

Rules

Character Creation

In order to begin, players need to create a character. When creating a beginning agent character, traits, actions and skills all start with a ranking of 1. Players may then choose one organization and one corporation for their character to be associated with and apply the appropriate bonuses. Players are not obligated to choose the same organization that goes with the company that they work for. However, it is recommended the player owns the deck that belongs to the group that they're choosing so they can supply cards for that character's corporation or organization.

Players are then given 10 Starting XP to spend on their character. This starts the player with a Level 1 character

Character Advancement

Players are allowed to allocate their XP to advance their current character or add characters to their spy cell creating a "team" to face future adventure. While creating a "cell", players can create characters from a variety of companies and organizations in order to diversify their options. Having multiple characters increases the opportunities for deck construction, but it may leave you vulnerable to dangerous situations by not having fully developed stats.

As play progresses, every 10 experience points spent on a character gives that character an additional level. (Example: 20 XP=Level 2, 30XP = Level 3, etc...)

When advancing characters, traits cost 4 points, actions cost 3 points, and skills cost 1 point.

Players may also spend a bonus 10 XP on the ability to download a single card at the beginning of each game. Bonus cards are downloaded after the initial 5 cards and do not count against that initial draw. Each character can only have this download ability once, however, multiple characters with this ability will allow for multiple card downloads.

Player Handicaps

When players of different levels are playing against each other, the levels of the characters are subtracted and the difference is added to every roll made by the lowest level character. Example; when a Level 5 character is playing against a Level 2 character, the Level 2 player gets a +3 to all of his or her rolls. Of course this position can reverse if different characters from a player's "Cell" are switched out.

Character Details

Characters are made up of three different elements.

Traits

Traits are the core of any given character and represent that character's three basic approaches to any situation. The three traits are Intelligence, Charisma and Body.

Actions

Actions are the specific ways that each character will react to everything that happens in the game. Each action is linked to one of the three Traits in addition to one of the 6 encounter types possible in the game. Therefore each combination of encounter type and Trait will result in a specific action that a character will be using in any given situation.

Actions are; Lines, Looks, and Willpower, Sneaking, Bluffing, Observation, Heisting, Sleight of Hand, Security, Disarming, Disposal, Destruction, Accuracy, Dodging, Speed, Targeting, Feint, Brawn

Skills

Skills are additional abilities that each character may have to enhance their actions. While each skill is attached to a specific encounter type, they are not linked to any specific trait. However skills do need some form of game mechanic before they can be activated and used.

Skills are Persuasion, Seduction, Intimidation, Cat Burgling, Disguise, Stealth, Safe Cracking, Forgery, Pick Pocket, Demolitions, Rewiring, Smashing, Sea, Air, Land, Firearms, Melee, Hand to Hand

Multiplayer

When more than 2 players are participating, players are divided into Protagonist and Antagonist teams. Play proceeds as normal with each player generating action totals from one character; each team then determines the character with the highest result and compares that to the character on the opposite team with the highest result. Everyone on the winning team receives the XP award.

Corporations

Das Wort – Based in South America, Das Wort is a global news and communication network that secretly works to unify the world through propaganda and subliminal persuasion.

Body +2 and +2 to any Stealing Skill

The Encyclopedia Englania Company– Based in Western Europe, The Encyclopedia Englania Company focuses on gathering and organizing information from around the world.

Intelligence +2 and +2 to any Interaction Skill

Orisaku Artificials Inc – Based in Asia. Orisaku Artificials Inc specializes in design and production of robotics and bionic technology.

Intelligence +1, Charisma +1 and +2 to any Fighting Skills

Transylvanian Transportation Company– Based in Eastern Europe, the Transylvanian Transportation Company is responsible for the majority of the transportation in the world.

Charisma +2 and +2 to any Infiltration Skills

Renningson & Sons Firearms– Based in North America, Renningson & Sons Firearms are weapon craftsmen who protect their weapon based product fiercely.

Intelligence +1, Body +1 and +2 to any Chase Skills

Navidad Pharmaceuticals– Based in Africa, Navidad Pharmaceuticals uses their medical and biological technologies to unify the world through cooperation and diplomacy.

Charisma +1, Body +1 and +2 to any Sabotage Skills

Organizations

Diamond Club – Cold and cunning, the Diamond Club recruits are immigrants from all over the world who are eager to reunite it under their rule. Sponsored by Das Wort.

Diamond Club agents get + 2 to any Sabotage Actions

M-5 – Prim, proper, cool and intellectual, M-5 agent's delight in their traditions and procedures and will do anything to maintain their way of life. Sponsored by The Encyclopedia Englania

M-5 agents get +2 to any Stealing Actions

Dragon Sect – Efficient, disciplined and intelligent, Dragon Sect agents use their extensive technical knowledge and skills to be strong allies or vicious enemies. Sponsored by Orisaku Artificials.

Dragon Sect agents get +2 to any Infiltration Actions

Shadow Bureau – With a stronger tie to the occult and creatures of the night, the Shadow Bureau focuses much of their time on fighting other worldly monsters. Sponsored by Transylvanian Transportation Company.

Shadow Bureau agents get +2 to any Chase Actions

Federal Agency "Feds" – Ready willing and eager to leap into action, "Feds" delight in coming to anyone's rescue and saving the day. Sponsored by Renningson & Sons.

Feds agents get +2 to any Fighting Actions

Unified Alliance – With strong ties to nature and the natural order, Unified Alliance agents cherish peace and understanding and work to unite the various factions while still protecting the earth and the balance of nature. Sponsored by Navidad Pharmaceuticals.

Unified Alliance agents get +2 to any Interaction Actions +2

Game Set up

At the start of a game, the Antagonist chooses a target company. The target company must be one of the companies represented by any Protagonist character. The Protagonist then supplies a deck of 32 cards for that company.

Then the Protagonist inserts 24 cards that represent the organization or organizations of the active characters in his or her cell. Only one of each card name can be used. The two decks are shuffled together to create a single draw deck.

Then players are dealt 5 cards each. Unless cards dictate otherwise, Play always begins with an Infiltration Encounter

Control Slider

During game play, a slider scale is used to determine who has the upper hand at any point in the game. The game always starts at the “Antagonist lead” rating, once play has begun, each encounter begins with the setting where the previous encounter ended.

A marker can be used on the Score panel to keep track of the current control status of the game (a penny works really well).

Chart 1-1

Protagonist Control	Protagonist lead	Antagonist lead	Antagonist Control
---------------------	------------------	-----------------	--------------------

Cards

If a card initiates a new action, it begins after the existing action is complete. If a card initiates a new encounter, it begins after the existing encounter is complete.

When playing cards of any type, players should make an effort to integrate the card effects into the narrative of the event, have fun with making the randomness of the card play create an entertaining storyline.

Corporation Cards – Corporation cards represent the atmosphere and resources of the corporation that is the target of the Antagonists plot. These cards are made up of 32 cards from any one corporation represented by any Protagonist character. Only one of each card name can be used.

Allies – Allies are played during the card playing phase and turn the current encounter into an Immediate Interaction Encounter to determine who that ally is loyal to. The winner of that Interaction takes control of the ally and applies its benefits.

Interrupt – Interrupts are played at any time. Playing an additional Interrupt does not negate the previous interrupt (unless the card says it does), however it can create affects that reverse the previous effects.

Organization Cards – Organization Cards represent the equipment and resources that are supplied by the agent character’s espionage organization. Players must supply 24 cards and must have a character from the organization listed on the card somewhere in their cell. Only one of each card name can be used.

Equipment – Equipment can be transferred freely between characters within a cell, but no character can have more than one equipment card for each action type

Add On – Add on cards play on top of a specific Equipment card and only affect that card. If the equipment card is transferred or destroyed, the Add On card goes with it.

Creatures – Creatures act like Allies, but do not initiate an interaction round to determine loyalty

Initiative – Along the edge of each card is a field naming the approved Trait or choice of Traits that can be used by both the Antagonist and the Protagonist. When an Approved Trait is chosen, the player cross references to the action type of the encounter to determine the action rating that is going to be used for this action.

Each action begins with the Protagonist drawing an initiative card, if the deck is depleted; reshuffle the remaining cards into a new draw deck.

Actions

Each Player chooses an approved Trait and cross references the appropriate action for the given encounter.

Then each Player rolls a number of 6 sided die equal to the appropriate trait and keeps the number of his action rating. At least one die is always a "variable die" If the Variable Die rolls a 6, it may be rerolled and the totals added. The Variable die total counts as a single die roll no matter how many times it is rolled; then the player adds any appropriate skill points

Note that skills are not tied to Traits, so as long as it applies to the appropriate Action Type any activated skill can be used for a given action.

The numbers are compared, highest number wins. The winner moves the Control Slider 1 space in their favor (not to pass the furthest point).

Encounters

Encounters always start with each player playing either equipment, Add On, Ally or a Creature Card. Each Character may only have 1 equipment card of each Action type in play. Add ons may only be played if the appropriate Equipment card is already in play. Then Players can choose which of their characters will be used for the current Encounter.

An encounter consists of 3 of the above defined actions. Once the 3 actions are complete each player draws a card. Then the following encounter is determined based on the results of the previous action result (see "Story Actions" and "Immediate Actions" below).

Encounter Sequence

Play Equipment, Add, Ally or Creature on Card

Choose Active Characters for this Encounter

Round 1

- Draw initiative card
- Generate action rolls
- Move slider.

Round 2

- Draw initiative card
- Generate action rolls
- Move slider.

Round 3

- Draw initiative card
- Generate action rolls
- Move slider.

Draw Cards

Determine next Encounter Type

Encounter Types

Story Encounters - Story Encounters are the initial encounters determined by the Antagonists Goals. When the Antagonist succeeds at any three Story Encounters, he or she wins the game.

Chart 1-2

<u>Encounter</u> <u>1</u>	<u>Encounter</u> <u>2</u>	<u>Target</u>	<u>Encounter</u> <u>3</u>	<u>Goal</u>
	Stealing	Item Target	Fighting	Theft Goal
			Sabotage	Destroying Goal
Infiltration	Sabotage	Area or Vehicle Target	Stealing	Hijacking or Corrupting Goal
			Fighting	Eliminating Goal
	Fighting	Person Target	Stealing	Kidnapping Goal
			Sabotage	Killing Goal

Infiltration – This is the initial activity of any game where the Antagonist gains access to the venue of his or her goal
 If rating remains with the Antagonist, Antagonist may initiate a Stealing, Sabotage or Fighting Encounter.
 If rating ends with Protagonist Lead, Protagonist may initiate an immediate chase
 If rating ends with Protagonist Win, Protagonist may initiate an immediate fight

Stealing – This encounter covers a range of activities that would be necessary to take possession of the object of the goal
 If rating remains with the Antagonist, Antagonist may initiate a Sabotage or Fighting Encounter.
 If a Sabotage Story Encounter has already succeeded, a Hijacking Goal is achieved.
 If a Fighting Story Encounter has already succeeded, a Kidnapping Goal is achieved.

 If rating ends with Protagonist Lead, Protagonist may initiate an immediate chase
 If rating ends with Protagonist Win, Protagonist may initiate an immediate fight

Sabotage – This encounter covers a range of activities that would be necessary to destroy or disable the object of the goal
 If rating remains with the Antagonist, Antagonist may initiate a Stealing or Fighting Encounter.

If a Stealing Story Encounter has already succeeded, an Eliminating Goal is achieved.

If a Fighting Story Encounter has already succeeded, a Killing Goal is achieved.

If rating ends with Protagonist Lead, Protagonist may initiate an immediate chase

If rating ends with Protagonist Win, Protagonist may initiate an immediate fight

Fighting – This encounter covers a range of activities that would be necessary when dealing with any kind of human interference with a goal
 If rating remains with the Antagonist, Antagonist may initiate a Stealing or Sabotage Encounter.

If a Stealing Story Encounter has already succeeded, a Heisting Goal is achieved.

If a Sabotage Story Encounter has already succeeded, a Destroying Goal is achieved.

If rating ends with Protagonist Lead, Protagonist may initiate an immediate chase

If rating ends with Protagonist Win, Protagonist may initiate an immediate fight

*Note that a Story Fighting Encounter is different than an Immediate Story Encounter in that it can only be initiated by another Story Encounter (Infiltration, Stealing or Sabotage)

Immediate Encounters – Immediate Encounters are encounters that are not part of the initial story structure. They usually occur as a result of card play or failed story encounters.

Chart 1-3

<u>Encounter 1</u>	<u>Encounter 2</u>	<u>Goal</u>
Interaction		Ally
Chase	Fighting	Antagonist's Plot Foiled

Immediate Actions

Each Immediate Action type has special rules relating to it. However, note that these rules only apply when that action type is Immediate and not if it's being used as part of a Story Encounter.

Interaction – An interaction is most often used to recruit an ally card. When a card is put into play, an Interaction action or encounter determines who takes control of that character.

During Interaction Actions certain skills are automatically activated. For the Protagonist, Persuasion is activated. For the Antagonist, Intimidation is activated. Alternately, if the target is the opposite sex, Seduction can be activated instead of either of the other skills.

Card becomes allied with the winner

Ally cards only become attached to the specific character that succeeded with the encounter.

Immediate Chase – A chase encounter occurs as the result of a failed story encounter. (See Encounter descriptions)

Play will usually begin in the “Protagonist Lead” state, however if the Antagonist has a vehicle card of a type that the Antagonist does not have, the state changes to “Antagonist Lead”

Additionally, if either player has a vehicle card in play while the other player doesn't, that player automatically wins one round of the Chase Encounter.

If Antagonists wins, Antagonist may escape but must restart the same or a different Story Encounter type of the same level to proceed.

If Protagonist wins, Protagonist may initiate an immediate fight

Immediate Fighting – An Immediate Fight encounter (not to be confused with a Story Fight Encounter) occurs as the result of a failed Chase or Story Encounter. (See Encounter descriptions)

If Antagonists wins, Antagonist may escape but must restart the same or a different Story Encounter type of the same level to proceed.

If Protagonist wins, Antagonist is defeated.

If either character loses all three actions in a single Immediate Fighting Encounter, they lose 2 XP. These negative XP are not reclaimed from existing XP, but can be held against future XP awards.

Winning

Players each receive 1 XP for each successful Encounter played. In addition, the winner of the game wins one additional XP. Note that it is possible for the losing player to win more XP than the winning player

Example Game Play

Doctor Davian Cruge of the Diamond Club is attempting to destroy a section of the Encyclopedia Englandia's database that contains information on the connection between Das Wort and the Diamond Club. Hector Jordan, of M-5 is on duty to protect the library where the information is filed and kept. Since Davian is attacking the Encyclopedia Englandia, that deck is used. And since Hector is the Protagonist, the M-5 deck is also added.

Players draw 5 cards each, play begins with the first story encounter; infiltration. *Dr. Cruge has to infiltrate the Encyclopedia Englandia's man library.*

Each player can play a card. Hector plays a Personal Micro Fiche which will add 2 to any Intelligence roll. Dr. Cruge plays a switchblade card.

The initiative card is drawn and it says "Ant: Body/Pro: Int or Cha". Since Dr. Cruge is the Antagonist, he will be using the Body trait and therefore the Observation action (cross referencing Body with Infiltration). And Hector, being the Protagonist can choose either the Intelligence or the Charisma trait. Since Intelligence is his stronger stat, he chooses that; which will make Sneaking his action for this round

Both players roll a number of dice equal to their approved trait and keep a number of dice equal to his Sneaking action. Also note that with Hectors equipment card he will add 2 to the sum of his dice roll. Hector wins the dice roll and the slider moves from "Antagonist Lead" to "Protagonist Lead". *Dr. Cruge tries to quietly stake out the library, but Hector uses his own sneaking knowledge to predict the infiltrator's activities and ends up cornering the Doctor*

Play proceeds to the next round. This time the initiative card reads "Ant: Int or Cha/Pro: Body". This time Dr. Cruge is allowed to choose his Charisma trait which makes his action Bluffing and Hector is forced to use his Body trait which makes his action Observation. *Unable to use the bonus from his equipment, Hector rolls less than the Doctor and is unable to see through his bluff.* The slider card returns to "Antagonist Lead" state.

For the third round of the Infiltration Encounter, the initiative card reads "Ant: Int/Pro: Ant Choice". So Dr. Cruge is going to use Intelligence with the Sneaking action and he forces Hector to use Charisma with the Bluffing action. *Once again, unable to use his equipment, Hector is easily beat and the Doctor makes his way into the Library.* The slider moves firmly into the "Antagonist Control" state.

With the end of the Encounter, each player draws a card. Dr. Cruge draws an ally card, specifically Elizabeth Donnelly.

With the start of the next encounter Hector puts a pocket pistol into play; however Dr.

Cruge plays his Ally card by placing it into the Ally Interaction Pile indicating that the round will become an Interaction Encounter. *It turns out Miss Donnelly has been put in charge of reinventing the sorting system being used in the library.*

The initiative card reads "Ant: Int / Pro: Body", so Hector is going to be using Body with Willpower as his action and Dr. Cruge will be using Intelligence with Lines as his action. Additionally as the Antagonist, Dr. Cruge is also allowed to add his Intimidation skill points to his dice roll, and as the Protagonists Hector can add his Persuasion skill points to his skill roll. Alternately, since Elizabeth is the opposite sex to both characters, either player may use their seduction skill instead of the other skill add.

Although Dr. Cruge wins one of the three rounds, Hector wins the other two raising the slider to "Protagonist Lead" which not only allies Elizabeth Donnelly with him, but also initiates the chase round. *Basically, unswayed by the doctor's advances, Elizabeth raises the alarm and calls Hector into a chase.*

For the chase encounter, Cruge is able to play a Hot Air Balloon that allows him to activate his Air skill. Since Hector doesn't also have an air vehicle, the slider is advance one state in the Antagonists favor, also, since the Protagonist doesn't have any vehicle activated, Dr. Cruge wins the first round of the encounter; therefore, he is easily able to avoid capture and return the slider to the "Antagonist Control" state. *Knowing that the alarm is raised, Dr. Cruge races to the roof where he has a hot air balloon already prepared to lift him to safety.*

Although Dr. Cruge can't replay the same encounter type as was played before the chase, there is nothing preventing him from continuing with his previously planned sabotage encounter. Between his personal Micro Fiche and his ally, Elizabeth Donnelly, Hector is easily able to end this sabotage encounter with a solid "Protagonist Control" state. *Dr. Cruge is able to circle back and break into the library from above only to find Hector and Elizabeth set for an ambush.*

During the next Fight encounter, Hector easily defeats Dr. Cruge in all three rounds. After the first round the slider moves to the "Protagonist Control" state, but each successive win won't allow the slider to move any further, so it remains at that state until the Antagonist wins a round. However, the success of the fight ends the game with a win for Hector. *With Elizabeth at his side, Hector has his pistol pulled on Dr. Cruge as he comes down the stairs and is able to dispatch him before he do any more to threaten the Encyclopedia Englandia.*

In the end, Dr. Cruge ends up with 2 XP for succeeding in the Infiltration and Chase Encounters, unfortunately he suffers a -2 penalty for losing all three rounds of the final Fight encounter, and therefore he ends the game with nothing. And Hector ends up with 3XP for succeeding with the Interaction, Sabotage and Fight Encounters. In addition Hector gets one more point for winning the game to give him a total of 4XP.

NAME _____

ORGANIZATION _____

CORPORATION _____

SPECIALIZATION _____

XP _____ SPENT _____

DOWNLOAD CARD ABILITY

NAME _____

ORGANIZATION _____

CORPORATION _____

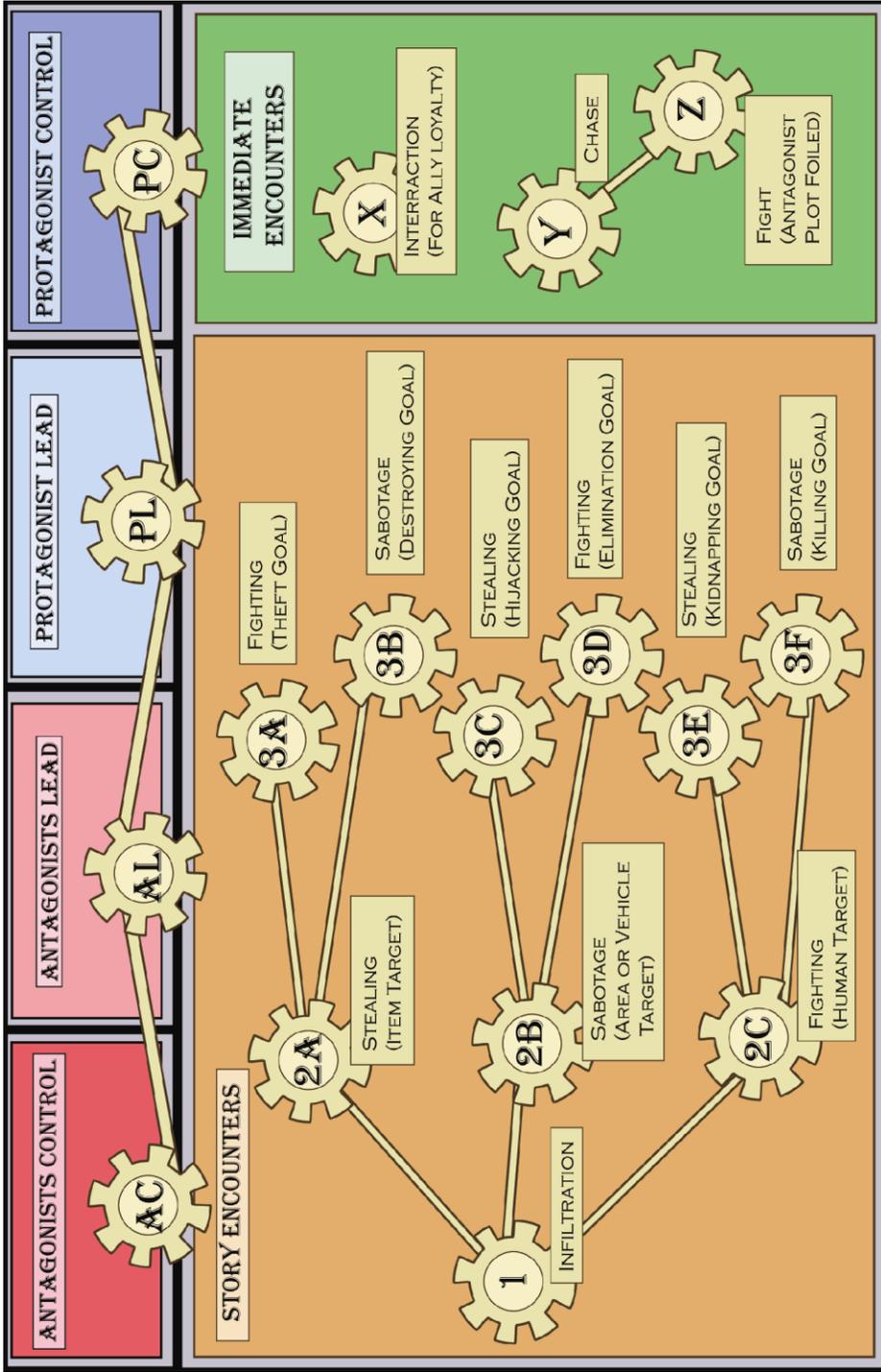
SPECIALIZATION _____

XP _____ SPENT _____

DOWNLOAD CARD ABILITY

	INTELLIGENCE	CHARISMA	BODY
INTERACTION	Lines	Looks	Willpower
INFILTRATION	Sneaking	Bluffing	Observation
STEALING	Heisting	Slight of Hand	Security
SABOTAGE	Disarming	Disposal	Destruction
CHASE	Accuracy	Dodging	Speed
FIGHTING	Targeting	Feint	Brawn
INTERACTION	Persuasion	Seduction	Intimidation
INFILTRATION	Cat Burgling	Disguise	Stealth
STEALING	Safe Cracking	Forgery	Pick Pocketing
SABOTAGE	Demolitions	Rewiring	Smashing
CHASE	Sea	Air	Land
FIGHTING	Firearms	Melee	Hand to Hand

	INTELLIGENCE	CHARISMA	BODY
INTERACTION	Lines	Looks	Willpower
INFILTRATION	Sneaking	Bluffing	Observation
STEALING	Heisting	Slight of Hand	Security
SABOTAGE	Disarming	Disposal	Destruction
CHASE	Accuracy	Dodging	Speed
FIGHTING	Targeting	Feint	Brawn
INTERACTION	Persuasion	Seduction	Intimidation
INFILTRATION	Cat Burgling	Disguise	Stealth
STEALING	Safe Cracking	Forgery	Pick Pocketing
SABOTAGE	Demolitions	Rewiring	Smashing
CHASE	Sea	Air	Land
FIGHTING	Firearms	Melee	Hand to Hand



**DRAW
DECK**

**DISCARD
DECK**

**POTENTIAL
ALLY**

**STEAM
SPY**

