

How to play

1. Each player picks 1 card from their hand and places it back side up in front of them. Be careful to not play a card whose Faction marker is disabled.
2. Once everyone plays their card, flip all the cards to reveal them.
3. If the "Fake Intel" or "Sniper" card is played, the player that played the card must announce that the appropriate faction is now disabled. Players who have their cards disabled must place that card **face down** in their turn card list area.
4. Cards that are not disabled are added to their turn card list area with the face up.
5. Special action cards ("Escape", "Extra mission") activate their effects.
6. If "Steal Document" or "Eavesdrop" are played, add the gained amount of Intel points.
 - * Place the points on top of the card so everyone can see.
 - If you don't have enough chips, use some other object to compensate.
7. Set the Faction markers to represent the current Enabled/Disabled states.



" In a politically tense European country. Espionage and spy activity is rampant day and night. As a spy, you have been assigned to disrupt, deceive, and outwit other spies (the other players) in order to gain the most intel for your country."

SPY ROYALE

スパイロワイヤル

◇ Players : 2~5 ◇ Play time : 20min ◇ Ages : 10and up

Final point calculation ~ Pick the Winner

1. Total the points earned from each action card.
2. Reveal the 1(*) mission card you picked, if the mission is achieved add the extra points.
 - * Action cards can increase the number of missions you have.

Only cards that were not disabled count. If there is a requirement to "Not use" a card, if that card was disabled then it is equivalent to "Not using" it.
3. The player with the most Intel points wins.

- Represents the difficulty of the Mission (Gets more difficult in this order B → A → S)
- Name of the Mission
- Gain points based on the requirements to accomplish, 1 requirement for A to S, B counts for how many times the requirement is met
- Points gained from completing the mission

場全体に「中央政府」の勢力が8枚以上

In this case, the B level requirement is met (1 point per "Eavesdrop" in your Turn list) so you gain 2 points.

Contents

- 55 Action cards
 - 50 Normal action cards (4 types x 5 factions)
 - 5 Special action cards (1 type x 5 factions)
- 4 Mission duration cards
 - 5 ターン
 - 6 ターン
 - 7 ターン
 - 8 ターン
- 80 Intel point chips
 - 1 point... 50 chips
 - 5 point... 10 chips
 - 10 point... 20 chips
- 20 Mission cards
 - オケストラを聴け (+X)
 - 盗聴 (+10)
 - 機密奪取 (+15)
- 5 Faction markers
 - 軍司令部
 - 科学研究所
 - 巨大企業
 - 中央政府
 - 秘密警察
- Rule book

Game Rules and Victory

◇ Overview

In this game each player must anticipate the other players actions and all play a card at the same time, the player that gets the most points within the allocated turns wins.

◇ Flow of the game

1. All players play a card from their hand face down in front of them.
2. When everyone has played their card, all players flip their card over.

This is when the effects of the cards play out.

Players can gain points or disable other players card, Each card that is played is laid out in front of the player from left to right, each card representing the turn that it was played.

◇ Victory

After the required turns have been played, add up all the points on your cards as well as your mission cards, and that is your final score.

The player with the most Intel points wins.

Preparing the game 1

◇ Deciding the Mission Duration

You need to decide how many turns the game will take with the Mission Duration cards.

1. Shuffle all the Mission Duration cards and create a pile.
2. Reveal one card from the pile.
3. That card will be this games Mission Duration.

Once you have played for the turns on the card, the mission is over and each player will calculate their final scores.

◇ Placing the Faction markers

Place all 5 of the Faction markers with the active face up (the face without **X** mark) in the center where everyone can see.

The Faction markers are there to indicate if each factions Action cards are enabled or disabled.



Preparing the game 2

◇ Deciding on Mission cards (3 per player)

You will decide each players missions for this game.

1. Shuffle all the Mission cards and make a pile.
2. Deal each player 3 cards, faced down. Only you can see your Mission cards during the game.
3. The cards dealt will be each players missions.

At the end of the game, each player will gain bonus Intel points based on their completed missions.

Even if multiple missions are completed, only 1 mission can be used to add points to your final score.

*The "Extra mission" Action card creates an exception where a player may choose 2 missions to add to their final score.



◇ Choosing your hand (10 cards)

At the start of the game, all players will take 10 Action cards.

5 of those cards will be your initial hand, and the other 5 will be your extra hand.

▼ Dealing the initial hand (5 cards)

1. Shuffle all the Action cards and make a pile.
2. Deal 5 cards to each player faced down.

Only you can see your initial cards.

Viewing you initial cards and mission cards, you will decide which cards to pick for your extra hand.

▼ Extra hand (5 cards)

1. After dealing the initial cards, based on how many players are playing, deal the listed amount (*) of cards to each player.

* 5 players : 5 cards 4 players : 6 cards 3 players : 7 cards 2 players : 8 cards

The remaining cards will not be used, put them back in the box and do not look at them.

2. Each player will pick 1 card from the cards that were dealt to them.

They will keep the picked card in front of them where everyone can see it.

Then pass the cards that you did not pick to the person to your left, and receive cards from the person to your right.

3. Pick another card from the new cards that you received.

Pass on the cards that you did not pick to the person to your left, and receive cards from the person to your right.

Continue this until you have picked 5 cards.

4. Once each player has picked 5 cards, each player can look at each others picked cards.

*Cards that were not picked will not be used (put them back in the box).

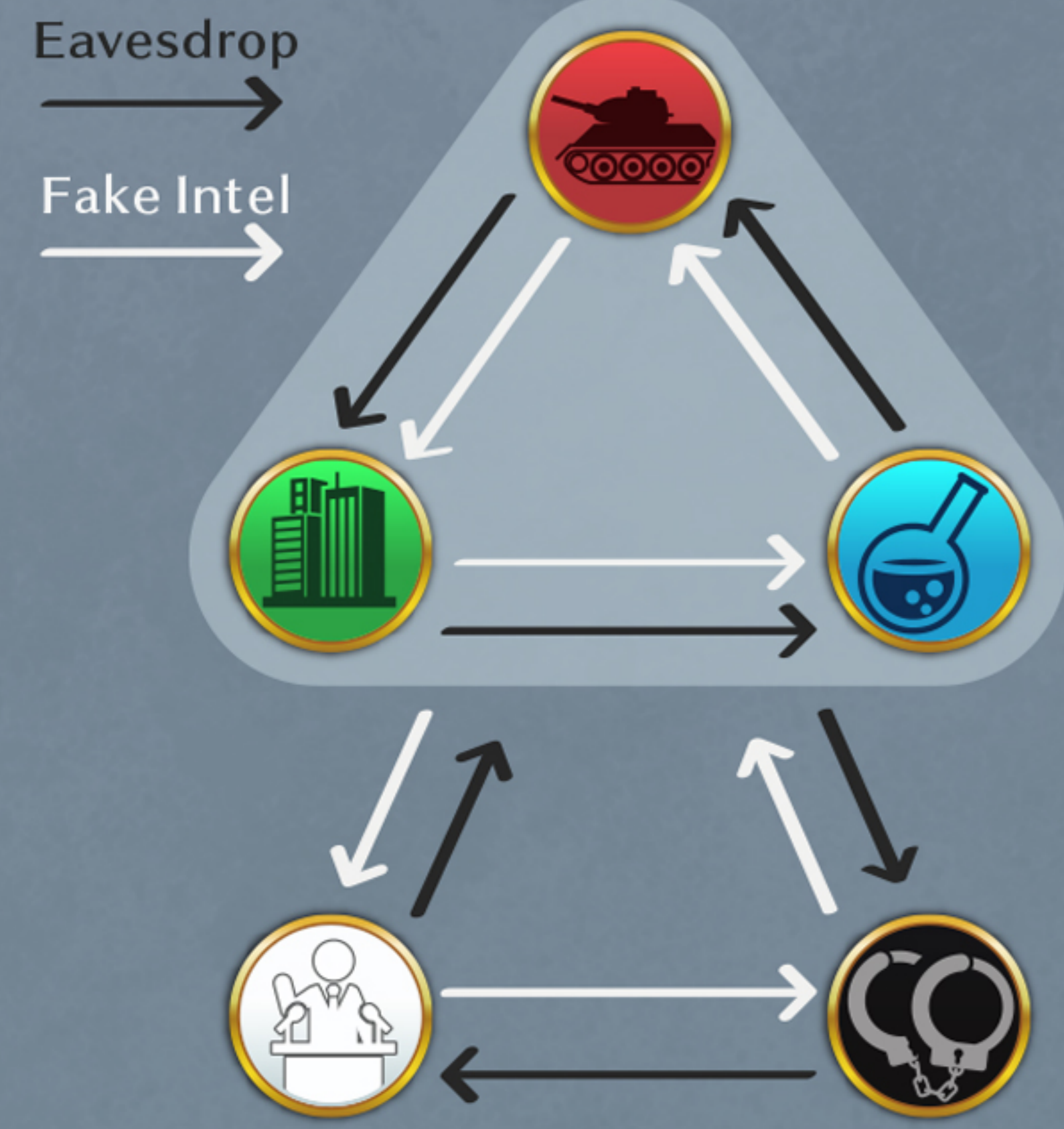
5. Add the 5 cards into your hand.

From now on the extra cards can also only be viewed by the owner.



Card Factions(color)

Faction Correlation



There are 5 colors to the cards, which represents the faction it infiltrates.

Basic factions

: Military
 : Science
 : Corporate
, , are useful in a triangle relation.

: Political

"Fake Intel" only disables the faction. However it is the target of "Fake Intel" from all of the basic factions.

"Eavesdrop" gives points from all basic factions.

: Police

"Fake Intel" disables all basic factions. It is almost never the target of being disabled.

"Eavesdrop" only gives points from the faction.

*Each card has an icon that represents the target faction.

Tips to play

◇ How to gain intel points

- In this game it is important to play cards without them getting disabled. Since "Steal Document" and "Eavesdrop" gain points based on enabled cards, the more cards played, the more points you can get. (However, the played cards must be the correct target faction)
- For example "Detect" does not give any points on its own, but since it can't get disabled you can play it safely, increasing the points gained by "Steal Document" and "Eavesdrop".

◇ Tips to disable

- When a player keeps playing cards from a single faction, they are probably trying to play "Steal Document" to gain a lot of points. You should play "Fake Intel" or "Sniper" to disable their faction. Since the disable lasts for 2 turns, you can effectively disrupt their plans.

◇ Tips to play cards

- If you can remember what extra cards everyone picks, you can assume what faction they will use and what factions they will disable. If you feel like you might get disabled use "Detect" or play a card from a different faction. If they are going for points, play a disabling card to stop them.

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Explaining Disabled

1. Disabled cards are turned over. Turned over cards don't count for missions or "Steal Document" or "Eavesdrop". *Turned over cards will remain disabled even after the Faction is enabled.
2. The cards that you play will also be subject to being disabled.

Turn 1 Pre point calculation

Hmmm

Damn it!

Turn 1 Post point calculation

Alas...

▼ Flip over the Faction marker

Points are calculated after the Faction Enabled/Disabled state changes, So in this case, 's "Eavesdrop" won't give points.

's "Fake Intel" so, , , is disabled.

's "Steal Document" gets disabled and must be flipped over.

Turn 2 Pre point calculation

Turn 2 Post point calculation

▼ Flip over the Faction marker

After calculating points for turn 2, you return the Factions markers to face up.

The "Fake Intel" disable effect lasts for 2 turns. So until turn 2's point calculation is over , , are still disabled.

3. If multiple disable cards are played in a single turn, they all occur equally. Because of this, it is possible that disable cards themselves are disabled.
 - (1) Even if it will get disabled, the "This turn" effect will activate. After disabling the target cards, this card itself will be disabled.
 - (2) The disabled cards "On next turn" effects will not activate.
4. If there are still a disabled effect continuing from the previous turn, you can still play disabled faction cards but they will not have any effect. * The "Detect" card will not be disabled.

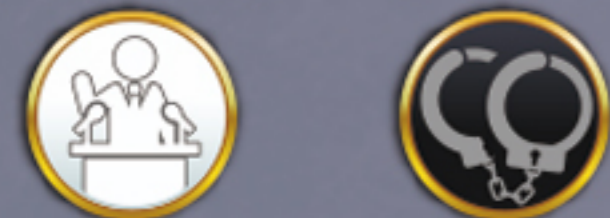
Action Cards

Self Faction
(the color of this card)

Military Science Corporate



Political Police



Target Faction



- Action card name
- Action effect text

The icon and color of the action card represents the faction it belongs to. There are possible 5 target factions, and each icon and card has fixed targets.

Normal action cards (4 types × 5 factions)



Steal Document

3 cards per faction

Gains points based on your cards.

When this card is played, action cards that fulfill all of these requirements produce points.

1. Not disabled
2. Is a card you played
3. Is the same faction(color) as this card

***This card itself also counts towards this.**

"Fake Intel" or "Detect" will produce points if they are the same faction(color)



Eavesdrop

3 cards per faction

Gains points based on all cards played.

When this card is played, action cards that fulfill all of these requirements produce points.

1. Not disabled
2. Is the same faction(color) as the targeted faction(color)

Since it targets everyone's cards, the more players and turns, the more chance for points.

Special action cards (1 types × 5 factions)



Sniper

1 card

The targeted faction will be disabled this and next turn.

Any action cards that are part of and will be disabled this turn and next turn.

This card is used to stop other players from gaining points.

The effect is the same as "Fake Intel" but it targets



Escape

1 card

All cards that are disabled in your area become enabled.

All disabled cards(faced down) will be flipped over and become enabled.

*** When they are flipped over, their effect does not occur.**

This card is useful for "Steal Document" or your missions.



Extra mission

1 card

Allows you to pick 2 mission cards.

Since you can gain points from 2 mission cards, it is possible to get a big boost to your score.



Diversion

1 card

Your next action card wont get disabled.

The action card you play next turn will not get disabled.

***This card can get disabled, if it is disabled then its effect is lost.**



Fake Intel

2 cards per faction

The targeted faction will be disabled this and next turn.

Any action cards that are part of the targeted faction(color) and are played this turn or next turn will be disabled.

This also effects other "Fake Intel" cards. Disabled cards will be flipped over.

This card is used to stop other players from gaining points.



Detect

2 cards per faction

This action cannot be disabled.

This card will not be disabled. It can be played safely.



Disguise

1 card

Do the same action as your previous action.

It does not matter if the previous action was disabled or enabled.

This will copy and activate the effects of the action card played in the previous turn.

***Even if the previous card is disabled, as long as this card is not disabled it will have the same effect as the previous card.**

