

# Austin Powers™

## Collectible Card Game Rules Document

### The Four Card Types



Collect all 140 cards in **The Spy Who Shagged Me** expansion set!

### What is a Collectible Card Game?

Most card games have just one deck of cards that never changes. But a collectible card game, or CCG, has hundreds of different cards you can collect. And you choose cards from your personal collection to make your own decks just the way you want them.

### What is the Austin Powers CCG?

**Austin Powers** is a fast-paced game that lets you and your friends re-experience the fun of the Austin Powers movies, complete with shagging, swinging and, of course, plenty of laughs.

Each player's deck includes characters from the world of Austin Powers, either Good (such as Austin, Felicity Shagwell and Basil Exposition) or Evil (such as Dr. Evil, Mini-Me and Frau Farbissina).

Austin Powers is easy to learn and quick to play, with most games lasting about ten to twenty minutes (depending on the

number of players). While great for two to six players, for best results we suggest you try "four-play."

### Collecting and Trading

You can buy the Austin Powers CCG at card and comic shops, entertainment stores, game stores and bookstores everywhere. The cards come in 60-card Starter Sets and 11-card Booster Packs.

There are 140 different cards in this first expansion, **The Spy Who Shagged Me**. But not all cards appear in the packs with the same frequency. Some are rare, others are uncommon and still others are common. A complete set of **The Spy Who Shagged Me** has 30 rare, 40 uncommon and 60 common cards, plus 10 different exclusive cards found only in Starter Sets.

**Starter Sets** – Each 60-card Starter Set includes a rulebook, a 30-card Good starter deck and a 30-card Evil starter deck. Each Starter Set of **The Spy Who Shagged Me** contains the same configuration of 60 cards.

**Booster Packs** – Each Booster Pack contains a random selection of 1 rare, 3 uncommon and 7 common cards, mixed between Good and Evil.

# Playing a Game

## The Goal

To win the game, you must score 100 **Mojo** (if you are playing Good) or 100 Billion Dollars in **Ransom** (if you are playing Evil).

## Getting Started

In this starter set, you will find two complete 30-card decks, one **Good** (with the Austin Powers card backs) and one **Evil** (with the Dr. Evil card backs). Choose one of these two decks for your first game. Each of your opponents must also have a 30-card deck to play with.

Players should alternate allegiances going around the table. For example, if you are playing Evil, you should sit between two Good players, and vice versa. If there is an odd number, two adjacent players will be playing the same allegiance. In a two-player game, you and your opponent must play opposite allegiances.

Determine who will go first by some mutually agreeable method. Each player then shuffles his 30-card deck, lays it face down on the table to create his draw deck, then draws six cards from the top of his own deck to form a starting "hand."

## What To Do On Your Turn

You may take up to two actions during your turn. Common actions include the following:

- Playing an **Agent** on table
- Making a **Shag** or **Assassination** attempt
- Using a **Swinger** card
- Using a **Happening** card

After you have taken your actions, you end your turn by "**evening up**" (drawing or discarding until you have six cards in your hand). All players must even up at the end of every

player's turn. Once everyone has done this, tell the other players: "I'm spent." The next player (proceeding clockwise) then takes his turn.

## Playing an Agent

As an action, you may play one of your Agents face up on the table in front of you. Once on the table, your Agent is "active" and puts out **vibes**, which are required by many of the other cards in your deck. There are four kinds of vibes.

 **Groovy** – meaning an Agent is one groovy baby... baby.

 **Shagadelic** – meaning an Agent is someone others would like to shag.

 **Randy** – meaning an Agent is in the mood to shag.

 **Creepy** – meaning an Agent gives off a bit of an Oompa-Loompa vibe.

Many Agents also have special instructions. Most of them tell you to do something "when played," such as returning a card from your discard pile to your hand. These instructions are followed when you first play that Agent on table.

There are no restrictions on what Agents a player may play. Players may use copies of the same Agents even if other players have already played them. They may even use copies of the exact same Agent at the same time. With time travel and cloning being commonplace in the world of Austin Powers, we suggest you don't worry about this sort of thing and just enjoy yourself!

## Making a Shag or Assassination Attempt

As an action, you may declare that one of your Agents is attempting to Shag or Assassinate one of your opponent's Agents.

Each Agent is either a **Shagger** (indicated by a pair of lips in the top left corner of the card) or an **Assassin** (indicated by a gun found in the same location). Shaggers may attempt to Shag any member of the opposite sex (males Shag females, and vice versa). Assassins may attempt to Assassinate any member of the opposite allegiance (Evil Agents Assassinate Good Agents, and vice versa). Once you have declared a target for your Shagger or Assassin, you determine who wins by playing Frickin' Bones cards.



Each **Frickin' Bone** lists a number of vibes, one set required for Shagging and one for Assassinating. In order to play a Frickin' Bone on an Agent, you must meet those requirements using the vibes put out by all of your active Agents (including the one involved in the battle). You must provide the "vibes needed" to Shag if the attack was begun by a Shagger, or the "vibes needed" to Assassinate if the attack was begun by an Assassin. If you can do this, play the Frickin' Bone on the Agent and read the title to everyone (in the best impersonation of the depicted character you can manage).

Beginning with the player whose Agent is being attacked, you and your opponent alternate playing Frickin' Bones one at a time. Each player plays his Frickin' Bones on his own Agent (the one who is attacking or being attacked, not other Agents that may be providing the vibes). If at any point you are no longer able (or do not wish) to continue doing so, you may ask the other players to intervene on your behalf. Ask them: "Can someone throw me a Frickin' Bone here?"



Once you ask for help in an attack, any other player may play a Frickin' Bone on your Agent (but you may no longer play any of

your own). That player must meet the appropriate requirements of his own Frickin' Bone using the vibes put out by his own active Agents. If more than one player wishes to throw you a Frickin' Bone, they'd better be fast – because the first one to land on your Agent is the one that counts; any others that come after that must be returned to their owners' hands for now. Players may only play Frickin' Bones on an Agent whose owner has asked for them.

After all players have played all the Frickin' Bones they are able and willing to play, the conflict ends. Whichever Agent had the last Frickin' Bone played on them wins the attack. (Or, if no Frickin' Bones were played, the Agent who started the attack wins.) The losing Agent is discarded, along with all Frickin' Bones played on them. The winning Agent "scores," along with all Frickin' Bones played on them. Beginning with the Agent card and working up to the last Frickin' Bone played, place each card in its owner's score pile. Every player scores or discards his own cards after an attack. That is, if you throw any Frickin' Bones on another player's Agent, you place them in your own score (or discard) pile.

Once in your score pile, your Agents are no longer considered active, and no longer put out any vibes. Instead, they are worth the amount of Mojo (or Billions of Dollars in Ransom) on the bottom right corner of the card. Your scored Frickin' Bones also add their Mojo or Ransom to put you closer to your goal of 100.

### *Using a Swinger Card*

As an action, you may use one of your Swinger cards. Swingers have two possible outcomes; they swing both ways, baby! One set of instructions will list a number of vibes. Your active Agents must be providing those vibes for you to play the card for that effect. The other set of instructions lists no vibes

at all, and can be used regardless of the Agents you have active.

If a Swinger tells you to play it on the table, just play the card next to your Agents. As long as it remains there, you may use it as described. If the Swinger does not instruct you to play it on the table, simply discard it after use.



### Using a Happening Card

As an action, you may use one of your Happening cards. With a Happening, everybody gets in on the action.

Unlike other cards, you do not show the Happening to your opponents right away when you wish to use one. Instead, first follow the instructions on the card and make a **peace sign** (if you are playing Good) or an **“evil pinky smirk”** (if you are playing Evil). Hold that gesture and wait for the other players to follow your lead. Whoever is the last to mimic your gesture becomes the target of the Happening. Now show the card and carry out its instructions.



If two or more players seem to tie in being last, you may choose which one will become the target of your Happening. Players may not make these gestures except during an actual Happening... after all, even Dr. Evil didn't make an evil pinky smirk all the time.

Happenings also have a score value on the bottom right corner of the card. Once you have used one, place it in your score pile, where it will add to your total score.

### More About Actions

In addition to the actions described above, some cards describe other things you may do as one of your actions. For example, *Bastard Baggpipes* states that “as an action, you may discard your scored *Fat Bastard* to force a player to discard one scored *Mojo* or *Ransom* of your choice.” You may choose these kinds of actions as one of the two you may take during your turn.

Other cards allow you to take extra actions during a turn. For example, *Austin From 10 Minutes From Now* tells you that “playing this Agent does not cost you an action if you have another active *Austin*.” In effect, these sorts of actions could give you three, even four or more actions during your turn.

### Evening Up

At the end of every player's turn, you must bring your hand back to six cards. This means if you hold less than six, you must draw cards from your draw deck until you have six in your hand. If you hold more than six, you must discard cards from your hand until you get down to six. Whenever you have no cards left in your draw deck, simply shuffle your discard pile and lay it face down on the table to create a new one.

In addition, before you even up at the end of your own turn, you may choose to discard any or all of the cards in your hand. You may do this only on your own turn.

Once you have finished evening up, tell the next player: “I'm spent!” His turn now begins.

## Winning the Game

The first player to reach 100 Mojo or 100 Billion Dollars in Ransom wins the game.

If more than one player reaches 100 in the same attack, just remember that when scoring cards, the winning Agent is first, and then any Frickin' Bones played, first to last. While this will not usually matter, it will resolve any ties, as one player will reach 100 before any remaining cards are scored.

The winner of the game is now "wearing the Daddy pants." In the next game you play, he may choose first whether he wants to play Good or Evil, and must then take the first turn.

## Special Cards

### *Special Agents*

Most Agent cards tell you to do something when they are played. However, a few exceptions describe ongoing effects that continue to apply as long as that Agent remains active.

**Unibrau, Hot German Birdie** and **Frau Farbissina, LPGA Cruiser** – These two Agents have "come to embrace the love that dare not speak its name." Suffice it to say, Unibrau cannot Shag or be Shagged by males. Instead, she may Shag females. If any Unibrau is active, Frau Farbissina, LPGA Cruiser works in the same way. Note that other females who would normally Shag males cannot choose to Shag them, as they themselves have not come to embrace the love that dare not speak its name.

**Mustafa** – This Agent is not easily killed. Thus his effect comes into play when he is discarded, rather than when he is played. If he is discarded as a result of losing an Assassination, immediately return him to your hand.

### *"Ship Agents"*

**Johnson, Radar Operator** is one of the Agents who spotted Dr. Evil's rocket as it carried him into space. The rocket drew his attention in part due to its rather unusual design. Actually, it looked quite a bit like a giant–



**Dick, Fighter Pilot** and many more Agents also caught a glimpse of the oddly intriguing vehicle. In the game, each of these Agents has a picture of the ship on the bottom of their card and a line from the movie, instead of the usual instructions for an Agent.

Each turn, you may play one ship Agent without it costing one of your actions. After you play a ship Agent, each of your opponents may also play one, even though it isn't their turn. If at least one opponent does this, however, you are then free to play another ship Agent without it costing you an action. Of course, this will start another round of your opponents playing more ship Agents, which can lead back to you playing another ship Agent without cost, and so on until the chain is broken.

### *Slugfests*

**Slugfest** and **Springin' Shindig** – Jerry Springer's television show just wouldn't be the same without the slugfests and feuds that always erupt among the guests. In the game, these two cards allow you to begin these all-out donnybrooks. When you play the card, each player must choose one of their own Assassins (if they have one) to enter the melee. Beginning with the next player and proceeding around the table, each player may play a Frickin' Bone on their own Agent in an effort to win the free-for-all. You may not ask for Frickin' Bones from the other players, and if you fail to play one (or choose not to) when it is your turn to do so, you cannot play any more in that brawl. The last player to play a Frickin' Bone on their Agent wins. That Agent (and the Frickin' Bones played on them) scores.

while all the losing Agents and their Frickin' Bones are discarded.

## Building Your Own Decks

Starter decks have already been built for you, so you can start playing the game right out of the box. However, *Austin Powers* is even more fun when you build your own decks from the many cards available to collect, play and trade.

You can build lots of different kinds of decks, and include your favorite characters and jokes from the movie. Each new deck you build might be all about Austin Powers; or Felicity Shagwell and her "Shagettes"; or Dr. Evil hiding in his Secret Volcano Lair; or Assassins like Robin Swallows and Mustafa; or whatever else you can imagine!

Making your own 30-card deck is fun and easy. First, expand your collection with Starter Sets and Booster Packs, and by trading with your friends for the cards you don't have yet. Then, simply choose 30 Good cards or 30 Evil cards from your collection that you want in your deck, following the 6-by-5 rule.

### *The 6-By-5 Rule*

Notice how every card has a colored deck-building dot on the right edge of the card. There are six different colors: red, orange, blue, yellow, green and purple. When you build your deck, you must have exactly five cards for each deck-building dot color:



Five red-dot cards, five orange-dot cards and so on. So basically, you just pick your five favorite cards for each dot color. Simple!