

Before I Kill You, Mr. Spy...

A Cheapass Card Game
for 2-6 Players.

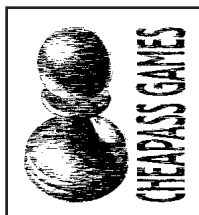
third edition

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Games



If there's one lesson we super-villains should learn from life, it is this: When you've trapped the secret agent in your lair, don't draw things out. Don't tell him your life story. Don't challenge him to a final game of "Pong". Don't torture him with a devious Rube Goldberg machine while you step out of the room for a snack. Just kill him. Kill him, kill him, kill him.

Unfortunately, there's no fun in that. And he's not worth nearly as many points.



How to Begin:

Shuffle the deck and cut it without looking (so you can't see the colors). Choose someone to deal and keep score, like maybe the winner of the last game. That player deals a hand of 5 cards to every player. If only 2 or 3 people are playing, deal 6 cards instead.

Put the deck in the middle of the table, with space beside it for a discard pile. Play starts on the dealer's left, and proceeds to the left.

The Cards:

There are 54 cards in the deck, including 18 improvements to your **Lair**, 18 brilliant master **Spies**, and 18 **Doubler** cards. You'll notice that the Spy cards are printed on a different color of paper, and also have a distinguishing "Spy" logo. It makes them easy to find, no matter where they are, just like in real life. "Hi! I'm Doctor Kelley! Any messages for me? Say, I'm a Spy!"

On Every Turn:

First, draw one card from the deck. If the deck is empty, you skip the draw—the game is nearly over at this point, because you won't recycle the discards.

Second, you may play one Lair card on the table in front of you, face up. The size of your Lair is equal to the total of the Lair cards you have put down, so if your Lair consists of a 3-point and a 2-point Lair card, you have one 5-point Lair (not two smaller ones). If you have no cards in your Lair, you have no Lair at all. (This means that no one can play spies into it.)

Third, you may play one Spy card from *anywhere* into *anyone's* Lair, including your own. You can play a Spy from your own hand, or from someone else's hand. You can even play a Spy from the top of the deck. Obviously, if you don't use your own Spy, you have no idea of its value until you play it. So declare where the Spy is going before you look at it!

If you wish, you can play a **team** of any number of Spies from *your hand* into *another player's* Lair. If you do this, treat them as a single Spy with the combined value of the entire team. A team like this can only come from your own hand, and can only be played into another player's Lair.

Now, if the value of the Spy is equal to or smaller than the value of the Lair, then the Spy is **captured**. If the Spy is larger than the Lair, the Spy **escapes**.

When a Spy is Captured:

No matter whose turn it is, if a player captures a Spy, that player must deal with it right away. You have two options, to **kill** the Spy or to **taunt** him.

To Kill the Spy. Simply discard the Spy, and add his (or her) point value to your score. Bang. This is the safe, low-scoring option.

To Taunt the Spy. Play one Doubler card and read it aloud: "Before I Kill you, Mister Fazz,... Is my hair too yellow?" If the taunt is successful, you will double the points you earn when you eventually kill the Spy. However, your taunt has a chance of backfiring.

Foiling a Taunt: Each Doubler has a letter, from A to I. There are two cards with each letter. If another player holds the matching letter, she can play it right after yours, and make your taunt fail. In this case, the Spy escapes, and blows up your Lair (see below).

If your taunt succeeds, you may now kill the Spy for its doubled point value, or you may taunt it again. You can double as many times as you want, but subsequent taunts have a couple of additional rules:

Rule one: You can't play the partner of a Doubler you've already played. That's just too easy. Save that card for the next Spy you catch.

Rule two: Other players can't cancel your older Doublers. Once they have passed on a particular taunt, they can't foil it later in the turn. For example, suppose you succeed with your first taunt, an "A." Another player holds the other "A" but chooses not to play it. Then you taunt the Spy again with a "C." The "A" can no longer be played. If the Spy had a power of 3 points, you could now kill her for a total of 12 points. Or, you could risk playing that "D" for a total of 24....

When A Spy Escapes:

If a Spy escapes, either because he is bigger than a Lair, or because he has been unsuccessfully taunted, put the Spy card in the discard pile. In addition, discard **every card in the Lair**. We all know that the Spy destroys a Lair on the way out. It's just part of the super-villain mystique. Sometimes we make it easier, by filling our Duck Ponds with kerosene.

Winning:

The winner is the first player to score 30 points, or the player with the highest score when the game ends.

The game ends when the last Spy hits the discard pile, or when no more plays are legal. For instance, players may still hold Spies, but no one is able (or willing) to play a card. In this case, the players must agree to stop.

That's it!

About Cheapass Games:

We here at Cheapass Games are aware of two basic facts about games: they cost too much, and they are, at some level, all the same.

If you ignore the clever shapes they come in, the cheap little plastic pawns are an interchangeable part of most of the board games in your house. So are the dice, the money, the counters, and just about every clever spare part. These parts can account for as much as 75% of a game's production cost, and that cost gets handed to you.

If you had your choice, you'd probably invest a little money in one good set of gaming paraphernalia instead of twenty crappy ones, and then just buy the new part of every "new" game. Yet most companies insist on selling you the whole package every time; it's a little like bundling a can opener with every can of beans.

Our games come packaged with the bare essentials: boards, cards, and rulebooks. If you need anything else, we'll tell you. And it's probably something that you can scrounge from a game you already have, or buy at a hobby store for less than we'd have to charge you for it.

And, once you've got a collection of pawns, dice, counters, and money, you can use the same ones for every Cheapass game. We've standardized our designs so your gaming toolbox will last.

For a postpaid copy of our latest catalog, send 50¢ to: Cheapass Games, [Our Old Street Address], Seattle WA 98112. Or visit our secret website at www.cheapass.com.

Notes:

Some games will be very low-scoring. Don't let it bother you; it all has to do with the luck of the deal.

If you want to keep score over a series of games, let each player deal one hand. The highest total score at the end of this series is the winner.

Now, go annihilate some secret agents!



BEFORE I KILL YOU, MISTER SPY

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shark tank filled with pert but savage

guinea pigs. Third Edition, August 1998.