

1



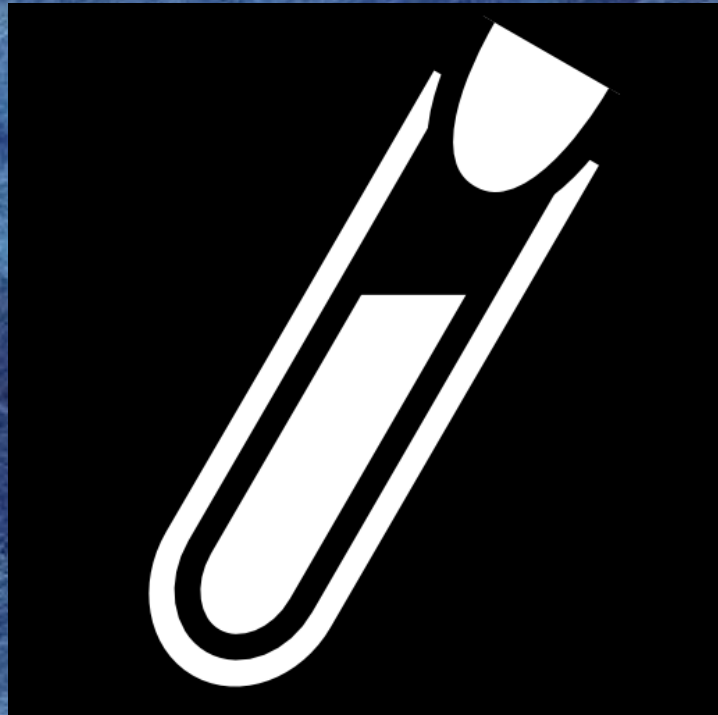
# Gun

Terminate a spy  
(not yourself)

And, if ready in hand or  
in play, may be shown to  
cancel the effect of a  
knife attack against you



2



# Antidote

If ready in hand or in play, may be shown to cancel the effect of a poison attack, even if not directed at you



3



# Poison

Terminate a spy  
(not yourself)

(may be cancelled  
by antidote)



4



# Knife

Terminate a spy  
(not yourself)

(may be cancelled  
by gun)



5



# Cyanide Pill

Terminate yourself

If Cyanide Pill was used,  
score 1 extra point if  
your nation wins

6+



6

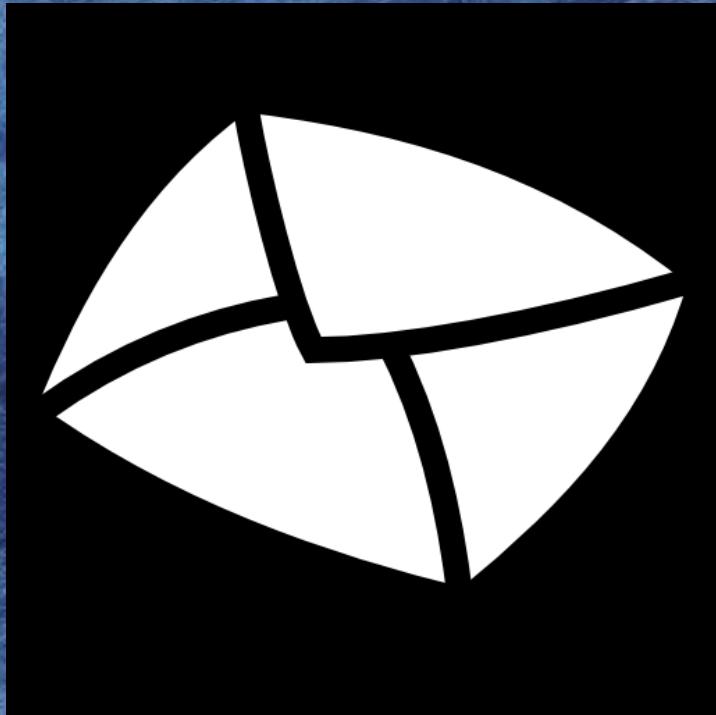


# Bang and Burn

Choose one face up  
card that has already  
been played and turn it  
face down



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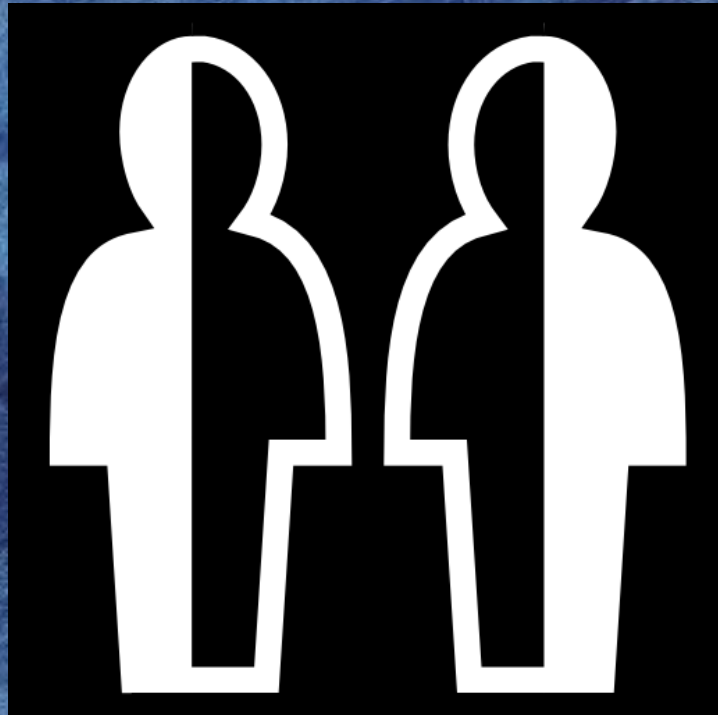


# Extortion

Choose a spy (not yourself), that spy must choose one of their face up cards in play and turn it face down



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# Decoy

Examine the discard  
pile, select one card,  
immediately play it, then  
place Decoy in the  
discard pile



9



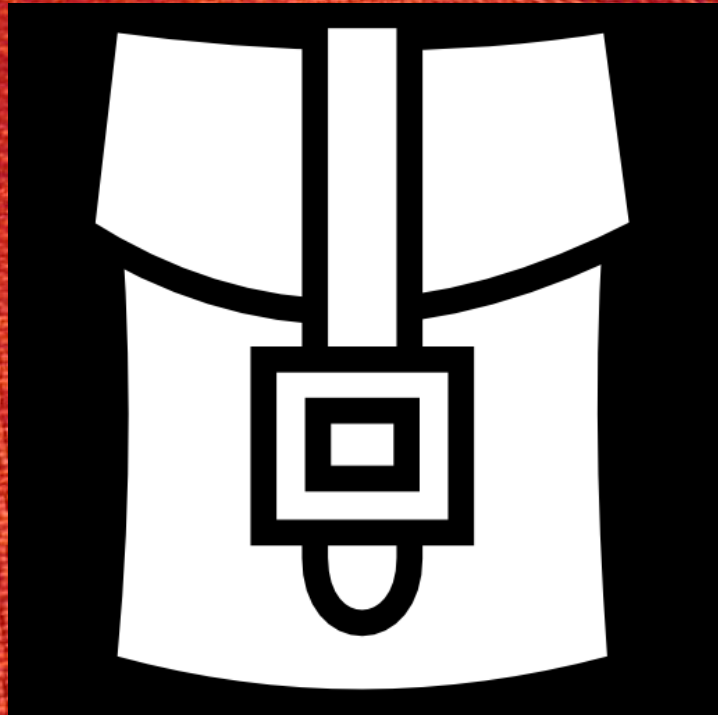
# Chicken Feed

If ready in hand or in  
play and you are the  
target of the Polygraph  
or the Code Book,  
you may lie

4+



10



# Dead Drop

Select any two cards in  
play and switch them

(not including this card,  
face down cards may be  
chosen)



1 1



# Pocket Lint

If ready in hand or in play, you may show Pocket Lint instead of your role card when required to do so

5+



12



# Hidden Mic

Look at the role card of the spy with the lowest valued face up card in play so far (other than your own)

5+



13



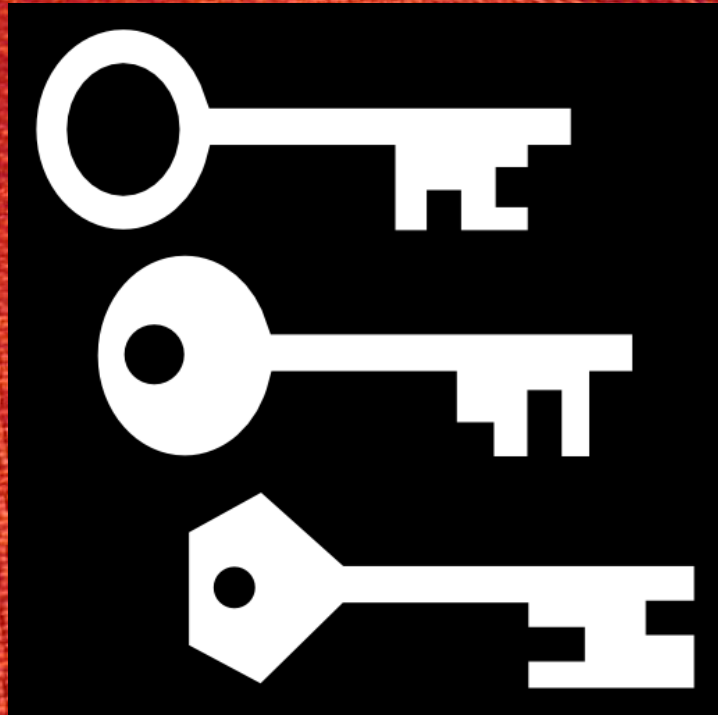
# Surveillance

Choose a spy, look at  
that spy's role card, then  
announce what it is  
(you may lie)

5+



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# Forgery

During scoring, the Forgery is worth points equal to the current round number (must be face up to score)



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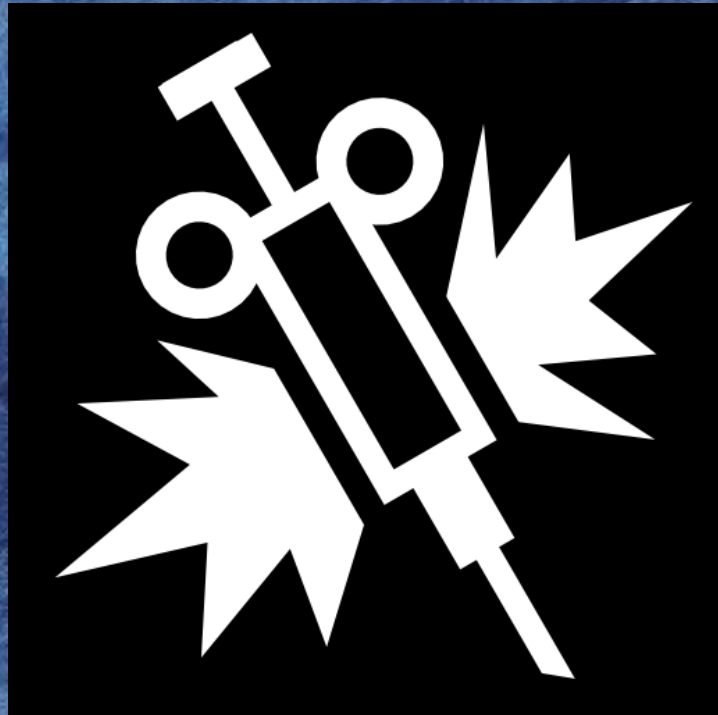


# Code Book

Choose a spy and name a specific role (Soviet Assassin, American Handler, etc.), if that spy is the named role, they are compromised and must flip their role card face up for the rest of the round 6+



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# Truth Serum

Choose a spy, that spy  
must show their role  
card to a spy of their  
choice



17



# Safehouse

You cannot be terminated  
this round, but you may not  
terminate any other spies  
this round either

5+



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## Mole

During Nation Scoring, you may choose one spy to be revealed as a mole, their cards no longer count towards Nation Scoring (must be face up to score)



# 19



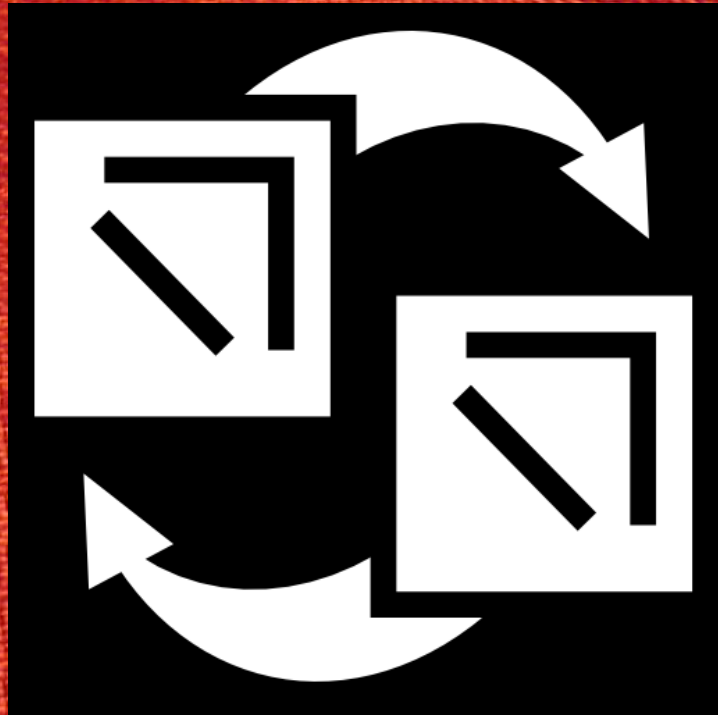
## Arrest

Choose one spy, that spy must reveal all of their Tradecraft cards and play with them visible for the rest of the round

4+



# 20



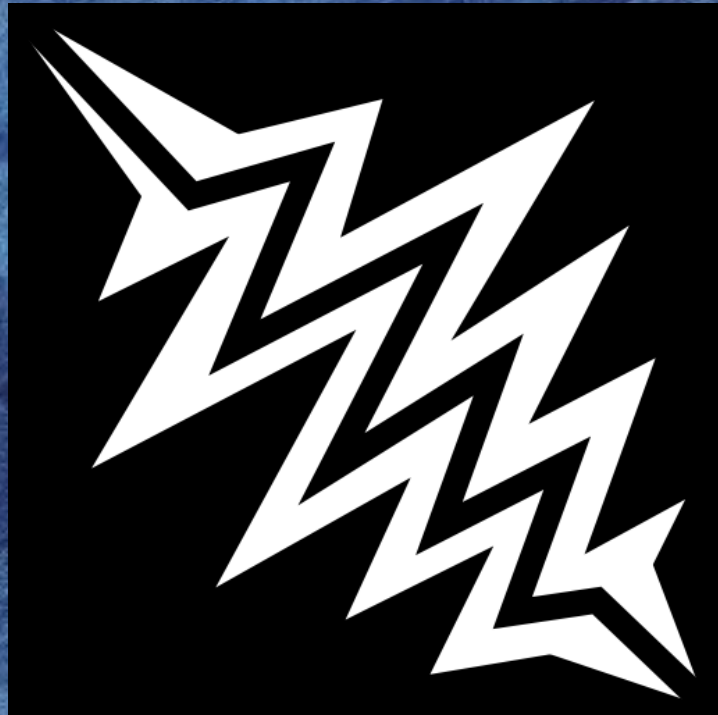
## Exchange

Choose a spy, that spy  
must exchange a card  
not yet in play with you

(card selection should be  
done simultaneously)



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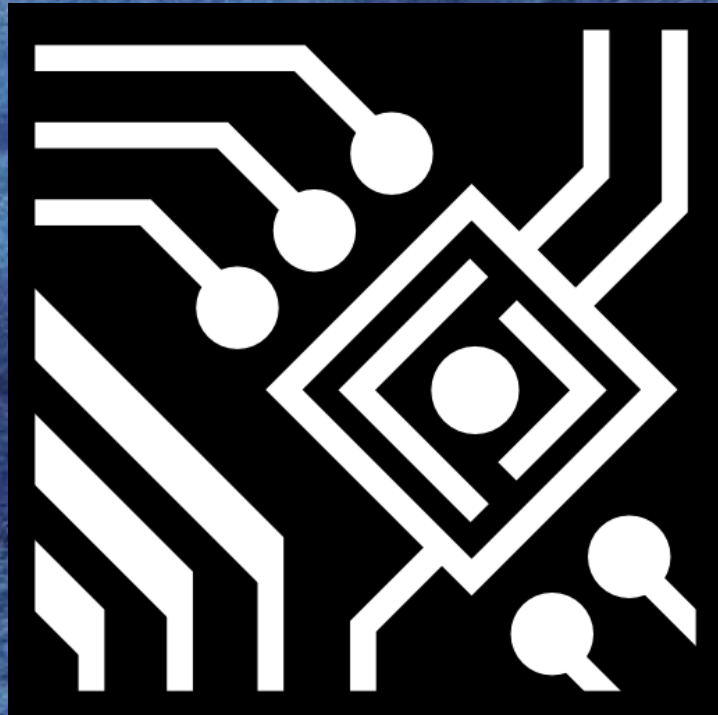
# Polygraph

Choose a spy, that spy  
must announce their  
nationality, but not reveal  
their specific role  
(neutral spies may lie)

4+



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# Microchip

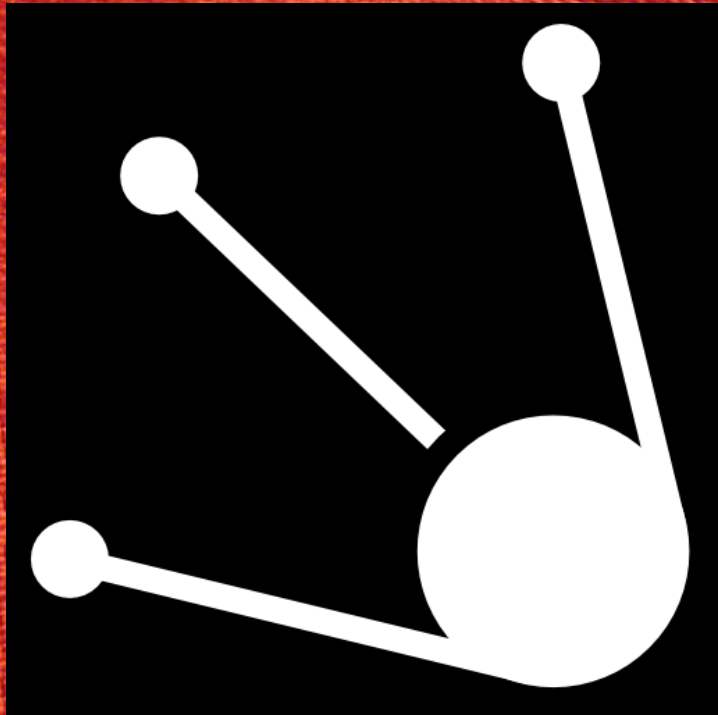
Receive 1 extra point if you complete your Mission this round.

(Microchip must be face up during scoring)

4+



# 23



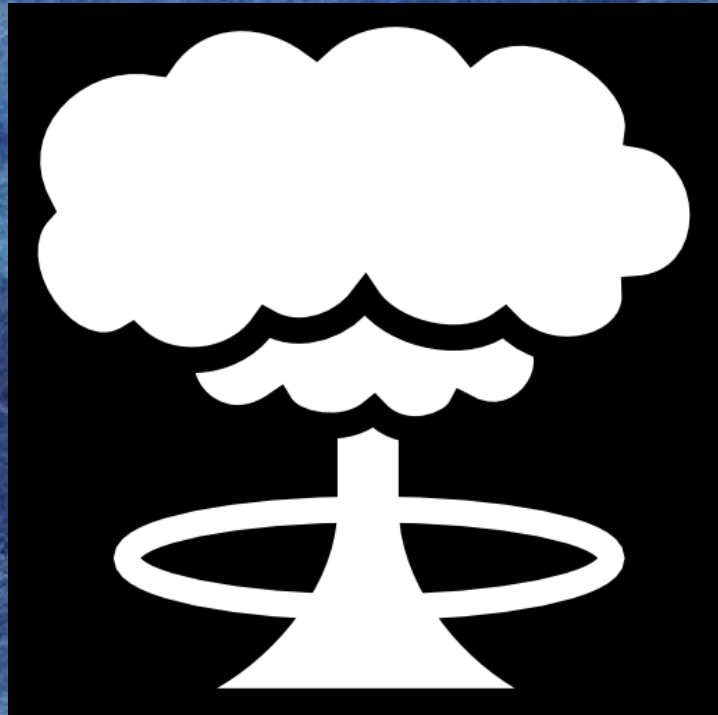
## Satellite Plans

Look at the tradecraft cards that are not yet in play of the spy seated to your left

6+



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# Launch Codes

Look at the tradecraft cards that are not yet in play of the spy seated to your right

6+