ending with the Russian Embassy). There is **no penalty** for an incorrect guess when making a free guess.

HOW TO WIN

Be the first player to collect all spy items for their country, and then land on their country's embassy space or be the last player remaining in the game after all other players have been eliminated.

Due to size of parts, this product should not be played with
by children under 3 years of age.

We will be happy to answer any questions about Spy Alley. Email us at: info@spyalley.com,
or call 763-420-5032, toll-free 800-611-1270.

Spy Alley™ is a Registered Trademark of Spy Alley Partners L.L.P., Maple Grove, MN 55369
Copyright 1999, 1992 William Stephenson

www.spyalley.com