

# Master of Spies

## A World of Eldinar Game

**Move  
Rate  
20 Games**

### Objective:

To place your spies amongst the highest ranking nobles & locations by playing cards of increasing value & placing your spy tokens on them.

### Contents:

44 Playing Cards / 4 Starter Cards / 4 Special Action Cards / 2 Turn Order Cards / 16 Spy Tokens(4 of each color) / 4 Player Tokens  
/ 1 Master Token

### Game Set Up:

1. Separate the 4 Ports (Starter Cards), Turn Order Cards & Special Action Cards from the deck. Shuffle the remaining 44 cards.
2. Place the Starter Cards in a column in the following order: Draken Empire, Kingdom of Palamire, Dragon Lords, & Free Cities States (*example at right*). This order also serves as a tiebreaker for determining each round's Master.
3. Each player chooses a set of 5 tokens of the same color. 4 tokens have the different faction symbols & the fifth serves as a reminder of which color the player is.
4. Deal each player 5 cards. Each player also gets a Special Action Card if playing the Advanced Game (*see Variants below*).

### Game Play (The Basic Game):

Determine who starts the first round in the manner of your choosing. Give that player the Master Token. During each player turn, they draw one card from either the top of the draw pile or from the top of the discard pile, then places a card from their hand onto one of the four rows. Rules for playing a card are as follows: a card placed in any row must be of higher value than the preceding card in that row (Starter Cards have a value of zero), and light border cards must alternate with dark. For ease of determining who gets the Master Token next round, place all cards played in the current round at a 90° angle then turn them right before the next round. The current player, after playing a card, places the matching Faction spy token on the played card, or moves it from an existing card with that faction symbol to the newly played card if it is of higher value. Spy tokens can be moved to any row when moving to a higher valued card. A card may also be used to replace an existing card in a row if it could be legally played in that spot, higher number than the preceding card in the row; lower number than the following card in the row & opposite color border to its neighbors. (*see below*).



Once each player has taken a turn in a round, the player who placed the highest value card that is still remaining on the table, takes the master token and starts the next round gets the Master Token and starts the next round. (*In a two player game don't use the "Master" token and keep the play order as it stands.*)

Play continues until the final card is drawn from the Draw Pile. When that occurs, finish the current round, drawing from the discard pile if available, then one final round is played. The player who drew the last card is given the Master Token and starts the final round. No cards are drawn during the final round.

### Special Conditions:

In the case of 2 cards replacing each other repeatedly, once a card has been replaced a second time, if it is drawn from the discard pile, it cannot be used to replace a card.

### Scoring/Winning:

After the last round is completed, each player adds up the value of the cards with their faction tokens on them. Highest score wins for a short game, or players can play multiple games, or until a certain point total is reached. When playing multiple games, the player who won the previous game starts the next game with the Master Token.

### Variants(The Advanced Game):

Once per game, each player may use ONE of the abilities on the Special Action Card. The action must be used before the player takes their turn, which then proceeds as normal. Once a Special Ability has been used, that player turns their Special Action Card face-down to show that they have used their action for that game.

1. You may play a card as any faction(place the faction token of your choice on a card after playing it). Card played must still be a legal play.
2. Shuffle up to 3 cards from your hand into the Draw Pile, then redraw that many cards. You still get your normal draw for the turn this ability is used.
3. Instead of drawing, you may look through the discard pile and pick anyone card from it. Play the rest of your turn normally.
4. Exchange a card in your hand for any card in the Discard Pile. This does not count as a draw.

### Notes/Tips:

Players can only place their faction token on a card they have played. Try not to play cards with a value too much higher than the preceding card in a row if possible. Those cards can more easily be replaced by other players.

Try to get all your faction tokens into play!



When a card is replaced, it is put on top of the discard pile. If the card played replaces a card of the same faction, any existing spy tokens remain on the new card; If the faction is different, any existing spy tokens are given back to the appropriate player(s). If a player chooses not to play a card on their turn, they discard a card & end their turn.