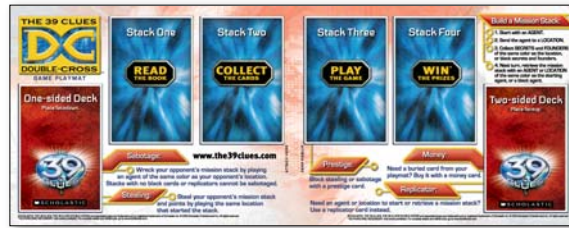


# THE 39 CLUES™: DOUBLE-CROSS™ TABLETOP CARD GAME



Game can be played with or without a playmat. Print your free downloadable playmat at [WWW.THE39CLUES.COM](http://WWW.THE39CLUES.COM)



## YOUR MISSION:

**BE THE FIRST TO COLLECT 39 POINTS.**

- Send your Agents on missions to Locations to collect Secrets and Founders and earn points.
- Sabotage your opponent's missions or steal his or her points. Be the first to collect 39 points and win!
- For two to four players.
- Best played with a minimum of 44 cards (two books and two card packs).



## CARD TYPES

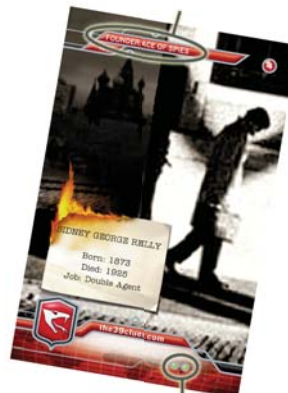
- Card types are printed at the top of the card. There are: AGENTS, LOCATIONS, SECRETS, FOUNDERS, MONEY CARDS, PRESTIGE CARDS, and REPLICATORS.

A BLUE SECRET



WORTH 1 POINT

A RED FOUNDER



WORTH 2 POINTS

- Only SECRETS and FOUNDERS are worth points. The point value of SECRETS and FOUNDERS is printed at the bottom of the card.



[www.the39clues.com](http://www.the39clues.com)



SET UP

PLAYERS SHOULD EACH SET UP INDIVIDUALLY ACROSS FROM ONE ANOTHER.

1. Divide your cards into two decks:

ONE-SIDED CARDS, WITH THESE BACKS: TWO-SIDED CARDS, WITH ANY OTHER BACKS:

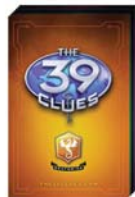


2. Let your opponent shuffle both of your decks while you shuffle his or hers.

3. Lay out your decks:

The one-sided deck goes **FACEDOWN** on your left. The two-sided deck goes **FACEUP** on your right.

ONE-SIDED  
DECK



TWO-SIDED  
DECK

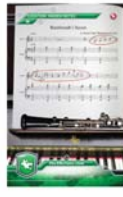
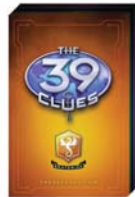


4. Deal cards onto the table:

Deal out four cards from your two-sided deck faceup in between the two decks.

DEAL OUT FOUR CARDS, LEFT TO RIGHT

ONE-SIDED  
DECK



TWO-SIDED  
DECK

DRAW FOUR CARDS  
INTO YOUR HAND



5. Draw your hand:

Draw four cards from the one-sided deck into your hand and make sure your opponent can't see them.





**S T A R T I N G**

The player with the lowest numbered card on the table goes first. In case of a tie, the player with the next lowest numbered card on the table goes first.

**CARD NUMBER 7**



Players take turns, rotating clockwise.

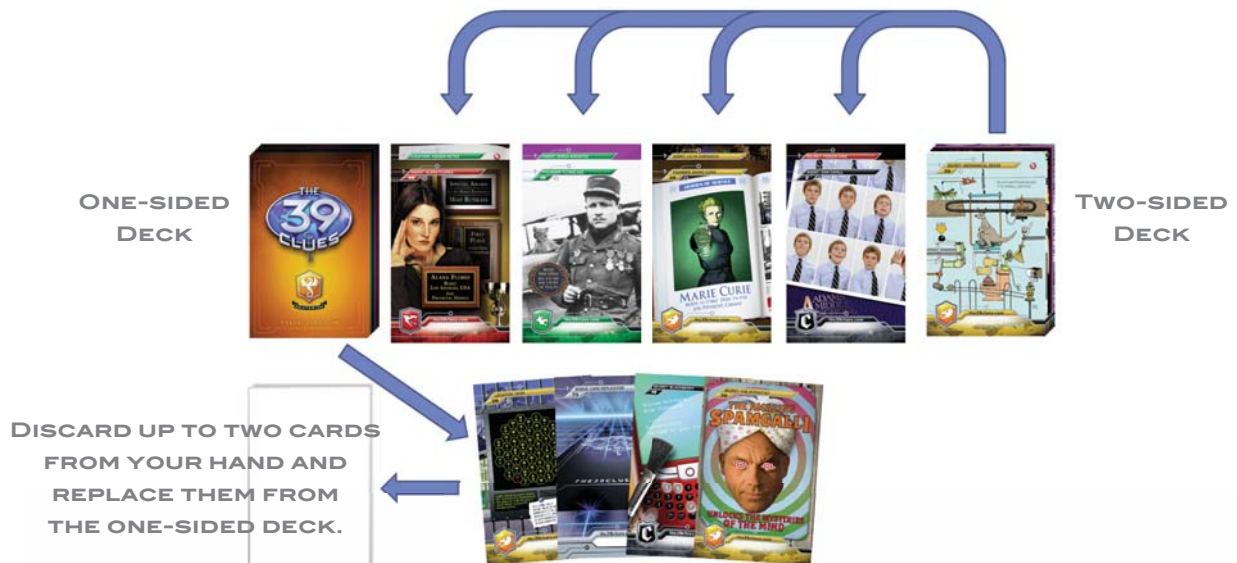
On each turn, a player must choose to either **PLAY** or **DEAL**. A player **CANNOT DO BOTH** in one turn.



**D E A L**



To deal, take the four top cards from your two-sided deck and place one on each of the four cards (or empty spots). If you choose, discard one or two of the cards in your hand into your discard pile and draw new ones to replace them from your one-sided deck. After dealing, your turn is over.

**DEAL OUT FOUR CARDS ON TOP OF THE CARDS ALREADY THERE.**






PLAY

-  If you choose to play on your turn, you may play any available cards. (See “Cards available for play.”)
-  Your goal is to send Agents on MISSIONS to retrieve Cahill Secrets and Founders. You do this by creating MISSION STACKS.



CREATING A MISSION STACK

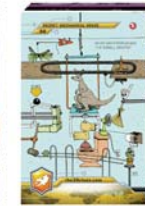
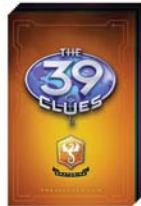
-  1. Play an Agent  
 Send an Agent into the field by placing him above your dealt cards. This will be your Mission Stack. There is no limit on the number of Agents that you can send on missions at the same time.



RED AGENT



ONE-SIDED DECK



TWO-SIDED DECK



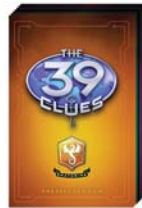
**2. Send your Agent to a Location**

Place any Location card on top of an Agent to send the Agent to that Location. You cannot send an Agent out if you don't have a Location to play as well.



**RED AGENT**  
**+ YELLOW LOCATION**

**ONE-SIDED DECK**



**TWO-SIDED DECK**



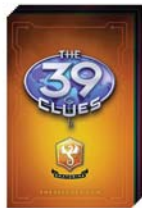
**3. Discover Cahill Secrets**

Add Secret and Founder cards to your mission stack. They must be of the same color as the mission Location or they can be black. Black Secrets and Founders can be played on any Location.



**RED AGENT**  
**+ YELLOW LOCATION**  
**+ YELLOW FOUNDER 1 POINT**  
**+ YELLOW SECRET 3 POINTS**  
**+ BLACK SECRET 1 POINT**  
**RETRIEVED BY RED AGENT**

**ONE-SIDED DECK**



**TWO-SIDED DECK**



THE 39 CLUES™: DOUBLE-CROSS™ TABLETOP CARD GAME

1+3+1= 5 POINTS  
 ADDED TO YOUR SCORE



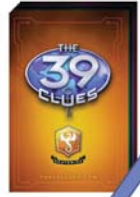
4. Retrieve your Agent

To earn points, you need to retrieve your Agent by using another Agent or Location of the same color as the Agent who started the mission. You then earn the combined points of all the Secrets and Founders in that mission stack. All of the cards go to your discard pile.



RED AGENT  
 + YELLOW LOCATION  
 + YELLOW FOUNDER 1 POINT  
 + YELLOW SECRET 3 POINTS  
 + BLACK SECRET 1 POINT  
 RETRIEVED BY RED AGENT

ONE-SIDED  
 DECK



TWO-SIDED  
 DECK

DISCARD THE ENTIRE  
 MISSION STACK



THE FIRST TO COLLECT 39 POINTS WINS THE GAME.

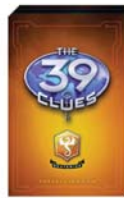


TWO IMPORTANT RULES ON MISSION STACKS:

- Black Agents can retrieve and be retrieved by ANY Agent.
- If you've added cards to a mission stack in one turn, YOU CAN'T RETRIEVE THEM UNTIL THE NEXT TURN!

ALL CARDS ON TOP OF THESE STACKS ARE AVAILABLE, INCLUDING THE TWO-SIDED DECK.  
 CARDS UNDERNEATH BECOME AVAILABLE WHEN THE CARD ON THE TOP IS PLAYED.

ONE-SIDED  
 DECK



TWO-SIDED  
 DECK



CARDS IN YOUR HAND ARE ALWAYS AVAILABLE FOR PLAY ON YOUR TURN.





C A R D S   A V A I L A B L E   F O R   P L A Y



Cards available for play:

- The four cards in your hand
- The top cards on the stacks on the table
- The top card of your two-sided deck, on the right
- Any card brought to the top of a stack after the one above it has been played



Cards not available for play:

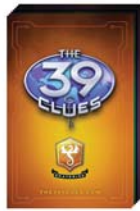
- The facedown one-sided cards to your left
- Cards that are already played
- Cards that are underneath other cards
- Cards that have been discarded

If you have used cards from your hand during a turn, draw replacement cards from your one-sided deck at the end of your turn. You should always have four cards in your hand.

If you run out of cards in either deck at any time, get new cards by letting your opponent shuffle all of the one- or two-sided cards in your discard pile.

ALL CARDS ON TOP OF THESE STACKS ARE AVAILABLE, INCLUDING THE TWO-SIDED DECK.  
 CARDS UNDERNEATH BECOME AVAILABLE WHEN THE CARD ON THE TOP IS PLAYED.

ONE-SIDED  
 DECK



TWO-SIDED  
 DECK



CARDS IN YOUR HAND ARE ALWAYS AVAILABLE FOR PLAY ON YOUR TURN.



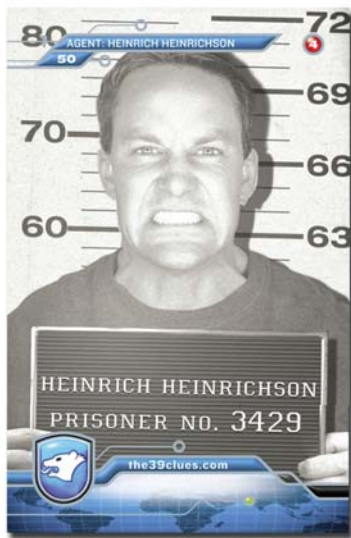


I N T E R F E R E N C E

 Sabotage

Do you have an Agent that's the same color as the Location in your opponent's mission stack? If so, you can **SABOTAGE** the stack, which sends it to your opponent's discard pile. No one gets any points for the stack, and your Agent goes to your discard pile. Agents that are already in play cannot be used for sabotage. You cannot sabotage a stack in which cards are all the same color.

YOUR BLUE AGENT

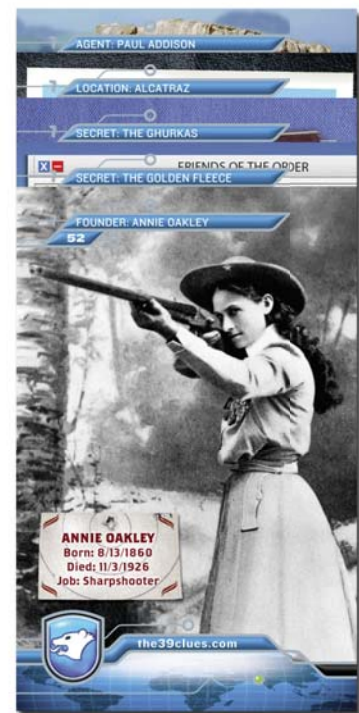


➔ CAN  
 SABOTAGE

YOUR OPPONENT'S  
 BLUE MISSION STACK



IMMUNE TO SABOTAGE  
 ALL BLUE WITH NO REPLICATOR



 Stealing

Want to steal your opponent's points? Play the same Location that your opponent used in a mission stack and send his or her cards to the discard pile. You win all of the points in the stack. All of the cards in your opponent's stack go to your opponent's discard pile. Your Location goes to your discard pile. Stacks that are immune to sabotage can still be stolen!

**REMEMBER: BE SURE TO DISCARD YOUR CARDS TO YOUR DISCARD PILE AND YOUR OPPONENT'S CARDS TO YOUR OPPONENT'S DISCARD PILE. THAT WAY, YOUR CARDS WILL NOT GET MIXED TOGETHER.**





B O N U S C A R D S



Money

Use a Money card to play any card you have dealt to the table, even if it is covered by another card.



Prestige

Play the Prestige card to block your opponent from Sabotage or Stealing. Both cards go to their owners' discard piles.



Replicator

Play the Replicator as an Agent or Location of any color to start mission stacks or to retrieve a mission stack. If you use the Replicator as a Location, you must declare which color Location it represents. The Replicator cannot be used for Sabotage or Stealing.



H I N T S A N D T I P S



It's often helpful to deal on your first several turns. You miss grabbing a few points but should be set up for big plays later on.



Each book in the series comes with the same set of cards. For instance, *The Maze of Bones* always comes with the same 6 cards. However, no two of The 39 Clues Card Packs are alike – they all come with 16 different cards.



**ALWAYS KEEP YOUR CARDS SEPARATE FROM YOUR OPPONENT'S CARDS.**

**DISCARD YOUR CARDS TO YOUR DISCARD PILE ONLY.** That way, your cards won't get mixed in with your opponent's cards.

