

CLOAK & DAGGER Spy Game for 2 to 6 Players, aged 12 to Adult

SUMMARY: Each player sends his own or double agents to various locations to intercept adversaries or obtain information. Hazards encountered may disclose his objectives as he endeavours to veil his operations while discovering and frustrating his rivals' moves.

Contents: Envelopes, depicting locations, are identified by numbers 1 to 20 and cards by letters (omitting I and O). a, b and c, illustrating implements, represent also double agents. Cloaks d to j and daggers D to J denote agents for each player. Character cards K to W describe hazards. Document cards X, Y and z are in triplicate. Lists are for making notes.

Aim: To win, all three kinds of document must be found, and procured by either of one's own agents in the same location.

Procedure in outline: The envelopes are kept in the box which is so shaped that each player in turn may easily select an envelope and examine its contents without revealing which is chosen. Depending on circumstances, a player may often either:

1. bring a fresh card into play, placing it in an empty envelope;
2. start transferring a particular card or two from one envelope to another;
3. finish such a transfer (or, on his first turn, deposit his cards in an envelope);

OR 4. activate a hazard, enabling him to track cards being transferred by other players, as described later.

A transfer takes anyone two of his turns in succession, the card(s) being held in the hand in the interim. Otherwise a player is empty handed between turns.

Notice that not more than one of the four actions listed is allowed in a single turn.

Preparation: Every player takes possession of a pair of cloak and dagger cards corresponding alphabetically, and commences with these in hand. The twenty four cards of other kinds are shuffled, and stacked face downwards. The twenty envelopes are put in order in the box. Players cut the stack, and whoever does so at the earliest letter in the alphabet proceeds first with the game after reshuffling.

Examining: Each player in turn, recurrently, chooses and removes any envelope, usually without revealing its identity, inspects it and returns it to its position in the box. He puts his cloak and dagger inside the first envelope he selects, and observes any cards which may lie concealed in each envelope he inspects.

Placing: When he has no card in hand (and unless the stack is exhausted) anyone choosing an envelope found to be empty then shows the number on this to the other players, draws the top card from the stack, looks at it and encloses it in the envelope.

Starting a transfer: If a player has no card in hand while choosing an envelope already containing either his own cloak or dagger or the pistol, binocular or camera card, provided he shows that card to everyone he may withdraw it into his hand. On doing so he may also take in hand any second card present without displaying it, but not more.

Finishing a transfer: Any card or two retained in a player's hand must be inserted in whichever envelope he next selects.

Tracking: Anyone not using his turn to start or finish a card transfer, but choosing an envelope which already contains a 'character' hazard, may expose this card and return it to the bottom of the stack. Then every other player who at that time has anything in hand must show the number of the next envelope he selects to him who exposed the hazard.

Winning: The winner is the first player, having no card in hand, about to replace an envelope containing secret plans, private report and coded message cards, and his own cloak or dagger card, but no cloak or dagger belonging to anyone else.

Reminder: You must show:

1. the chosen envelope when you draw a card from the stack;
2. an agent involved, your own or double, when you begin a transfer;
3. the envelope, to anyone who exposed a hazard since your last turn, when you end a transfer;
4. a hazard when you return it to the stack.

Example: You can start collecting documents by first finding an X, Y or Z, drawn from the stack by yourself or somebody else, and then using two turns to move your own cloak (agent) to the same location. Later you can shift both together, if nobody meanwhile employs another agent to remove either of them. WATCH OUT FOR SUCH CONFISCATION OF MATERIAL OR CAPTURE OF PERSONNEL. Anybody exercising a hazard between your earlier turns mentioned may find out your intentions by looking in the location made known to him.

Note taking: Recommended practice for each player:- Write down the numbers 1 to 20 (or use a list supplied), and note the letter identifying your own cards. So far as you can, record the letters of cards in the game box against the numbers of the envelopes holding them, and cross out the letters of cards gone. Question marks can signify unknown cards.

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