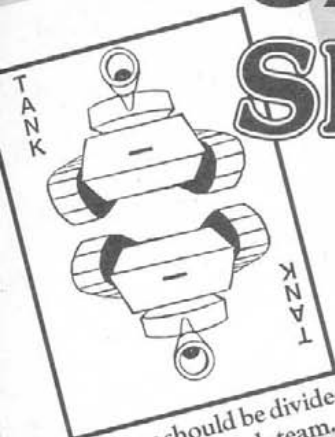


OFFICIAL TOP SECRET SPY VS. SPY COMBAT



Two players should be divided into teams. To insure interesting and exciting game play, we suggest one player be on each team.

1. TEAMS

2. THE CARDS

The 36 shuffled Spy Vs. Spy Combat Cards should also be dealt equally. For those of you who are slow in math, that's 19 cards each! No, wait, 18! The color of the Spies on the cards is not a factor in this game.

3. WHO GOES FIRST?

Normally, in most parlor games the player with the cleanest underwear goes first. However, since in this game all the players begin simultaneously, clean underwear is not necessary.

4. THE NUMBER CARDS

Each player turns over a single card from their stack. The player whose card has the higher number value wins that round, takes both cards and places them at the bottom of his card stack. Sneering at your vanquished opponent is encouraged!

5. WEAPON CARDS

There are three types of Weapon Cards: The Dagger Card, the Bomb Card and the Tank Card. Locate them now and look at them. The one with the picture of the Dagger is the Dagger Card, the one with the picture of the Bomb is the Bomb Card, and the one with the picture of the Tank is—yep, you guessed it!! The Tank Card! Are you sure you haven't played this game before??

6. WEAPON CARDS VS. NUMBER CARDS

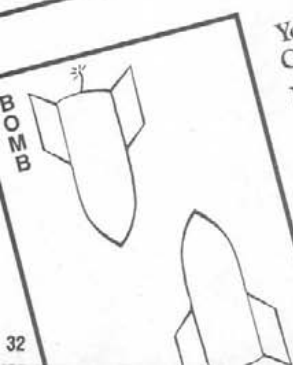
A Weapon Card ALWAYS wins over a Number Card—unless, of course your opponent has a REAL weapon and not just a picture of one on a card!

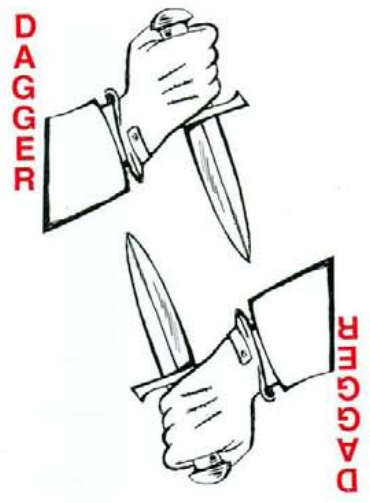
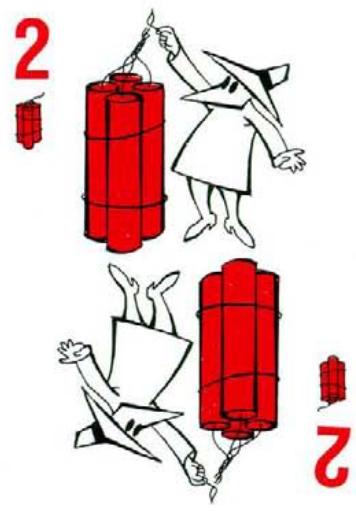
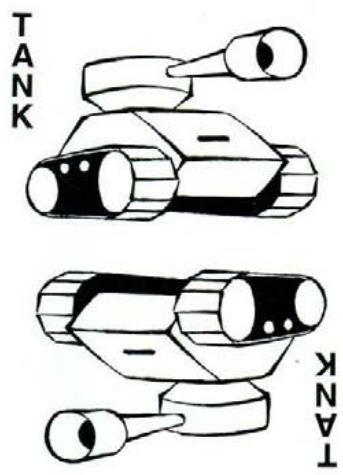
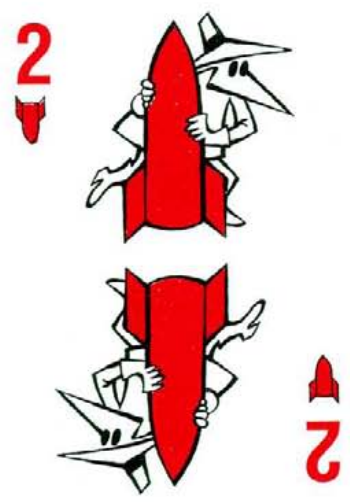
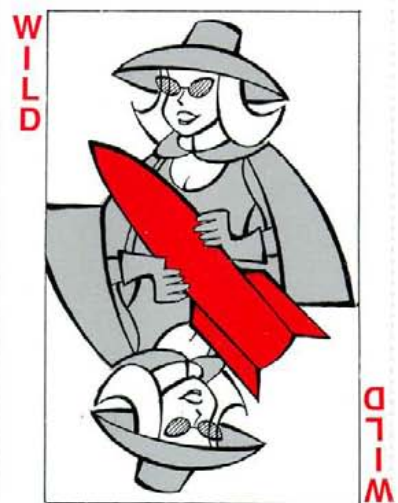
7. WEAPON CARDS VS. OTHER WEAPON CARDS

You already know a Weapon Card wins over a Number Card. But who wins when two Weapon Cards are played? It all depends on the weapon:
Bomb Vs. Tank: The Bomb blows up the Tank, so the Bomb wins!
Dagger Vs. Bomb: The Dagger cuts the Bomb's fuse, so the Dagger wins!
Tank Vs. Dagger: The Tank runs over the Dagger, so the Tank wins!
Pen Vs. Sword: The Pen is mightier than the Sword, but if you have Pen and Sword Cards, you're playing with the wrong deck!!!

8. WHEN CARDS MATCH—IT'S WAR!!!!

When each player puts down a card that matches (i.e. each player puts down a "4," or each player





MAD

SPY vs. SPY

**COMBAT
CARD GAME**

MAD

SPY vs. SPY

**COMBAT
CARD GAME**

MAD

SPY vs. SPY

**COMBAT
CARD GAME**

MAD

SPY vs. SPY

**COMBAT
CARD GAME**

MAD

SPY vs. SPY

**COMBAT
CARD GAME**

MAD

SPY vs. SPY

**COMBAT
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CARD GAME**

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SPY vs. SPY

**COMBAT
CARD GAME**

MAD

SPY vs. SPY

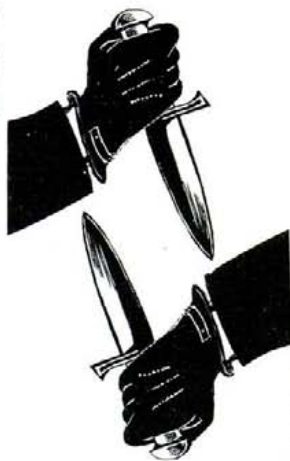
**COMBAT
CARD GAME**

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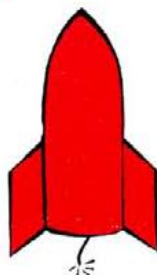
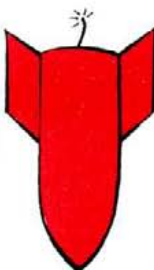


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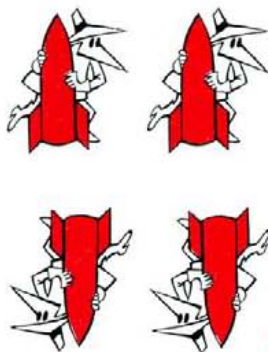
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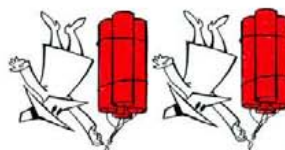
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MAD

SPY vs SPY

**COMBAT
CARD GAME**

MAD

SPY vs SPY

**COMBAT
CARD GAME**

MAD

SPY vs SPY

**COMBAT
CARD GAME**

MAD

SPY vs SPY

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CARD GAME**

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SPY vs SPY

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SPY vs SPY

**COMBAT
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SPY vs SPY

**COMBAT
CARD GAME**

MAD

SPY vs SPY

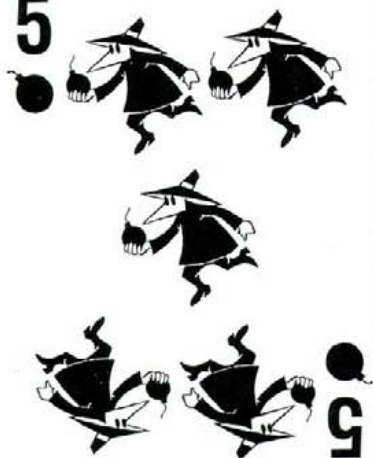
**COMBAT
CARD GAME**

MAD

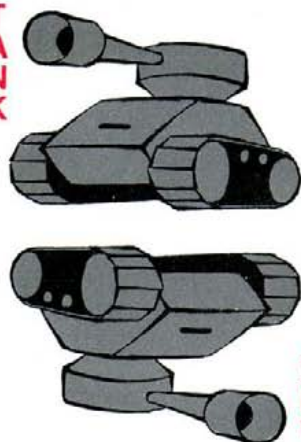
SPY vs SPY

**COMBAT
CARD GAME**

5



TANK

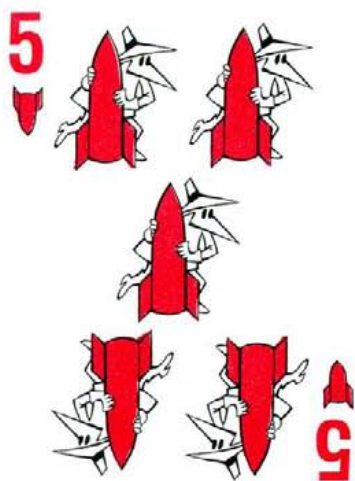


TANK

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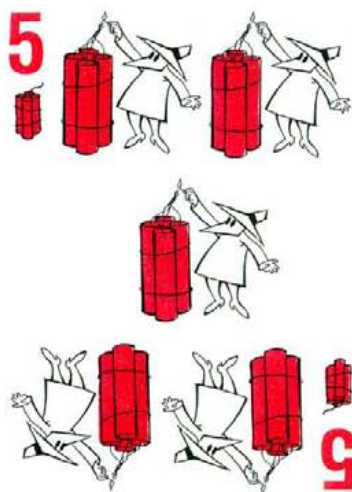


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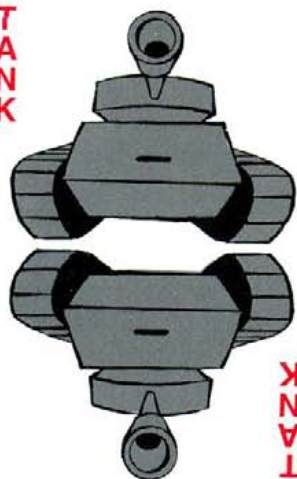
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6



TANK



TANK

6



MAD
SPY vs. SPY
COMBAT
CARD GAME

MAD
SPY vs. SPY
COMBAT
CARD GAME

MAD
SPY vs. SPY
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SPY vs. SPY
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SPY vs. SPY
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CARD GAME

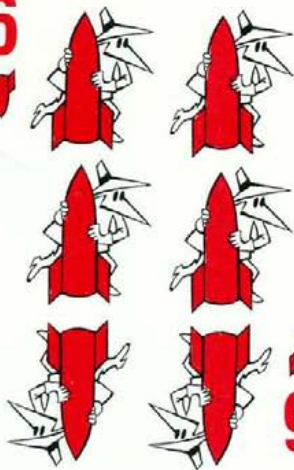
MAD
SPY vs. SPY
COMBAT
CARD GAME

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SPY vs. SPY
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SPY vs. SPY
COMBAT
CARD GAME

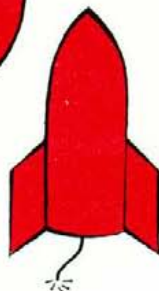
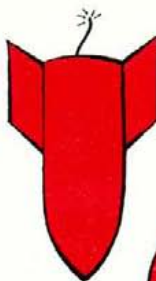
MAD
SPY vs. SPY
COMBAT
CARD GAME

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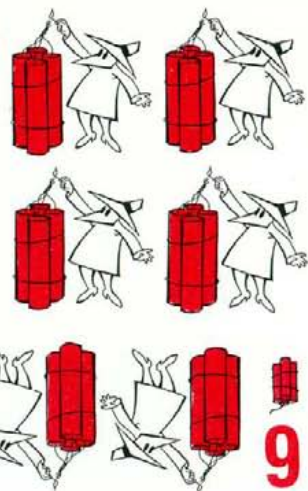
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BOMB



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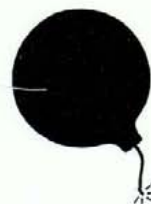
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DAGGER



DAGGER

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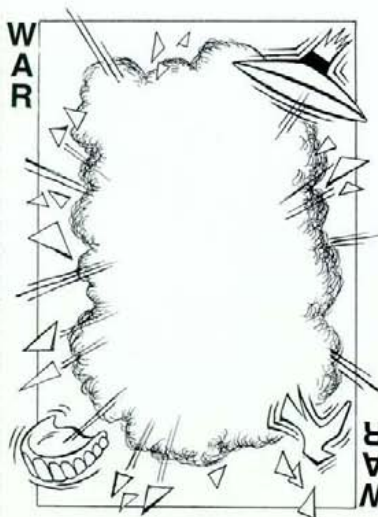
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DAGGER



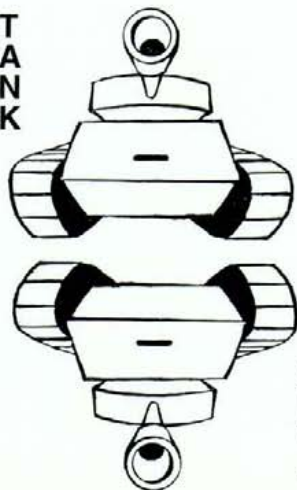
DAGGER

WAR



WAR

TANK



TANK

WAR



WAR

MAD
SPY vs. SPY
COMBAT
CARD GAME

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MAD
SPY vs. SPY
COMBAT
CARD GAME

T RULES FOR MAD'S BAT CARD GAME!

puts down the same Weapon Card) it's WAR! To play the WAR round, each player puts three cards from their stack face down on the table and turns over the fourth card. That fourth card determines the winner, and the winner takes all the cards on the table! If a player does not have enough cards to put down three and turn over one, he puts down as many cards as he can, turning over his last card. His opponent puts down the same number of cards he does. The higher value card wins, as in the regular rules.

9. MORE WAR RULES!

If you play WAR and the fourth cards match, leave them on the table and play WAR again! Continue the WAR until someone puts down a winning card. They then win ALL the cards on the table!

10. THE WAR CARD

If one of the WAR Cards is turned over—no matter what card the other player puts down—you MUST go to WAR (Unlike young Bill Clinton, you may not get some goofball deferral excusing you from war!)

11. WILD CARDS

There are two Wild Cards. Wild Cards win over all other cards! However a Wild Card against another Wild Card or the WAR card—means WAR!

12. RUNNING OUT OF CARDS

If a WAR needs to continue, but BOTH players are out of cards, each player picks up their cards on the table, shuffles them and plays on. Of course if you have only ONE CARD left, shuffling is optional! If a WAR needs to continue, but ONLY ONE player is out of cards, they're out of ammo! They LOSE! In fact, if a player runs out of cards at any point during the game, they lose! But you knew that, didn't you? It's merely THE WHOLE POINT OF THE GAME!!!

13. ADAPTING THE RULES FOR THREE OR MORE PLAYERS

Three or more people can play, too (although the game does begin losing some of its charm when you hit the 20-player mark)! These are the only rules that change: During the game, any players whose cards match go to WAR! After a victor of that WAR has been determined, the value of the war-winning card is compared to the value of the players' cards that were not involved in the WAR. The card with the highest value TAKES THEM ALL! If a new match has been created as a result of the WAR, there's ANOTHER WAR! This continues until a sole WAR winner is determined. If all the players' cards match, or if a WAR Card is played, ALL the players go to WAR! Based on the previous six sentences, you really should be able to figure out what happens in other multi-player situations. Don't be a jerk! We're counting on you!

14. THE OBJECT OF THE GAME

The object of this game is for friends to learn to hate each other! The person who ends up with all the cards is better than the person who has lost all of theirs! Happy Playing!