

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 countries' embassy space or be the last player remaining in the game after all other players have been eliminated.

2 PLAYER VARIATION

The rules are the same as the original version of Spy Alley except for the following:

Each player starts the game with 2 identification cards.

When a player guesses one of his opponent's identities correctly, the guessed player must surrender the guessed identification card to his opponent. The player that received the identification card must then discard one of his cards so that he has the same number of cards that he started the turn with. The discarded card is kept a secret.

When a player makes an incorrect guess (not a free guess) that player may choose which identification card to surrender to his opponent who again must discard one of his cards.

The winner is the first player to reach **ONE** of his embassies after collecting all 4 items for that embassy or the last player to retain an identification card.



SPY ALLEY PARTNERS
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WARNING: CHOKING HAZARD SMALL PARTS NOT FOR CHILDREN UNDER 3 YEARS

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FOR 2 TO 6 SPIES / AGES 8 TO ADULT

CONTENTS

- Game Board
- 6 Scorecards
- 6 Spy Identification Cards
- Free Gift Cards
- Move Cards
- Money
- 6 Game Markers
- Scorecard Pegs
- 1 Die

OBJECT OF THE GAME

To collect all spy items: password, disguise, code book, and key from the country indicated on your spy identification card. Then land on your country's embassy space without the other players learning your identity. The winner is the first player to do this, or the last player remaining in the game after all other players have been eliminated.

PREPARATION

Place the game board on a flat surface with enough room around the game board for placement of the money, move cards, free gifts cards, pegs and scorecards.

GAME MARKER: Each player chooses a colored game marker to represent themselves and places it on the **START** space.

SPY IDENTIFICATION CARDS: Shuffle the spy identification cards and deal one to each player. The spy identification card is kept **face down** so that no other player can see it. This card shows your secret identity, so **do not reveal** it to anyone unless your identity has been correctly guessed.

SCORECARDS: Each player also receives a Spy Alley scorecard to record the items they buy during the game. When you purchase an item, place a peg in the corresponding hole for the item you purchased. **You must keep your scorecard in plain view for everyone to see.**

MONEY: Each player starts the game with \$10 times the number of players in the game. (Example: with 4 players in the game, each player starts with \$40.) All the remaining money should be placed next to the game board to be used as the bank.

TO PLAY

The players roll the die, and the player rolling the highest number starts the game. To start, roll the die and move your token the number of spaces shown on the die. Move in the direction of the arrow on the start space. The other players take their turns in a clockwise manner. Each player tries to collect the password, disguise, code book, and key of their country without the other players learning their identity. You collect these items by landing on the appropriate spaces. (Example: the diamond shaped spaces which read “password \$1” can be purchased for each country by landing on the specific countries’ space. The disguises, keys and code books can be purchased by landing on their spaces.) All items collected are recorded on your scorecard by placing a black peg in the proper hole. **(The strategy is to collect unnecessary items from other countries to confuse your opponents and protect your identity.)** All move cards must be kept face-up for other players to see.

Collecting Money: Players receive \$15 each time they pass start. Players also receive money for landing on collect \$20 and collect \$10 spaces.

GUESSING A PLAYER’S IDENTITY

GUESSING INSTEAD OF TAKING YOUR TURN:

During the game any player may try to guess **one** opponent’s identity (for all to hear) instead of taking their turn. If the guess is correct, the player being guessed is out of the game. If the guess is incorrect, the player making the guess is out of the game. When one player is eliminated from the game, the other player (either the player being guessed or the player making the guess) receives that player’s cards, money, items collected on the scorecard and the spy I.D. card. **The player has the option to retain their own spy I.D. card or switch to the eliminated player’s spy I.D. card.** The player must discard the unused card without the other players seeing it.

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.

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