

SPY TRAP™

BEWARE OF HIDDEN TRAPS!

2 TO 6 PLAYERS
15-30 MINUTES
AGES 8+

OBJECT OF THE GAME:

Collect **4 FILE CARDS** for your country without having your identity exposed or be the last spy remaining in the game.



SETUP:

- Shuffle the **SPY TRAP identification cards** and deal **1 face-down** to each player. Discard the rest face down.

This **SPY TRAP** identification card is your secret identity. **Keep it hidden!**

If eliminated, give your identification card to the player who eliminated you.

The player can choose to keep their own card or take the eliminated player's card.



- Deal each player **1 IMMUNITY card** and discard the rest. **IMMUNITY** cards are used to avoid answering a free guess (regardless of correctness). **Use once and discard.**



- Shuffle the **SPY TRAP** deck and deal 6 cards face-down to each player. Place the rest on the table as the draw deck.

THE SPY TRAP DECK CONTAINS THREE TYPES OF CARDS:



FILE CARDS:

If a player draws a **FILE** card from a player's pile, they place it face up in their home area (*usually in front of them on the table*).

Collect 4 FILE cards that match your identity to win the game.



Sample of player's home area.



EVIL AGENT CARDS:

If this card is drawn, the player who had this card drawn from their pile can steal any **FILE** card from the drawer's home area and place it in their own home area.

(If the drawer draws an EVIL AGENT card from their own pile, no action is taken.)



TRAP IS SPRUNG CARDS:

If this card is drawn, the player who had this card drawn from their pile may take a Free Guess as to the identity of the drawer. **There is no penalty for an incorrect guess when making a Free Guess.** If the guess is correct, the player being guessed is eliminated from the game unless they play an **IMMUNITY** card to avoid answering the guess. The player who made the correct guess takes the eliminated player's Identification card and can choose to keep their own card or take the eliminated player's card. The player must then discard the extra Identification card so that no other player may see it.

If a player draws a TRAP IS SPRUNG card from their own pile, they must attempt to guess the identity of any player. If they guess incorrectly, they are eliminated from the game. An IMMUNITY card may not be used since this is not a Free Guess.



TO START PLAY:

Players secretly choose 3 cards from their hand and place them face-down in a pile. The order matters, as players will draw from these piles later. Bidding determines who will draw from the piles. The dealer starts by saying how many cards they would like to draw. Others can either raise the number they'll draw or pass. Bidding goes clockwise until someone wins by having the highest bid and everyone else passes. **(Players can pass initially but bid later if the chance returns.)**

The winner of the bid draws cards:

They can draw from the top of any pile including their own.

They keep drawing until they have drawn the number of cards they bid.

This is where the strategy comes in. Players may strategically fill their pile of 3 cards with the valuable FILE cards or they may plant some of the other cards to damage their opponents. If they have good cards in their pile, they may be willing to make a higher bid than if they have bad cards. What happens in the bidding phase will help with deciding which piles to draw from and how many from each pile. Be wary of bluffs.

(Note: In the event that a player is eliminated while the drawer is still drawing cards, the eliminated player's pile is still in play, but no action is taken if an EVIL AGENT or TRAP IS SPRUNG card is drawn.)

At the end of the round, the players will return the unused cards in their pile to their hands. They will then draw cards from the **SPY TRAP** deck until they have 6 cards in their hand.

The following rounds start with the player who won the bid last time. They must make a starting bid of at least 1.

The first player to accumulate the 4 FILE cards for their identity by drawing from an opponent's pile or by using an EVIL AGENT card is the winner. If a player draws the 4th **FILE** card for any identity from **their own pile**, the other players have the opportunity to guess the drawer's identity starting with the player to the drawer's left. This is not a Free Guess so the player

being guessed may not use an **IMMUNITY** card. The guesser is eliminated from the game if the guess is incorrect. The player being guessed gets the chance to switch identities with the eliminated player before any other player takes a guess. If no player guesses correctly and the drawer has 4 **FILE** cards for their identity, that player is the winner.

If you run out of **SPY TRAP** cards, shuffle the used **TRAP IS SPRUNG** cards with the **EVIL AGENT** cards and any used **FILE** cards.

CONTENTS:

6 IDENTIFICATION CARDS

6 IMMUNITY CARDS

13 TRAP IS SPRUNG CARDS

13 EVIL AGENT CARDS

72 FILE CARDS

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MEET THE SPIES!



Another fun game
to try!



SPY ALLEY Card Game

Experience a Twist on the Classic SPY ALLEY Board Game with SPY ALLEY Card Game. All the excitement of hidden identities, close calls, and white-knuckle, edge-of-your-seat thrills have been transformed into a portable, easy-to-set-up, and quick-to-play card game.

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