






Min 
Max 




The Sleeper Agent may end its turn occupying an empty square in an Evil Lair. No Minions or Contraptions may be played in the same square as the Sleeper Agent. The Sleeper Agent begins the next turn at full health.



Min 
Max 




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Min 
Max 




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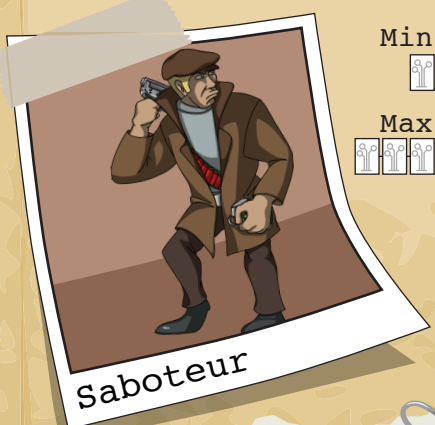
  





Min 
Max 




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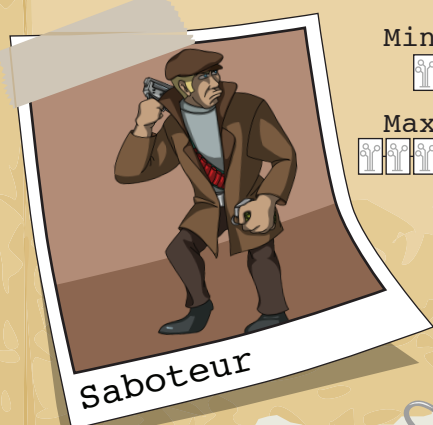
  



Min 
Max 


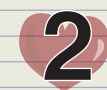

"KABLOOIE!"
The Saboteur may immediately escape an Evil Lair after destroying a Contraption.

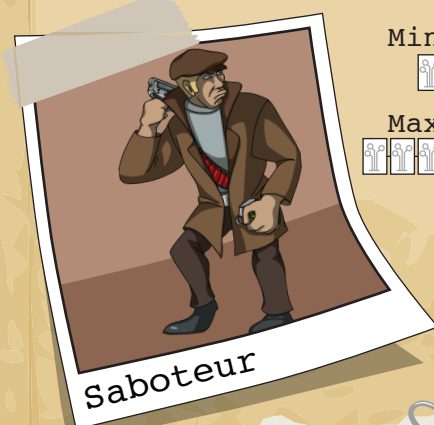
  



Min 
Max 


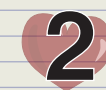

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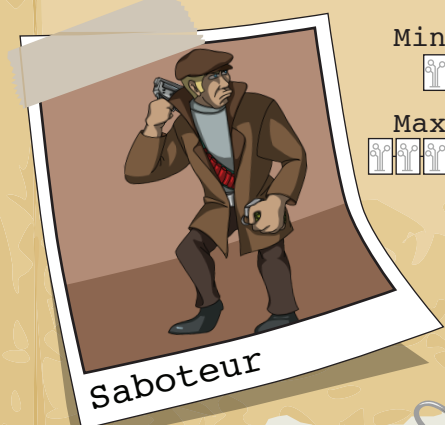
  



Min 
Max 


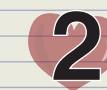

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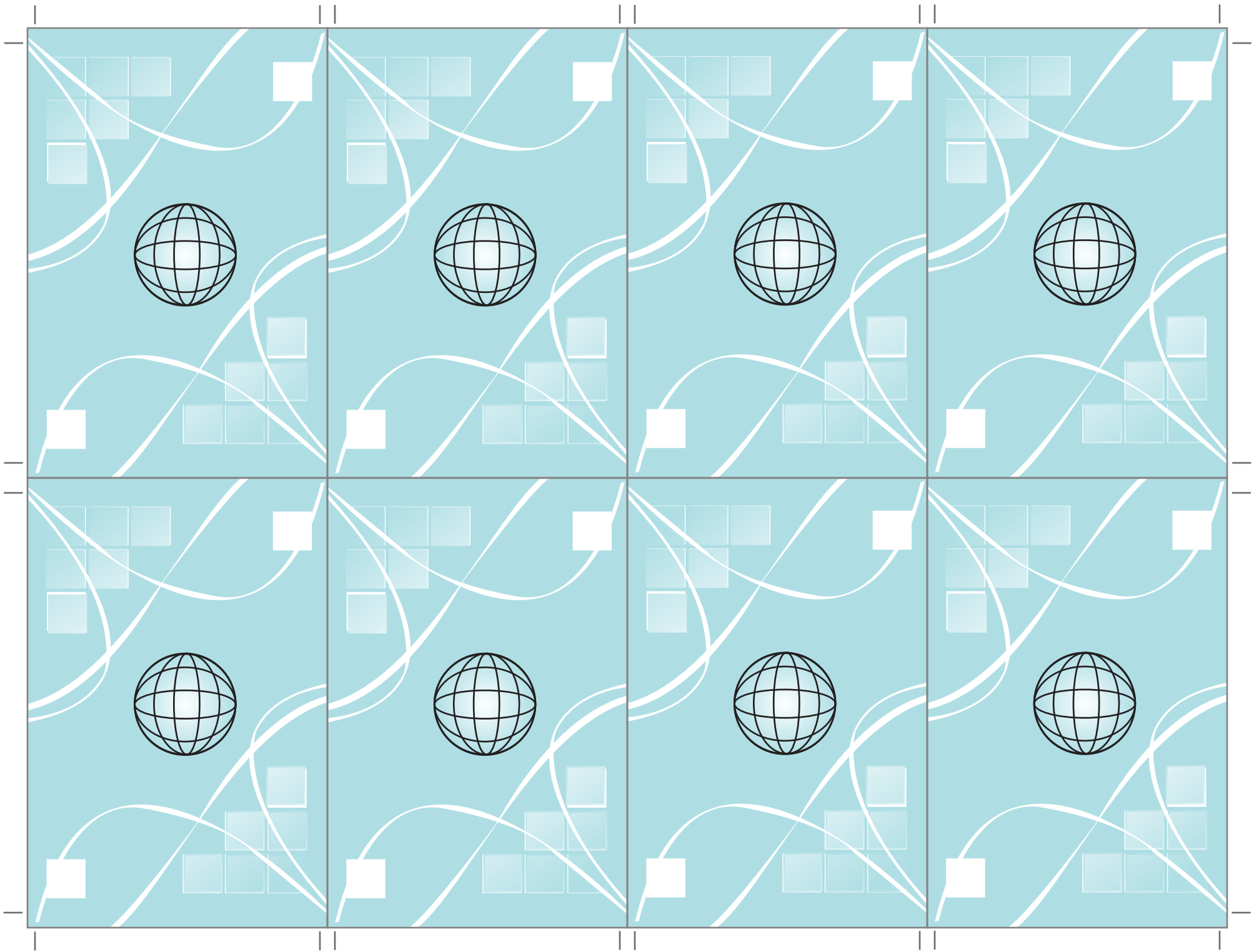
  




Min 
Max 

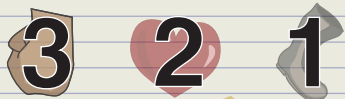
"KABLOOIE!"
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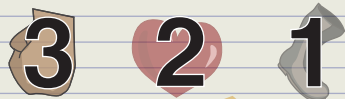





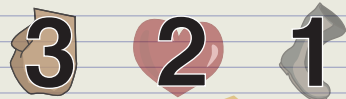
"They won't know what hit'em."
The Assassin gains **Initiative** on
Minions with 0 .




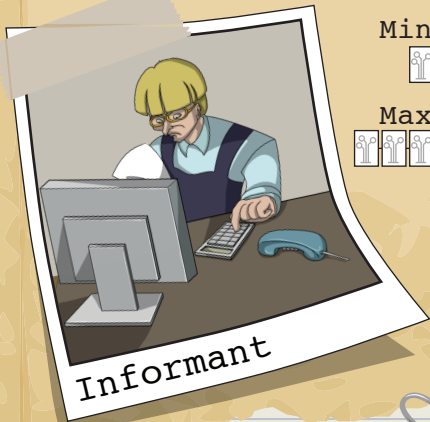
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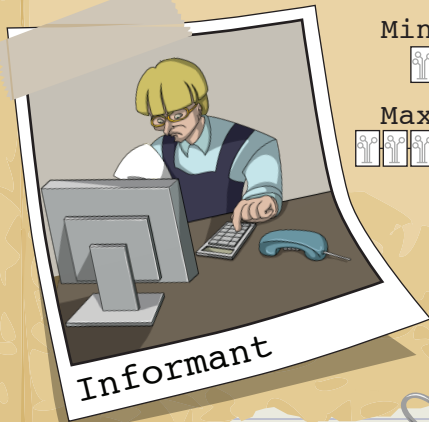
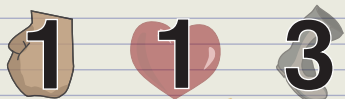
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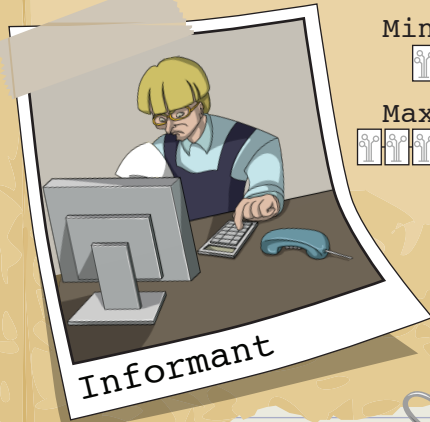
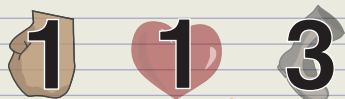
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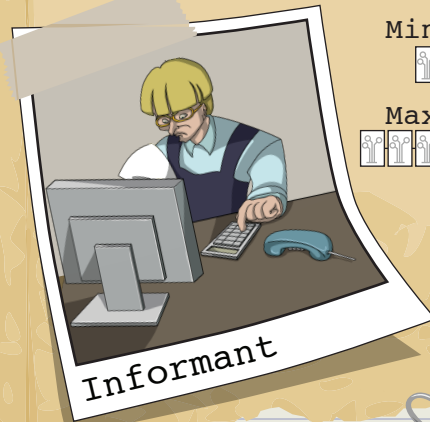
"A thorough analysis of the lair's
blueprints suggests a weakness in
their outer defense grid."



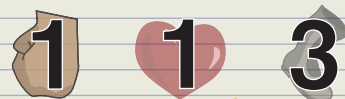
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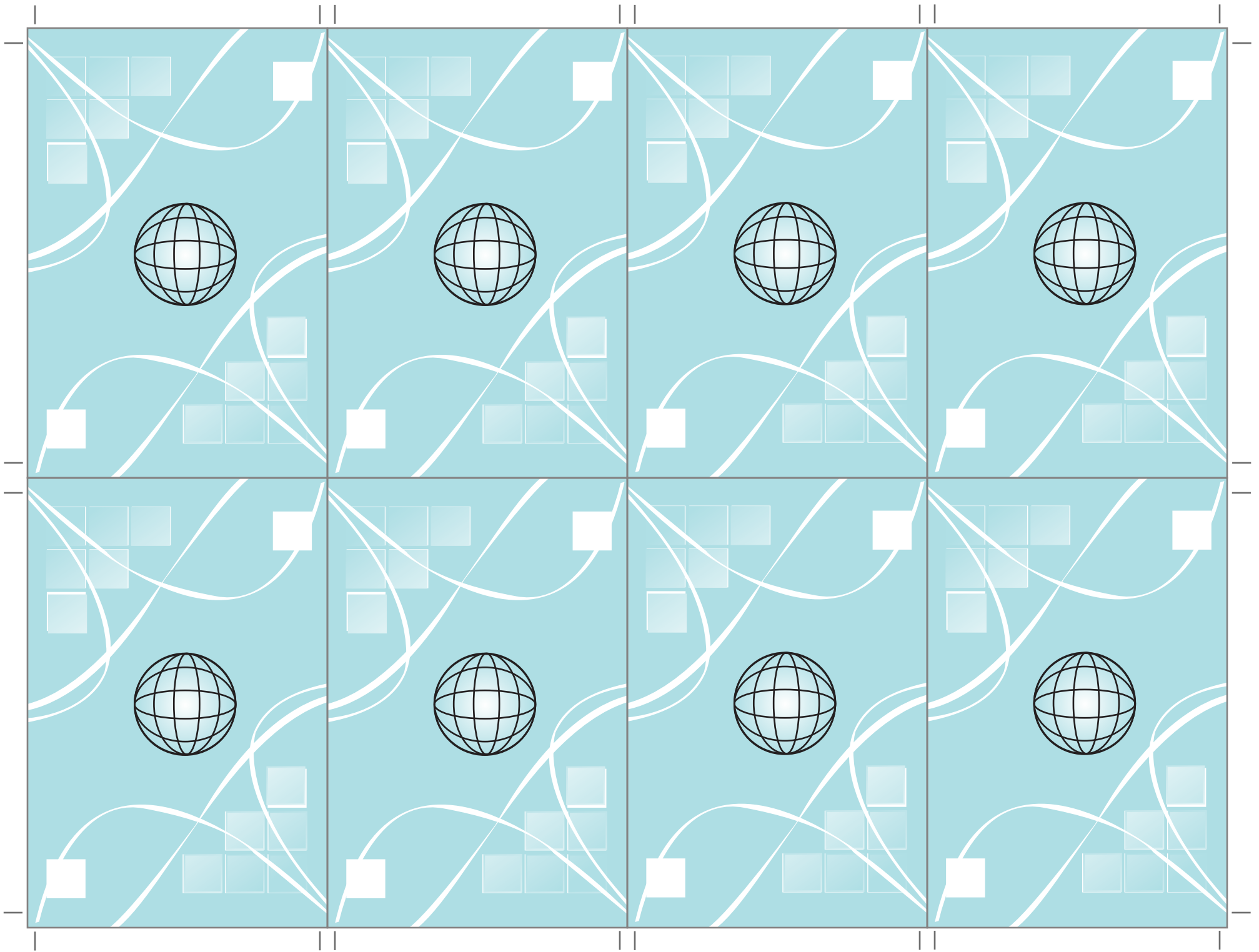


"A thorough analysis of the lair's
blueprints suggests a weakness in
their outer defense grid."



"A thorough analysis of the lair's
blueprints suggests a weakness in
their outer defense grid."







Min

 Max


Retired Spy

"For King and Country."
 Once per turn, the Retired Spy may gain **Initiative** while attacking.

3 2 2



Min


 Max


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 Once per turn, the Retired Spy may gain **Initiative** while attacking.

3 2 2



Min

 Max


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3 2 2



Min

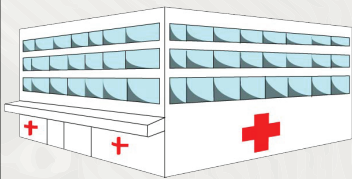
 Max


Retired Spy


"For King and Country."
 Once per turn, the Retired Spy may gain **Initiative** while attacking.


3 2 2

Hospital

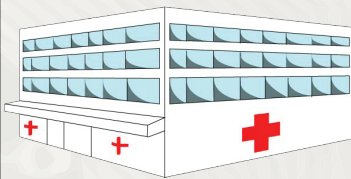


"Clear!"


: +1 ♥


 **Medpac:** Once per turn, the Spy connected to this Network may use a Medpac restoring 2 ♥.

Hospital

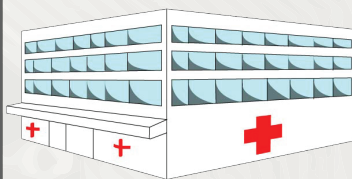


"Clear!"


: +1 ♥


 **Medpac:** Once per turn, the Spy connected to this Network may use a Medpac restoring 2 ♥.

Hospital

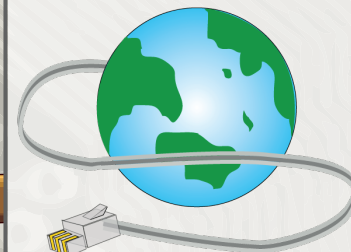


"Clear!"

: +1 ♥

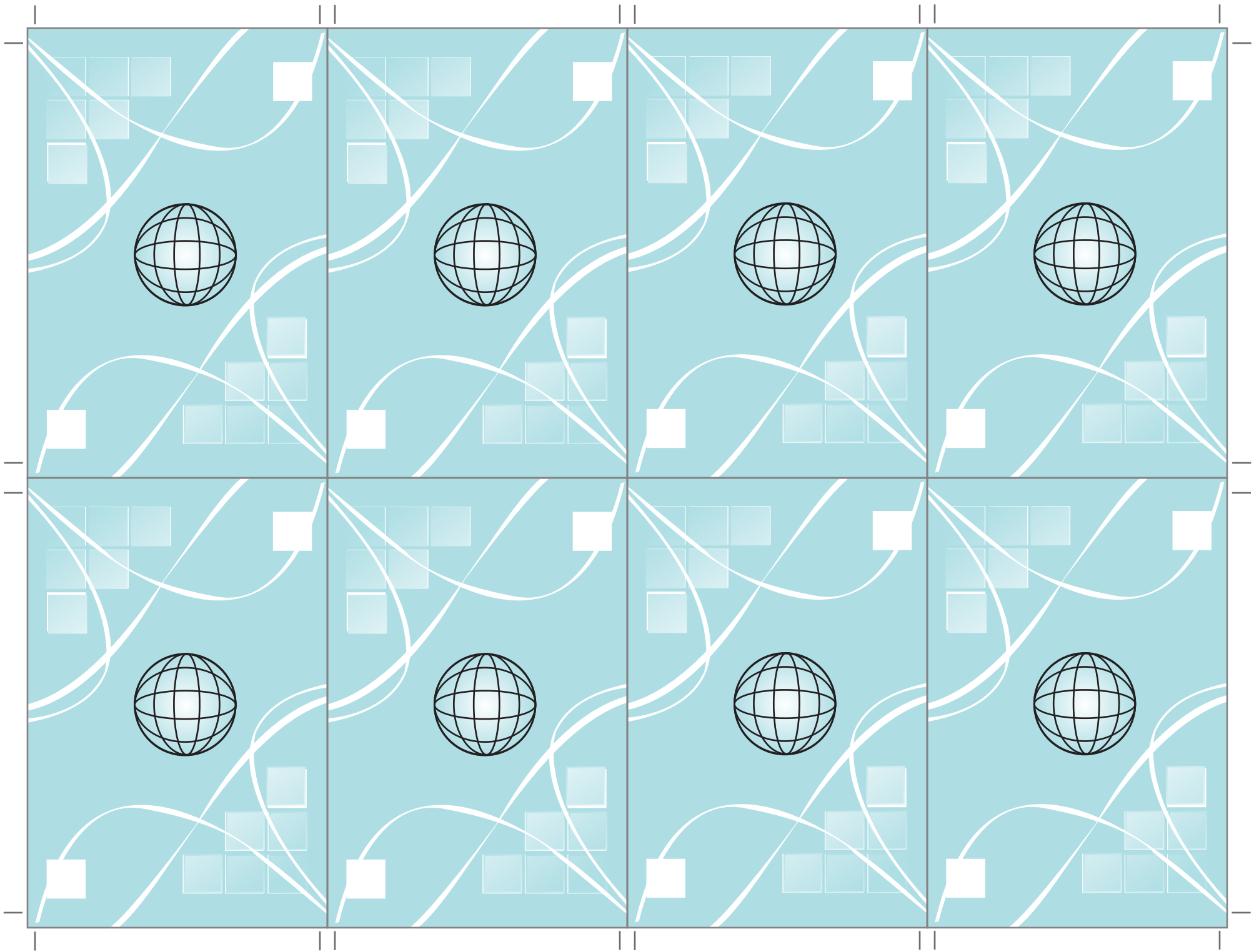
 **Medpac:** Once per turn, the Spy connected to this Network may use a Medpac restoring 2 ♥.

Internet

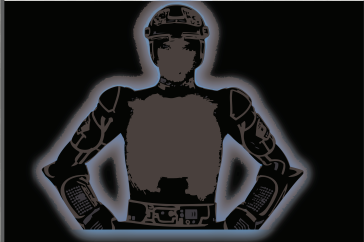


A series of tubes connect your Nodes.

Connecting to this Node does not cost an action.



Virtual Environment

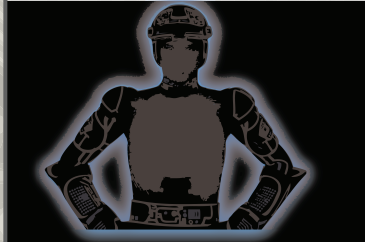


"Practice makes perfect."

: +1

Silent but Deadly: Once per turn, the Spy connected to this Network may gain *Initiative* while attacking.

Virtual Environment

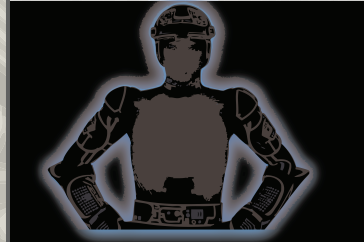


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Virtual Environment

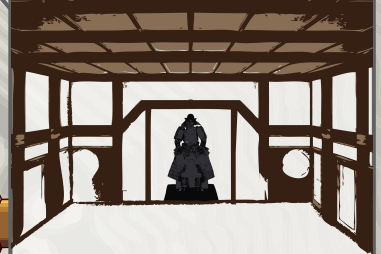


"Practice makes perfect."

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Dojo

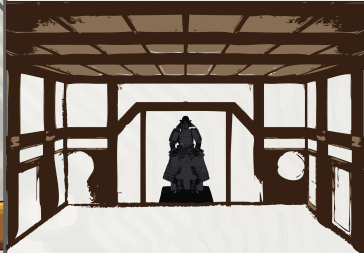


"I know kung fu."

: +1

Sleeper Hold: Once per turn, the Spy attached to this Network may **Busy** an adjacent Minion, allowing the Spy to move past it freely.

Dojo

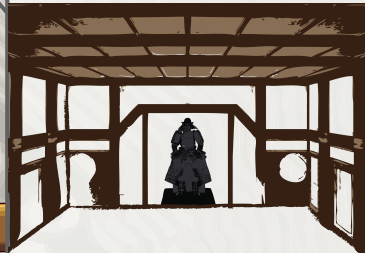


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Dojo



"I know kung fu."

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Laboratory



"Eureka!"

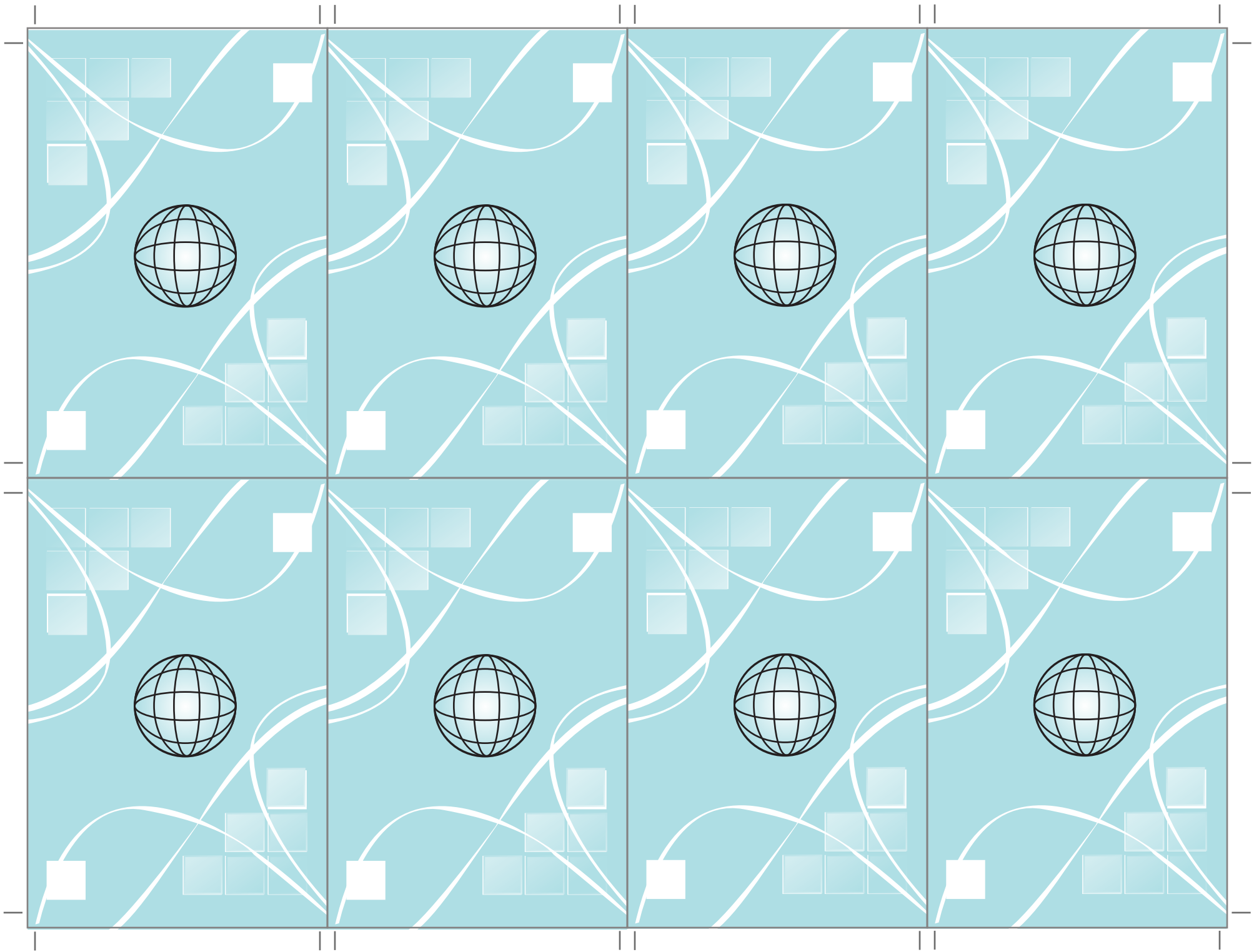
: +2

Laboratory

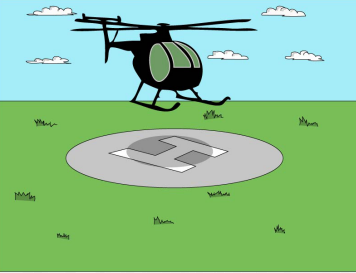


"Eureka!"

: +2



Helicopter Pad

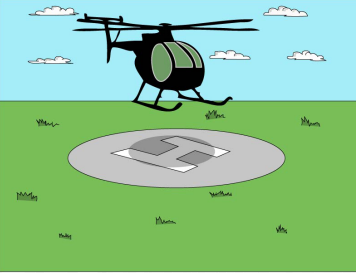


"Get to da choppah!"

: +1

Drop Point: The Spy attached to this Network may begin infiltrating the Evil Lair on any of the first three squares.

Helicopter Pad

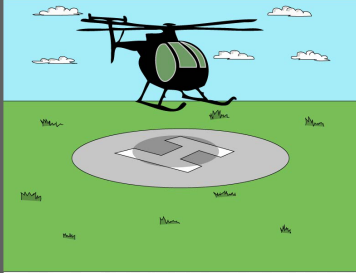


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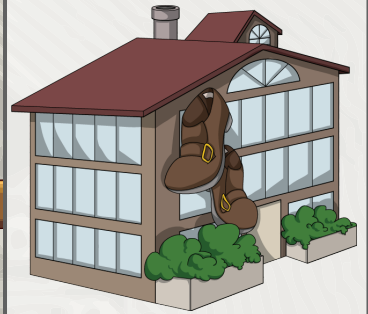


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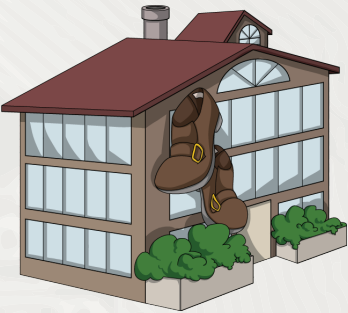
Shoe Factory



Manufacture better, quieter shoes, allowing your Spy to more easily avoid detection.

: +2

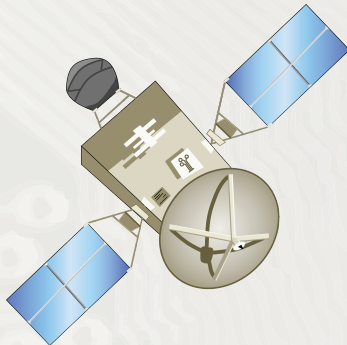
Shoe Factory



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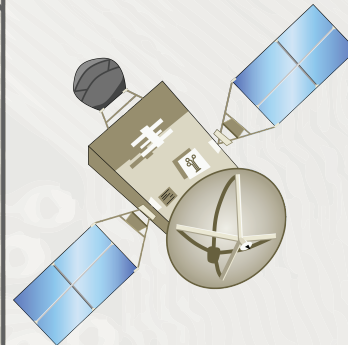
Spy Satellite



"We're uploading the information to you now."

: +2

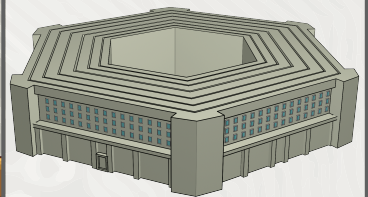
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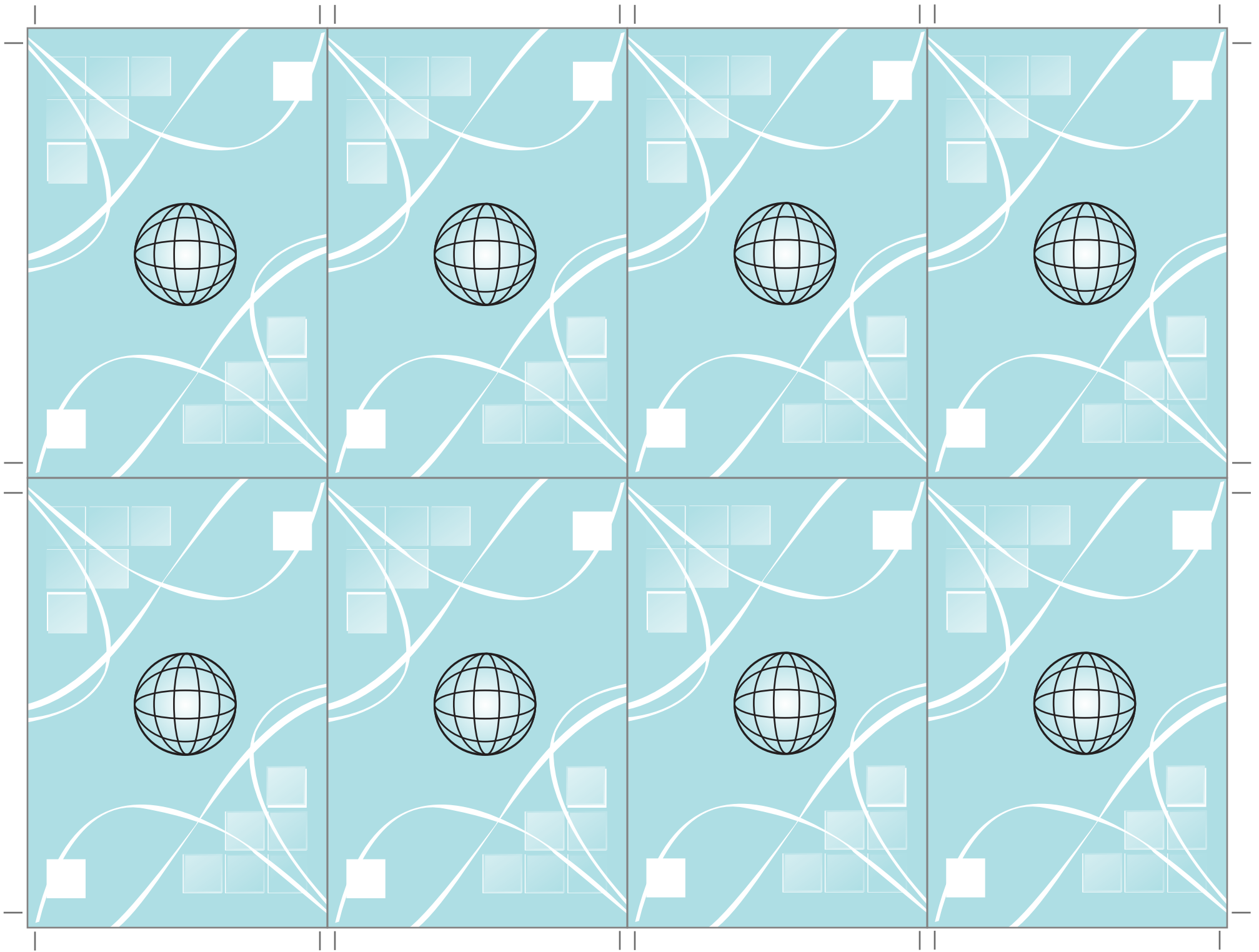
: +2

Hexagon

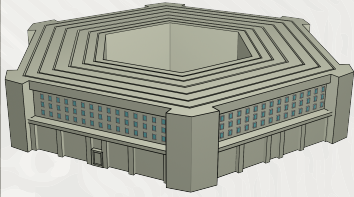


"It's one better than the Pentagon."

: +1 +1 +1



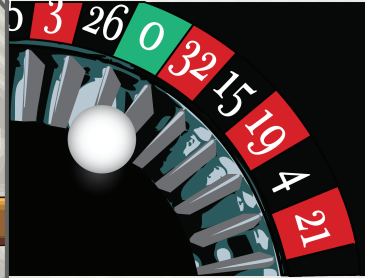
Hexagon



"It's one better than the Pentagon."

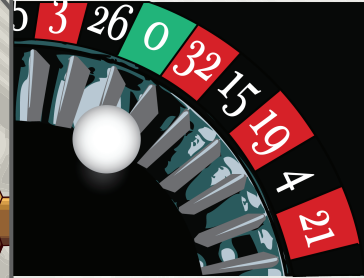
👤👤👤👤 : +1 🍵 +1 ❤️ +1 🦋

Casino



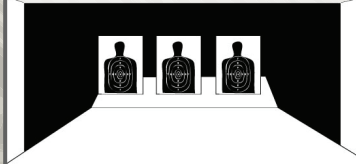
👤👤👤👤 **Luck of the Draw:**
When the Spy enters the Evil Lair, reveal the next card in your deck to all players. If it is a Node, the Spy gains +2 🍵 for the rest of the turn. If it is Intelligence, the Spy gains +2 🦋 for the rest of the turn. Place the card facedown on the top of your deck.

Casino



👤👤👤👤 **Luck of the Draw:**
When the Spy enters the Evil Lair, reveal the next card in your deck to all players. If it is a Node, the Spy gains +2 🍵 for the rest of the turn. If it is Intelligence, the Spy gains +2 🦋 for the rest of the turn. Place the card facedown on the top of your deck.

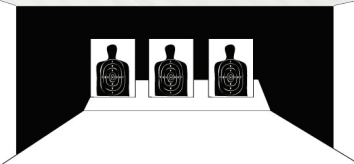
Shooting Range



License to kill.

👤👤 : +2 🍵

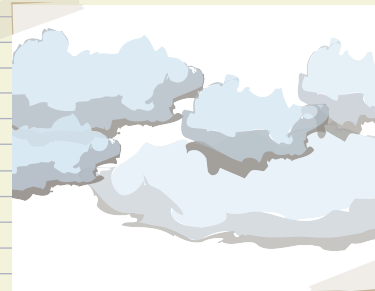
Shooting Range



License to kill.

👤👤 : +2 🍵

Intelligence

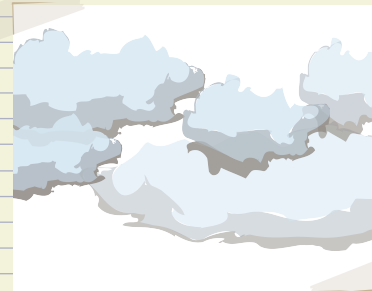


Smoke Bomb

"Now you see me; now you don't!"

A Spy may immediately escape from an Evil Lair.

Intelligence



Smoke Bomb

"Now you see me; now you don't!"

A Spy may immediately escape from an Evil Lair.

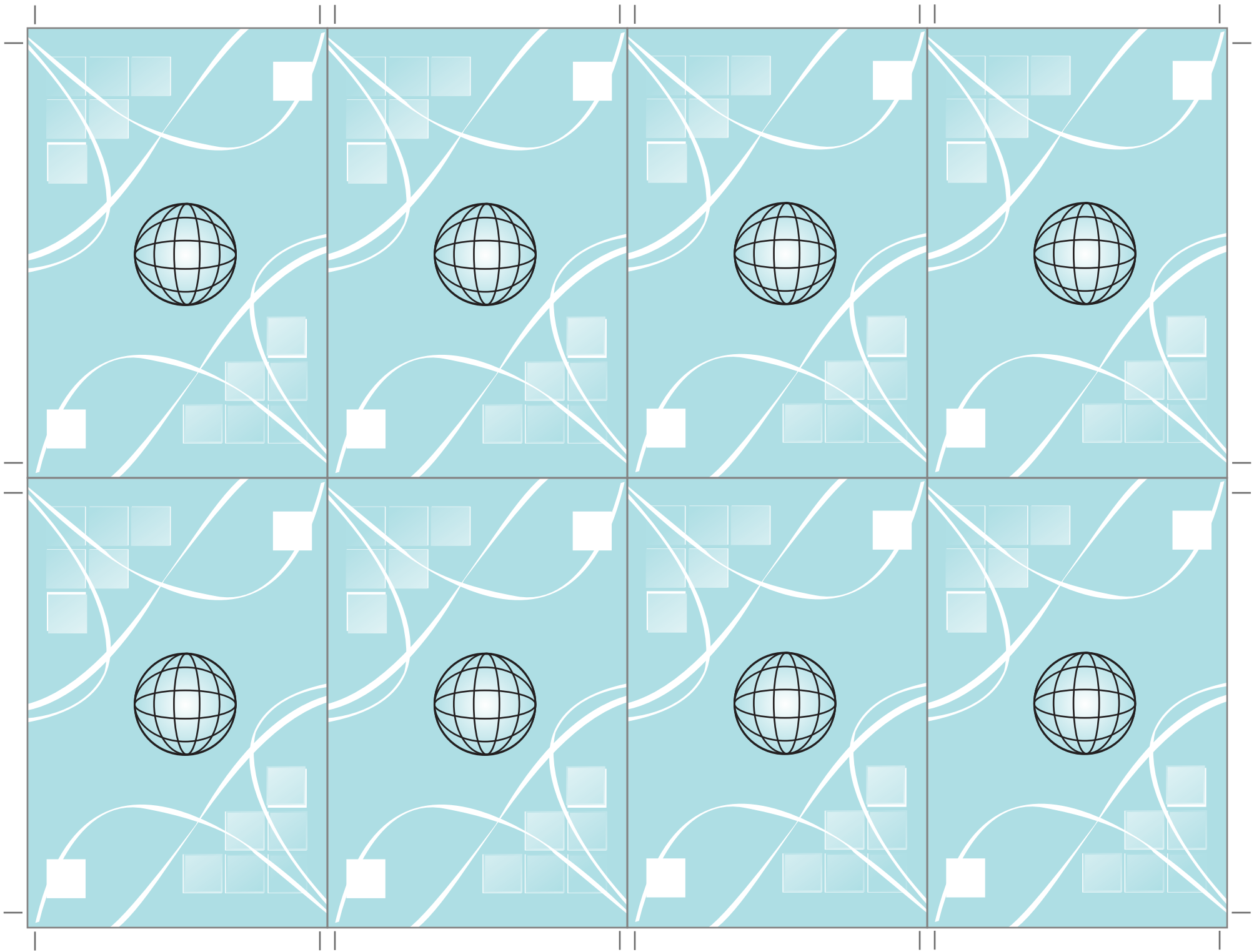
Intelligence



Smoke Bomb

"Now you see me; now you don't!"

A Spy may immediately escape from an Evil Lair.



Intelligence



Rocket Shoes

"I can see my house from here!"

Instead of moving to the next square, the Spy may instead jump over it to the following square.

Intelligence

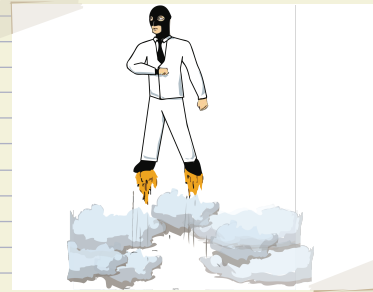


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Intelligence



Rocket Shoes

"I can see my house from here!"

Instead of moving to the next square, the Spy may instead jump over it to the following square.

Intelligence



Monologue

"You'll never get away with this!"

You mock the Evil Genius, increasing the number of turns required to carry out the Evil Plan by 1. This card may only be played while a Spy is inside the Evil Lair.

Intelligence

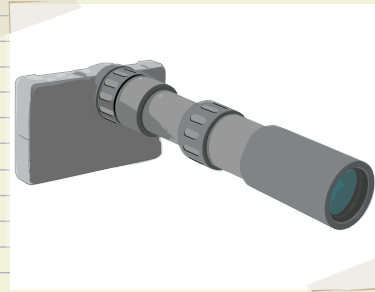


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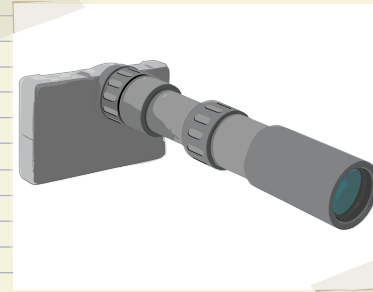


Spy Camera

Click

Look at the Evil Genius' hand and choose one card to discard.

Intelligence

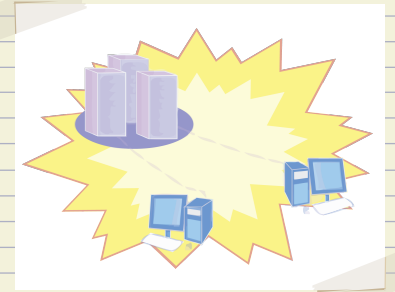


Spy Camera

Click

Look at the Evil Genius' hand and choose one card to discard.

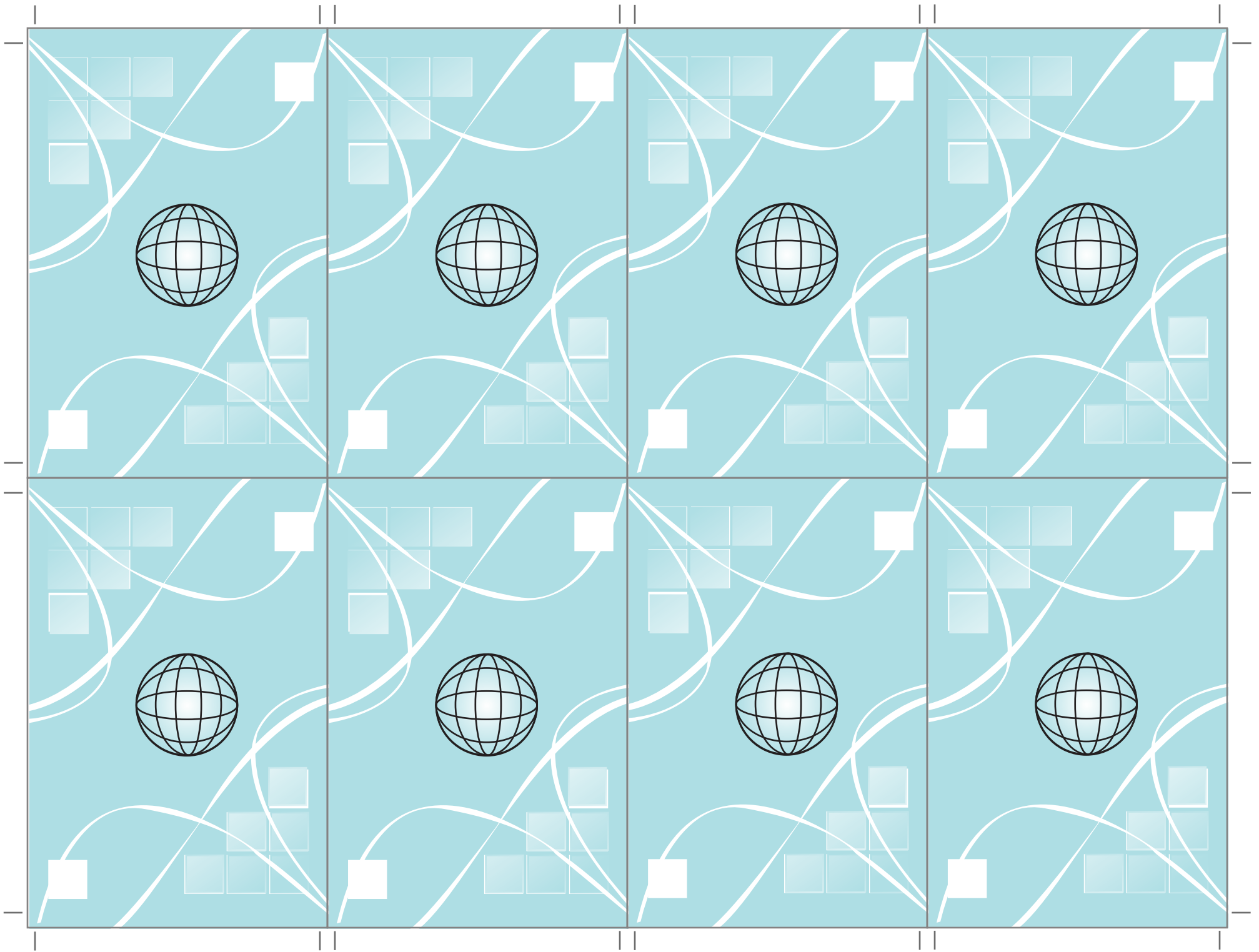
Intelligence



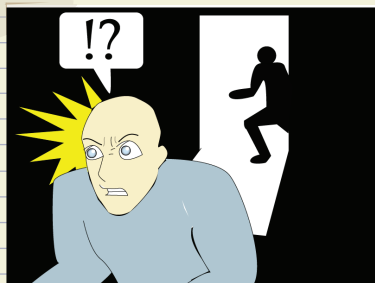
Joint Operation

"Cover me, I'm going in!"

For the rest of the turn, 1 Spy may ignore its maximum Network Size and may be backed by 2 Networks of any size. Once the Spy's turn is over, all connections in both Networks are broken.



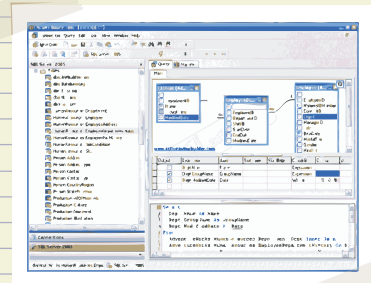
Intelligence



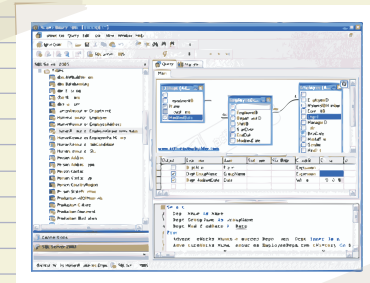
Intelligence




Intelligence




Intelligence



"Look, a Distraction!"

Decreases a Minion's  by 2.

"Look, a Distraction!"

Decreases a Minion's  by 2.

Database Query

On your turn, search through your deck and place any card into your hand. Shuffle the rest of your deck. You must end your turn with no more than 7 cards in your hand. Discard any extra.

Database Query

On your turn, search through your deck and place any card into your hand. Shuffle the rest of your deck. You must end your turn with no more than 7 cards in your hand. Discard any extra.

Igor

"Yes, Master."



Igor

"Yes, Master."



Bob

Just your average Joe.



Bob

Just your average Joe.

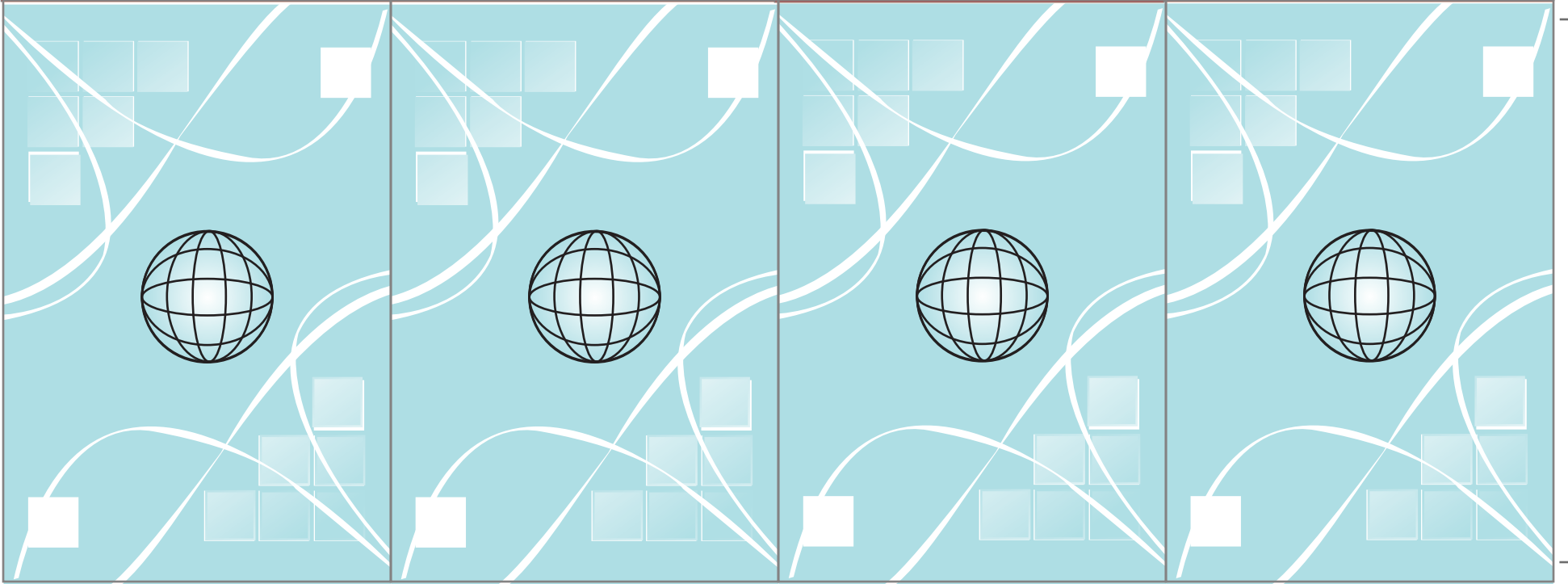


Double *Work*.



Double *Work*.





Bob

Just your average Joe.



Bob

Just your average Joe.



Bob

Just your average Joe.



Bob

Just your average Joe.



Bob

Just your average Joe.



Bob

Just your average Joe.



Bob

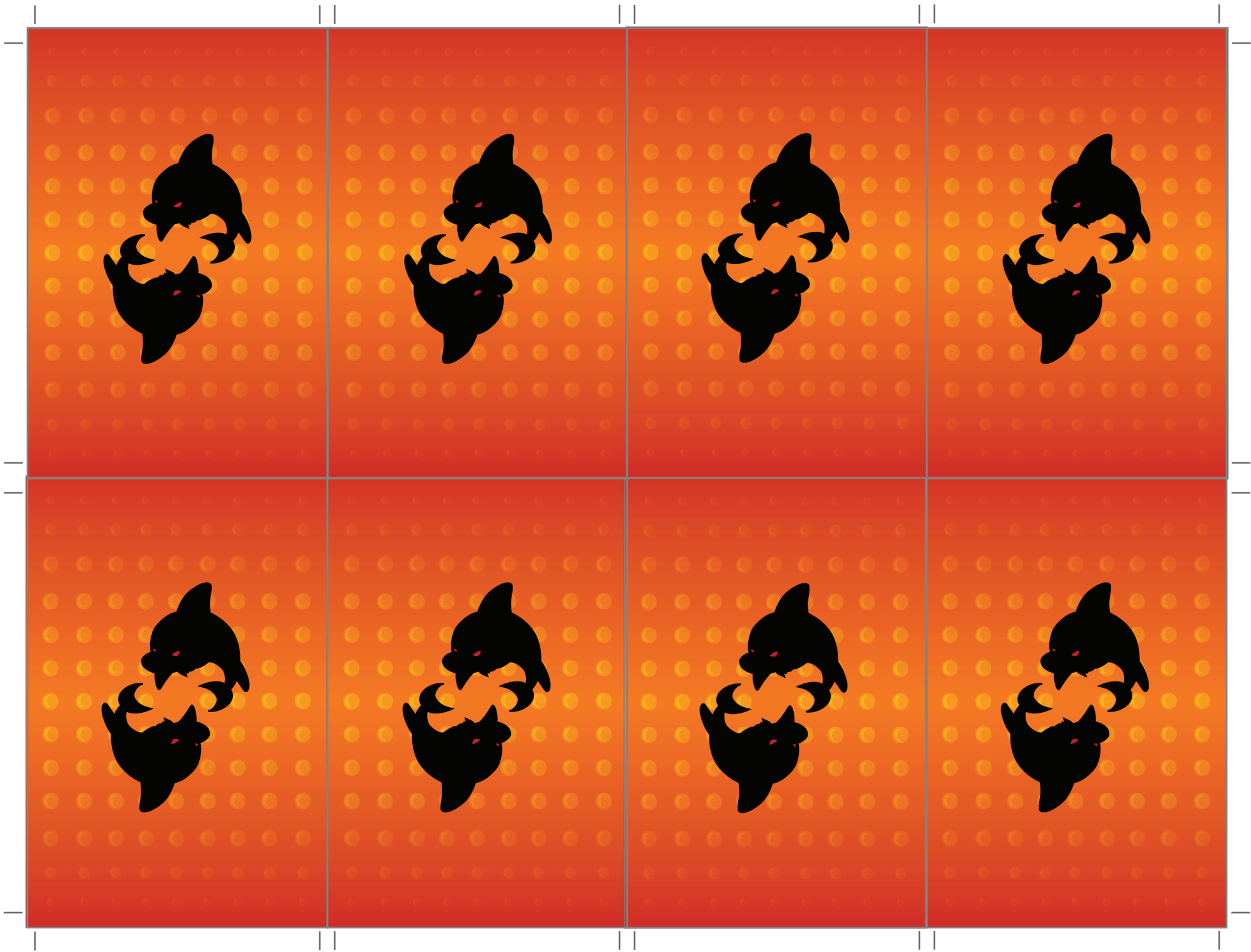
Just your average Joe.



Bob

Just your average Joe.





Coffee Addict

Twitch



Coffee Addict

Twitch



Coffee Addict

Twitch



Trigger Happy Henchman

"Boom, headshot!"



Trigger Happy Henchman

"Boom, headshot!"



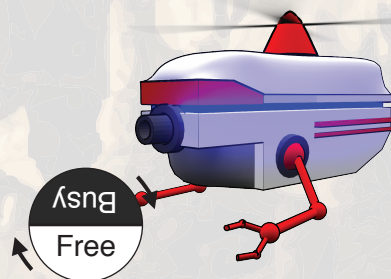
Trigger Happy Henchman

"Boom, headshot!"



Sentry Bot

"Systems operational."

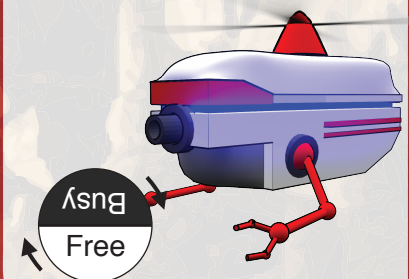


Can't **Work**
Overload: Breaks a Network connection and destroys the Sentry Bot in the process.



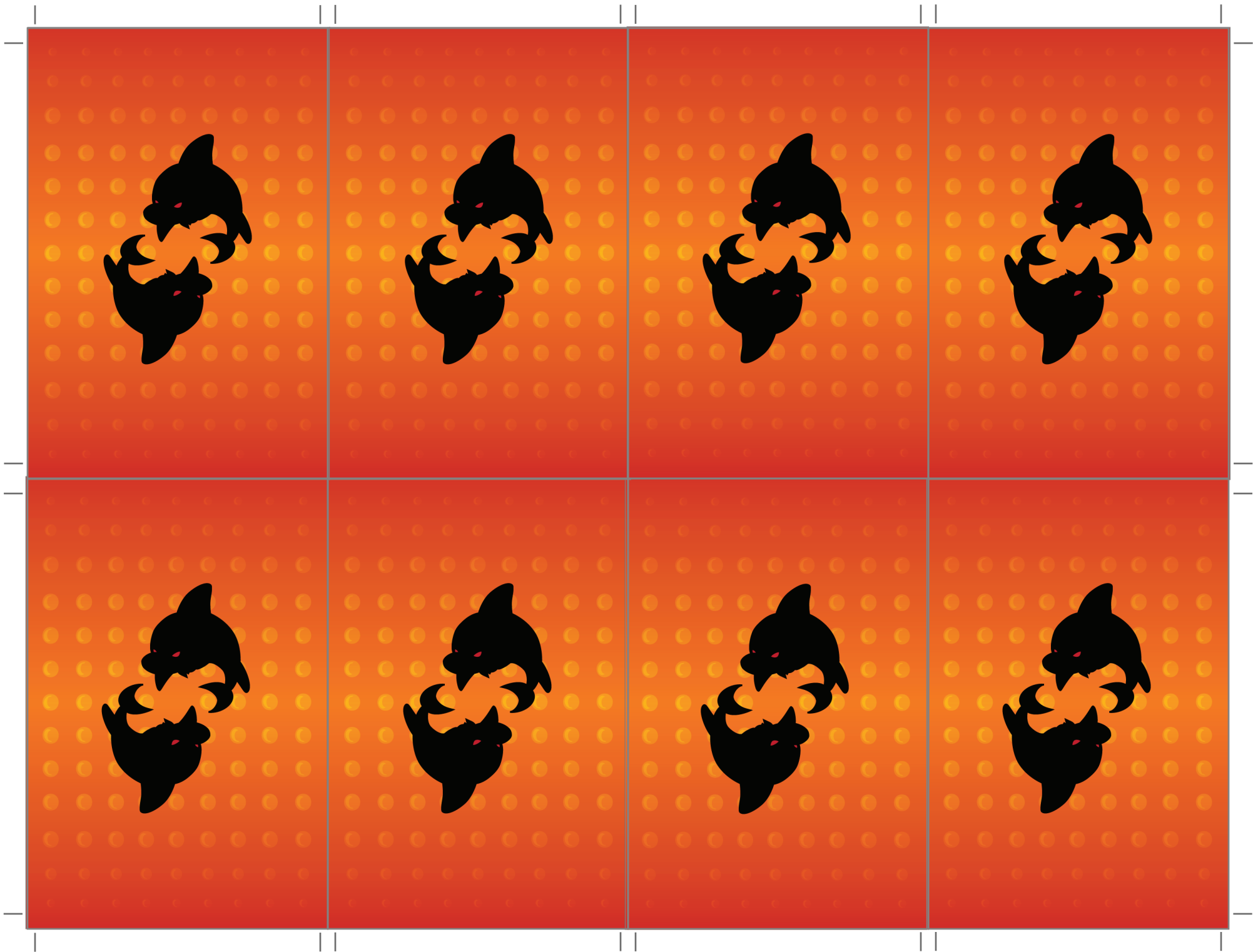
Sentry Bot

"Systems operational."



Can't **Work**
Overload: Breaks a Network connection and destroys the Sentry Bot in the process.





Hired Hand

"I'm only here for the money."



Busy
Free

2 3 1

Hired Hand

"I'm only here for the money."



Busy
Free

2 3 1

Hired Hand

"I'm only here for the money."



Busy
Free

2 3 1

Brute

"Me smash spy!"



Busy
Free

Blind Rage **Busy** : +2
Can't Work

3 2 1

Brute

"Me smash spy!"



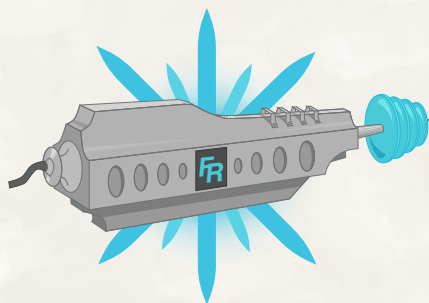
Busy
Free

Blind Rage **Busy** : +2
Can't Work

3 2 1

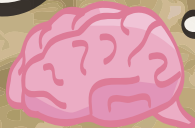
epiphany!

Freeze Ray



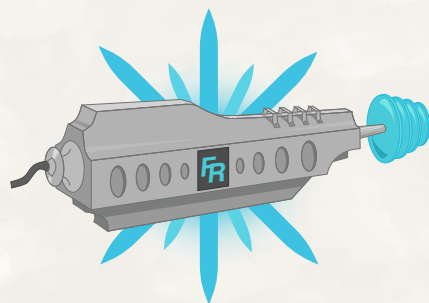
"With my freeze ray, I will stop the world."

Reduces a Spy's by 2.



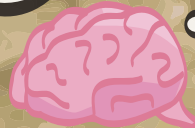
epiphany!

Freeze Ray



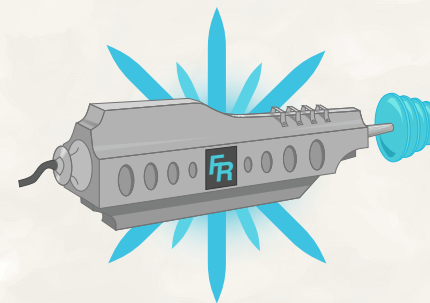
"With my freeze ray, I will stop the world."

Reduces a Spy's by 2.



epiphany!

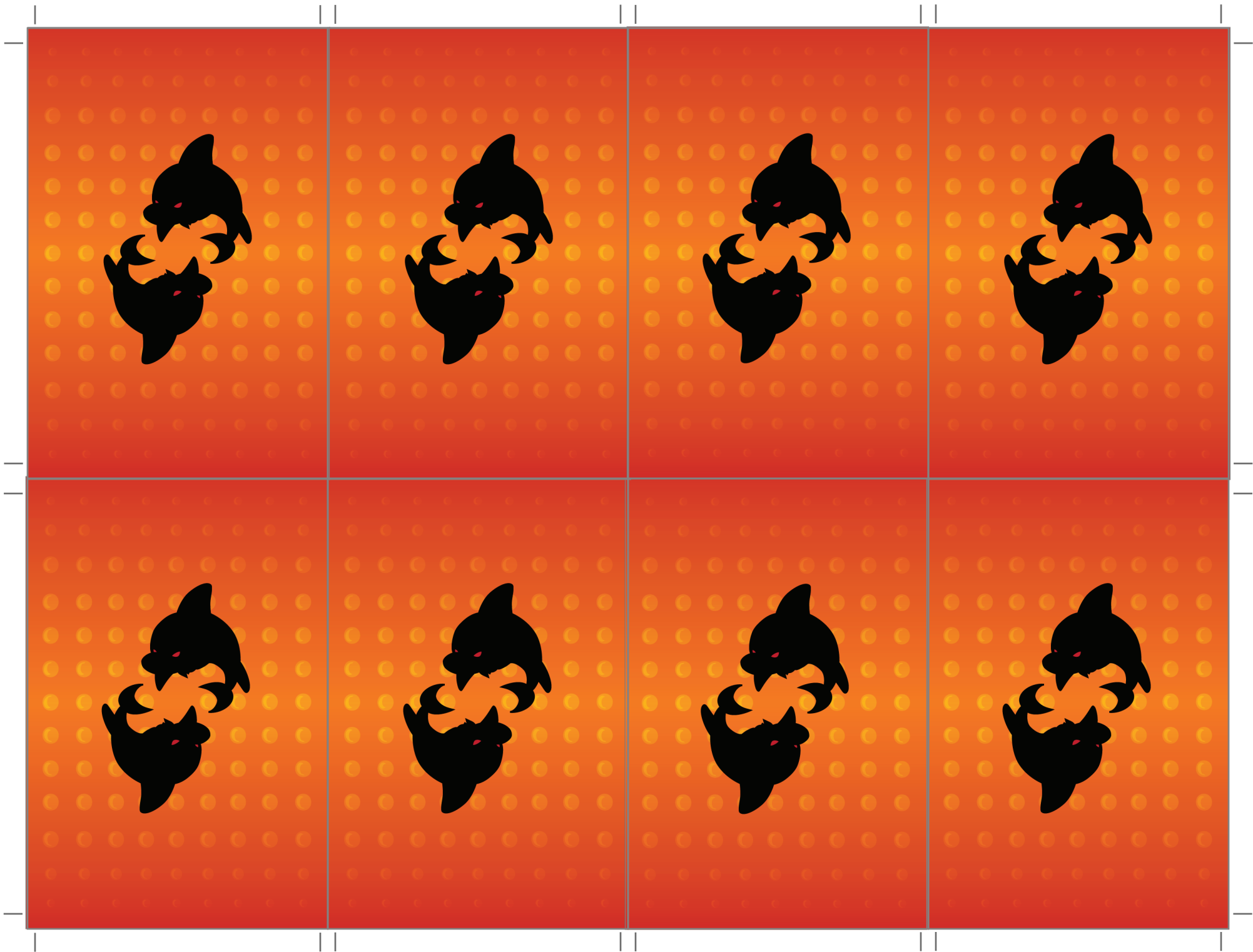
Freeze Ray



"With my freeze ray, I will stop the world."

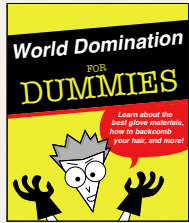
Reduces a Spy's by 2.





epiphany!

“World Domination for Dummies”

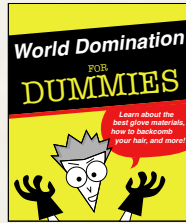


On your turn, search through your deck and place any card into your hand. Shuffle the rest of your deck. You must end your turn with no more than 7 cards in your hand. Discard any extra.



epiphany!

“World Domination for Dummies”



On your turn, search through your deck and place any card into your hand. Shuffle the rest of your deck. You must end your turn with no more than 7 cards in your hand. Discard any extra.



epiphany!

Evil Laugh



“Muhahahaha!”
All Minions become **Free**.



epiphany!

Evil Laugh

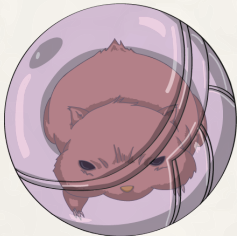


“Muhahahaha!”
All Minions become **Free**.

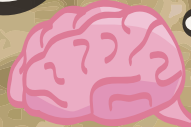


epiphany!

Hampered by Hamsters

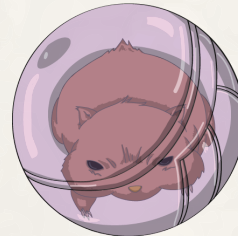


Send a sea of hamster balls tumbling at the Spy, causing him to be swept out of the Evil Lair. This card may only be played when a Spy attacks a Minion or Contraption.



epiphany!

Hampered by Hamsters

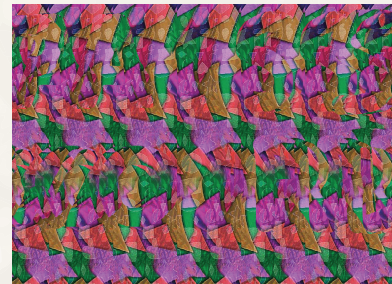


Send a sea of hamster balls tumbling at the Spy, causing him to be swept out of the Evil Lair. This card may only be played when a Spy attacks a Minion or Contraption.



epiphany!

Decrypt

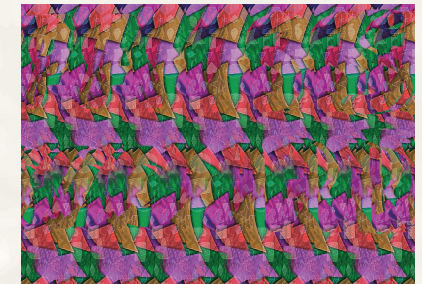


“The password is password.”
Look at the spy's hand and choose one card to discard.



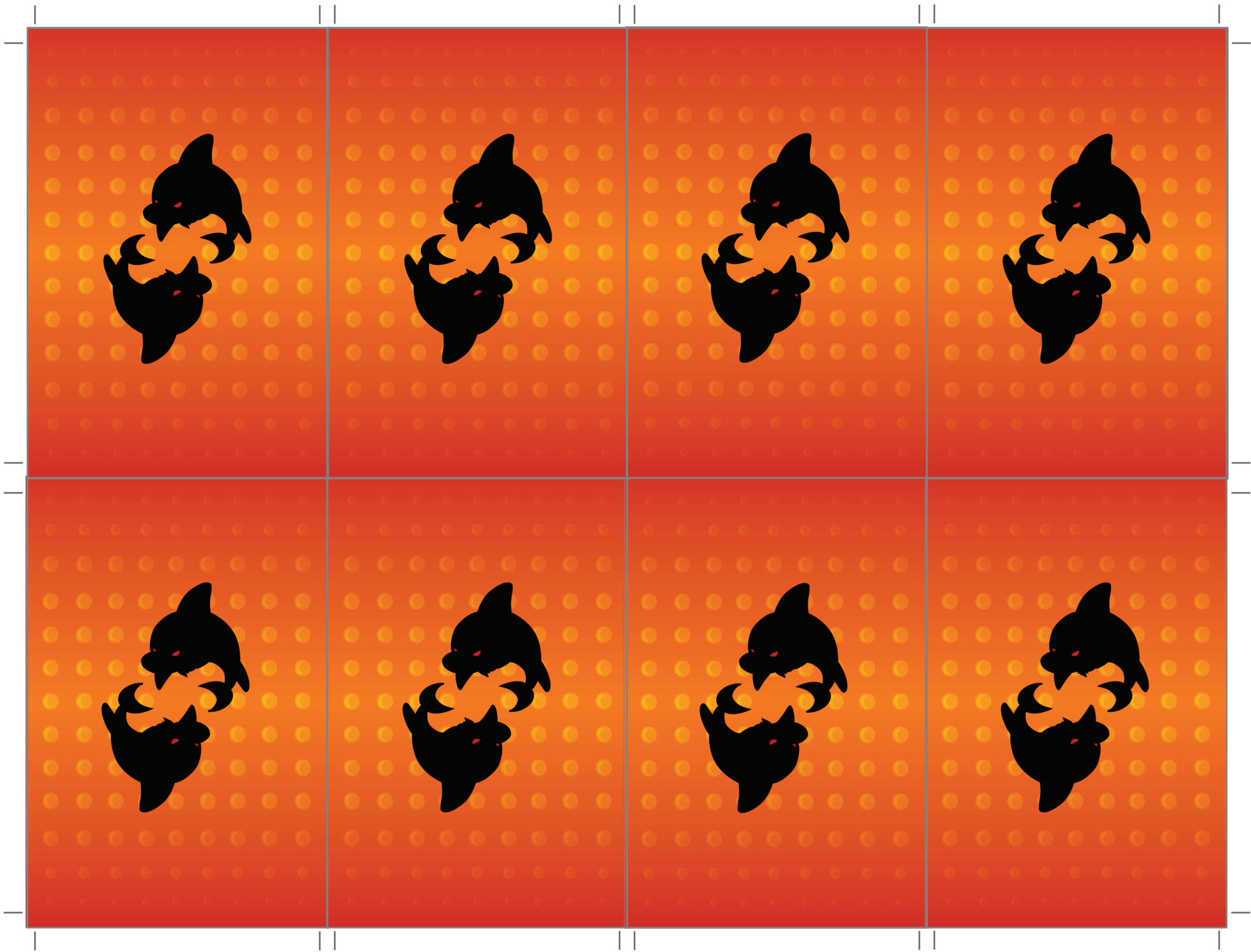
epiphany!

Decrypt



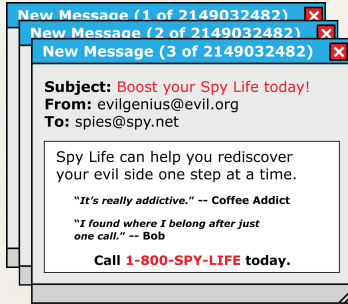
“The password is password.”
Look at the spy's hand and choose one card to discard.





epiphany!

E-mail Spam

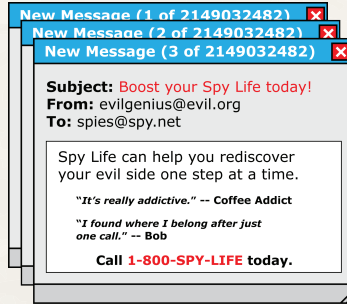


Break a connection in any Spy Network.



epiphany!

E-mail Spam

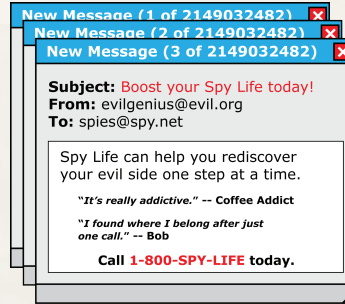


Break a connection in any Spy Network.



epiphany!

E-mail Spam



Break a connection in any Spy Network.



epiphany!

Decoy Plan



"It's a trap!"

This card may be played when a Spy reaches an Evil Plan. The Spy dies and the Evil Plan remains intact.




contraption

Security Camera



Static

Cost: 2 **Work**

"I spy with my little eye something that starts with 'S'."
All Minions behind the camera in the lair gain +1 .

Alarm: When this card is destroyed, the Evil Genius may immediately move any Minion into the square it occupied.


contraption

Security Camera



Static

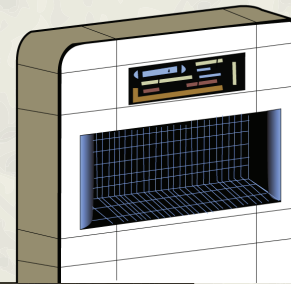
Cost: 2 **Work**

"I spy with my little eye something that starts with 'S'."
All Minions behind the camera in the lair gain +1 .

Alarm: When this card is destroyed, the Evil Genius may immediately move any Minion into the square it occupied.

contraption

Replicator



Static

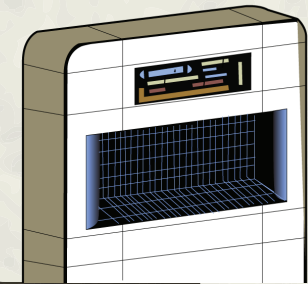
Cost: 1 **Work**

"Good thing I made a backup!"

Replicate: Destroy this card and place any discarded Minion or Contraption back into your hand.

contraption

Replicator

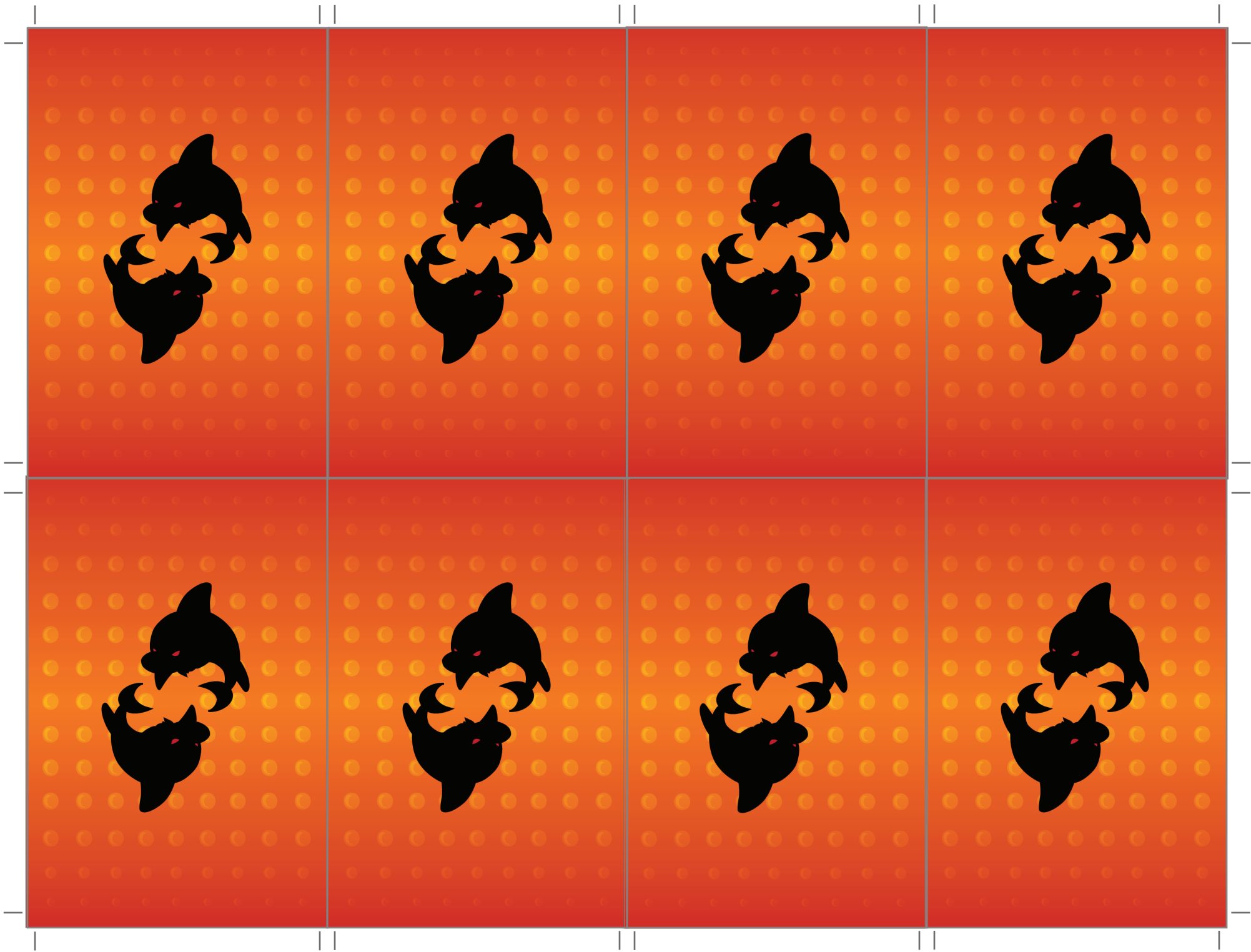


Static

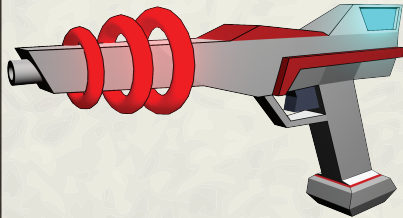
Cost: 1 **Work**

"Good thing I made a backup!"

Replicate: Destroy this card and place any discarded Minion or Contraption back into your hand.



contraption
Laser Gun



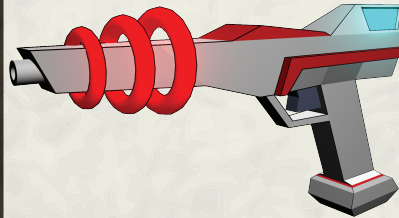
Attachable

Cost: 1 **Work**

"Pew pew!"

Grants the attached Minion **Initiative**.

contraption
Laser Gun



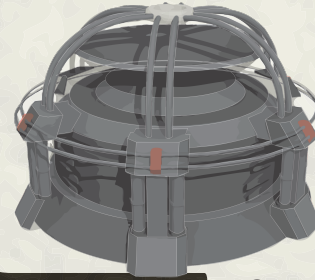
Attachable

Cost: 1 **Work**

"Pew pew!"

Grants the attached Minion **Initiative**.

contraption
Shield Generator



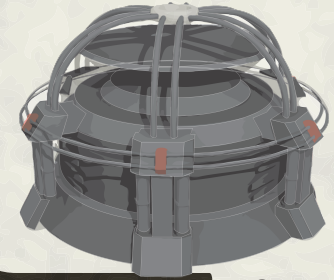
Static

Cost: 2 **Work**

"I'm afraid the deflector shield will be quite operational when you arrive."

All Minions adjacent to the Shield Generator take 2 less 🍷 from attacks. When the Shield Generator is destroyed, any adjacent Spies or Minions take 2 🍷.

contraption
Shield Generator



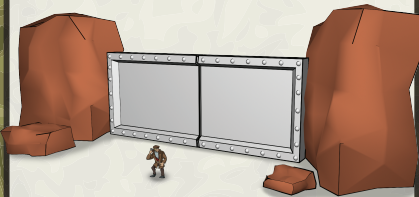
Static

Cost: 2 **Work**

"I'm afraid the deflector shield will be quite operational when you arrive."

All Minions adjacent to the Shield Generator take 2 less 🍷 from attacks. When the Shield Generator is destroyed, any adjacent Spies or Minions take 2 🍷.

contraption
Steel Door



Static

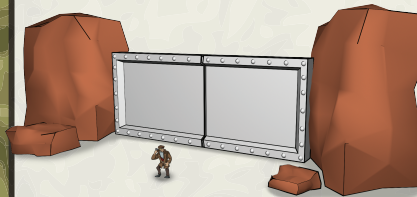
Cost: 1 **Work**

It's a door.

Spies must have a network size of 3 to destroy or pass by the steel door.

All other Spies will be crushed under its weight and killed.

contraption
Steel Door



Static

Cost: 1 **Work**

It's a door.

Spies must have a network size of 3 to destroy or pass by the steel door.

All other Spies will be crushed under its weight and killed.

contraption
Body Armour



Attachable

Cost: 1 **Work**

"I love this suit!"

The attached Minion takes 2 less 🍷 from attacks.

contraption
Body Armour

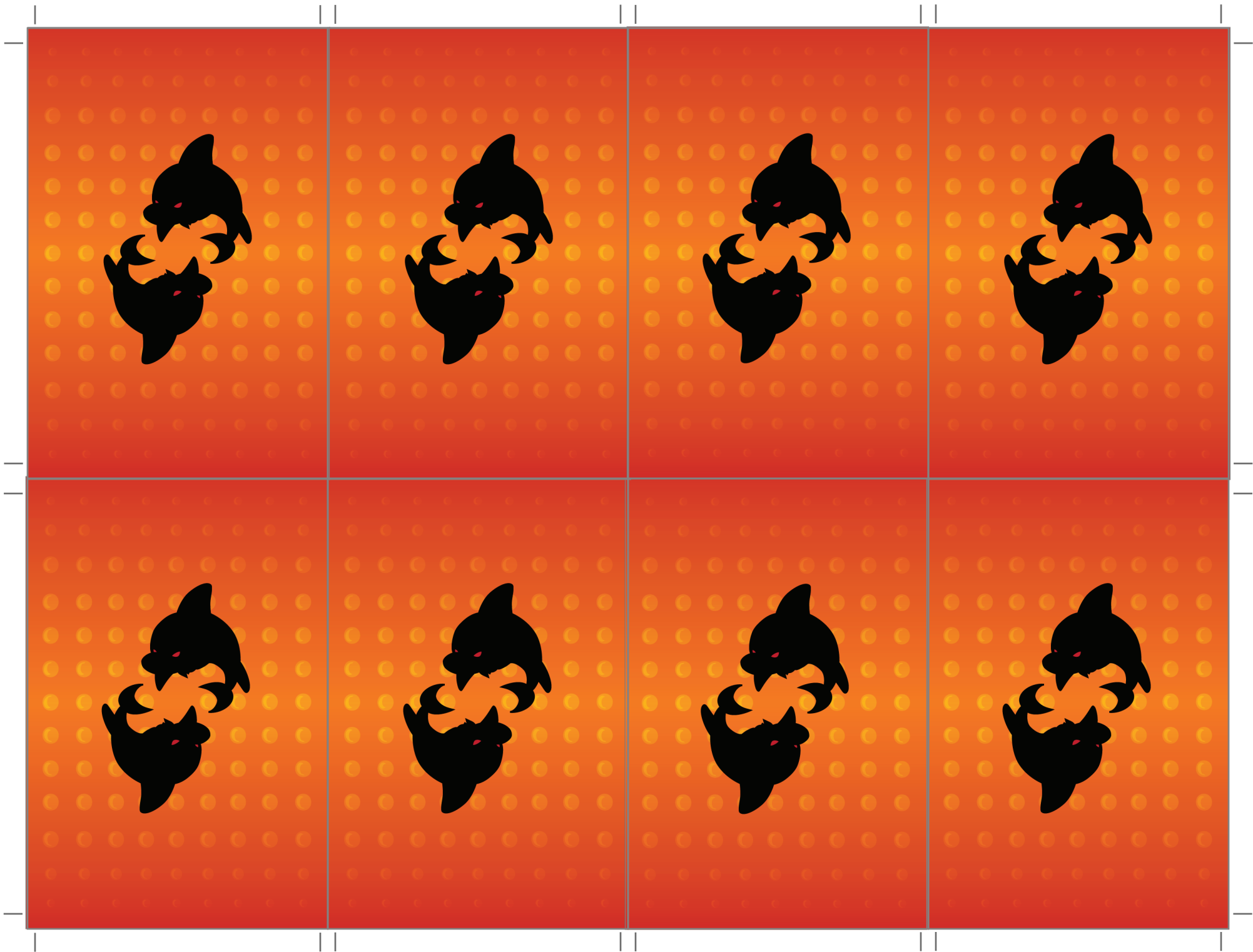


Attachable

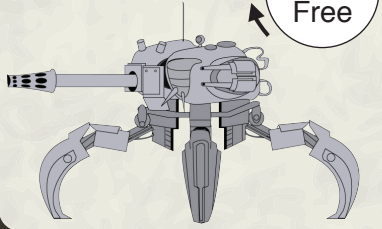
Cost: 1 **Work**

"I love this suit!"

The attached Minion takes 2 less 🍷 from attacks.



contraption
Mech



Free

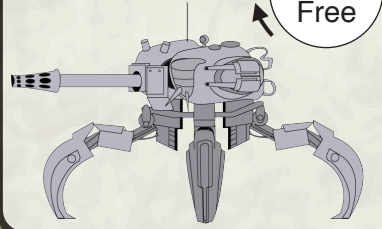
Attachable

Cost: 3 **Work**

Super Cannon **Busy** : 2 to its own square and 2 squares in front of it, damaging all Spies and Minions. The Super Cannon may only be used when the Spy is attacking any Minion or Contraption. Can't **Work**.

4 3 2

contraption
Mech



Free

Attachable

Cost: 3 **Work**

Super Cannon **Busy** : 2 to its own square and 2 squares in front of it, damaging all Spies and Minions. The Super Cannon may only be used when the Spy is attacking any Minion or Contraption. Can't **Work**.

4 3 2

contraption
Robotic Guard Dog



Attachable

Cost: 1 **Work**

"Woof!"

The attached minion gains +1.

contraption
Robotic Guard Dog



Attachable

Cost: 1 **Work**

"Woof!"

The attached minion gains +1.

contraption
Guard Tower



Static

Cost: 2 **Work**

A minion may occupy the same square as this Contraption. The attached Minion gains **Initiative** and +1.

contraption
Guard Tower



Static

Cost: 2 **Work**

A minion may occupy the same square as this Contraption. The attached Minion gains **Initiative** and +1.

contraption
Sharks with F.R.I.C.K.E.N. Laser Beams

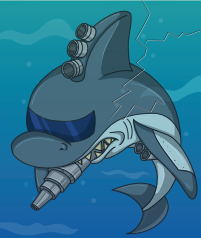


Static

Cost: 2 **Work**

"Getting it F.R.I.C.K.E.N. done since 1952." Spies who are not at full health when passing through this square will be eaten and killed by the sharks. If the shark tank is destroyed, the flood of water will push the Spy back 2 squares. Spies pushed out of the Evil Lair may not re-enter on that turn.

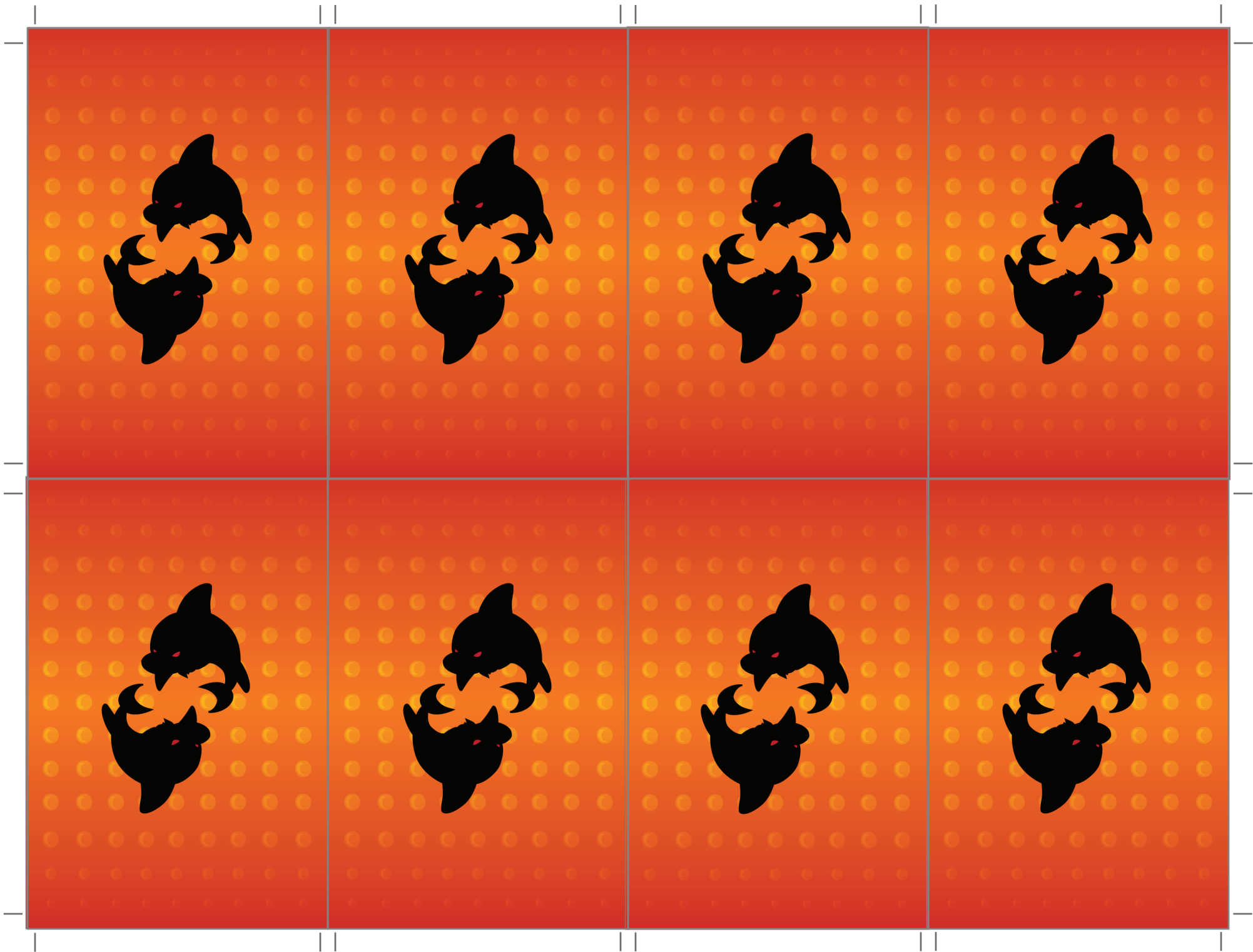
contraption
Sharks with F.R.I.C.K.E.N. Laser Beams



Static

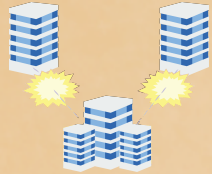
Cost: 2 **Work**

"Getting it F.R.I.C.K.E.N. done since 1952." Spies who are not at full health when passing through this square will be eaten and killed by the sharks. If the shark tank is destroyed, the flood of water will push the Spy back 2 squares. Spies pushed out of the Evil Lair may not re-enter on that turn.



Computer Virus

Become the mastermind of all computers!



Costs 3
contraption

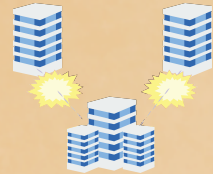
evilness index 4

2
minions

Completion: Destroy the Internet Node if it exists and replace it with the Computer Virus. Otherwise, attach the Computer Virus anywhere in the Spy's Networks. Breaking a connection to the Computer Virus costs one action.

Computer Virus

Become the mastermind of all computers!



Costs 3
contraption

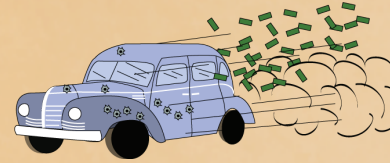
evilness index 4

2
minions

Completion: Destroy the Internet Node if it exists and replace it with the Computer Virus. Otherwise, attach the Computer Virus anywhere in the Spy's Networks. Breaking a connection to the Computer Virus costs one action.

Heist

You rob what is left of the world's banks.



Costs 1
contraption

evilness index 3

4
minions

Completion: The maximum size of the Spy's hand decreases by 1 for the remainder of the game.

Heist

You rob what is left of the world's banks.



Costs 1
contraption

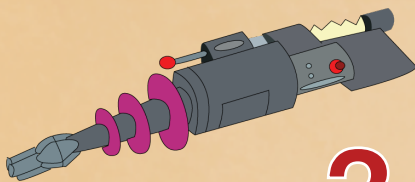
evilness index 3

4
minions

Completion: The maximum size of the Spy's hand decreases by 1 for the remainder of the game.

Death Ray

An oldie but goodie.



Costs 2
contraption

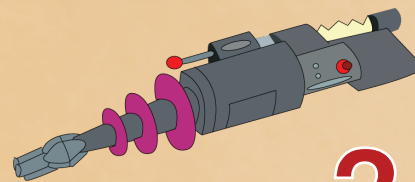
evilness index 3

2
minions

Completion: Kill any spy.

Death Ray

An oldie but goodie.



Costs 2
contraption

evilness index 3

2
minions

Completion: Kill any spy.

Stock Market Crash

Plunge the world into chaos and bring order in the confusion.



Costs 1
contraption

evilness index 3

4
minions

Completion: Rebuild the Spy Networks however you like as long as the same number of Networks exist.

Stock Market Crash

Plunge the world into chaos and bring order in the confusion.



Costs 1
contraption

evilness index 3

4
minions

Completion: Rebuild the Spy Networks however you like as long as the same number of Networks exist.

A 2x4 grid of envelopes. Each envelope is light brown with a darker brown flap at the top. In the center of each envelope is a red stamp with the words 'TOP SECRET' in a bold, serif font. The stamp has a slightly distressed or ink-like appearance. The grid is defined by thin vertical and horizontal lines.

**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

Mind Control

"Must... resist..."



evilness index **4**

Costs **2** **4**

contraption minions

Completion: The Spy Networks are sabotaged from within. Destroy up to 2 Nodes from a single Network.

Mind Control

"Must... resist..."



evilness index **4**

Costs **2** **4**

contraption minions

Completion: The Spy Networks are sabotaged from within. Destroy up to 2 Nodes from a single Network.

Raise the Dead

They're baaaaaaack.



evilness index **4**

Costs **2** **4**

contraption minions

Completion: Choose up to 2 discarded Minions and place them in an empty square in your Evil Lair. Zombies overwhelm a Spy Network of size 2 or less and destroy its Nodes.

Raise the Dead

They're baaaaaaack.



evilness index **4**

Costs **2** **4**

contraption minions

Completion: Choose up to 2 discarded Minions and place them in an empty square in your Evil Lair. Zombies overwhelm a Spy Network of size 2 or less and destroy its Nodes.

Rickrolled from Orbit

You find a way to blast Rick Astley music to every radio station in the world at once.



evilness index **3**

Costs **2** **2**

contraption minions

Completion: The Spy cannot attack the Evil Lair on the next turn and is never gonna give you up, let you down, run around or desert you.

Rickrolled from Orbit

You find a way to blast Rick Astley music to every radio station in the world at once.



evilness index **3**

Costs **2** **2**

contraption minions

Completion: The Spy cannot attack the Evil Lair on the next turn and is never gonna give you up, let you down, run around or desert you.

Nanomite Bombs

Nanomites will devour anything and everything in your way!



evilness index **4**

Costs **3** **2**

contraption minions

Completion: Nanomites swarm a Spy Network, destroying a Node and disconnecting up to two more Nodes in the same Spy Network.

Nanomite Bombs

Nanomites will devour anything and everything in your way!



evilness index **4**

Costs **3** **2**

contraption minions

Completion: Nanomites swarm a Spy Network, destroying a Node and disconnecting up to two more Nodes in the same Spy Network.



**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

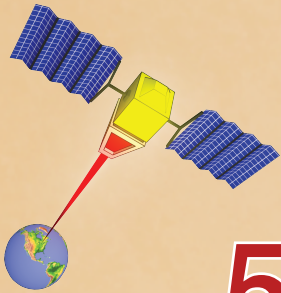
**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

Satellite Beam

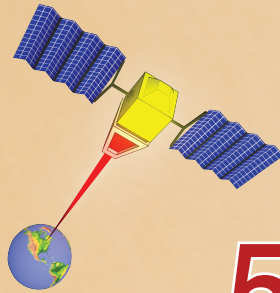
"Let's destroy the world with just one blow!"



Completion: Destroy half of the Spy's Nodes (round up as needed).

Satellite Beam

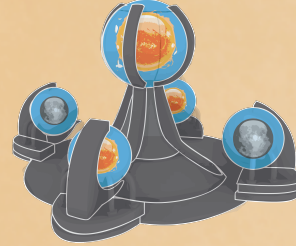
"Let's destroy the world with just one blow!"



Completion: Destroy half of the Spy's Nodes (round up as needed).

Weather Control Device

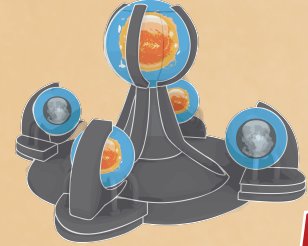
And they thought global warming was a threat...



Completion: Destroy up to 2 Spy Networks of size 3 or more, or destroy up to 4 Spy Networks of size 2 or less.

Weather Control Device

And they thought global warming was a threat...



Completion: Destroy up to 2 Spy Networks of size 3 or more, or destroy up to 4 Spy Networks of size 2 or less.



**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**

**TOP
SECRET**