

Civil War Surveyors and Spies

4 to 7 players / Ages 9+

Setup

- 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.
- Deal 7 play cards to each player.
- 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 you have a Sabotage card in front of you, you cannot play Map cards.
- 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 one Map card from the board.

OR **Skip:** Discard a card from your hand. Discard pile is 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.

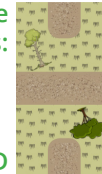
Goal for Confederate Spies: Keep the Surveyors from completing the path.

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

How to play Map Cards...

- Map cards can only be played next to existing map cards (or Union Encampment)
- Map cards must be played as tall rectangles rather than wide rectangles

Map cards must be played like this:



ALLOWED

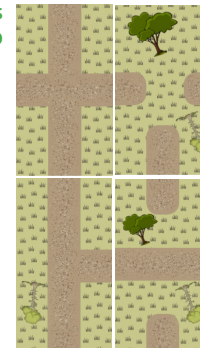
Map cards cannot be played like this:



NOT ALLOWED

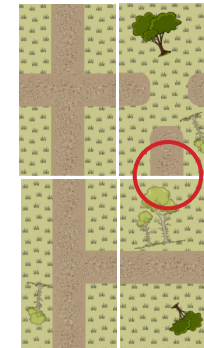
- Map cards must have paths that match up with existing paths

These paths match up



ALLOWED

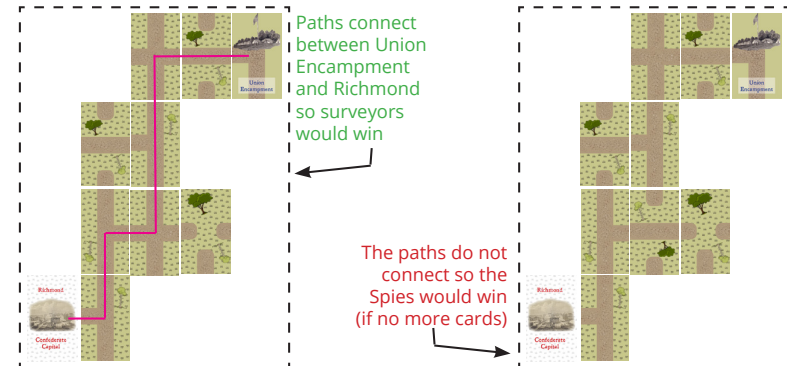
These paths do not match up



NOT ALLOWED

You cannot play a card that will create a broken path across cards

- Map cards must be played so that there is an unbroken path between the Union Encampment and Richmond for the Union team to win.



How to play Replacement Cards...

- Replacement cards can only replace sabotaged tools of the same type



Replacement cards can cancel Sabotage cards of same type...

ALLOWED

Different tools can't replace each other...

NOT ALLOWED

