



Osher Map Library

Smith Center for Cartographic Education

Civil War Surveyors & Spies Game Instructions

Download game materials at www.oshermaps.org/education/downloads/games#civil-war

- Ages 8+
- 4 - 7 players
- Setup:
 1. Determine roles with the eight "Surveyor or Spy?" role cards.
 - Depending on how many people are playing, remove some role cards:
 - 7-player game: Remove no cards
 - 6-player game: Remove 1 Union Surveyor card from the game
 - 5-player game: Remove 1 Union Surveyor and 1 Confederate Spy from the game
 - 4-player game: Remove 2 Union Surveyors and 1 Confederate Spy from the game
 - Shuffle the remaining role cards and hand one facedown to each player. Players may look at their own card, but may not show their own card to anyone else until the game is over.
 - There will be one role card leftover. Without looking at it, place 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 play it on. 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 and put it in the discard pile.
 - OR **Skip**: Discard a card from your hand.
 - **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, the Confederate Capital.
 - ❖ Try to find out who the Spies are and keep them from building dead ends. Once there's an uninterrupted path connecting the Union Encampment to Richmond, your team has won.
- Goal for the Confederate Spies: Keep the Surveyors from completing the path to Richmond.
 - ❖ 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.
- Recommended game components:
 - Playing Cards: <http://amzn.com/B00008VGRB>
 - Game Board: <http://amzn.com/B00T856TSU>