

COMPLETE RULES

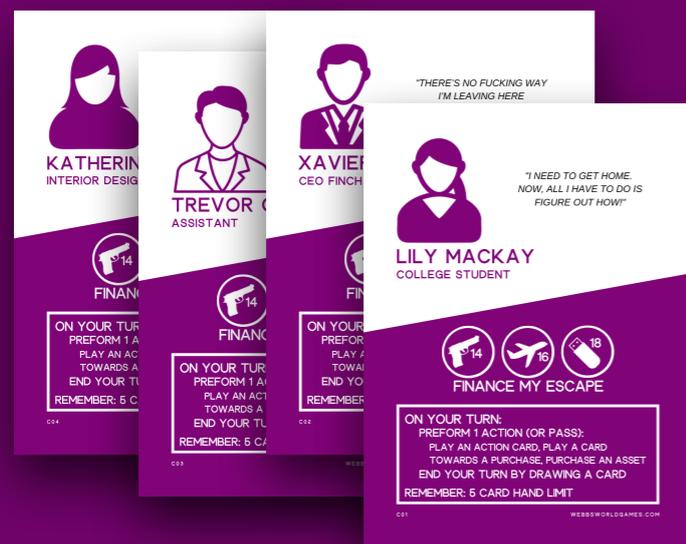
A MACKAY INTERNATIONAL CARD GAME

RESCUING LILY

**DO YOU HAVE WHAT IT
TAKES TO RESCUE LILY?**

SETUP

SEPARATE THE CHARACTER CARDS, ENEMY CARDS AND ASSET CARDS FROM THE REST OF THE DECK



CHARACTER CARDS



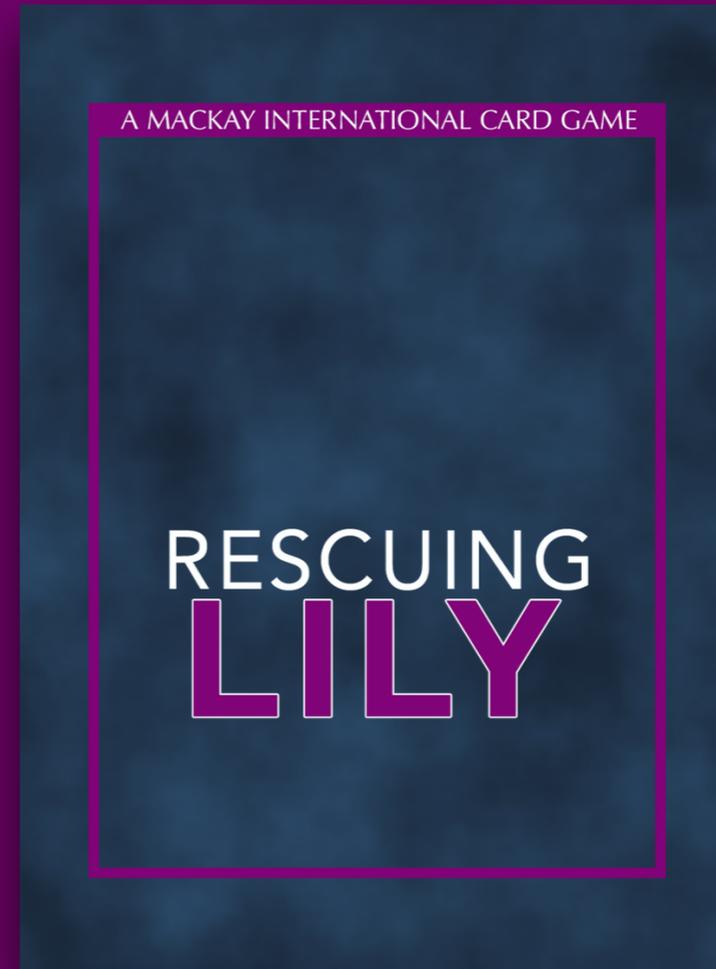
ENEMY CARDS



ASSET CARDS

SHUFFLE THE CHARACTER CARDS AND DEAL 1 TO EACH PLAYER (SET ANY REMAINING CHARACTERS ASIDE AND OUT OF PLAY)

PLACE YOUR CHARACTER CARD FACE UP IN FRONT OF YOU



SHUFFLE THE DECK (MINUS THE ENEMY CARDS) AND DEAL 3 CARDS TO EACH PLAYER

SHUFFLE THE ENEMY CARDS BACK INTO THE DECK, AND SET THE PILE FACE DOWN TO CREATE A DRAW PILE

GAME PLAY

THE LAST PERSON TO VISIT PARIS GOES FIRST

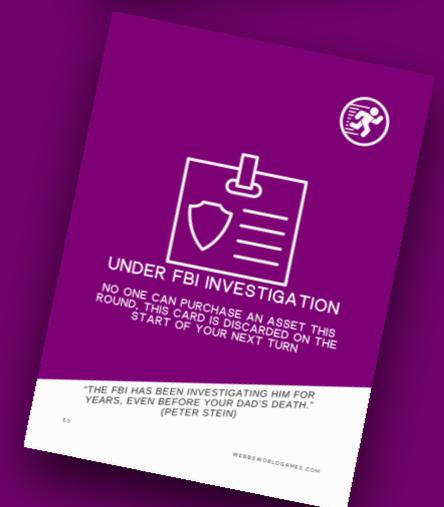
ON YOUR TURN, PERFORM 1 ACTION (OR PASS)

ACTIONS INCLUDE:

- PLAYING AN ACTION CARD
- PLAYING A CARD TOWARDS A PURCHASE (BY PLACING IT FACE UP IN-FRONT OF YOU)
- PURCHASING AN ASSET (PRIVATE PLANE, THUMB DRIVE OR GUN)

IF YOU PURCHASE AN ASSET:

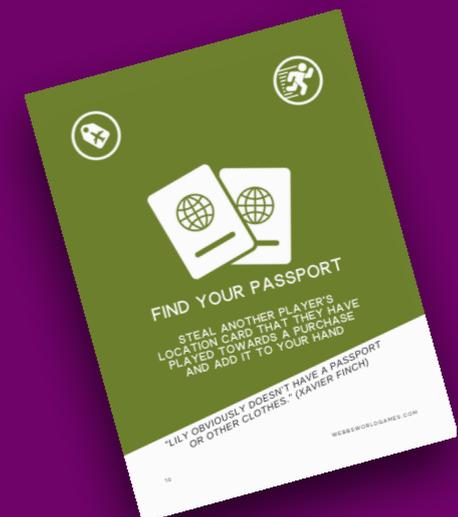
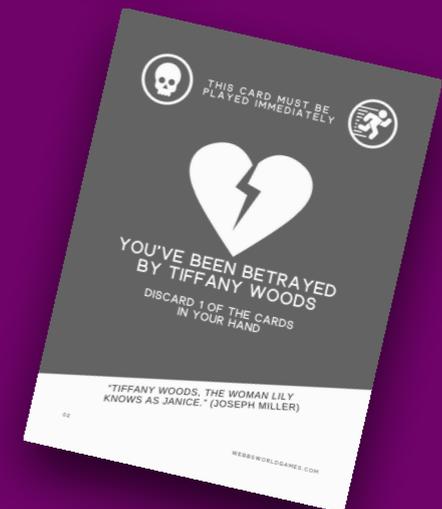
- THE USED CARDS ARE PLACED INTO THE DISCARD PILE (IF THE VALUE OF THE CARDS IS OVER THE COST OF THE ASSET, YOU FORFEIT THOSE REMAINING POINTS)



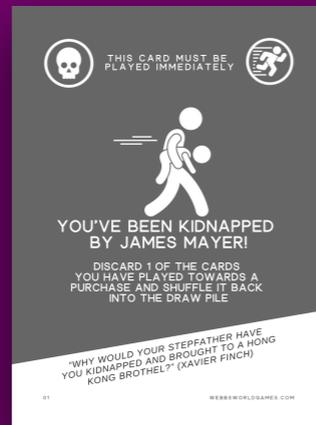
TO END YOUR TURN

DRAW A CARD FROM THE DRAW PILE INTO YOUR HAND

- IF YOU DRAW AN ENEMY CARD THE CONSEQUENCES TAKE IMMEDIATE EFFECT
- BEFORE YOUR TURN ENDS, ENSURE YOU HAVE THE HAND LIMIT OF 5, AND DISCARD ANY ADDITION CARDS INTO A DISCARD PILE (YOUR CHOICE)



CARD TYPES



ENEMY CARDS



LOCATION CARDS



BUSINESS CARDS



ITEM CARDS



ACTION CARDS

MISC. RULES

ACTION CARDS THAT ARE ALSO LOCATION, ITEMS AND BUSINESS CARDS MUST ADHERE TO ANY RULES OF THOSE CATEGORIES

WHEN THE DRAW PILE IS GONE, SHUFFLE THE DISCARD PILE AND BEGIN AGAIN

IF YOU HAVE NO CARDS IN YOUR HAND, YOU MUST WAIT UNTIL YOUR NEXT TURN TO DRAW A CARD

ENEMY CARDS CAN NOT STEAL ASSETS (GUN, PRIVATE PLANE, THUMB DRIVE) YOU HAVE PURCHASED



EACH CARD HAS A UNIQUE QUOTE FROM THE SERIES!

THE CARDS

ENEMY CARDS (CARD# 01-02)

- PLAYED ENEMY CARDS ARE PLACED INTO THE DISCARD PILE

FIND YOUR PASSPORT (CARD# 10)

- CAN STEAL ANY LOCATION INCLUDING FIRST DATE

FIRST DATE (CARD# 11)

- THIS CARD MUST BE PLAYED (PLACED IN FRONT OF YOU) LIKE A POINTS CARD, PRIOR TO A PURCHASE
- IT CAN BE STOLEN BY “FIND YOUR PASSPORT”

GAIN A BUSINESS PARTNER (CARD# 22)

- WHEN PLAYED YOU MUST ALSO PUT DOWN THE BUSINESS CARD YOU ARE USING (COUNTS AS ONE ACTION) - DRAW A CARD TO END YOUR TURN
- WHEN THE ASSET IS PURCHASED: EACH PLAYER MAY CHOOSE THE ASSET (UP TO THE VALUE OF THE COMBINED CARDS) THEY WISH TO PURCHASE



SHOPPING TRIP (CARD# 35)

- THIS CARD MUST BE PLAYED (PLACED IN FRONT OF YOU) LIKE A POINTS CARD, PRIOR TO A PURCHASE
- IT CAN BE STOLEN BY “ROOM SERVICE” (CARD #36)

ROOM SERVICE (CARD# 36)

- CAN STEAL ANY ITEM INCLUDING “SHOPPING TRIP” (CARD #35)

JUST AS DEADLY (CARD# 37)

- THIS CARD MUST BE PLAYED (PLACED IN FRONT OF YOU) LIKE A POINTS CARD, PRIOR TO A PURCHASE

USE YOUR CREDIT CARD (CARD# 41-42)

- RANDOMLY TAKE A CARD FROM THE PLAYER OF YOUR CHOICE AND ADD IT TO YOUR HAND, DRAW A CARD FROM THE DRAW PILE TO END YOUR TURN AS USUAL



TAKE A SHOWER (CARD# 43-44)

- DRAW YOUR 3 CARDS, AND YOUR TURN ENDS (YOU DO NOT DRAW A 4TH CARD)

JUMP ON A BUS (CARD# 51-52)

- THE CARDS CAN NOT BE KEPT IN YOUR HAND, YOU MUST EITHER PLAY OR DISCARD THEM



WINNING

THE FIRST PLAYER TO PURCHASE EACH OF THE ASSETS (GUN, THUMB DRIVE AND PRIVATE PLAN), HAVE ALL THEY NEED TO RESCUE LILY AND HAVE WON THE GAME!

