

Master of Spies

Rules of Play



**Move
Rate
20 Games**



Objective: To place your spies amongst the highest ranking locations & nobles in the court by playing cards of increasing value and moving your spy tokens onto them.

Contents:

48 Card Main Deck
18 Action Cards
18 Wild Cards
3 Scoring Cards
4 Starter Cards
5 Special Ability Cards (Used for the Intermediate Game)

25 Player Tokens (5 of each color)
1 Master Token

Game Set Up:

- Separate the 4 Starter Cards and the 3 Scoring Cards from the deck.
 - In the advanced game, you will not use the Special Ability Cards
- Add the 18 action cards as well as the 18 wild cards to the main deck and shuffle them together.
- Remove 11 cards from the deck. Shuffle the card named "The Stars Have Aligned" into this pile. Set this pile aside for now.
- Each player is dealt 5 cards from the remaining pile.
- Now separate the remaining cards into 3 even piles.
 - Place the two other scoring cards ("The Time Approaches" and "The Omens Are Clear") on the bottom of 2 of these piles.
 - Place these on top of the pile that was set aside earlier (the one containing "The Stars Have Aligned").
 - Place the last pile, the one without any scoring cards, on top of these to form the draw deck.
- The Starter Cards are placed in a column in the following order: Kingdom of Palamire, Empire of Draken, The Free City-States, and The Dragon Lords (see example at right). This order also serves as the tie-breaker for determining the next round's Master.
- Each player picks out a set of 5 tokens of the same color (Purple, White, Orange, Yellow, or Blue). Each token has a different Faction symbol, except for the larger 5th with all the Faction symbols, which is used as a colored reminder token for that player.
- Determine who will go first in a manner of your choosing. That player is given the Master token.

Game Play:

Turn Order:

- Draw a Card
- Play a Card
 - Resolve actions
- Place spy token
- Pass turn

Drawing and Playing Cards:

During each player's turn, they will draw from the top of the draw pile until they have 6 cards in hand.

Once a card is drawn, the player then plays a card from their hand. If it is a numbered location card, he or she places it into play after a card with a lower number and the opposite colored border. **In each row, Dark Brown and Light Gold card borders must alternate.**

If the player plays an action card instead of a numbered location card, then the player simply follows the text as stated on the card.

If a player feels that they have no cards in their hand that they want to play, then they may discard one and pass their turn.

If a location card is played, the active player may put his or her corresponding spy token on that card or move it from a lower valued card to the new higher one, but does not have to. Play continues clockwise.

Cards that are played do not need to be in exact sequential order, but the new card must be a higher number than the previous card. (See Example A1 inside back cover)

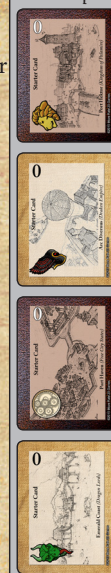
Be careful though, too much of a gap between numbers is dangerous! (Explained below.)

Infiltrations:

If the card being played is the same faction as the one they are replacing, any spy tokens currently on that location remain, and the players "share" that location.



Starter Card Set Up



Example A1



Example of play: The "Purple" player places the Kingdom of Palamire "1" card and places the matching spy token on it. Then the "Yellow" player places the Draken Empire "5" card with the corresponding token. Next the "Black" player puts down the Free City State "6" card and token. The "Blue" player finishes the round by playing the Dragon Lords "9" card with the matching token. By having the highest numbered card the "Blue" player receives the "Master" token and starts the next round.

Play Set Up:



Example A2



Examples of Infiltration and Assassination:

- #1: The "Blue" player plays the Draken Empire "3" card and knocks out Draken "5" card to the discard pile. The "Purple" player's spy token remains, since it's the same Faction, but now it's worth 2 less points.
- #2: Next the "Yellow" player puts down a Draken Empire "7" card to knock out the Dragon Lords "9". The "Blue" player removes their spy token since it's a different Faction and puts it back on the Dragon Lords starter area where it's now worth no points.

Assassinations:

During a player's turn, a card in play may be replaced with one from the player's hand as long as the card in hand meets the following conditions:

- The value of the card is less than or equal to the one being replaced.
- The value of the card is greater than the preceding card.
- The border of the card is the same color as the card being replaced.

If the Faction is different, any prior spy tokens are removed (assassinated) and sent back to their corresponding players starting pool.

(See Example A2 inside back cover)

Wild Cards:

Wild cards are special location cards that are played just like regular location cards. The difference with Wild Cards is that they can be played as multiple factions and some have multiple border colors.

If you play a wild card with a multiple border color, then this card can be either a Gold or Brown bordered card, and is defined when played.

If you play a Wild Card that has multiple faction symbols on it, then you can choose from those factions when placing a spy token into play. Only one faction can be chosen, even if the player has multiple tokens available.

Action Cards:

Action cards add courtly intrigue to the game! There are three types of cards:

"Play On Turn" cards can only be played by the current player on his or her turn.

"Response" cards are played in response to any other player playing a card.

"Play Anytime" cards can be played at any time, whether it is your turn or not.

When an action card is played, simply follow the instructions put forth by the card's text.

Permanent Cards:

There are only four permanent cards in Master of Spies; these are the cards titled Loyal to the Cause. If an action card instructs you to interact with a Permanent Card, these are the only four cards that can be affected.



Continuing the Game

Each player in the game takes his or her turn as described above, drawing and playing their card(s) for that turn, taking any actions as a result of any cards played, and placing their spy tokens (if desired).

When each player has taken their turn in the round the player who has played highest numbered location card still on the table that has also placed a spy token on said card, then receives the Master Token. It is this player that then starts the next round.

NOTE: The Starter Card order is used as a tie-breaker, so if two players both played a card with the number of five, but one was a Palamire Faction Card and the other a Free City-State Card, then the Palamire player would receive the Master Token, since the Palamire Faction is the higher card in the Starter Card order.

Scoring / Winning:

There are three scoring rounds in Master of Spies. These are triggered by the revealing of one of the Scoring cards that were placed into the deck. A player that draws a scoring card immediately reveals it to all players. He or she then draws another card and plays out their turn as normal. Then, when all players have finished the current round, the players count up the total of their spy tokens in play. Play then resumes as normal until the next scoring card is revealed.

When "The Stars Have Aligned" scoring card is revealed, then the end game is triggered. The current round is finished as normal, and one more additional round is played with the cards currently in each players' hand.

Once this is done, players then add up the total of their spy tokens in play, and then tally this up with the previous scoring totals. High score wins!

Game Variations:

In the quick play game, players remove the Action, Wild, and Scoring Cards (keep in the "Stars Have Aligned" Card) and use the Special Abilities.

We encourage all sorts of game variations, perhaps you want to try the Intermediate game with just the Wild Cards thrown in, or a Basic Game with the Scoring Cards in the deck.

In the end, the choice is up to you, just have fun!

Be sure to check out our website:

www.MoveRate20.com

for updates and news on upcoming games and titles.

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