



GAME CONTENTS:

1 SPY ALLEY DECK
6 IDENTIFICATION CARDS
12 SPY ELIMINATOR CARDS

OBJECT OF THE GAME:

To collect all four spy items: **password**, **disguise**, **codebook** and **key** from the country indicated on your spy identification card while keeping your identity a secret.



Fig. 1: These are the 4 item cards for the American Spy. (Each spy has 4 distinct item cards.)

PREPARATION:

Shuffle the spy identification cards and deal 1 to each player. Discard the remaining spy identification cards face down. 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. Give each player 2 spy eliminator cards to be kept face up. Discard the remaining spy eliminator cards.



Each player is dealt 2 spy eliminator cards (face up) and 1 spy identification card (face down).

Each player is dealt 4 cards from the Spy Alley deck of cards to hold in their hand. Place the remainder of the cards in the center as the draw deck.

TO START PLAY:

Players take their turns in a clockwise manner. On your turn, draw a card from the deck to place in your hand. You must remove 1 of these cards and place it face up in front of you to start your ALLEY. Once you have 4 cards in your ALLEY you can either discard from your HAND directly to the discard pile or you can place it in your ALLEY and remove 1 of your ALLEY cards to the discard pile. The discard pile is face up and you may not draw from it. If there are no more cards in the Spy Alley deck, The discard pile is shuffled and reused as the deck.

Instead of drawing a card from the Spy Alley deck, you may choose to do 1 of the following actions:

- Use a **confiscate card** to draw 1 card from an opponent's HAND.
- Use a **black market card** to draw 1 card from an opponent's ALLEY.
- Use a **spy eliminator card** to guess an opponent's identity.
- **Guess an opponent's identity** without using a spy eliminator card.

At the end of a players turn, every player must end up with 4 cards in their HAND and if they have filled their ALLEY, 4 cards in their ALLEY.

TO WIN:

Between the cards held in your HAND and the face up cards in your ALLEY, collect all 4 items from your country and wait 1 turn to declare victory. 2 or more of the items used to win must be in your ALLEY and at least 1 of the ALLEY cards used to win must be an item card from your country. (see example of item cards in Fig. 1) If all but 1 player is eliminated from the game the remaining player is the winner.



(The 4 cards you have face up on the table are called your ALLEY.)

In this example of a player's ALLEY, that player is only poised to win as a British spy if they are holding the 4th card necessary to win in their hand. (Even though 2 of the wild cards are American, you still need an American item card in your ALLEY to win as an American spy.)

CONFISCATE CARD: (11 cards in the deck)

To use this card, the player does not get to draw at the beginning of their turn. Instead they may blindly draw from any opponent's HAND and then discard the confiscate card to the discard pile. The player losing the card must draw a replacement card for their HAND.

BLACK MARKET CARD: (3 cards in the deck)

To use this card, the player does not get to draw at the beginning of their turn. Instead they may draw from any opponent's ALLEY and then discard the black market card to the discard pile. The player losing the card must draw a replacement card, which **must be placed in their ALLEY**.

SPY ELIMINATOR CARDS:

Spy eliminator cards are used to make a free guess of an opponent's identity. **The guess is limited to the countries shown in the ALLEY of the player being guessed (either on an item card or a wild card.)** All players get to hear which identity was guessed.



In this example of a player's ALLEY, the player may only be guessed as an American spy, a French spy, an Italian spy or a British spy.

If you guess correctly, the player being guessed is out of the game. You receive their spy identifi-

cation card to either discard secretly or replace your own with it. Do not let the other players see which card was discarded. You also get to keep the spy eliminator card to use again on a future turn.

If you guess incorrectly, the player being guessed takes the spy eliminator card and places it face down to show the elimination attempt was **DENIED**. Once a player has collected 2 denied elimination attempts, no other player can use a spy eliminator card on them.



GUESSING WITHOUT A SPY ELIMINATOR CARD:

Instead of taking their turn, a player may try to guess 1 opponent's identity, as any one of the 6 spies. If you guess correctly, the player being guessed is out of the game. You receive their spy identification card to either discard secretly or replace your own with it. Do not let the other players see which card was discarded.

If you guess incorrectly, you are eliminated from the game and the player being guessed gets to secretly take your spy identification card and either keep it or secretly discard it.

(Special note: Whenever a player is eliminated from the game, their HAND and ALLEY are discarded to the discard pile.)

WILD CARD: (6 cards in the deck)

This card may be used for any item for only the 3 countries listed on the card. The player possessing this card does not declare which item it is used for until the end of the game.

MEET THE SPIES!



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