

# Spycatcher



## Contents of the Game

- 1 Playing Board
- 1 Dice
- 6 Playing Pieces
- 1 Pack of 52 Influence Cards
- 4 Packs of 13 Location Cards
- 1 Rule Sheet

## The Object of the Game

The object of the game in Spycatcher is to get YOUR book published!

To do this you must have 'permission' from the 'government' and the 'courts', serialization with a newspaper and finally the publishers willingness to print.

To achieve this you must travel around the board visiting the appropriate circles and collecting one of each of the permission cards found within.

The first player to do this and return to the centre of the board is the winner.

## Sequence of Play in Brief

1. Take one card from the top of the influence pack or discard pile.
2. Discard one card from your hand.
3. Roll dice and move the number shown.
4. Act upon any 'action squares'.
5. Act upon any 'challenge square' if desired.

## Influence Cards

These are the cards dealt to you at the beginning of the game.

You must always have five cards in your hand. At the start of your turn you must take a card, either from the pack of face down influence cards or from the top of the discard pile, then decide which card to throw away and place it on the discard pile.

On the top left hand corner of each influence card there is a number and a picture. The number is one of a sequence running from one to twelve in each of the four suits. The picture denotes the suit, the type of circle that the cards can be played in to take a 'permission card'.

When all the cards from the influence stack have been taken, the discard pile must be shuffled thoroughly then placed face down as the new influence pack with play resuming as normal.

Don't forget that the aim of the game is to collect the four permission cards and the only way to do this is to have three cards of the correct suit from the influence stack, that run together, e.g. a ten, eleven and twelve of the same suit as the circle from which you are trying to gain a permission card.

## Action Squares

On the Spycatcher board you will find 20 action squares, these must be obeyed at all times.

Most are self explanatory, i.e. go to MI5 for questioning, however; if you are requested to **replace** your influence cards, then these should be put at the bottom of the discard pile and new cards drawn from the top of the face down pack. If you are told to **replace** a permission card (e.g. a 'court' card), then this card should be put to the bottom of the appropriate pack. You may only hold one of each of the permission cards.

If you are told to **give** a permission card to a player of your choice, you **cannot** if a player already has a permission card of the same type. Or if this would result in a player winning the game, i.e. it cannot be their fourth permission card.

## Master Cards

These act as 'trump' cards and are used when 'seeking permission' and in a 'challenge'.

When a 'master card' is used in 'seeking permission' it is automatically successful and no challenge can be effective against it.

Likewise when a 'master card' is played as a 'challenge' it is automatically successful. In either instance the master card must be the same suit as the circle it's played in.

## To Begin Play

First shuffle and place the four packs of cards marked 'court', 'government', 'publisher' and 'press' face down on their respective spaces on the board.



Each player now chooses a coloured playing piece to represent his movement on the board, these should be positioned in the circles in 'M15' at the start of play.

Now deal each player seven (7) cards in turn, from the 'Influence card' pack, the remainder of the pack is then positioned face down on the space provided on the board and the top card turned over and placed face up on the discard pile.

Each player now looks at the influence cards dealt to him or her without allowing any other player to see them. Roll the dice to see who starts the game, then continue play in a clockwise direction.

### Sequence of Play

1. The player starting the game must now pick an influence card from the face down pack on the board, or the face up discard pile, giving a total of eight (8) cards held in the hand.
2. After deciding which cards to keep, he or she must now discard one (1) card from the hand, placing it face up on the discard pile provided next to the face down influence cards.
3. The player may now roll the dice and move his or her playing piece. The number shown on the dice is the number of squares the playing piece must move whilst obeying the one way system!
4. If the player finishes his or her turn on a blank circuit square (a square other than an 'action' or 'challenge' square) then that turn ends and play continues with the next player on the left. However ...
5. If the square landed upon is an action square (e.g. 'you report to M15 for questioning') you must obey this direction after which that turn ends. However ...
6. If the square landed upon is a 'challenge square' (a challenge square is any of the coloured squares around the 4 circles on the board) then the player may attempt to take a permission card. (The top card on the circle location stack e.g. a 'court' card). To do this a player **must have three cards that are of the same suit as the circle he or she is currently in** (e.g. in the 'court' circle the suit must be the 'court' suit, represented by a judge). These cards must be in numerical sequence or in a 'run' i.e. 1, 2, 3 or 5, 6, 7 etc.

If this requirement is met, then the three cards are placed face down and the player must announce that he or she is 'seeking permission'. It is at this point that any challenge from any other player(s) must be made – if no challenge is forthcoming then the three cards are turned face up and provided that they are a 'run' and of the correct suit, then the player may take a 'permission card'. The three cards he or she has played are placed at the bottom of the discard pile and three new cards are taken from the top of the 'influence' pack.

If a 'master card' is played to take a 'permission card', then that is returned to the bottom of the discard pile just as a three card hand would be.

If the player has been successful in gaining a permission card (**permission cards must be openly displayed at all times**), then this must be openly displayed, and this ends the turn.

### The Challenge

Whenever a player attempts to gain a 'permission card' any other player(s) may challenge. To do this they must wait until the player to be challenged has placed face down his or her three cards and announced that he or she is 'seeking permission'. At this point the challenger(s) must announce the challenge and play **one, two or three cards**, face up, of the correct suit (i.e. the same suit as the player attempting to gain a permission card).

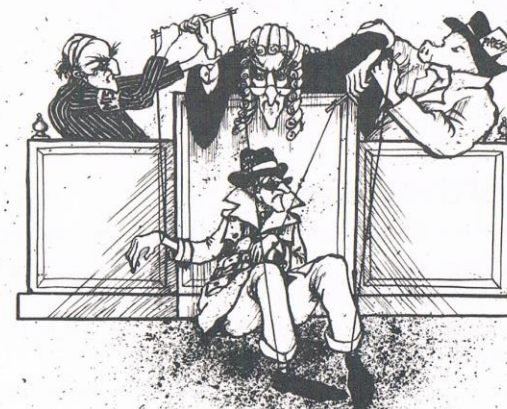
For the challenge(s) to be successful, the numbers on the challenging card(s) must total a number greater than the total on the three cards being played by the player 'seeking permission' e.g. the cards held by the player seeking permission are a 5, 6 and 7, totalling 18. The cards held by the challenger are 1, 2 and 9, totalling 12. Therefore, the player can take a card from the circle and follow the instructions on it.

The exception to this being the 'master card', which is automatically successful.

If the challenge is successful, the defeated player must discard his or her cards and take three new influence cards, a permission card is not taken and subsequently the player must move on from the 'challenge square' on his or her next turn.

When a challenge is made, whether it is successful or not, **all** cards played must be discarded and placed at the **bottom** of the discard pile.

NOTE: No challenge can be made with cards of an incorrect suit.



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