

SPY CLUB

RULEBOOK





***“We could start a spy club,” suggested Beatrice. “You know — search for clues and try to find mysteries to solve!”
And that’s how their many adventures began...***

Credits

Game Design

Jason D. Kingsley
Randy Hoyt

Game Development

Charles Wright
John Shulters
Sarah Graybill

Artwork

Bartłomiej Kordowski

Editing

Dustin Schwartz

Graphic Design

Keith Pishnery
Dan Blanchett

Additional Artwork

Malwina Kwiatkowska
Helen Zhu

Spy Club would not have been possible without our amazing playtesters and supporters, including George and Grace Elaine Beecher, Laura Belser, Brian J. Blottie, Spencer Brown, Christina Brunelle, Eric Brunelle, the Butlers, Dale and Kristin Cox, the Dancause Family, Jillianna Farietta, Thalia Farietta, Tom and Karen Gadberry, JD Harper, Garrett Hoyt, Lain Jiang, Brian and Cherie Kendl, Elizabeth Killelea, Zak Killelea, Gabrielle Kingsley, Janet and Matt Kruse, Nick Martinelli, Mark Nealley, Will Q. Nguyen, Casey O'Connor, Peter O'Regan, Andrew Plait, Tea Plait, Terra-Skye Plait, Trulia Plait, Aaron Reardon, Daniel Remine, Michael V. Shulters, Brandon Stees, Kevin Stees, Ryan Stees, Cristina and Zach Tarbox, Phill Trotter, Charles and Kristen Wallace, Tom Wetzel, Pearson Wright, and Jared and Kailyn Yarn.



Overview

In *Spy Club*, you'll find clues and catch the culprit like your favorite neighborhood detectives. Work together in this cooperative game to confirm clues and uncover the mystery. You can play a single game or a series of games in a campaign.

What Is a Campaign Game?

Spy Club is a “mosaic” game, which means you unlock new rules and other elements that change the game every time you play. It includes a way to play a series of 5 games connected together to form a larger story called a **campaign**.

In a campaign, some elements will carry forward and affect future games. After each game, you can save your progress and return everything to the box until the next time you play; you do not need to play all 5 games in a single sitting.

Sound daunting? Don't worry!

You can always play a single game of Spy Club and then decide if you want to continue with a campaign or reset everything back to the beginning.

Table of Contents

Game Rules	4-13
Strategy Tips	14
Campaign Rules	15-23
Campaign Card Index	17

Objective

Each game of *Spy Club* represents a case that you are investigating. You must find the solution to each of the case's 5 aspects: the **Motive**, **Suspect**, **Location**, **Crime**, and **Object**.

Each card shows a clue of a particular aspect type, indicated by the color and icon on the bottom of the card. To solve any aspect, you must collectively get 5 clue cards of the same aspect type into the center row.



To successfully crack the case, you must solve all 5 aspects before the game ends.



The Motive (red)



The Suspect (purple)



The Location (green)



The Crime (blue)



An Object (yellow)
related to the case

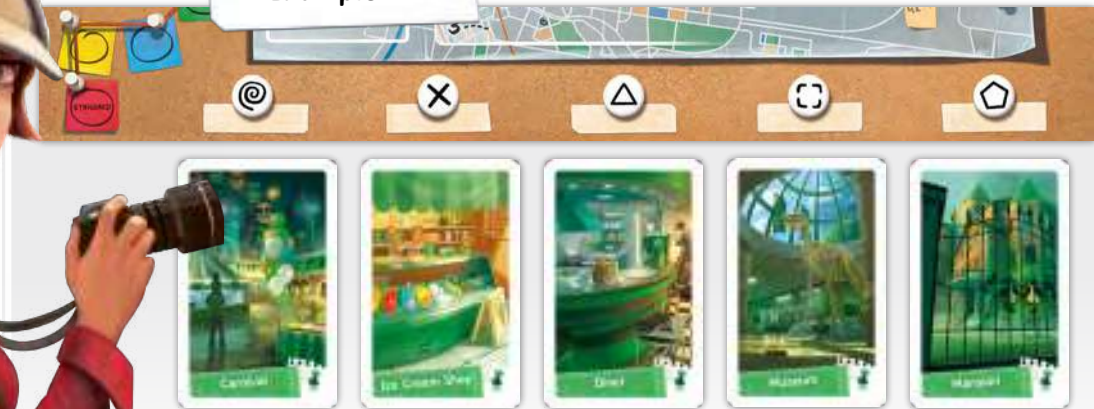
Note: Some clue card faces are



Distractions (gray).

These do not represent an aspect of the case that players must solve.

Example A:



For example: As a group, you collectively get 5 Location () clue cards into the center row, solving the Location for the case.

You have solved 1 aspect — only 4 more to complete the case!



Components



1 Suspect Pawn



1 Escape Marker



18 Idea Tokens



54 Clue Cards



8 Character Cards



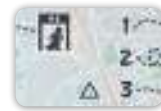
4 Focus Tokens



1 Card Tray



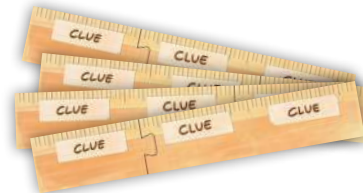
4 Incoming Clue Placards



25 Movement Cards



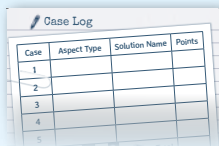
1 Central Board



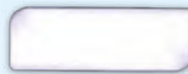
4 Player Boards
(8 Interlocking Pieces)

Campaign-Only Components

Note: Set these aside until instructed



1 Case Log Scorepad



1 Sheet of Blank Stickers



2 Campaign Decks
(174 cards total)



16 Mosaic Tokens



12 Completion Tokens



5 Player Tokens



9 Tracker Tokens



1 Ring Token



1 Arrow Token



6 Disc Tokens

Setting Up

Important! *Clue cards in Spy Club do not have a “front” and a “back”; they are double-sided. Take care, when moving or exchanging cards, to keep their face-down sides hidden from view. You only get to see what’s on the other side when you use a specific action to flip them!*

Situate the Board and Supply

1. Assemble the interlocking pieces of the **central board** and place it in the middle of the play area.
2. Determine which difficulty level you’d like to play, placing the central board with the corresponding side face up. (The difficulty level is indicated on the lower left corner of each side of the board.)
 - **Standard:** *Recommended for most players, especially for the first few games.*
 - **Advanced:** *For those who have mastered the Standard level, with harsher events and a faster escape.*
3. Place the **escape marker** on the bottom space of the central board’s escape track.
4. Place the 18 **idea tokens** (💡) within reach of all players to form the supply.

Create the Movement Deck

5. Divide the 25 **movement cards** into 3 sets: daytime, sunset, and nighttime.
6. Shuffle each set separately.
7. Randomly remove 1 card from each set. Return these cards to the box unseen.
8. Stack the sets face down, with nighttime on the bottom, sunset in the middle, and daytime on the top to form a single 22-card **movement deck**.
9. Set the deck in the designated space on the central board.

Create the Clue Deck

10. Shuffle the 54 **clue cards** thoroughly (occasionally cutting the deck in half and flipping one half) to form the **clue deck**. Place this deck in the card tray.
11. Place the card tray to one side of the central board. Place a number of clue cards to the right of the tray, according to the number of players:
 - **4 Players:** Tray + 1 Clue Card
 - **3 Players:** Tray + 2 Clue Cards
 - **2 Players:** Tray + 3 Clue Cards

These clues, including the top card on the deck, are known as **incoming clues**.

12. Place a **placard** above each incoming clue, as follows:
 - Place the 0 💡 placard above the rightmost card.
 - Place the 2 💡 placard above the tray.
 - Place a 1 💡 placard above any cards in between (2-3 player only).

Prepare the Player Areas

13. Give each player a **player board** made of 2 interlocking pieces. Which pieces you will use for each player board depends on the number of players:
 - **3-4 Players:** slots for 3 cards (large piece + small piece)
 - **2 Players:** slots for 4 cards (large piece + large piece)

14. Select a starting player randomly.
15. Taking from the top of the clue deck, place 1 card above every empty slot on the player boards. Begin with the starting player's rightmost slot and continue clockwise. Each player's cards are collectively known as their **hand**.
16. Each player places 1 **focus token** (Q) on their player board below their rightmost card. The card above the focus token is known as their **focus card**.
17. Give each player 1 lightbulb from the supply.

Position the Suspect

18. The starting player places the **suspect pawn** above their rightmost clue card.

Select and Name Characters

19. Each player chooses 1 of the 8 **character cards** to represent them.
20. Each player names their character, writing that name on a blank sticker, and affixing it to the lower part of their character card.

Case 1 Only

21. Reveal cards 3 and 4 from the **campaign deck** and set them aside, to the right of the board. Read their instructions about when to flip them.

(Discard Area)

10-12

Clue Deck

4

Idea Supply

Movement Deck

Escape Marker

1

5-9

3

(Center Row)

19-20

Jason

18

13-17

Player 1

Suspect Pawn

(Setup for 3 Players)

How to Play

A game of *Spy Club* is played in a series of player turns, beginning with the starting player and continuing in clockwise order, until a game-ending condition occurs.

(See *End of the Case* on page 13 for details.)

When it is your turn, you must carry out the following steps in order:

1. Use Actions
2. Refill Hand + Incoming Clues
3. Move the Suspect Pawn

Step 1: Use Actions (and Teamwork Bonus Activities)

In this step, you may use up to 3 actions. You may use less than 3. For each action you use, perform 1 of the 4 actions listed below:

- Investigate
- Confirm
- Shift Focus
- Scout

Note: You may perform your chosen actions in any order, and you may choose an individual action multiple times.

Shift Focus

Move your focus token (🔍) to one of your other clue cards. Gain 1 idea (💡) from the supply (if available) for each of your clue cards that is the same aspect type as your new focus card, including the focus card.

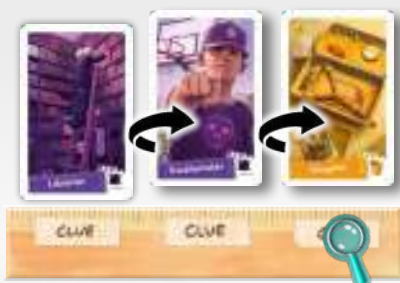
Exception: You may shift focus to a Distraction, but you do not gain ideas for doing so.

Investigate

Flip any number of your clue cards once. You may flip your cards in any order and 1 at a time, deciding after each flip whether to continue flipping another card.

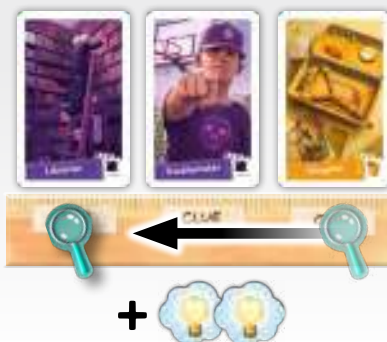
Example B:

Jason investigates as his first action. He flips his middle clue card, revealing Troublemaker. He chooses to continue, flipping his rightmost card to reveal Slingshot. He decides to leave his leftmost card (Librarian) as is, without flipping it.



Example C:

Jason shifts focus as the second action of this turn. He moves his focus token from its current position over to the Librarian (a Suspect card). He then gains 2 ideas because he has 2 Suspect cards in his hand.



Confirm

Move 1 clue card from your hand to the center row, either adding it to an empty slot or exchanging it with a card already in the center. To do this, you must spend a number of ideas equal to how many slots away that card is from your focus card (Q). (To confirm your focus card, you do not need to spend any ideas.)

Spending Ideas: When you spend ideas, return them to the supply.

Example D:

Jason confirms a clue as the third and final action of his turn. He moves the Troublemaker card from his hand to an empty slot in the center row, spending 1 idea because the Troublemaker was 1 slot away from his focus card (Q).



Scout

Draw 1 clue card from among the incoming clues.

Remember: The top card of the clue deck is also an incoming clue!

To do so, you must spend the number of ideas (0-2) indicated on the placard above the clue card you are drawing. You may place the drawn clue card in an empty slot in your hand, or you may first discard 1 clue card from your hand and then place the drawn clue card in that slot.

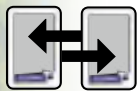
Example E:

Gabrielle chooses to scout, so she spends 1 idea to draw the Mom card from the incoming clues. She discards the Key, placing it in the discard area, and then adds Mom to the now empty slot.



Teamwork Bonus Activities

On your turn, as long as you have not yet used your final action, you may carry out 1 or more teamwork bonuses with any other player whose focus card (Q) is the same aspect type as yours. (Distractions do *not* count.) Teamwork bonuses do not use up an action!



Compare Notes: Trade 1 card from your hand with 1 card from another player's hand. You each place the newly acquired card in the old card's slot. Note: You are allowed to trade away your focus card (Q).



Get Advice: Take any number of ideas (💡) from another player.

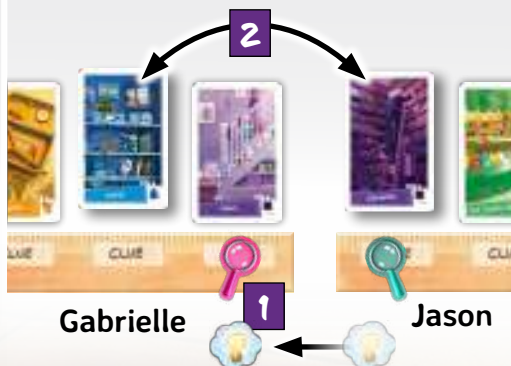
You can carry out teamwork bonuses multiple times in a turn, and you can team up with several of your teammates; you just need to have the same focus card (Q) type as the other player when you carry out the bonus.

Restriction: If any player gives away a card or a token with a teamwork bonus, they cannot take it back on the same turn.

Example F:

Gabrielle and Jason both have Suspects as their focus cards (Q), so Gabrielle can carry out teamwork bonuses with Jason.

1 Gabrielle takes 1 idea from Jason. 2 Then, she trades her Lying card for the Librarian card from Jason's hand. (Since she still has 2 actions left on her turn, she could confirm her Mom card as her 2nd action and her Librarian card as her 3rd action.)



Step 2: Refill

(Hand and Incoming Clues)

After using your actions, you must check to see if refills are needed for your hand and/or the incoming clues.

Refill Hand

First, fill any empty slots in your hand, drawing from the incoming clues — starting with the rightmost incoming clue and working to the left. If you have multiple empty slots in your hand, fill them from right to left.

Refill Incoming Clues

Next, fill any empty slots in the incoming clues, sliding clues to the right as needed and then moving new clues from the top of the clue deck into each empty slot (right to left).

Example G:

At the end of her turn, Gabrielle has 2 empty slots in her hand. To refill these, 1 she moves the rightmost card from the incoming clues (Ice Cream Shop) to the rightmost empty slot in her hand. Then, 2 she repeats the process with the next card from the incoming clues (Revenge) to fill the other empty slot in her hand. Finally, 3 she refills the 2 empty slots in the incoming clues from the top of the clue deck.



Step 3: Move the Suspect

After refilling, reveal the top card of the movement deck and place it face up on the movement discard track to the right of the previous card (or the numbers printed on the discard track, if you are revealing the first movement card of the case). The card you just revealed determines (1) if the escape marker advances and (2) how many spaces the suspect pawn moves.

Advancing the Escape Marker

If the revealed card has an escape icon, advance the escape marker 1 space. If this causes the escape marker to reach the “Escaped” space on the escape track, the case ends immediately.



Moving the Suspect Pawn

Identify which number on the previous card is connected to the suspect icon, and move the suspect pawn that number of spaces. The suspect pawn moves clockwise through the spaces above the cards in players’ hands, from card to card, jumping to the next player’s hand as necessary.

A specific event is then triggered, based on which type of clue card is in the slot where the suspect pawn ends its movement. Carry out the event described on the central board immediately.



Object: Fatigue (varies by difficulty level)

Remove ideas equal to the number of aspects you have already solved in this case from the game.



Crime: Loose End

Move the 2 rightmost incoming clues to the discard area, then refill immediately.



Location: Decoy

Advance the escape marker 1 space.



Suspect: Sabotage (varies by difficulty level)

Remove 3 ideas from the game.



Motive: Roadblock

Flip all clue cards in all players’ hands.



Distraction: No effect.

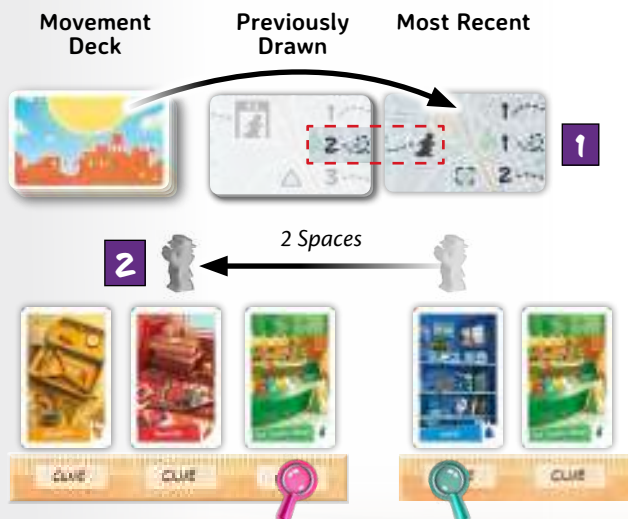
(You distracted the suspect!)

Removing Ideas: Some events require you to remove ideas. These should come from the general supply (if available) and/or from the personal supply of 1 or more players of your choice. These are removed from the game and placed in the discard area.

Example H:

To begin the final step of Gabrielle’s turn, **1** she reveals the top card of the movement deck. The suspect icon on the card aligns with the number 2 from the previous card, so **2** Gabrielle moves the suspect pawn 2 spaces clockwise. This ends the suspect pawn’s movement at Revenge (a red Motive card), triggering the **Roadblock** event.

Note: Before drawing a new movement card, move any previously drawn cards into a face up stack next to the movement deck. Keep the most recently drawn card on top. Align the next card drawn with the top card on the stack.



Solving Aspects of the Case

As soon as there are 5 clue cards of the same aspect type in the center row, you have solved the corresponding aspect of the case! Immediately pause and take note of any remaining actions the current player may have.

Important! You can only solve each aspect once in a given case. You cannot solve the same aspect a second time.

To identify which clue card is the solution, find the symbol in the center of the most recently drawn movement card. Then find the same symbol on the board above 1 of the clue cards in the center row. The clue card in that slot is the solution for this aspect of the case.

Discuss the story!

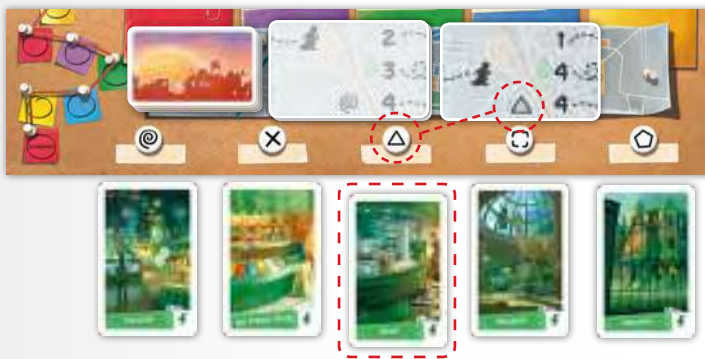
As you solve each new aspect of the case, we encourage you to spend some time with your fellow sleuths discussing how the aspects of the case might be connected.

After identifying the solution card, set that solution card aside and discard the other 4 cards into the discard area. The current player then resumes their turn exactly where they left off. (If they had any actions remaining, they use them. If not, they move directly to refilling their hand.)

Example I:

There are 5 Location cards in the center row, so you have solved the Location for this case! The Δ symbol on the most recently drawn movement card matches the Δ symbol on the board, identifying the card in the third slot in the center row as the solution: you now know the Location for this case was the Diner.

Note: The campaign deck may introduce additional ways to solve aspects. For help identifying the solution, see Note 2 on page 19 for details.



End of the Case

The case ends immediately when any of the following occurs:

- **Success:** *You solve all 5 aspects of the case.**
- **Escape:** *The escape marker reaches the "Escaped" space of the escape track.*
- **Out of Ideas:** *There are not enough ideas remaining to remove from the game when required to do so by an event.*
- **Out of Time:** *You do not have a movement card to draw at the end of a player's turn.*
- **Clueless:** *You do not have enough incoming clues to fill all players' hands.*

***Note:** *The campaign deck may introduce additional objectives that modify this "Success" game-ending condition. See Note 3 on page 19 for details.*



Aftermath

We encourage you to spend some time together creating a story that connects the details of the case. Even if you didn't solve all 5 aspects, discuss the aspects that you did solve; consider the clue cards in your hands at the end and attempt to fill in the missing pieces.

For example: You solve 3 aspects during the case: Theft (**Crime**), Ice Cream Shop (**Location**), and Jealousy (**Motive**). Who is the thief? What did they steal? Was it money from the cash register? Or a backpack from a customer during the afternoon rush? Or was it a world-famous ice cream recipe taken from the safe late at night? And what is the thief jealous of? Use your imagination!



Strategy Tips

1. Teamwork is essential to solving all 5 aspects of the case. By carefully setting yourselves up to utilize teamwork bonuses, you may be able to solve an aspect of the case — and get started on solving the next aspect — a few turns earlier.
2. Pay attention to where the suspect pawn might move next. The previously drawn movement card shows you the possibilities: this information may help you avoid particularly harmful events.



3. When you confirm a clue card to the center, pay attention to how the incoming clues will refill your hand. They could set up opportunities for teamwork bonuses — or they could trigger certain events you're looking to avoid!



4. Note the varying clue card counts carefully (see chart below). The **Motives** and **Suspects** are particularly rare. You may want to wait until you know exactly where 5 cards are for these more difficult aspect types before you start to confirm them.

	Motives	14
	Suspects	16
	Locations	18
	Crimes	21
	Objects	24
	Distractions	15

5. Stay flexible. For example, if you start confirming Locations but then discover that you collectively have 5 Objects in your hands, it may be better to switch to solving the Object. (Remember, you can exchange a clue card in your hand with a clue card in the center row with the Confirm action.)





Campaigns

Spy Club is a “mosaic” game, which means you unlock new rules and other elements that change the game every time you play. It includes a way to play a series of 5 games connected together to form a larger story called a campaign.

The rest of the rulebook describes the structure of a campaign and rules that apply when you unlock new content.

You do not need to read the following pages until the campaign deck instructs you to do so, but feel free to continue if you wish. There are no spoilers or secrets in the following pages.

Campaign Rules

"We need your help," began Officer Kingsley. "Our evidence tells us that a series of 5 crimes will be committed, each laying the groundwork for a master crime. The Spy Club has cracked many cases in this town — if you can't stop this master crime, no one can."

Spy Club includes a way to play a series of 5 cases connected together to form a larger story called a **campaign**. You can save your progress at the end of each case; you do not need to play all 5 cases in a single sitting. In each of the 5 cases in a campaign, you will follow these 5 steps:

1. **Unlock New Content**
2. **Prepare the Case**
3. **Play the Case**
4. **Record the Outcome**
5. **Save Your Progress**

Step 1: Unlock New Content

The **campaign deck** contains new content that will be unlocked throughout the campaign. At the start of **Cases 2-5** of the campaign, you will unlock content based on which aspect of the master case you recorded during the previous case. (*If you are starting Case 1, skip ahead to page 18.*)

Refer to the case log scorepad to see which card was recorded, then look up that card's entry in the **Campaign Card Index** (page 17). For example, if you recorded the Diner in the previous case, you should refer to this entry in the Index:

Diner: 122

Note: If you recorded no new aspect in the previous case, refer to the "Nothing Recorded" entry.

All the cards in the campaign deck have a number in the upper-left corner. Each card has 2 sides, labeled A and B. To unlock a new card, reveal it from the campaign deck. When you unlock a new card, look only at side A until you are instructed otherwise; many cards have a lock icon (🔒) in the bottom corner as a reminder. Follow the instructions on the card. If the card has an arrow icon (↪) in the bottom corner, you should flip the card and follow the instructions on side B.

The card you unlock may instruct you to unlock even more cards. Reveal those cards from the campaign deck and set them aside until you have finished with the instructions on the first card. After that, follow the instructions on the new cards, 1 at a time, in the order you unlocked them.

Note: Some cards you unlock may contain general rules, shared trackers, etc. that are unlocked by multiple cards. Such cards will be marked with a star, like this: "Unlock 46*." If you cannot find a specific card marked with a star in the campaign deck, it's possible that you have already unlocked it!

Card number



Sample
Campaign Card
(Side A)

Flip this card

Unlock more content

Campaign Card Index

At the start of Cases 2-5, you will unlock new content from the campaign deck. This index identifies which card you unlock. See **Step 1: Unlock New Content** on page 16 for details.

Nothing Recorded: 151



Motive

- | | |
|--|--|
| <input type="checkbox"/> Dare: 124 | <input type="checkbox"/> Love: 125 |
| <input type="checkbox"/> Fame: 31 | <input type="checkbox"/> Money: 16 |
| <input type="checkbox"/> Hunger: 24 | <input type="checkbox"/> Revenge: 107 |
| <input type="checkbox"/> Jealousy: 80 | |



Suspect

- | | |
|---|--|
| <input type="checkbox"/> Cashier: 134 | <input type="checkbox"/> Mom: 84 |
| <input type="checkbox"/> Dog: 20 | <input type="checkbox"/> Neighbor: 59 |
| <input type="checkbox"/> Garbage Man: 25 | <input type="checkbox"/> Troublemaker: 83 |
| <input type="checkbox"/> Librarian: 93 | <input type="checkbox"/> Twins: 57 |



Location

- | | |
|--|---|
| <input type="checkbox"/> Cabin: 96 | <input type="checkbox"/> Mansion: 37 |
| <input type="checkbox"/> Carnival: 81 | <input type="checkbox"/> Museum: 94 |
| <input type="checkbox"/> Diner: 122 | <input type="checkbox"/> Park: 17 |
| <input type="checkbox"/> Game Store: 103 | <input type="checkbox"/> School: 43 |
| <input type="checkbox"/> Ice Cream Shop: 73 | |



Crime

- | | |
|---|--|
| <input type="checkbox"/> Bullying: 111 | <input type="checkbox"/> Theft: 71 |
| <input type="checkbox"/> Eavesdropping: 26 | <input type="checkbox"/> Trespassing: 8 |
| <input type="checkbox"/> Lying: 61 | <input type="checkbox"/> Vandalism: 12 |
| <input type="checkbox"/> Prank: 137 | |



Object

- | | |
|--|--|
| <input type="checkbox"/> Cake: 104 | <input type="checkbox"/> Lipstick: 95 |
| <input type="checkbox"/> Game Piece: 45 | <input type="checkbox"/> Slingshot: 123 |
| <input type="checkbox"/> Hat: 42 | <input type="checkbox"/> Stamp: 18 |
| <input type="checkbox"/> Key: 22 | <input type="checkbox"/> Watch: 139 |

Step 2: Prepare the Case

Follow the **Setting Up** instructions on pages 6-7. If you are starting Case 2-5, take note of the following adjustments and additions:

A. Restore Saved Progress

If you saved your campaign progress at the end of the previous case, you will need to restore the campaign to its last saved state. (See **Step 5: Save Your Progress** on page 22 for details.)

- Take the plastic bag for common campaign cards and remove those cards from it.
- Give each player the plastic bag for their character. Each player opens and removes any cards from it.

Important! Make sure to keep all the face-up sides of the cards facing up as you pull them out of bags so that you'll know which side was face up when you saved your progress at the end of the previous case.

C. Perform Additional Setup

Some of your unlocked cards (both those you just unlocked and those you removed from the bags) may have text with the gear icon (⚙️), indicating something you should do at the start of each new case. Follow these instructions now.



B. Changes to Steps 19-21

➤ Steps 19-20 (Characters)

Players who have already played a case in the campaign do not need to select a new character: they should use the character they previously selected and named. However, a new player may join the campaign; they should select a character as normal. You do not need to play each case in a campaign with the exact same players. Feel free to change the number of players as best fits your needs.

➤ Skip Step 21

Do not unlock cards 3 and 4 again. Those were only to be unlocked at the beginning of Case 1.



Step 3: Play the Case

Play the case all the way through as normal. Some new situations may arise with new content that is unlocked from the campaign deck:

Note 1: Refill All Player Hands

After you use all your actions, it is possible that another player may have an empty slot in their hand. Refill your hand first, as normal, and then refill the hands of the other players in clockwise order. After all players' hands are refilled, then refill the incoming clues as normal.

Note 2: Solving an Aspect

The campaign deck may introduce ways to solve aspects other than having 5 cards of the same aspect type in the center row. If the card identified by the symbol on the most recently drawn movement card does not match the aspect that is being solved, look back at the previous movement card(s) until you find a symbol that *does* identify a valid solution. (In the rare event that none of the previous movement cards identify a valid solution, you may choose a valid solution card from the center row.)

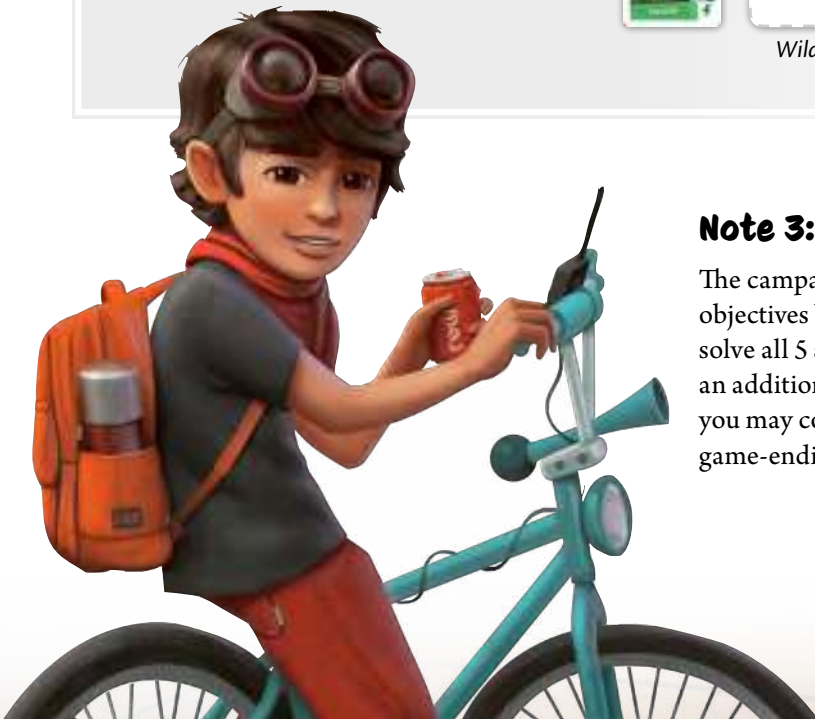
Example J:

The campaign deck might introduce a Wild card that lets you solve the Location with 4 Location cards and 1 Wild card. In this example, the "X" symbol on the most recent movement card points to the Wild card, which is not a valid solution. Look at the symbol on the previous card, the square, which does point to a valid solution: this crime took place at the Museum.



Note 3: End of the Case

The campaign deck may introduce additional objectives beyond solving the 5 aspects. If you solve all 5 aspects of a case but still have an additional objective you want to complete, you may continue to play until another game-ending condition occurs.



Step 4: Record the Outcome

At the end of each case, you have the opportunity to record 1 new aspect of the **master case**. The master case will have 1 aspect in common with the case you just finished: perhaps they happen at the same location, or the same suspect is involved, etc. Choose 1 of your solutions from the current case to record. (This represents the Spy Club's hypothesis about the master case.)

Important! The aspect type you record for the master case must be a new aspect type you have not yet recorded in this campaign. The players in Example K chose to record **Diner** as the Location for the master case in Case 1. They cannot choose to record the Location again during this campaign. In Case 2, they can only record 1 of the other 4 aspects.

Example K:

In Case 1, the players solve 3 aspects: Suspect (Troublemaker), Object (Slingshot), and Location (Diner). They choose **Diner**, identifying that as their hypothesis for the Location of the master case.




Discussion

We encourage you to spend some time together discussing the possible story for the master case before you choose, connecting it to the current case and the other cases from the campaign.


For example, this case involved the Troublemaker, the Slingshot, and the Diner. You could record the **Troublemaker**; the troublemaker may also be planning the master crime. Or you could record the **Slingshot**; the troublemaker may have stolen the slingshot for the master suspect (still at large) to use. Or you could record the **Diner**; perhaps the troublemaker trespassed to hide something there to aid the master crime?

On the case log scorepad, record which aspect type and solution you chose:

Use the space on the case log scorepad to write your thoughts on the story.

 **Case Log**

Case	Aspect Type	Solution Name	Points
1	Location	Diner	
2			
3			



Sample Scorepad

Scoring

You will also record a score for the case.
Unless otherwise specified, there are 2 ways to earn points during the case:

1. Record a New Aspect

You earn 5 points if you recorded 1 new aspect of the master case.

New Aspect Recorded	1
Points Earned	5

2. Solve Aspects

You earn 3 points for each aspect of the current case you solved.


Aspects Solved	1	2	3	4	5
Points Earned	3	6	9	12	15


Case	Aspect Type	Solution Name	Points
1	Location	Diner	14
2			

In Case 1, the players scored 14 points:

5 Points (Record New Aspect) + 9 Points (3 Aspects × 3 Points Each)

Further Instructions

Some of your unlocked cards may have text with the **pencil icon** () , indicating something you should do when you record the outcome of each case. Follow these instructions as part of recording the outcome for the case.

Some of your unlocked cards may have text with the **flag icon** () , indicating something you should do at the end of each case. Follow these instructions after recording the outcome.

If you have finished Case 5, you have finished the entire campaign! Skip ahead to **End of the Campaign** on page 23. Otherwise, continue on page 22.



Step 5: Save Your Progress

Reset Components

After the case, you will reset all the normal game components; unless otherwise specified, return all the ideas back to the supply, collect and shuffle all the clue cards, and collect all the movement cards.



Return



Shuffle



Collect

However, do *not* reset the campaign deck. Unless you are specifically told to return a campaign card to the deck, it will continue to be in play for the rest of your campaign.


If you want to play the next case in the campaign immediately, jump back to **Step 1: Unlock New Content** on page 16.

Save Your Progress

You do not need to play 5 cases in a single sitting. *Spy Club* includes 5 plastic bags you can use to put everything back in the box and save your progress in between sessions:

- **Player Bags:** Each player takes a plastic bag to store their character cards and any unlocked campaign cards associated with their character.
- **Common Bag:** Place all the other unlocked campaign cards (those not associated with any specific player) into a separate plastic bag.

Important! When you place the cards into the plastic bags and then the plastic bags into the box, make sure to keep the same side face up in the box that was face up at the end of the case. That way you'll know which sides should be face up when you set up the next case.

Some of your unlocked cards may have text with the **envelope icon** (), indicating something you should do when you save your progress. Follow these instructions now.

When you are ready to start the next case, start back at **Step 1: Unlock New Content** on page 16.



End of the Campaign

Finishing the Campaign

Total your scores from all 5 cases. Give your team a letter grade based on that score. We encourage you to spend some time together discussing the conclusion of your story. We'd love to hear your unique story! Share it at [SpyClubGame.com](https://www.spyclubgame.com).

97-100	A+	<i>"Wow! Your hypothesis was correct, and you were able to stop the master crime before it happened. The Spy Club has saved the day!"</i>
93-96	A	
90-92	A-	
87-89	B+	<i>"Good work. You had a detail or two wrong in your hypothesis, but the police caught the master suspect after the crime because of your work."</i>
83-86	B	
80-82	B-	
77-79	C+	<i>"Not bad. The police caught some of the suspects from the smaller cases, and you gave them some leads. They still might be able to catch the master suspect."</i>
73-76	C	
70-72	C-	
67-69	D+	<i>"Even the Spy Club has an off day sometimes. Sadly, the master suspect pulled off the crime and got away."</i>
63-66	D	
60-62	D-	
0-59	F	

Reset the Campaign Deck

At the end of the campaign, reset the campaign deck to its original state.

- Remove any stickers that were added during the campaign. (Alternatively, you may affix blank white stickers over them.)
- Return all unlocked cards to the campaign deck, placing them in proper numerical order and with side A facing up.



Campaign Reference

Overview

In each of the 5 games in a campaign, you will follow these 5 steps:



1. Unlock New Content

Use the **Campaign Card Index** on page 17 to determine what to unlock.



2. Prepare the Case

Restore your saved progress and set up the case, including any instructions marked with a gear icon.



3. Play the Case

Refer to page 19 if you have questions about a new situation arising from unlocked content.



4. Record the Outcome

Use the case log scorepad to record an aspect type, solution name, and score.



Follow the instructions with the pencil icon when recording and with the flag icon when complete.



5. Save Your Progress

You do not have to play all 5 games in a single sitting. Use the plastic bags to save your campaign between cases.

Scoring

When you **Record the Outcome** (Step 4), calculate the points you earned:

1. Record a New Aspect

You earn 5 points if you recorded 1 new aspect of the master case.

New Aspect Recorded	1
Points Earned	5

2. Solve Aspects

You earn 3 points for each aspect of the current case you solved.

Aspects Solved	1	2	3	4	5
Points Earned	3	6	9	12	15

Common Symbols



Flip: Continue reading the instructions on the other side of the card.



Lock: Do not flip the card until explicitly told to do so.



Crossroads: Instructions will vary based on your choice or the circumstance.



Visit the official *Spy Club* website for additional information and other resources about the game!

SpyClubGame.com

- Watch Video Tutorials
- Find Answers to FAQs
- Get Strategy Tips

- Read Stories From Others
- Share Your Own Stories
- Discover New Secrets

