Rome, Berlin, Lisbon, Prague. The 1930's: behind closed doors, the fate of the world is being decided. Every nation's capital seethes with rumor and suspicion. Every army schemes its master stroke. Every plan is drawn in secret for everywhere there are...

SPIES!
The multi-player game of international intrigue
Introduction to Spies!

Spies! is a game of espionage and intrigue for up to five players, set in the turbulent European era of 1933–1939. You control the secret service of one of the major powers of that era — Germany, Italy, Russia, France, and Britain — in the constant struggle to gather your opponents' secrets and return them safely to your own capital while protecting your own country's secrets.

Each copy of Spies! comes complete with the following components:

- One 22" × 34" mapsheet
- One sheet of 50 Event Tiles
- One sheet of 200 assorted playing pieces
- One four-page standard rules booklet
- One four-page long-game rules booklet
- One 11" × 17" display

The Mapsheet. The Spies! mapsheet shows the major nations and colonies of Europe, the Middle East, and North Africa, including the important cities, capitals, ports, and land, air and sea routes. In addition, the mapsheet features various summaries, records, tracks, and other material that summarizes and enhances most of the essential rules of the game. As you read the rules, be sure to refer to the mapsheet whenever appropriate to familiarize yourself with the map itself and with the various play aids.

Playing Pieces. The Event Tiles, secrets, police pieces, spies, and Action chits and markers used in the game feature the following information:

Event Tile: Front (Back is blank)

- YEARS IN WHICH TILE CAN BE PLAYED:
  - 1937–39
- NATIONALITY:
  - Czech Crown
- EVENT:
  - J: Berlin, Prague
  - F: Paris, Moscow
  - B: Bucharest, Warsaw
  - H: Budapest, Vienna
  - I: Bratislava
- ID NUMBER:
- ACTION CHIT
- MONEY AWARD

***Secret: Front***

- SECRETS:
  - Improved
- VICTORY VALUE:
  - 3

***Secret: Back***

***Counterspy: Front***

- COUNT:
  - Spy
- STRENGTH:
  - 5

***Counterspy: Back***

***Police (Russian): Front***

- NAME:
  - NKVD
- STRENGTH:
  - 3

***Police (Russian): Back***

***Spy (Italian): Front***

- NAME:
  - Piccolo
- STRENGTH:
  - 1

***Spy (Italian): Back***

†This number serves a particular purpose only in the Long Game.
‡This information has no effect on the game per se, but is included to lend color or serve as a means of identification.

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324P11
Action Chit (Discovery): Front

Action Chit (Any): Back

How to Begin the Game

Choosing Countries. Select the country you will play. The turn order in which you set up and take your turns is always the same:
Germany, Italy, Russia, France, Britain.

Setting Up the Bank Track. Place your Bank marker on the Bank Track (see map sheet) in the numbered box containing your country's name. Record the amount of money you have during the game, in thousands of pounds (£), on this Track.

Drawing Event Tiles. Take the 7 Event Tiles coded for your country; shuffle the 15 Tiles marked random, spread them face down on the table, and draw 3 of these random Tiles blindly for a total of 10 event Tiles.

Drawing and Deploying Secrets. Shuffle all 40 secrets, spread them all face down on the table, and draw your allotment at random. Place the 8 remaining secrets face-down, one per city, in the 8 cities marked SECRET; then place your

secrets face-down, one per city, in any cities in your territory.

Deploying Police. Place your police face-down, no more than 2 per city, in any cities coded for police (including your capital) in your home country.

Selecting and Deploying Spies. Select whichever spies of your nationality you prefer, up to the number specified on the Starting Set-Up (see mapsheet). Place your spies face-down, without restrictions, in any cities on the map.

Drawing Action Chits. Mix all Action chits (except Double Cross, Intercept, Drop, and Source, which are not used) in a cup and draw your allotment at random. The remaining Action chits stay in the cup to be used during the game.

Setting Up the Year Track. Place the Game Year marker in the top row under 1933 on the Time and Victory Record (see mapsheet). Each time the British player ends a turn, advance the marker one year until 7 are completed.

Note: It is suggested that you limit each player's turn to 5 minutes.

What You Can Do During Your Turn

Playing Event Tiles. At the start of your turn, you must either discard any Event Tile face-down, or play face-up an Event Tile marked with the current year (for instance, a Tile marked 1934–35 can be played only in 1934 or 1935). Read aloud the information on the Tile. The codes 1c, (2c, etc.) and £1 (2£, etc.) indicate awards of Action chits (€) or money (£). Every player receives the indicated number of Action chits or amount of money for each city listed in which he has a spy, provided the spy is not in its own territory. There is no additional reward for having 2 or more spies in a city. When you receive Action chits, draw the indicated quantity at random. You can never have more than 7 Action chits. If you draw chits so you have more than 7, immediately return the surplus chits of your choice to the cup.

Re-Arranging Your Police. Re-arrange your police among your home country
Searching for Enemy Spies. Immediately after re-arranging your police, you can search for enemy spies in every city containing your police and one or more enemy spies. Announce which enemy spy you are searching for first, if there is more than one in a city. You and your opponent privately compare the strength of your police (both police combined if there are 2 in the city) and the enemy spy. If your police strength is greater, the enemy spy is immediately captured. If the spy's strength is greater or the same, the search has no effect. Your police can search once per turn for each enemy spy in any city containing your police. Note: A spy can avoid a strength comparison by playing a Papers or Escape chit.

Capture and Counterspies. You can capture a spy as a result of a search in which your police strength is greater than the spy's (provided the strength comparison is not evaded by a Papers or Escape chit). You can also capture an enemy spy with a counterspy. Whenever a spy discovers a secret that you control and that secret is a counterspy, make a strength comparison by looking at the enemy spy's strength. If the counterspy is stronger, the enemy spy is captured; if the enemy spy is as strong or stronger, the counterspy has no effect. Whatever the outcome of the strength comparison, remove the counterspy from play. Place any spy you capture on your Time and Victory Record under the Year in which it was captured. Note that captured spies can return to play by an Escape chit. If one of your spies is captured by a counterspy in a neutral country, place that spy in the Spies Captured in Neutral Countries box, not on the Time and Victory Record.

Moving Your Spies. After you have searched for enemy spies, you can move your spies. Each spy can move a maximum of 5 spaces per turn, and each city or sea zone entered counts as one space moved. You can move a spy by rail lines, air lines, and/or sea. A spy can move along any combination of routes up to the maximum of 5 total spaces per turn. Move a spy to sea from a port to a ship symbol in the same sea zone; move a spy by sea from the ship symbol in one sea zone to the ship symbol in an adjoining sea zone; move a spy from sea from a ship symbol to a port in the same sea zone. A spy cannot end its movement at sea. You must finish moving one spy before you begin moving another.

Controlling Secrets. A secret that is still in play is always in one of three states:
1. You control it: You have a police piece or spy on top of it, guarding it.
2. It is uncontrolled: No player has a police piece or spy on top of it.
3. It is enemy-controlled: Some other player has a police piece or spy on top of it.

A secret is no longer in play once one of your spies, who controls the secret, has moved it to your capital city and cashed it in. When you cash in a secret, you immediately get 20£ and an Action chit, and the secret is placed in your Time and Victory Record under the Year you cashed it in. A secret's category never changes, regardless of its control state. You may cash in only foreign secrets during the game. Your original secrets can be placed on your Time and Victory Record only under all of the following conditions:
1. It is the end of the game
2. They are in your home territory
3. They are not enemy-controlled (whether you control them or not).
You receive no money or Action chits for original secrets cashed in; you receive only the Victory Points indicated on the Time and Victory Record. To control a foreign secret, you must always play a Discovery chit and, if successful, place the spy who has made the discovery on top of the secret. To control one of your original secrets, that is
in your territory and not enemy-controlled, you must place a spy or police piece on top of it; you need not play a Discovery chit. If one of your original secrets is enemy-controlled and/or not in your home territory, you can gain control of it only as you would a foreign secret. You may, while moving your spies, transfer a secret you control from one of your spies to another by moving the spy with the secret into a city containing your other spy and placing this second spy on top of the secret. The second spy may then move with the secret (provided he has not moved already).

Note: Only one spy or police piece can control a secret at one time. If more than one spy or police piece are in a city with a secret, the controlling piece should be directly on top of the secret. If no one controls a secret, nothing should be on top of it.

Playing Action Chits. You can play the following five types of Action chits during your spies’ movement: Discovery, Papers, Sanction, Recruit, Escape. The play of these Action chits is summarized on the map sheet. To play a chit, spend the number of pounds specified and return the chit to the Action chit cup.

Initiating Diplomacy. At any time during your turn, you can try to negotiate with your opponents by offering trades or sales of chits, asking or granting concessions, and so forth. You cannot, however, exchange Event Tiles.

What You Can Do During Another Player’s Turn

Searching for Arriving Enemy Spies. You can search for each enemy spy each time it moves into any city containing your police. You cannot search for a spy that has not moved. The procedure for search is the same during an opponent’s turn as it is during your own.

Playing Action Chits. You can play Papers, Escape, and Cover chits during an opponent’s turn (see the mapsheet).

Responding to Diplomacy. You can respond whenever an opponent initiates negotiations with you. You cannot in-

How to Win the Game

At the end of the British turn in 1939, every secret which is now in your territory and is not controlled by an enemy spy is placed in the 1939 column on your Time and Victory Record. Each secret, captured spy, and sanctioned marker is worth a number of Victory Points equal to its value times the multiple found in the box it occupies on your Time and Victory Record. The player with the highest total of Victory Points is the winner. In a tie, the richest player wins.

Playing the Game with Fewer Than Five Players

When you play with four players, one person plays Germany and Italy. When playing with three players, one person also plays Britain and France. When playing with two players, Russia is played on alternate years by the German-Italian and British-French players. When playing two countries, you cannot exchange Action chits, money, or secrets between them. Victory Points are totalled independently for each country, just as though they were played by two players.

Spies! Design Credits

Game Design:
John Prados, Lenny Glynn
Physical Systems and Graphics:
Redmond A. Simonsen
Game Development:
Brad Hessel, Redmond A. Simonsen (Standard Game); David James Ritchie, Justin Leites (Long Game)
Rules Editing:
Bob Ryer
Playtesting:
Derek Avery, Madge Cohen, John Duchman, Lisa Kay Fedder, Steve Fisher, Michael George, Taras Hnytyshyn (Standard Game); Edmund Hack, J. Haskell, Dave Miller, Deborah Ritchie (Long Game)
Production:
Ted Koller, Manfred F. Milkuhn, Michael Moore, Ken Stee
[1.0] Introduction to Spies!

GENERAL RULE:
Spies! is a game of espionage and intrigue for up to five players, set in the turbulent European era of 1933–1939. You represent one of the major powers of that era — Germany, Italy, Russia, France, and Britain — in the constant struggle to gather your opponents' secrets and return them safely to your own capital while protecting your own country's secrets.

Each copy of Spies! comes complete with the following components:
One 22" × 34" map sheet, one sheet of 50 Event Tiles, one sheet of 200 assorted playing pieces, one set of standard rules, one set of long-game rules, one 11" × 17" display.

[1.1] The Map Sheet

The Spies! map sheet shows the major nations and colonies of Europe, the Middle East, and North Africa, including the important cities, capitals, ports, and land, air and sea routes. In addition, the map sheet features various summaries, records, tracks, and other material that summarizes and enhances most of the essential rules of the game. As you read the rules, be sure to refer to the map sheet whenever appropriate to familiarize yourself with the map itself and with the various playing aids.

[1.2] The Playing Pieces

The markers, Event Tiles, secrets, police pieces, spies, and Action Chits used in the game feature the following information:

Event Tile: Front (Back is blank)

[2.0] How to Begin the Game

CASES:

[2.1] Choosing Countries

Select the country you will play. The turn order in which you set up and take your turns is always the same:
Germany, Italy, Russia, France, Britain.

[2.2] Setting Up the Bank Track

Place your Bank marker on the Bank Track (see map sheet) in the numbered box containing your country's name. Record the amount of money you have during the game, in thousands of pounds (£), on the Bank Track on the map sheet.

[2.3] Drawing Event Tiles

Take the 7 Event Tiles coded for your country; mix the 15 tiles marked random in a cup and draw 3 of these random tiles blindly for a total of 10 event tiles.

[2.4] Drawing and Deploying Secrets

Shuffle all 40 secrets, spread them all face down on the table, and draw your allotment at random. Place the 8 remaining secrets face-down, one per city, in the 8 cities marked SECRET; then place your secrets face-down, one per city, in any cities in your territory.

[2.5] Deploying Police

Place your police face-down, no more than 2 per city, in any cities coded for police (including your capital) in your home country.

[2.6] Deploying Spies

Place all of your spies (all those color-coded for your country on the countersheet) face-
down, without restrictions, in any of the cities on the map.

[2.7] Drawing Action Chits
Mix all Action chits in a cup and draw your allotment at random. The remaining Action chits stay in the cup to be used throughout the game.

[2.8] Setting Up the Time and Victory Record
Place the Game Year marker in the top row under 1933 on the Time and Victory Record (see mapsheet). Each time the British player ends a turn, advance the marker one year until 7 are completed.

Note: It is suggested that you limit each player's turn to 5 minutes.

[3.0] What You Can Do During Your Turn

CATEGORIES:

[3.1] Expending Action Points
During each of your turns, you have 12 Action Points to expend to play an Event Tile, conduct searches, play Action chits, and initiate diplomacy. You must expend Action Points to undertake these activities during your turn, but you never expend Action Points during an opponent's turn, even if you play an Action chit, search for arriving enemy spies, or respond to diplomacy. You need not spend all 12 of your Action Points during a turn, but you may never spend more than 12 per turn.

[3.11] Action Point Cost Summary
The number of Action Points you must expend to perform various actions are listed in this summary (see display). Note that Action Point costs to play Action chits are in addition to the cost in Pounds.

[3.12] Action Point Expenditure Track
At the beginning of your turn, place a blank playing piece on this Track (see display) in the 12 box. Each time you expend Action Points, move the playing piece along the Track to reflect the expenditure.

[3.2] Playing Event Ties
[3.21] At the start of your turn, you must either discard any Event Tile face-down (at no cost in Action Points), or play (at a cost of one Action Point) face-up an Event Tile marked with the current year (for instance, a Tile marked 1934-35 can be played only in 1934 or 1935). Read aloud the information on the Tile. The codes 1c, 2c, etc. and 1E, 2E, etc., indicates awards of Action chits (c) or money (E). Every player receives the indicated number of Action chits or amount of money for each city listed in which he has a spy, provided the spy is not in its own territory. There is no additional reward for having 2 or more spies in a city. When you receive Action chits, draw the indicated quantity at random.

[3.22] Event Tile Special Effect Summary
Certain Event Tiles (designated with an asterisk by their ID number) have a special effect on play. These are listed, together with their additional effects, on this summary (see display).

[3.3] Re-Arranging Your Police
Re-arrange your police among your home country cities in any way (at no Action Point cost), but place no more than 2 per city.

[3.4] Searching for Enemy Spies
Immediately after re-arranging your police, you can search for enemy spies in every city containing your police and one or more enemy spies (at a cost of one Action Point per city). Announce which enemy spy you are searching for, if there is more than one in a city. You and your opponent privately compare the strength of your police (both police combined if there are 2 in the city) and the enemy spy. If your police strength is greater, the spy is immediately captured. If the spy's strength is greater or the same, the search has no effect. Your police can search once per turn for each enemy spy in any city containing your police. Note: A spy can avoid a strength comparison by playing a Papers or Escape chit.

[3.5] Capture and Counterspies
You can capture a spy (at no additional cost in Action Points) as a result of a search in which your police strength is greater than the spy's (provided the strength comparison is not evaded by a Papers or Escape chit). You can also capture an enemy spy with a counterspy. Whenever a spy discovers a secret that you control and that secret is a counterspy, make a strength comparison by looking at the enemy spy's strength. If the counterspy is stronger, the enemy spy is captured; if the enemy spy is strong or stronger, the counterspy has no effect. Whatever the outcome of the strength comparison, remove the counterspy from play. Place any spy you capture on your Time and Victory Record under the Year in which it was captured. Note that captured spies can return to play by an Escape chit. If one of your spies is captured by a counterspy in a neutral country, place that spy in the Spies Captured in Neutral Countries box, not on the Time and Victory Record.

[3.6] Moving Your Spies
After you have searched for enemy spies, you can move your spies. Each spy can move a maximum of 5 spaces per turn (at a cost of one Action Point per space moved), and each city or sea zone entered counts as a space moved. You can move a spy by rail lines, air lines, a/o the sea. A spy can move along any combination of routes up to the maximum of total spaces per turn. Move a spy to sea from a port to a ship symbol in the same sea zone; move a spy by sea from the ship symbol in one sea zone to the ship symbol in an adjoining sea zone; move a spy from sea to a ship symbol to a port in the same sea zone. A spy cannot end its movement at sea. You must finish moving one spy before you begin moving another.

[3.7] Controlling Secrets
A secret that is still in play is always in one of three states:

1. You control it: You have a police piece or spy on top of it, guarding it.
2. It is uncontrolled: No player has a police piece or spy on top of it.
3. It is enemy-controlled: Some other player has a police piece or spy on top of it.

A secret is no longer in play once one of your spies, who controls the secret, has moved it to your capital city and cashed it in. When you cash in a secret, you immediately get 20€ and an Action chit, and the secret is placed in your Time and Victory Record under the Year you cashed it in. Secrets are divided into two broad categories, depending on how they began the game:

1. Original secret: A secret that began the game in your home territory.
2. Foreign secret: A secret that began the game in a neutral country or another player's home territory.

A secret's category never changes, regardless of its control state. You may cash in only foreign secrets during the game. Your original secrets can be placed on your Time and Victory Record only under all of the following conditions:

1. It is the end of the game
2. They are in your home territory
3. They are not enemy-controlled (whether you control them or not)

You receive no money or Action chits for original secrets cashed in; you receive only the Victory Points indicated on the Time and Victory Record. To control a foreign secret, you must always play a Discovery chit and, if successful, place the spy who has made the discovery on top of the secret. To control one of your original secrets, that is in your territory and not enemy-controlled, you must place a spy or police piece on top of it; you need not play a Discovery chit. If one of your original secrets is enemy controlled and/or not in your home territory, you can gain control of it only as you would a foreign secret.

You may, while moving your spies, transfer a secret you control from one of your spies to another by moving the spy with the secret into a city containing your other spy and placing this second spy on top of the secret. The second spy must then move with the secret (provided he has not moved already). Note: Only one spy or police piece can control a secret at one time. If more than one spy or police piece are in a city with a secret, the controlling piece should be directly on top of the secret. If no one controls a secret, nothing should be on top of it.

[3.8] Playing Action Chits
You can play the any type of Action chit during your spies' movement except Intercept. The play of these Action chits is summarized on the Action Chit Summary (not on the mapsheet). To play a chit, spend the number of pounds and Action Points specified and return the chit to the Action chit cup.

[3.9] Initiating Diplomacy
At any time during your turn, you can try to negotiate with your opponents (at a cost of one Action Point per opponent) by offering trades or sales of chits, asking or granting concessions, and so forth. You cannot, however, exchange Event Tiles.
4.0. What You Can Do During Another Player's Turn

CASES:

4.1. Searching for Arriving Enemy Spies

You can search for each enemy spy each time it moves into any city containing your police at no cost in Action Points. You cannot search for a spy that has not moved. The procedure for search is the same during another opponent's turn as it is during your own.

4.2. Playing Action Chits

You can play Papers, Escape, Cover, Double Cross, and Intercept chits during an opponent's turn at no cost in Action Points (see the Action Chit Summary, not the mapsheet).

4.3. Responding to Diplomacy

You can respond whenever an opponent initiates negotiations with you at no cost in Action Points to you. You cannot initiate negotiations during an opponent's turn, and you must stop trying to negotiate when a player whose turn is in progress says to stop.

5.0. Spy Havens and Cousins

GENERAL RULE:

Certain cities and spies in the long game have special attributes.

5.1. Spy Havens

Istanbul, Tangiers, and Geneva are considered spy havens, in addition to their normal attributes. You may never play a Discovery, Drop, or Sanction chit in a spy haven.

5.2. Cousins

Each player has one spy named “Cousin.” Your Cousin is never captured by a counterspy; if your Cousin discovers a counterspy, simply remove the counterspy from play. Your Cousin can never be killed by a Sanction chit unless the chit is played by an opponent’s Cousin. If any other enemy spy attempts to Sanction your Cousin, that enemy spy is immediately killed instead, without an opportunity to counter in any way; place the enemy spy in the Sanctioned Spies Box and place a Sanctioned Spy marker on your Time and Victory Record.

6.0. How to Win the Game

At the end of the British turn in 1939, every secret with which you began the game and which is now in your territory and under your control is placed in the 1939 column on your Time and Victory Record. Each secret, captured spy, and sanctioned marker is worth a number of Victory Points equal to the sum of the multiple found in the box it occupies on your Time and Victory Record. The player with the highest total of Victory Points is the winner. In a tie, the richest player wins.

7.0. Playing the Game with Fewer Than Five Players

When you play with four players, one person plays Germany and Italy. When playing with three players, one person also plays Britain and France. When playing with two players, Russia is played on alternate years by the German-Italian and British-French players. When playing two countries, you cannot exchange Action chits, money, or secrets between them. Victory Points are totalled independently for each country, just as though they were played by two players.

Spies! Design Credits

Game Design: John Prados, Lenny Glynn
Physical Systems and Graphics: Redmond A. Simonsen
Game Development: Brad Hessel, Redmond A. Simonsen (Standard Game); David James Ritchie, Justin Leites (Long Game)
Rules Editing: Bob Ryer
Playingtesting: Derek Avery, Madge Cohen, John Duchman, Lisa Kay Fedder, Steve Fisher, Michael George, Taras Hutyshyn (Standard Game); Edmund Hack, J. Haskell, Dave Miller, Deborah Ritchie (Long Game)
Production: Ted Koller, Manfred F. Milkahn, Michael Moore, Ken Site

The Spies! counters are reproduced here for your reference and as an aid to re-producing lost or damaged counters.
[3.12] ACTION POINT EXPENDITURE TRACK

Use any blank counter to record Action Point Expenditure (see 3.12)

[3.21] EVENT TILE SPECIAL EFFECT SUMMARY

<table>
<thead>
<tr>
<th>TILE</th>
<th>SPECIAL ADDITIONAL EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ge1</td>
<td>Czechoslovakia immediately becomes German territory and is treated as such for the remainder of the game. German police may be placed in Prague and Bratislava and any secrets in those cities not guarded by another player are treated as though they were German original secrets.</td>
</tr>
<tr>
<td>Ge2</td>
<td>World War II begins, and the game ends, immediately upon the conclusion of the Year in which this Tile is played. Note that if this Tile is played in 1938, the Victory Point multiplies in the 1938 column of the Time and Victory Record are used (rather than those for 1939) for determining final Victory Points (see 5.0).</td>
</tr>
<tr>
<td>Ge5</td>
<td>This Tile cannot be played if Ge2 (Polish Crisis) has already been played.</td>
</tr>
<tr>
<td>Ge7</td>
<td>Austria immediately becomes German territory and is treated as such for the remainder of the game, as Czechoslovakia is treated in Ge1 (see above).</td>
</tr>
<tr>
<td>It14</td>
<td>Italian spies may treat Tirane as a home country for the remainder of the game.</td>
</tr>
<tr>
<td>Rs19</td>
<td>This Tile cannot be played if Ge1 (Czech Crisis) has already been played.</td>
</tr>
<tr>
<td>Fr24</td>
<td>This Tile cannot be played until either random 42 or Fr25 has been played.</td>
</tr>
<tr>
<td>Br29</td>
<td>This Tile cannot be played if Ge7 (Anschluss) has already been played.</td>
</tr>
<tr>
<td>Br30</td>
<td>This Tile cannot be played if Ge1 (Czech Crisis) has already been played.</td>
</tr>
</tbody>
</table>

[3.8] ACTION CHIT SUMMARY

Discovery

Played on your turn only; spend 3£, 1AP

You play a Discovery chit in order to gain control of a secret. You must have a spy in the city with that secret. After you play a Discovery chit, other players with a spy in that same city must be given a chance to play a Cover chit. If no Cover chit is played and the secret is unguarded by an enemy police piece or spy, then you may look at it and take possession. If the secret is guarded, you must first compare your spy’s strength with that of the police or spy guarding the secret. Only if your spy is stronger do you take control. You may not play a Discovery chit in a spy haven.

Discovery can be countered by Cover.

Recruit

Played on your turn only; spend 4£, 1AP

You play a Recruit chit in order to recover a spy from the Sanctioned box on the map. This is considered to be a new recruit, not the same spy previously killed (in other words, the enemy player does not lose the Victory Points he gained for killing your spy). Choose your new spy at random from those of your color, and start him in your capital city. You may move him on the turn in which he is recruited.

Recruiting cannot be countered.

Escape

Played on anyone’s turn; spend 10£, 1AP*

You play an Escape chit (like a normal spy) in any city in an occupied state. You must play this chit on your turn, prior to any other player's turn. You then get to move your newly escaped spy to your capital city and use it to help you. The enemy player may not use that city for their own spy.
Cover
Played on anyone's turn; spend 1E, 1AP*

When the moving player is attempting to discover a secret in a city where you have a spy, you can play a Cover chit to prevent him from getting that secret. Cover is played in this case after the moving player has played his Discovery chit, but before he looks at the secret or deals with any police or spy guarding it. Cover can also counter a Double Cross by negating its effect.

Cover can be countered by play of another Discovery chit; or, if played in response to a Double Cross, a Cover chit can be negated by Escape.

Sanction
Played on your turn only; spend 20E, 1AP

You play a Sanction chit in order to kill an enemy spy. Your spy and the enemy spy must be in the same city, and that city cannot be a spy haven. The enemy spy may play an Escape chit to cancel the effect of the Sanction, or a Double Cross chit to reverse the effects of the Sanction. If no Escape or Double Cross is played, the enemy spy is immediately placed face-down in the Sanctioned box on the map, and a Sanctioned Spy marker is placed in your Time and Victory Record. Note: See 5.2 for special effects of Cousins.

Sanction can be countered by Escape or Double Cross.

Double Cross
Played on anyone's turn; spend 1E, 1AP*

You play a Double Cross chit to reverse the effects of a Sanction, in which case the enemy spy committing the Sanction against you is killed instead, exactly as though you had played a Sanction (see 5.2, however). You can also play a Double Cross, upon the play of a Discovery chit, to reverse the results of a strength comparison involving one of your police or spies to determine who controls a secret; or to reverse the results of a strength comparison between one of your spies and a counterspy. You can also counter an Escape chit with a Double Cross.

Double Cross can be countered by a Cover.

Source
Played on your turn only; spend 4E, 2AP

When you play a Source chit, you can immediately examine all of one other player's spies and police pieces anywhere on the map. The information you gain from this one-time examination can be sold or traded with other players, or it can be announced aloud to the other players. Information cannot be written down by any player.

Source can be countered by Intercept.

Drop
Played on your turn only; spend 20/30E, 2AP

You play a Drop chit to establish a "capital" in any city on the map except a spy haven. You may then treat this city as your capital, only for purposes of cashing in foreign secrets. If the city where you create a Drop is in a neutral country, spend 20E; if the city is in any player's territory, spend 30E; the Action Point cost is always 2. Place the Drop chit in the city rather than back in the Action chit cup once it is played. You must always have at least one spy in the same city as the Drop chit from the moment you play the chit; if the spy is removed for any reason, the chit is removed and the Drop is eliminated. Note that more than one player can have a Drop in the same city.

Drop can be countered by Intercept.

Intercept
Played on opponent's turn; spend 10E, 0AP

You play an Intercept chit to counter any Drop or Source chit played. The countered Drop or Source is immediately lost along with all money and Action Points spent to play it, and the effects of the Drop or Source immediately and permanently cease.

Intercept cannot be countered.

*AP (Action Point) costs are assessed only when you play the chit during your turn.
<table>
<thead>
<tr>
<th>Date</th>
<th>Event Description</th>
<th>RUSSIAN</th>
<th>ITALIAN</th>
<th>GERMAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1937-39</td>
<td>Soviets pressure Finns on borders right to Gulf.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1937-39</td>
<td>Soviet-German non-aggression Pact.</td>
<td></td>
<td></td>
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<tr>
<td>1938-39</td>
<td>Italian fleet maneuvers in Corfu channel.</td>
<td></td>
<td></td>
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<tr>
<td>1939-39</td>
<td>German arms production boost.</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>1939-39</td>
<td>Polish Crisis.</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>1939-39</td>
<td>Italian fleet maneuvers reveal weakness.</td>
<td></td>
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</tr>
<tr>
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<td>Italian army maneuvers reveal weakness.</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>1939-39</td>
<td>Romania renamed?</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>1939-39</td>
<td>Italian aircraft reveal secrets in Spanish fighting.</td>
<td></td>
<td></td>
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<tr>
<td>1939-39</td>
<td>Renewed opposition among Vlkodolskis.</td>
<td></td>
<td></td>
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<tr>
<td>1939-39</td>
<td>German pressure on Norway and Denmark and the corridor.</td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**FRENCH**

<table>
<thead>
<tr>
<th>Date</th>
<th>Event Description</th>
<th>FRENCH</th>
</tr>
</thead>
<tbody>
<tr>
<td>1936-39</td>
<td>French military treaty with Romania.</td>
<td></td>
</tr>
<tr>
<td>1939-39</td>
<td>French military treaty with Romania.</td>
<td></td>
</tr>
</tbody>
</table>

**BRITISH**

<table>
<thead>
<tr>
<th>Date</th>
<th>Event Description</th>
<th>BRITISH</th>
</tr>
</thead>
<tbody>
<tr>
<td>1933-37</td>
<td>British fleet maneuvers in Corfu channel.</td>
<td></td>
</tr>
<tr>
<td>1939-39</td>
<td>British cabinet secretly debates appeasement.</td>
<td></td>
</tr>
</tbody>
</table>
Europe, 1933...
Beneath the fragile peace, a net of intrigue stretches throughout the back alleys and dusty avenues of a continent's glittering capitals. Through this baffling maze, fraught with the dangers of hostile police and double-dealing, a breed of solitary men and women pursue the closely guarded secrets of nations. Despite the ceaseless threat of capture and sudden death, these silent fugitives conduct their covert war—where stealth and cunning are weapons, and the warriors are...

**SPIES!**

*Spies!* is the exciting game of espionage and intrigue, where you guide the destinies of major European nations through the turbulent years of 1933-39. Two to five players—representing Germany, Italy, Russia, France, and Britain—vie with one another to uncover the mysteries of the atomic bomb, the Enigma code device, sophisticated electronics, and other top secrets. Your spies move by rail, air, and sea throughout Europe, North Africa, and the Middle East in search of their quarry, constantly endangered by the security cordon of your opponents' police and counterspies. Uncover an enemy secret, rush home to your capital—but don't get caught! The competition will be fast and furious, and everything depends on your *Spies!*

*Spies!* comes complete with a 22" × 34" four-color, cardstock map depicting Europe, North Africa, and the Middle East; 250 cardboard playing pieces; a four-page booklet of easy-to-learn rules; and further rules for an optional long game. *Spies!* is an exciting 2-3 hours for two to five players, ages 12 through adult.

These are the spies...

- Alexei
- Ernst
- Mario
- Cynthia
- Thad

...who’ll do anything...

- Sanction
- Recruit
- Intercept
- Double Cross
- Discovery

...to get these super secrets...

- Heavy Bomber
- Magnetic Maze
- Enigma Code
- Atomic Bomb
- Nerve Gas

...and avoid the security police...

- NKVD
- Gestapo
- RRCC
- Special Yard
- Police

...while the world moves towards war!

1938–39
Polish Crisis
3c Berlin, Warsaw, 2c Estonia, Riga, Prague, 2c Vienna, Paris, London, Bucharest, Moscow, Rome.

1934–37
Italy invades Ethiopia
2c Rome
1c Cairo, Port Said, Benshi, Malta
3c London, Paris, Moscow
2c Geneva, Belino

SPI the adventure game makers
257 Park Avenue South, New York, NY 10010 (212) 679-4103
GAME PROFILE

SPIES EVERYWHERE!
A Game for the Entire Player Spectrum
by Steve Fisher

In addition to doing the graphic design, I did some of the final development and testing on this very elegant game. Bob Ayer and I made it a personal challenge to pare the rules down to fit on one 8 1/2" x 11" sheet (and succeeded). One of my main jobs was to act as pointman and keep the staff from needlessly complicating a basically simple design. For this reason, we have a separate set of rules known as the Long Game and set in smaller type to actually discourage you from using them (even though there’s still where you really want it). Experienced gamers have a tendency to play the more complex version of a game even if they suspect they might like the simpler version better. It has to do with pride and built in expectations as to what makes a good game. In SPIES! the standard short game is truly the better game. I have over personal testimony that just about all of you need non-gamer friends will like SPIES!

In its eleven year history SPI has attempted several times to create a game which would appeal to a mass audience. Due to the complexity of the rules, the sheer size of the game or the obscurity of the subject, such games have met with only limited success. All of this will probably change with Spies. Spies focuses on the five major powers in pre-World War II Europe, and combines the best aspects of games such as Diplomacy, Stratego, and Conquistador.

During a player-turn an event tile is played, and spies in any cities listed on the tile may obtain money, action chits, or secrets. A player may then move his spies around the board, trying to pick up foreign secrets to return to the home country to cash in for money. Along the way, police may try to intercept a spy or a counter spy may appear and capture the spy. The object of the game is to obtain as many foreign secrets as possible while at the same time preventing friendly secrets from falling into enemy hands. Spies is vastly different from most adventure games; while it is an extremely simple game, there is no end to the variety of strategies the five countries can employ.

Spies’ appeal to the inexperienced gamer is obvious. With a small four-page rules booklet (approximately equal to one page of standard SPI rules) the game takes only fifteen minutes, or less. The larger print on the map and the lack of hexes remove the complex-technical look of most wargames. The lack of dice means that the players are relying solely on skill and need not consult any complex combat tables.

Experienced players should not shy away from the game because of the above mentioned features. The entire playtest staff of Spies was composed of experienced gamers who were not hindered by the game’s lack of complexity. Several features are necessary to make the game more challenging to the veteran gamer. Each player should be allotted five minutes in which to move, and this time limit should be strictly enforced. In addition, diplomacy should occur only during the turn of one of the players wishing to negotiate. Such rules will greatly reduce the time required to play the game and force the players to pay constant attention to the game and plan out moves in advance; players will find five minutes pass very rapidly. Those looking for a real challenge might try reducing the time limit to three minutes.

Balance

Spies is an extremely well balanced game; in playtesting the order of finish was radically different each game. The five countries can be divided into two groups: the central countries and the outer countries. Germany, Italy and France comprise the former group while Russia and Britain comprise the latter. The central countries are in an ideal position for gaining secrets. France has an easy access to Britain and Africa. Germany has easy access to Scandinavia and Eastern Europe, and Italy has easy access to the European Mediterranean nations and North Africa. While their central position affords Germany, France, and Italy this access, it also makes them good targets. Germany borders on four other countries (airlines make the countries adjacent). France borders on three other countries; Italy borders on only one other country but is within easy striking range of Britain and Germany. The central countries must play the game offensively to the extreme, endeavoring to obtain as many secrets as possible; it is usually useless for these countries to withhold spies to protect friendly secrets, since too many enemy spies will enter the country in search of these secrets during the course of a game. Rarely do central countries end a game in possession of friendly secrets.

The outer countries are in a different position. While their access to foreign secrets is more difficult, their own secrets are better protected because of their distance from the other countries. Britain is actually not that distant from the majority of the action since it borders on France and Germany, and generally many enemy spies will enter Britain once the supply of secrets in Central Europe has been depleted. Only Germany has rapid access to Russia, via the Berlin-Moscow airlane, and if NKVD units are placed in Moscow, use of this route is hindered. Because of the distance between Russia and foreign capitals, other countries will usually send their spies to Russia only after most of the secrets on the board have been captured. The outer countries usually do not capture as many secrets as the central countries, but they often manage to retain some of their original secrets, and often a game is decided on the value of these secrets. Counter spies are of little value to Russia and Britain.

Diplomacy

Players must use diplomacy to reap the benefits of event tiles and to prevent a single player from taking too great a lead. Each player starts the game with ten event tiles. Gaining action chits or money from the “neutral” (white) tiles may not require any negotiation. Since the seven colored tiles received usually list friendly cities, however, and since players do not receive money or action chits for a friendly spy in a friendly city, diplomacy is a necessary part of the game.

An example of such diplomacy is as follows. The German player wishes to play tile “Ge 6.” He negotiates a deal with the British player where to move his spies in order to obtain action chits from the play of the event card. In this instance he allows the British player to move his spies into Essen, Hamburg and Berlin. The German police units do not search for these tiles. In exchange for the information and the actions of the German player, the British player gives the German player three of the six chits he received from the event tile. Diplomacy should also be used to prevent a single player from gaining too great a lead. Chits may be exchanged, money loaned, or spies exempted from police searches in various countries to achieve this end.

Players may find that they lack the action chits or financial resources to use all of their spys in a given turn. In such instances players should position their spies in foreign cities where they will be able to collect action chits or money from event tiles. Sometimes players will be able to move into cities mentioned on their own tiles. Often, however, such cities will be in friendly territory, and no action chits or money will be received for occupying these cities. In these circumstances, spies should be moved to foreign cities, for it is possible that another player’s event tile may list the city the friendly spy occupies. Geneva and Istanbul are two such cities, for they are free of foreign police units and are listed on many event tiles (Geneva on ten, Istanbul on nine). Players who possess papers or escape chits may find it more profitable to occupy foreign capitals, for these cities are listed on far more tiles than the spy haven cities of Geneva and Istanbul. Berlin is listed on twenty tiles, London on eighteen, Moscow on sixteen, and Rome on fifteen.

Rules Change/Clarification

One major change and one clarification are necessary in Spies’ rules. When playing with fewer than five players, the rules state that Germany and Italy are to be controlled by the same person. While this is feasible in the two player game, it is not so in the three or four player games, especially the latter.

By giving the control of Germany and Italy to a single player, the rules lead to the
creation of a barrier down the center of the map through which no player may safely pass. In addition, in the four player game the German player is the only player to control two countries, and because Germany and Italy border on each other, it is quite simple for each country to take the other's secrets. Since it is unlikely that the Italian police will be used to stop the German spies and the German police used to stop the Italian spies, the German player has a tremendous advantage over the other three players.

In the four player game, it is better for one player to control Britain and Russia rather than Germany and Italy. While one may argue that such dual control implies an alliance that is not historical, the rules state that the countries should be controlled independently, as though they were two separate countries. Hence no alliance is supposed to exist. In the three player game, combining Britain with Germany and France with Italy prevents any north-south lines of control; units have much greater east-west mobility.

One additional clarification in the rules is necessary. The rules state that friendly secrets may be placed anywhere in friendly territory. It is important to note that France has territory in North Africa and the Middle East, Italy has territory in the Balkans and North Africa, and Britain has territory in the Middle East. Secrets may be deployed in these areas. Using the change in rules above and distributing secrets throughout the map should enable players to enjoy Spies to its fullest.

Congratulations to the Master Spy: Brad Hessel hands a check for $1,000 to Jim Mattatall of Torrance, CA, winner of the Origins 81 Spies contest. Second through fifth place winners were Barrett Eynon, Eric Eifbrandt, Rusty Rhoad, and Jim Hombacher.

AN INDEPENDENT LOOK
AT THE GAMES HOBBY

Every issue of Campaign provides information on history, boardgames, miniatures, and reviews the latest releases. Strategies for games, revisions, modifications, and variants are often published. Game designers are interviewed or discuss their approach to both popular and controversial designs. Our 8½ x 11" format magazine comes to you six times a year (bi-monthly)

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SPIES!
A Statistical Report of Game Characteristics

by Claude Bloodgood

Lightning-fast decisions and narrow escapes are just the tip of the iceberg in SPIES! Anything can happen, and usually does when least expected. A secret is discovered, a spy sanctioned, escape impossible because money is lacking to finance it. Enemy police must be avoided unless your spies have papers and allies are always questionable at best.

SPIES! is a dual-level game, and this report is focused on the short game; all statistics were compiled from short game play. A future report will explore the long game which is even better.

Repeat Players: 57
88.1% of 64 participants played SPIES! again after completing one game. Because SPIES! is a multi-player game, set-play has not been utilized for statistical purposes.

Total Games Played: 35
This number is really significant when the number of players and limited time (45 days) is considered. SPIES! generates lots of interest!

Average Playing Time: 4.61 hours
Total playing time was 161.5 hours for 35 games. New players can expect their first game to take about 6 hours unless at least one player is experienced with SPIES! The average playing time should run between 3 1/2 and 4 hours with five experienced players.

Shortest Complete Game: 3.25 hours
Five experienced SPIES! participants had no trouble getting below the 4 hour game length repeatedly.

Longest Recorded Game: 7.10 hours
Five inexperienced players trying SPIES! for the first time.

Best Side Results: Multi-player game
Germans scored 14 wins. British had 12 wins, while others struggled. French (5), Russian (3), and Italian (1) combined wins totaled only 9.

Game Imbalance: Multi-player game
Results suggest that Germans and British have the major advantage, but the Italians won only once they came in second 19 times. A well balanced game with everyone having a chance, SPIES! depends on rapid decisions and luck.

Game Balance Analysis
The short game is essentially a fun game with good play balance. The results are misleading since a lot of key mistakes destroyed winning chances for all sides. The Russian side is the weakest, yet is quite playable. Overall play balance is very good.

Play Balance: 8.70
Average of 64 responses. 9 is perfectly balanced; 1 is totally unbalanced.

Playability: 8.89
Average of 64 responses. 9 is supremely playable; 1 is unplayable.

Length of Game: 7.05
Average of 64 responses. 9 is perfectly balanced; 1 is too long.

Game Challenge: 8.61
Average of 64 responses. 9 is extremely challenging; 1 is no challenge.

Rules Dispute: 8.27
Average of 64 responses. 9 is none of consequence; 1 is constant disputes.

Comments on the Game System
SPIES! offers real enjoyment and challenge with one of the briefest and clearest sets of rules around. It is difficult to anticipate the real complexity of the game when reading the rules, but once play begins it quickly becomes apparent that SPIES! is not for slow thinkers. Each action taken can have sudden repercussions as well as potential benefits. Players must cope with four opponents, each capable of affecting the outcome. The rules do not interfere with play. The mechanics are simple, and the game is a delight to play.

Statistical Analysis
Participating Players: 64
79.6% of active players selected SPIES! from an inventory of more than 85 titles available during the 45 days ending 10/13/81.