

The Duel of the Thief and Spy

Contents

One deck of 52 Cards; Split Into two Colors

Overview

The objective of the game is to eliminate the other player's cards through deception, tactics, and memory. To win, you must eliminate at least 11 of the 13 cards from your opponents. As these cards fall, so will the abilities of the opponent.

Players can choose to play one of two roles.

The thief revolves around manipulating the enemy's survivors, gaining knowledge through multi-card scans, and viewing the other player's hand.

The spy revolves around navigating your own survivors, moving them around your battlefield at quick speed, and confusing your opponent on the locations of your survivors.

Setup

Two players each collect the deck of cards and separate the deck by color. Player 1 collects all red cards and player 2 collects all black cards. Player 1 will be the thief and Player 2 will be the spy.

Players will begin by placing all 13 of their Heart/Spade cards in an alternative 4x3 pattern, with the 13th card being placed next to it. This will look something like this:



The 10 cards on the top, outside, and sides all count as the "Outside" cards. These ones can be targeted by guesses in the first rounds. The 3 center cards are protected until at least two outside cards touching it are dead. This will then make this card considered "Outside." In the bottom example, the marked card is now considered to be "Outside," as those two cards have died.



The other 13 cards (Diamonds/Clubs) will form a deck for the players to draw from. Each player takes their individual decks and shuffles it and places it next to them. To begin the game, draw 5 of your cards into your hand from your new deck. Now the thief (Player 1) will begin the game.

Gameplay

Character decks will contain 13 cards, each one corresponding to a character alive on their board. Upon the death of a character, that ability will be no longer usable. This will continue until only 2 cards remain in the life pile. Cards 2-8 will be consistent on both decks, but 9-A will remain unique. Each card ability will be present in **“Card Values.”**

The game will consist of 3 phases. These will be the draw, play, and guessing phases. Each phase will allow you to play more cards and attempt kills.

These phases will progress until one player has only 2 survivors left. The other player wins if this happens.

Phases

Draw

Draw cards into your hand until you have 5 cards OR until you can't draw anymore. If you ever need to draw cards, then shuffle your discard pile into a new draw pile.

Play a Card

Play a card from your hand. Place this card into your discard pile and activate the effect of its value.

Guess a Survivor

Point to one card and guess its value. (You may only select a card on the outside) The enemy checks the value of the card and if it's correct, then the card is revealed. Otherwise, the card is left facedown.

Dead Survivors

If you or the enemy claim a successful kill, then that ability will then be removed from play for that player. Upon death, remove cards associated with the number(s) and place them in a “death pile”. This should be separate from the discard. Afterwards, draw cards for each number removed. If at any point you draw a card that has been killed, then immediately place it in the “death pile” and redraw. This may continue until an alive survivor is in play.

Card Values

2: Swap the positions of 2 neighboring survivors of your own. (Alive or Dead) This can be done secretly.

3: Swap the positions of 3 neighboring survivors of your own. (Alive or Dead) This must be done randomly, but you may look afterwards.

4: Swap the positions of 4 cards of your own. One of these cards must be dead. Otherwise treat this card like a “2.” This can be done secretly.

5: Peak at 3 alive enemy survivors on the outside. The enemy may place these back in any order afterwards.

6: Peak at the top row OR the bottom row of the enemy. The enemy may place these back in any order afterwards. There must be at least 2 survivors alive present in the chosen row. You may choose the middle row if the top or bottom row has 0 or 1 remaining alive survivors.

7: Guess any card this round.

8: This card acts as either a “2” or a “5.” You may choose to swap 2 of your own, or to peak at 3 alive enemy survivors on the outside. This depends on what you need.

Thief (Diamonds)

9: Look at your opponent's entire hand.

10: Skip the enemy's next turn (This cannot be used back-to-back)

J: Force the enemy to discard a card of their choice

Q: Peak at 2 enemy cards on the outside. The enemy may place these back in any order afterwards.

K: Randomly grab two cards from your opponent's hand. Play one and discard the other.

A: Guess twice this round. You may guess the same card two different times or two cards in various locations.

Spy (Clubs)

9: If the opponent plays a peak card, you may play this to cancel its effect. Your opponent discards their peak card and you discard this card. Skip the "Play" phase of your upcoming turn.

10: Peak at 3 alive enemy survivors. The enemy may place these back in any order afterwards. You may also swap 2 alive ally survivors.

J: Place this card on top of one alive survivor to protect it from peaks, swaps, and guesses for one round

Q: Move 4 of your survivors (Alive or Dead) sitting on the outside to different positions.

K: Move your middle 3 survivors around with each other.

A: Guess range expands by one for one round. Guessing a 4 will kill a 3 and 5. (2s and As do not cross over)

Strategies & Tips

General Strategies

Feel free to use a pen and paper to track cards that you've found and the possible locations for these numbers. This will help you figure out the locations as you play longer. Treat information as if you are writing for a sudoku.

Players are more likely to leave their higher value cards in the center since they are protected for a few rounds. Use this to your advantage or confuse your opponent by doing the opposite. Likewise, swap known cards to the center to provide protection for them.

For protection, make sure to switch cards around to avoid having two dead cards touching the center cards. This can also be done by switching a dead card out with an alive center card.

Thief

As the thief, you can steal the enemy cards and force the spy to use swaps more frequently. Forcing the spy to swap will have them gather less information and make them play more defensive.

Spy

As the spy, use your mobility to confuse the enemy as much as possible. This will spread information across multiple cards, rather than the thief being able to pinpoint as easily. If the thief is unable to gather information, then you can take more shots at the thief.