

# Civil War

Ages 9+

4 to 7 players



## Surveyors & Spies

### Setup

1. Determine roles with the eight "Surveyor or Spy?" role cards.
  - Depending on how many people are playing, remove some cards:
    - 4-player game: Remove 2 Union Surveyor cards and 1 Confederate Spy card from the game
    - 5-player game: Remove 1 Union Surveyor card and 1 Confederate Spy card from the game
    - 6-player game: Remove 1 Union Surveyor card from the game
    - 7-player game: Remove no cards.
  - Shuffle the remaining cards and hand one facedown to each player.
  - There will be one role card leftover. Without looking at what it is, put it under the game mat.
2. Deal 7 play cards to each player.
3. The person who most recently had a birthday goes first.

### On Your Turn

**EITHER Play:** Play a card from your hand.

- If it is a Map card, it must connect to another Map card on the board. If there are any other cards surrounding it, the edges must match up. (The Union Encampment space counts as a Map card).
- If it is a Sabotage card, you must choose another player to give it to. That player must keep the Sabotage card in front of them where everyone can see it, and cannot play a Map card until the Sabotage card is removed.
- If it is a Replacement card, you may use it to remove one Sabotage card of the same type (Solar Compass, Surveyor Chain, or Balloon) in front of any player, including yourself. Both cards go into the discard pile.
- If it is a Resurvey card, you may use it to remove a Map card from the board.

**OR Skip:** Discard a card from your hand. (Discard pile should be facedown)

\*At the end of every turn (even ones in which you chose to skip), you may pick up another card from the draw pile. (You should always have seven cards in your hand).

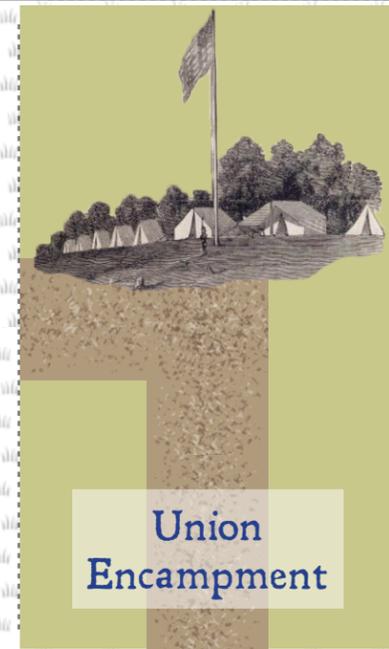
### Goal for the Union Surveyors:

Create an unbroken path to Richmond.  
Try to root out who the Confederate Spies are, and keep them from building dead ends. Once there is an uninterrupted path connecting the Union Encampment to Richmond, your team has won.

### Goal for Confederate Spies:

Keep Surveyors from completing the path. If the cards run out, and there is still no completed path to Richmond, you have won. Try not to reveal who you are too soon, as the Union Surveyors will probably break your tools.

Discard Pile  
(facedown)



Richmond



Confederate  
Capital

Draw Pile