



SHIFTY EYED SPIES™

GAME

CONTENTS: 8 Spy Tiles, 56 Deliver Cards,
32 Receive Cards, 4 Locations, 1 Turn Tracker,
1 Tracker Base, 24 Intercept Tokens, Instructions

INSTRUCTIONS

Ages 9 and Up
4-8 Players • 20 Minutes

An international spy agency is seeking two new recruits. Complete secret missions with other spies to show off your stealthy skills. Only the top two spies get to join the ultra-elite agency!



Object

Earn points by using your eyes to coordinate missions, and by intercepting the missions of others. **When two spies each have five or more points after completing a mission together, they win the game!**

Set Up

1. Each player chooses a Spy Tile and places it in front of them. Return the unclaimed tiles to the box.
2. Remove all Deliver Cards that match unclaimed Spy Tiles and return them to the box. (In an 8-player game, all Deliver Cards are used.)
3. Shuffle the Deliver Card deck and Receive Card deck separately and place them next to each other, face down.
4. Assemble the four Locations and place them as far from each other as possible.
5. Give each player three Intercept Tokens.
6. The player with the sneakiest eyes takes the Turn Tracker—they will go first.



SEE THE HOW-TO-PLAY
VIDEO
BigGcreative.com/spyRules

Example Set Up for a 6-Player Game



Cards

Your hand has two cards: one to deliver intel and one to receive intel. To complete a mission, one spy will deliver the intel and another spy will receive it. Each hand gives you the opportunity to complete two separate missions.

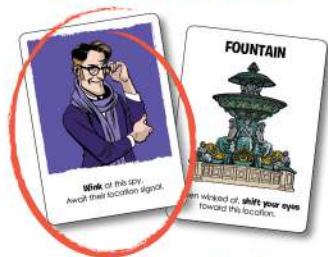
Deliver Intel — Primary Mission

You have a primary mission: to **deliver** a briefcase containing intel. The Deliver Card shows the spy you need to deliver it to.

Locate the player with the Spy Tile matching your Deliver Card, **and signal that you have their card by winking at them**. Then wait for that spy to signal their Location Card back to you.

You only want the spy shown on your Deliver Card to see you wink—avoid other spies intercepting your mission (see **Intercept**).

Example: Jen's Hand



The Deliver Card (used for Primary Mission)



Jen winks at Bob to indicate that her Deliver Card matches his Spy Tile.

Receive Intel — Secondary Mission

You also have a secondary mission: to **receive** a briefcase containing intel. The Receive Card shows the location where you will receive it.

When a spy winks at you, **signal what Receive Card you have by shifting your eyes toward the matching location.**

You only want the spy who winked at you to see your eye-shifting—avoid other spies intercepting your mission (see **Intercept**).

Example: Jen's Hand



The Receive Card (used for Secondary Mission)



Ed has winked at Jen to indicate that his Deliver Card matches her Spy Tile.



Jen shifts her eyes toward the Fountain to indicate that her Receive Card is the Fountain.

First Round

1. The current spy (with the Turn Tracker) draws one Deliver Card and one Receive Card.
2. Pass the Turn Tracker to the left. Each player draws one Deliver Card and one Receive Card when they have the Turn Tracker.
3. As play moves around the table, each spy may begin discreetly winking at the spy on their Deliver Card.
4. Spies who are winked at may discreetly shift their eyes toward the location on their Receive Card.

Subsequent Rounds

1. When you receive the Turn Tracker anytime after the first round, you may attempt to complete a mission (see **Missions**).
2. If you were unable to send and receive the necessary signals to attempt a mission, state, **"I'm lying low."**
3. You may discard one or both of your cards, if you want to. Then refill your hand. A full hand is one Deliver Card and one Receive Card. You will always have one of each in your hand.
4. Pass the Turn Tracker to the left.

NOTE: If you ever draw a Deliver Card that matches your own Spy Tile, discard it and draw again.

Missions

If you successfully sent signals to the spy on your Deliver Card and received a signal back indicating that spy's Receive Card, you have the information you need to attempt a mission on your turn.

To attempt a mission on your turn, play your Deliver Card face up on the table and state the spy you are delivering to and their location.

EXAMPLE: Ed winked at Jen to signal that he has her Deliver Card. Jen shifted her eyes to show Ed that she has the Fountain Receive Card. On Ed's turn, he plays his Deliver Card and says, **"I'm delivering to Jen at the Fountain."**

Mission: Success

If the spy shown on the Deliver Card has the stated Receive Card, they play the card face up on the table. The two cards are exchanged and scored. The spies place them at the edge of their Spy Tiles (see **Tracking Scores**). **Each card is worth one point.** Both spies refill their hands.

Mission: Fail

If the spy shown on the Deliver Card does not have the stated location on their Receive Card, they say so, but do not reveal their Receive Card. Then the current spy discards their Deliver Card and draws a new one.

IMPORTANT:

You can attempt a mission **only on your turn**. You will use the Deliver Card.

Never reveal your Receive Card on your turn. Your Receive Card is revealed only when another spy successfully delivers to you on **their** turn.



If you attempt a mission on your turn, you will only reveal your Deliver Card.

Intercept

If you see other spies signaling to each other, you may attempt an "intercept" to disrupt their mission and gain more points!

At the beginning of the game, each spy receives three Intercept Tokens. You must discard one each time you attempt an intercept.

As long as you have an Intercept Token, intercepts can happen at any time, **even if it's not your turn**.



IMPORTANT: Once your Intercept Tokens are gone, you may no longer attempt intercepts in the game.

Quick Intercept

At any time, if you see a spy signal one of their cards, you can attempt an intercept. Say **“Intercept!”** and state the spy you are intercepting and what card they have.

DELIVER EXAMPLE: You see Ed wink at Jen to signal that he has her Deliver Card. You immediately discard an Intercept Token to the middle of the table and say, **“Intercept! Ed is delivering to Jen.”**

RECEIVE EXAMPLE: You see Jen shift her eyes toward the Fountain to signal that she has the Fountain Receive Card. You immediately discard an Intercept Token to the middle of the table and say, **“Intercept! Jen is receiving at the Fountain.”**

Full Mission Intercept

At any time, if you see two spies signal their mission (a wink to a spy, then the spy’s eye-shift to a location), you can attempt to intercept the full mission. You must state the delivering spy, the receiving spy, and the location.

EXAMPLE: You see Ed wink at Jen, then Jen shifts her eyes toward the Fountain. You immediately discard an Intercept Token to the middle of the table and say, **“Intercept! Ed is delivering to Jen at the Fountain.”**

NOTE: Only one Intercept Token is required for a Quick Intercept or a Full Mission Intercept.



Intercept Scoring

The spy or spies who are the target of an intercept attempt **must** reveal their card type corresponding to the intercepting spy's statement, whether the attempt is correct or not.

Intercept: Success

If any part of the intercept statement is confirmed as **correct** for a revealed card, the intercepting spy gets to score the card.

Each card is worth one point. Each intercepted spy draws the appropriate card to fill their hand.

Intercept: Fail

If any part of the intercept statement is confirmed as **incorrect** for a revealed card, the intercepted spy or spies get to score the card they were forced to reveal.

Each card is worth one point. Each intercepted spy draws the appropriate card to fill their hand.

Tracking Scores

When you score a point, place the point-scoring card face down next to one of the edges of your Spy Tile. This shows everyone how many points you have.

Once you've earned five points, you are primed to potentially be one of the two winners of the game (see **Winning the Game**).

Once you've passed five points, you may stack additional cards on top of existing cards.

Winning the Game

Two spies always win together. After a mission is successfully completed, if each spy involved in the mission has five or more points, **they win!**

NOTE: You cannot win the game as a result of an intercept.



The Orange Spy currently has three points.



The Pink Spy has 5 points, and is poised to win!

The Spy Code

Integrity is key in the spy business. All players should agree on these rules of engagement:

- Spies may **NOT** intentionally send false signals to another player. Spies may only signal information corresponding to the cards in their hand.
- Spies may **NOT** communicate with each other using concealed methods, such as kicking under the table or nudging with an elbow.

Alternate Signals

If players in your game are unable to wink or shift their eyes, establish an alternate signal system at the beginning of the game, such as blinking, raising your eyebrows, or tilting your head.