



**CHECKPOINT**



**CHARLIE**



a mystery by  
José Antonio Abascal

**KNINES**

*Devir*  
**DEVIR**



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K-NINES

In the 1960's, at the height of Cold War tensions, the **K-Nine** hound dogs are watching **Checkpoint Charlie**. Each of them is part of a different investigation agency, and they all want to be the first to find the chief of spies that is trying to sneak across to the other side of the Berlin Wall.

The Wall cuts the city in two and splits the world in two sides. **Checkpoint Charlie** is one of the few places where, under tight military surveillance, people can pass from one side to the other. This makes the perfect spot for the cleverest spies to get across so they can deliver secrets to enemies who are waiting and willing to pay for them.

Which **K-Nine** investigator will be able to catch the chief of spies and earn the recognition of his organization?



## Contents of the game:

- 32 cat suspect cards
- 5 hound dog investigator cards
- 5 hound dog investigator counters
- 1 Stasi officer card
- 5 clue counters
- one cloth bag
- 30 score markers (5 of which are optional)



## THE GOAL OF THE GAME

Each hound dog wants to be the best investigator and catch the most wanted spies. To do this, you must put together your clues, guess the ones held by the other players, and relate them to the suspects that pop up until you discover who is the infiltrating agent. The wanted group of spies is made up of a chief and his assistants, and you get points for catching them. The investigator who reaches 10 points first, or the one who gets the most points after 5 rounds, is the winner.

## SETTING UP A GAME

1. Each player chooses a hound dog investigator card and places it in full view in front of themselves. Each player also takes the matching investigator counter.
2. Place all the score marker counters face down and shuffle them.
3. If the optional “Stasi Officer” rule is to be used, then leave his card near the deck of suspects and replace one black -1 score marker with the Stasi Officer’s score marker (see “Stasi Officer”).
4. If the optional “Cafe Adler” rule is to be used, then substitute all the corresponding score markers as indicated below (see “Cafe Adler”).
5. The player that woke up first in the morning will be the first player of the first round.

## PREPARATION OF EACH ROUND

1. Put 5 clue counters in the cloth bag. Each player takes a clue from the bag and places it under their investigator card after having looked at it, without letting the others see it. The player chooses the face they want up and that is the clue that counts.



2. In 5 player games, shuffle the 32 suspect cards and place the deck face down in the center of the table. In 3 or 4 player games, split the deck of suspects into two similar half decks. Shuffle the investigator cards that have not been chosen (two of them with 3 players and one with 4 players) into the first deck. Place the first half deck on top of the other to make the full deck of suspects.
3. The player who captured the chief of spies in the previous round will be the new first player. If no one discovered him, the first player will remain the same as the previous round.



# THE SEQUENCE OF A ROUND

There are two phases in each round. In the first phase the characters from the suspect deck are revealed so that they can be accused, or not, of being under suspicion as spies. In the second phase, the round comes to a close and each investigator receives the score marker they have earned.

## 1st PHASE: SUSPECTS AND ACCUSATIONS

### THE CLUE COUNTERS

Each clue counter shows a characteristic on each side of the counter that are opposites of one another. Players will learn a single clue at the beginning of each round . Each clue indicates one of the following characteristics for the chief of spies who is hiding among all the other suspects:

- whether he is wearing a hat or not;
- whether he uses glasses or not;
- whether he is wearing a raincoat or a sweater;
- whether he is grey or orange, and
- whether he has a newspaper under his arm or not.

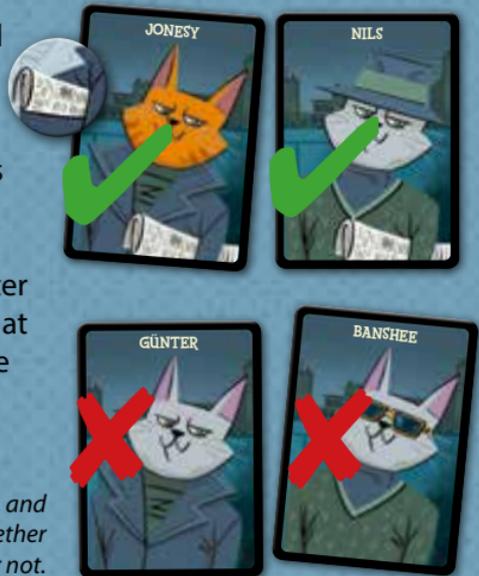


## SUSPECTS REVEALED

Taking turns, starting with the first player and moving clockwise, each investigator takes a card from the deck of suspects and shows it to all the players at the same time. Then, the investigator checks whether the character shown matches the clue under that player's investigator card (for example, he is wearing glasses). If there is a match, the character is considered a suspect and placed face up in front of that player, near the center of the table. If other suspect cards have already been placed there, the new one is placed with them so that they are all visible in a line. If the character does not match the player's hidden clue, he is not considered as a suspect and is placed in the discard pile (each investigator has their own discard pile). Players will continue playing in this way in turns, revealing their suspects until all the players except one have placed their accusations.

In a 3 or 4 player game, when an investigator card is pulled from the deck, a clue counter is taken from the cloth bag and tossed like a coin. The face that is up when it falls shows another clue about the suspect that will be public and known to all the investigators from that point on.

Even if there are public clues shown, each player must keep track of their own clue when considering whether a character is suspect or not. You can look at your own hidden clue any time you want.



*Two cards that are suspects, and two that are not, based on whether they match the clue or not.*

## ACCUSING A SUSPECT

Based on the revealed suspects, each investigator will deduce what the other investigators' hidden clues are by looking at their line of suspects. They must follow these guesses, together with their own clue and the public clues to figure out what the chief of spies looks like and choose him from out of all the cards shown on the table so far. When a player thinks they have figured out who the chief is, they must place their investigator counter on top of the card of the suspect being accused. This is their accusation and it can be made at any time during the game, even if it is not that player's turn.

Each investigator can only make one accusation per round, and cannot accuse a suspect that has already been accused by another investigator.

Even if an investigator has made an accusation, the player must continue pulling cards from the suspect deck and playing them on the table either as suspects or not. Players must continue to do so until all but one of the investigators have accused a suspect.

You may not be able to put all the clues together in time, and another investigator may accuse the suspect you believe is the chief of spies before you get the chance. Your rival will get more points for being smarter, but you can still catch the chief's assistants! The assistants coincide with four of the five clues that indicate the chief. If you can catch these lesser spies in time, you will still be able to win some points.

The round comes to an end when all the investigators but one have accused their suspects. For example, if there are 4 players, the round is over when three of them have made their accusations. The end of the round can be forced if the suspect deck runs out of cards. In that case all the investigators must immediately make their accusations (and be sure to pay attention to the order the players make their accusations!).



## **2nd PHASE: SCORING**

First, each player lifts up their investigator card so that their clue is visible. Check the accused suspects against the five revealed clues (the clues of each of the players and the public ones).

### **DISTRIBUTION OF THE SCORE MARKERS**

- The investigator who accused the suspect matching the five revealed clues (thereby catching the chief of spies) gets a random gold marker.
- The investigators who accused a suspect matching four out of the five revealed clues (who catch the assistants) get a random white marker.
- The investigators who accuse innocent cats (suspects who match three or fewer clues) get a black marker.
- The last investigator, who did not get to make his or her accusation, also receives a black marker.
- In case that one round ends and the chief of spies hasn't been revealed because its card is still in the deck of suspects, but the players have cast their accusations already, then the player that did not get to make his or her accusation receives a white marker instead of a black one. This is the advantage of being wary about being too eager to cast accusations.

The markers players get are kept hidden until the end of the game, so that only their color can be seen. The golden markers have 3, 4 or 5 points; the white ones have 1 or 2 points and the black ones have 0 or -1 points. Some markers may allow for special actions in this phase, as explained below in the optional rules.

Public clue.



After revealing the public clue (the chief of spies does not use glasses), Britton draws the Fleming card and chooses to accuse Boris. At this moment the round is finished and Lansbury misses his chance to accuse. Everybody reveals their hidden clues.

Nils matches the five clues and the chief of spies is revealed. Laces gets a gold point marker. Lash matches four of the clues, making him an assistant spy. Colombini gets a white marker. Britton accused an innocent cat, and Lansbury did not accuse anyone and so they each get a black score marker.

## THE END OF THE GAME

The game finishes in any one of these three situations:

- an investigator announces that the sum of all his or her score markers has reached 10 points;
- the score markers for any one of the colors runs out; or
- the fifth round is completed.

If the score markers for any color are about to run out, then they are always to be drawn in the round's accusation order, and some players may not receive a marker. The investigator who was unable to make their accusation in that round is the last one to draw a marker.

Finally, turn over all your hidden markers and sum up the points you have obtained. The player who has achieved the most points is the best investigator. If there is a tie score, the player who has the most gold markers wins. If there is still a tie, the victory is shared and both win.



# OPTIONAL RULES

## THE STASI OFFICER

*The Stasi were the secret police of the German Democratic Republic (DDR) and were known as one of the most effective intelligence agencies in the world. In your games, they will watch all the suspects closely and pay special attention to the foreign investigators that get near their borders.*

There is a black score marker for the Stasi officer. If you decide to use this special rule, when setting up the game, substitute a black -1 score marker with the corresponding marker of the Stasi officer. Leave the substituted marker in the box, as it will no longer be used in that game.

This marker indicates that a Stasi officer is tailing you and this limits your investigative activities. If you get this marker at the end of a round, immediately show it, then place the Stasi officer card together with your investigator and, once all players have collected their score markers, return the marker face down to the score markers pool. You will have to play the next round with your clue counter uncovered, so that everyone can see it.

Once all the accusations have been made in the next round, but before the score markers are taken, place the Stasi officer card in the next suspect deck again. You have shaken him, for now.

If you get this marker in the last scoring phase, you keep it with your other markers and it has a value of -2.

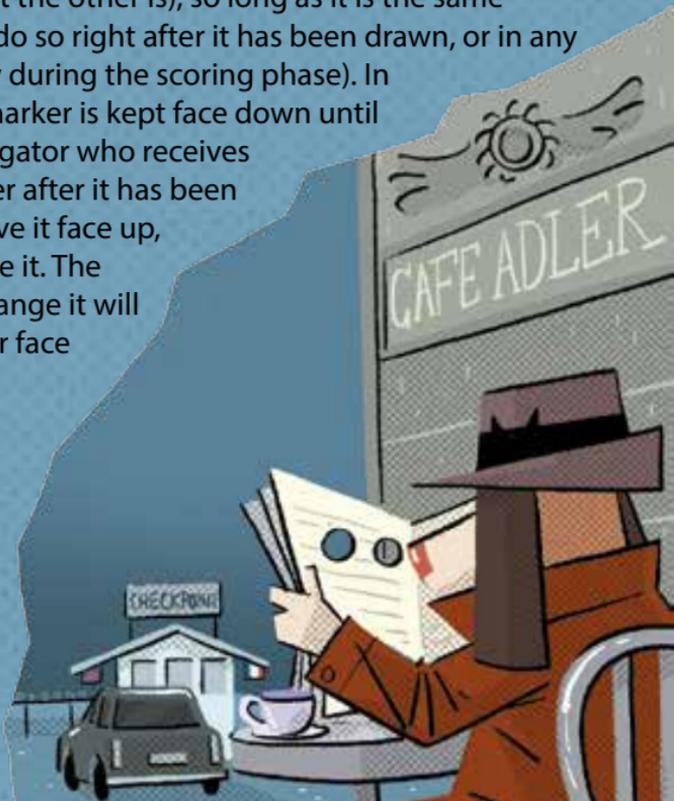


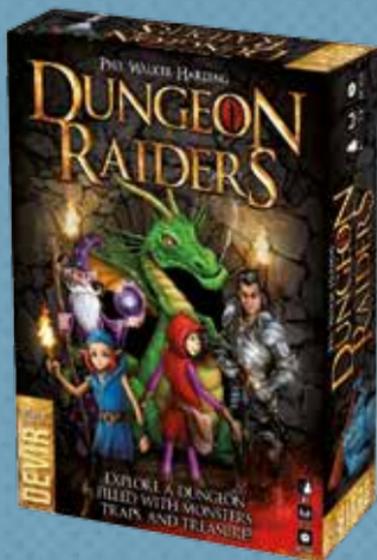
## CAFE ADLER

*Berlin's Cafe Adler was located just 5 meters from the wall and it quickly became a den of spies. It was popular among the allied officers, armed forces and looky-loos. Cafe Adler offers players a unique stake out point to monitor Checkpoint Charlie while enjoying a tasty snack.*

There are four Cafe Adler score markers: a gold one, two white ones and a black one. If you decide to use this special rule, when setting up the game, substitute a 3 point gold marker, two 1 point white markers and one -1 point black marker with the Cafe Adler markers corresponding to each color. Leave the substituted markers in the box, since you will no longer use them in this game.

When one of the players gets the Cafe Adler marker, that player can exchange it for another investigator's marker (without seeing what the other is), so long as it is the same color. He or she can do so right after it has been drawn, or in any later round (but only during the scoring phase). In the latter case, the marker is kept face down until it is used. The investigator who receives the Cafe Adler marker after it has been exchanged must leave it face up, and cannot exchange it. The player who did exchange it will keep the new marker face down, as usual.





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new games.



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Published by:  
Devir Americas  
9131 California Ave.  
SW, Suite 6A  
Seattle, WA 98136  
[www.devir.com](http://www.devir.com)



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Printed in Europe by Cartamundi.