

# SPY TRICKS

## INSTRUCTIONS

### 1 overview

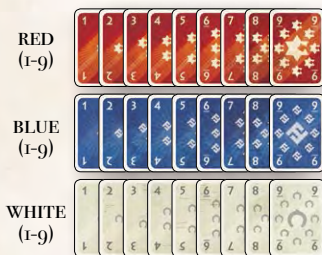
The players are spies from their respective countries. Use the information you have to find out the contents of the secret documents that might influence the whole world.

This is a trick taking game where you look at your hand and the other player's actions to deduce what the face down card (secret document) is.

In each trick, the players who played the highest or lowest card will guess, and if they guess right, gain points. At the end, the player with the most points is regarded as the best spy and wins the game.

### 2 contents

#### 27 INFORMATION CARDS



#### PLAY MAT



#### 40 POINT CHIPS



#### WINNER CARD LOSER CARD



#### 20 HENCHMEN PAWNS



#### 3 HELPER PAWNS



#### START PLAYER PAWN





## 4 HOW TO PLAY

- ◆ Each player will be start player once. The game ends when as many rounds as there are players have been done.
- ◆ Each round, there will be five tricks; in each trick all players will play one card each.

## 5 one round

- ◆ The start player shuffles the cards and deals 6 to each player. (In a 3-player game, take care not to use the cards you took out during preparations). Players should keep their hand cards hidden from the other players. There will be three cards left after dealing.
- ◆ Of the three remaining cards, one is drawn by the player on the start player's left, who, without looking at it or showing it to anyone, slides it under the play sheet. This is the Secret Document for this round. The remaining two cards are placed on the indicated spaces on the play mat.
- ◆ The start player is the leader and starts the first trick.



## ONE TRICK

- ◆ Starting with the leader, everyone plays 1 card, in order.
- ◆ The leader can play any card.
- ◆ The other players must follow suit if they can. If they don't have a card of the leader's suit, they can play any suit.
- ◆ When everyone has played a card, Winner and Loser are determined.

## HOW TO DETERMINE WINNER AND LOSER

### If everyone played the same suit

- ◆ The player who played the highest card is the Winner.
- ◆ The player who played the lowest card is the Loser.

### If two or more suits were played

- ◆ The player who played the highest card in the most powerful suit is the Winner.
- ◆ The player who played the lowest card in the least powerful suit is the Loser.

#### RANK POWER (NUMBER)



The higher the rank,  
the more powerful.

#### SUIT POWER (COLOR)



Red is most powerful, then  
Blue, and White is weakest.

When Winner and Loser has been determined, those players take their respective Winner and Loser cards, and place it before them. Then, everyone's played cards are placed in the indicated spaces on the play mat. If there are henchman pawns in the indicated space, place the cards below them.

## PLACING HENCHMEN

- ◆ The Winner and Loser each place 1 henchman pawn on the play mat. The Winner places first. You cannot place a henchman where there already is one.
- ◆ From the second round onwards, players who have a Helper pawn can place it together with their henchman pawn.

## THE 3 PLACES TO PLACE A PAWN (DEDUCTION)

### GUESSING THE SUIT

Here, you guess the suit (color) of the Secret Document. If you are right, you gain 2 points. You don't have to guess right for the rank.



### GUESSING THE RANK

Here, you guess the rank (number) of the Secret Document. If you are right, you gain 5 points. You don't have to guess right for the suit.



### GUESSING THE CARD

Here you guess both suit and rank for the Secret Document. If you are right, you gain 10 points. You can't put a pawn here if there already is one.



## END OF ROUND

- ◆ The winner of the trick starts the next trick.
- ◆ This is repeated for 5 tricks, and then the round ends when everyone has just 1 card left in hand.



## **SALVATION RULES**

- ◆ When the fifth trick has ended, and henchman pawns have been placed, players who fulfill either of the below conditions may place a henchman pawn:
  - 1:** Hasn't placed any henchman this round at all.
  - 2:** Has placed henchmen, but it's clear from the play mat that every one of them are wrong.
- ◆ Henchmen placed at this point may be placed where there already is one.
- ◆ If several players meet the conditions, they are placed in order from the most recent Winner.
- ◆ Helper pawns can be placed together with the henchman pawn here, too.

## **SCORING**

- ◆ Cards remaining in player's hands are put face down beside the mat. Then, the Secret Document is revealed. For each correct suit guess, rank guess and card guess, players receive the indicated amount of points.
- ◆ A player who has both a henchman and a helper pawn in the right spot will get double points.
- ◆ Points for correct guess on the three places stack.
- ◆ The points are not limited. If you run out of chips, use something else.

## **6 PREPARING THE NEXT ROUND, GAINING HELPERS**

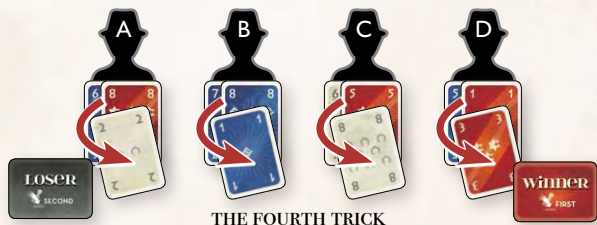
- ◆ Each player takes all their henchman pawns.
- ◆ All players compare their points. The player with the least points gets a Helper pawn. In case there are several tied for lowest, all of those players get 1 Helper pawn each, but not if all players have the same amount of points.

- ◆ Helper pawns can be placed together with henchman during “Placing henchmen” or “Salvation rules”, and will double the points the player gets.
- ◆ Unused Helper pawns are returned at the end of the round. They are not carried over to the next round. (If you still have least points, you’ll get it back, though).
- ◆ Gather all the cards and reshuffle.
- ◆ Give the start player pawn to the player on the left.
- ◆ Start a new round by returning to “5. One Round”.

## 7 game end. final winner

- ◆ When all players have been start player once each (=played as many rounds as there are players), the game ends.
- ◆ Players compare their points. The highest total wins.
- ◆ In case of a tie, the player with the most chips counts as highest. If that is also a tie, it’s a draw.

### example of a Trick



- ◆ Leader A plays a white 2.
- ◆ B has no white, so he can play any card. He plays a blue 1.
- ◆ C has a white card, so she must play a white. She plays a white 8.
- ◆ D has no white, so he can play any card. He plays a Red 3.
- ◆ The Winner is D, who played the highest (only) card in the most powerful suit (red).
- ◆ The Loser is A, who played the lowest card in the least powerful suit (white).



X



### PAWN PLACED WITH SALVATION RULE



- ◆ The fifth trick has ended for round 2, and everyone has placed their henchman pawns. The yellow player has all her pawns on wrong guesses, so she places a henchman pawn on “Blue 3”. She had the least points in round 2, so she also has a Helper pawn that she places on the same spot.
- ◆ Everyone has now finished, so the Secret Document is revealed. It’s a Blue 3.
- ◆ As a result, this is the points that players score:
  - Red player:** Correct card guess = *10 points*
  - Blue player:** Correct suit guess 2 points + Correct rank guess 5 points = *7 points*
  - Yellow player:** Correct card guess x Helper pawn (doubled) = *20 points*

## GAME DESIGN

*Susumu Kawasaki*

ARTWORK

Tori Hasegawa

ENGLISH EDITION GRAPHIC DESIGN

*Clay Gardner*

**WIZKIDS**  
www.wizkids.com

**NECA**  
www.necanonline.com

© 2018 WizKids/NECA LLC.  
WizKids and related marks and  
logos are trademarks of WizKids.  
All rights reserved.