



SPY RING

FOR 2, 3 OR 4 PLAYERS

The game is set in the newly-created, international city of Espiona. Sixteen Embassies are grouped in the quarter of Bludt, built on the site of an earlier town that was honeycombed with underground tunnels. There are no roads – only footpaths separated by trees.

Players operate as Spies in this area; each controls a Spy and a Contact Man – Spies carry wireless transmitters in their hats.

Players set out to gather as many “Secrets” as they can – the one who collects the most valuable set of Secrets is the winner.

EQUIPMENT

Playing Board, 4 Spies, 4 Contact Men, 4 Wireless Aerials, 16 Secret tokens (4 red, 4 blue, 4 green, 4 yellow), 40 Secret cards, 1 Dice.

THE BOARD

There are 16 Embassies – each one has a Safe, for a Secret token. In front of each Embassy is a Prohibited Area – Spies found standing on any such area are vulnerable and are liable to be “spotted”.

Every street has a line of trees down the centre – *these can never be crossed*. Just inside and just outside each Embassy is a blue cross – *these are the only places on which Con. Men may stand*.

There are 8 yellow “Manhole Covers” leading to the underground tunnels.

PREPARATION

Turn all the Secret tokens over so that the colours are hidden. Shuffle them and place one on each of the Embassy Safes. Make sure no one sees the coloured sides during this operation.

Shuffle the Secret cards and deal two to each player – they must be kept *face upwards*. Place the remainder, *face upwards*, in a pile at the side of the board. Secret cards must always lie face upwards so that all players can see what their rivals have collected.

Players select their Spies and take Con. Men and Aerials of the same colour. Spies are placed in their respective Start positions, and Con. Men on any blue cross.

SECRET CARDS

The secret cards represent “secrets”, to be obtained from Embassies and rival spies. Each card has a value, and the letters on the right-hand side are used to make Code Words. Throughout the game, players will try to get from their rivals the Secret cards that will enable them to make the most valuable Code Words.

SPIES

A Spy’s aim is to collect Secrets. He does this in four ways: (1) by entering Embassies – (2) by radioing his Con. Man – (3) by getting alongside another Spy – (4) by “spotting” other Spies when they are vulnerable.

MOVEMENT ROUND THE BOARD

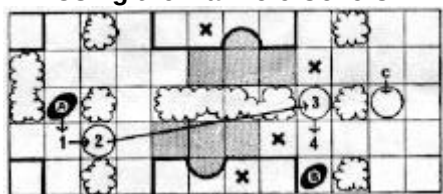
The dice is used to move the Spies around the board. They may move in any direction *except* diagonally. They may not (1) double back on their tracks in one turn; (2) land on a space already occupied; (3) pass over each other. A Spy must always move the full extent of the dice throw except (a) when entering an Embassy – an exact throw is not necessary; (b) when he is “trapped” by his rivals, in which case he must remain where he is until released and (c) when a “1” is thrown. (See Throwing “1”.)

MANHOLE COVERS

By using the tunnels it is possible for Spies to disappear from one part of the area and suddenly appear in another. A Spy who lands on a Manhole Cover, if he has not used up all of the dice throw he is entitled to, moves immediately to any other Manhole Cover he wishes – the move from one Manhole Cover to the other counts as a *single space move* and the Spy may continue his movement if the dice throw still allows him. He may only use *one* tunnel in any one turn – i.e. down one Manhole and up at another.

A Spy may not enter a tunnel with his aerial in position but he may stand on a Manhole Cover.

Using the Manhole Covers.



If a Spy “A” throws a ‘4’ he can move “down” a Manhole Cover at 2, up again at 3, move alongside Spy “B” and claim one Secret card. If he had thrown a “6” he could still have gained a Secret card by ‘coming up’ at the other Manhole Cover (marked C”) and turning back towards Spy “B”.

OBTAINING SECRETS FROM EMBASSIES

As soon as a Spy is able to enter an Embassy (it must be one where no other Spy or rival Con. Man is standing) the player takes the Secret token and, without letting anyone else see it, examines the underside. If it is his colour he shows it, retains it, and claims 2 Secret cards from the pile. If it is not his colour, he replaces the Secret token in *any* Embassy where the Safe is empty.

Spies may also learn Secrets from their Con. Men (by radio) provided the Con. Man is *inside* an Embassy where there is a Secret token.

OBTAINING SECRETS FROM OTHER SPIES

A Spy may claim one Secret card – *of his own choice* – from a rival if (a) he can move on to a space (other than a Prohibited Area) next to another Spy, (b) he, or his Con. Man “spots” him using his radio (see Throwing “1”) (c) he or his Con. Man “spots” him on a Prohibited Area.

If two or more rivals can be “spotted” in one move, Secret cards are claimed from each.

A trapped Spy can *not* claim Secrets.

If a Con. Man can “spot” a Spy without being moved, the dice throw must still be used to move the master Spy.

There is, of course, no point in “spotting” Spies who do not possess any Secret cards.

THROWING “1”

When a player throws “1”, this indicates he has received a message from H.Q. saying he must radio his Con. Man. In each turn, therefore, a first throw of “1” is *not* used to move a Spy, it is only a “signal”. The Spy must now fit his aerial in his hat, and he must “hide” if he can. He therefore takes *another* throw and, no matter what figure is thrown, from 1-6, he moves to whatever position he thinks he may be safe from being “spotted” by his rival Spies or their Con. Men, when each moves in his next turn.

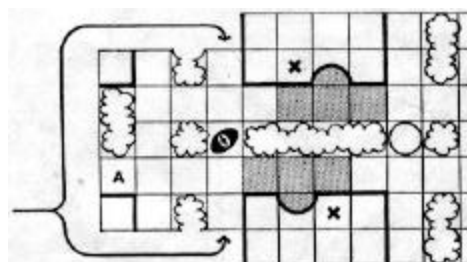
Having “hidden”, the Spy may use his radio to do one of the following: (a) examine the Secret token his Con. Man is guarding (if he is inside an Embassy). If it is his colour he removes the token from the board, claims 2 Secret cards and his turn ends. If it is not his colour he places the token in *any* Embassy Safe that is empty. (b) move his Con. Man to a new position (it must not be to an Embassy where a rival Spy or Con. Man is standing). (c) move any one of his rival’s Con. Men to a new position.

His rivals in turn can now, if they wish and are able, move their Spies into positions where they can “spot” the Spy with his aerial in the street. Any Spy who, at the end of his move, can get a view uninterrupted by trees or buildings (Spies can see past each other) claims 1 Secret card from the Spy with the aerial.

The aerial remains in position for one complete round of turns and is then removed.

A Spy, with aerial in position, hides.

The Spy hiding between the trees, can only be spotted by another Spy or a Con. Man standing (at any point) in this row.



A Spy who is himself “vulnerable” (i.e. has his aerial in position or is standing in a Prohibited Area) cannot “spot” another Spy, but if his own aerial is in position he can try to use his Con. Man to “spot” for him by ordering him to move to a suitable blue-cross-marked position in the street.

HIDING IN EMBASSIES

If a player throws a “1” when he is very close to an Embassy, he may be able to hide inside it. If he does so he may *not* examine the Secret token there but he may radio his Con. Man in the usual way.

If at his next turn he again throws a “1” he must re-fit his aerial and then, as usual, throw again to “hide”; this means *he must move out of the Embassy* (unless he is “trapped”).

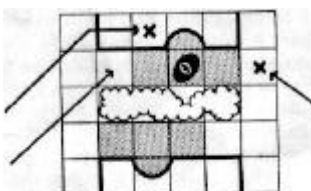
PROHIBITED AREAS

A Spy is vulnerable if he stands in a Prohibited Area. If a Spy is standing on any part of a Prohibited Area, and a rival can move his Spy or Con. Man on to an adjoining blue space at either end, the Spy is “spotted” and must surrender a Secret card. He can, of course, be “spotted” from both ends by different opponents.

A Spy approaching an Embassy and standing in a Prohibited Area.

A rival Con. Man here would prevent the Spy from entering.

A rival Spy here would “Spot” him and claim 1 Secret card.



A rival Con. Man here would “spot” him and claim 1 Secret card for his master Spy.

CON. MEN

These shady characters hang about the Embassies, either in the street or inside the gate (on a blue cross). They are not allowed anywhere else in the town.

A Con. Man *inside* an Embassy prevents any rival Spy or Con. Man from entering. (His own Spy, of the same colour, may always join him.)

A Con. Man In the street can “spot” rival Spies.

As soon as any Spy has found all his own 4 Secret tokens-his *Con. Man is removed from the board* but he continues in the game, trying to gain as many extra Secret cards as possible. He must still fit his aerial on throwing “1”.

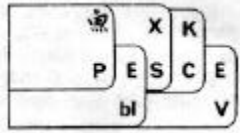
ENDING THE GAME

The game can be ended in two ways-(1) when the last Secret token is taken from the board. (2) when a player who has found all his four Secret tokens is able to make *any two Code Words*. (The Chinese and Japanese, of course, count one each.) He must first lay out the cards so that the other players can read his Code Words. At his *next* turn (or later) *if he has not lost any of the necessary cards*, he must enter (if he is not prevented) one of the two Embassies whose Code Word he has made-and the game is ended.

WINNING THE GAME

The winner is the Spy with the highest total score – Secret cards plus Code Word bonuses. Players must count the number of Secret cards they hold, and then try to make one or more of the Code Words given below.

Each Secret card has 2 letters (or characters) on it. Only *one* letter on each card may be used in each Code Word.



Secret cards may be overlapped so that either of the 2 letters can be used to make Code Words. Each letter or character can only be used *once*. In this example the Japanese character, which on its own scores a bonus of 2, has been sacrificed to produce the higher-scoring Italian Code Word, PESCE.

Each Secret card has a value of 1, but Secret cards that can be built up to form a Code Word, bring a bonus. Each Embassy has its own Code Word but, unknown to one another, all of them chose the word "Fish". (The Japanese and Chinese use the same *sign* but their pronunciations are quite different.)

<i>Embassy</i>	<i>Code Word</i>	<i>Pronunciation</i>	<i>Bonus</i>
Chinese	}  {	Yeeoo	2
Japanese		Sakana	2
Dutch	VIS	Fis	3
Spanish	PEZ	Peth	3
American	FISH	Fish	4
British	FISH	Fish	4
Greek	ΨΑΡΙ	Psaree	4
Russian	РЫБА	Reebar	4
Swedish	FISK	Fisk	4
Yugoslav	RIBA	Reeba	4
Finnish	KALA	Kariah	4
German	FISCH	Feesh	5
Italian	PESCE	Pesheh	5
Portuguese	PEIXE	Paish	5
Turkish	BALIK	Baluk	5
French	POISSON	Pwassong	6

THE GAME FOR 2 PLAYERS

All 16 Secret tokens are used. Each player directs 2 Spies, the two pairs playing as "teams". Spies in the same "team" may not "Spot" each other. They may not exchange Secret cards at any time.

Scoring: Each Spy totals his own score, but the scores are added together to find the winning team.

THE GAME FOR 3 PLAYERS

Each player directs 1 Spy. All 16 tokens are used. All 3 players search for their own Secret tokens *and also tokens of the fourth colour*.