

SPY CARD

MISSION BRIEFING

K♣ All of your cards are Clubs, and no clubs are face up.

A♣ Be the only player with cards in the field

K♠ There are only X total cards in play, where X is twice the number of players.

K♦ All players have the same number of cards in play, which is not the same as the starting number.

A♦ Control one face up card of each suit.

K♥ There are X cards face up, where X is twice the number of players.

A♥ Expose one opponent.

♣ **Subterfuge:** Turn any face up agent face down.

♠ **Assassin:** Kill any face up agent.

J Whenever one of your agents is revealed, you may reveal a Jack instead. If the agent was being attacked, the Jack is attacked instead.

The Joker has all suit abilities. If accused of lying, use up to all four abilities once, then discard.

♥ **Charm:** Reveal any face-down agent.

♦ **Intrigue:** Trade any two agents between two players.

Q **Mastermind:** Move any two agents to or from the field.

A♠ **License to Kill:** Kill any agent, anywhere.