

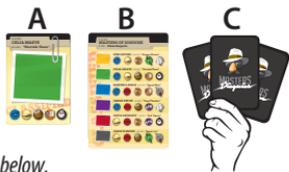
Masters of Disguise by Ian Reed

In **Masters of Disguise**, players are spies trying to score the most points without being unmasked. Players use the Spy Gear to gather clues about the other spies to unmask them before they themselves are unmasked! Spies score points when they unmask other spies, as well as at the end of the round with the Spy Gear cards that they can score with. Be alert, and don't compromise your true identity!

Setup the Round: (There are 3 rounds in a standard game.)

1) Each player is dealt:

- A) One of the six Spy ID cards.
(It's secret! Keep it hidden!)
- B) A Prime Suspects card.
- C) A hand of three Spy Gear cards.



*see "The cards, described" in the grey box below.

- 2) Take the rest of the unused Spy ID cards, and place them face down, within reach.
- 3) Shuffle the Spy Gear deck and place it near the unused Spy ID cards.
- 4) Each player chooses 2 cards from their hand and places them face down in front of them. Once all players have done this, each player flips these cards face up. *(These cards will be the first cards in your Spy Set. See "The Spy Set" under Play.)*
- 5) The spy with the least total points is the first player. If this is the first round, decide randomly.

The cards, described:

- A) On each **Spy ID** card, it lists the name, picture, and the five Spy Gear cards that are scorable by that spy.
- B) The **Prime Suspects** card lists every spy, and which Spy Gear cards they can score with.
- C) The **Spy Gear** cards show what the item is, how many points it would be worth (if scorable), and the item's "Destroy" ability.



Play:

During each player's turn, that player must (in order, 1-3):

- 1) Draw a Spy Gear card from the deck.
- 2) Play a Spy Gear card face up to their own Spy Set. *(see below)*

The Spy Set:

When cards are played from a spy's hand, they go face up in front of them in a row.



Only the cards in that Spy's Set will be scored for that spy, if their Spy ID can score them.

If a spy finishes their turn with more than five Spy Gear cards in their Spy Set, they **MUST** discard enough of them to bring the total to five.

3) Do **ONE** of these three actions:

- Swap *any* gear card in their Spy Set with *any* gear card in another Spy's Set.
- "Destroy" one gear card in their Spy Set to use its ability.
- Attempt to unmask a spy by guessing the identity of their Spy ID card.
A token is given to that player based on whether that guess was correct or incorrect.

Correct guesses: +3 points Incorrect guesses: -5 points

(If you have more than five Spy Gear cards in your Spy Set, you must discard enough of them to bring the total to five before you make a guess.)

Unmasking: (Elimination...sort of)

When a spy is unmasked, they turn their Spy ID card face up. Then, they place all of the Spy Gear cards in their Spy Set they can score, along with guess tokens, underneath it. The card in their hand is played to the remainder of their spy set. **That player still participates in the round on their turn by doing one of the following:**

- Swap *any* gear card in their Spy Set with *any* gear card in another Spy's Set.
- Attempt to unmask a spy by guessing the identity of their Spy ID card.

Scoring and Winning:

When one spy remains, the round is over.

- Unmasked spies total all of the points for the gear cards and guess tokens underneath their Spy ID card.
- The last remaining spy totals the points for all of the Spy Gear cards in their Spy Set that they can score, plus any guesses made.

The spy with the most points after 3 rounds is the Master of Disguise!

Examples of Scoring:

Spy Gear: **4 pts.**
 Guesses: **3 pts.** (1 correct)
Total: 7 pts.

Spy Gear: **5 pts.**
 Guesses: **0 pts.** (none made)
Total: 5 pts.

Spy Gear: **7 pts.**
 Guesses: **-5 pts.** (1 incorrect)
Total: 2 pts.

Spy Gear: **0 pts.**
 Guesses: **6 pts.** (2 correct)
Total: 6 pts.