

# STRATEGY GUIDE

## Use powers as often as possible!

The more you use your powers, the more doubt you sow in your enemy's mind, making it harder for them to see through your bluffs.

## When you pull off a successful bluff, make the most of it!

If your opponent believed you the first time, they will likely believe you again. That means you can reuse the same power with the same character with very little risk of getting caught. And when you finally use your super-spy's real power... chances are, they won't believe you.

## Which characters should you sacrifice from your reserve?

There is no definitive answer, but try to avoid losing **VERONICA SNAKE** or **JACK STEEL**, whenever possible. As long as you have these two super-spies, your opponent will have to take risks when trying to capture your super-spies. **MIRANDA HYPNOS** is often less useful toward the end of the game, just like **ADAM QUARK**: they are often the obvious sacrifices.

## How to use each super-spy to their full potential



### Victor Shadow

Victor is perfect when it comes to reorganizing without losing tempo. If your opponent has gathered a lot of information about your team (due to failed bluffs or a proactive Miranda), use Victor 2 or 3 turns in a row to blur the lines...

### Lilly Hopper

If you believe one of the opposing super-spies is Jack Steel, use Lilly to attack him from a diagonal. If your opponent confirms your suspicion, you can always back off without risking a counterattack.



### Ray Dash

Ray is unmatched when it comes to capturing the opposing leader hiding in the back lines. But before using his power, make sure you don't cross paths with Veronica Snake, or end up running straight into Jack Steel.



### Miranda Hypnos

A very useful character early in the game for scouting the area. Don't hesitate to use her power on your very first turn to gather information. And don't hesitate to use her again on your second turn with another super-spy. After all, that's what bluffing is for!

### Jack Steel

The team's tank! As long as he is in play, your opponent will have to think twice before trying to capture one of your super-spies. So don't lose him carelessly to Veronica Snake or Adam Quark.



### Veronica Snake

*Spoiler alert!* Veronica is the most powerful super-spy as she can unravel your opponent's strategy by making an Adam Quark sacrifice pointless or by countering Ray Dash, for example. Never lose her from your reserve because of a failed bluff, and make sure your opponent never knows where she is hiding.



### Adam Quark

The bomb. If your opponent isn't careful, Adam Quark can work wonders. Sending him behind enemy lines — or creating an illusion with a Jack Steel who managed to advance unchallenged — can win you the game in an instant. Just make sure he's not in Veronica Snake's line of sight...



### Leo Storm

Highly versatile, Leo is an effective counter to basic strategies. Adam Quark will never be a threat — and neither will Jack Steel. He can also prevent Veronica from being properly aligned to control the board.