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8766

AGENTS OF THE COLD WAR



RULEBOOK

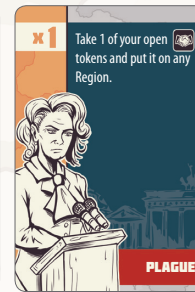
10+ AGE

2-4 PLAYERS

45-60 MIN.

COMPONENT LIST

20 AGENT CARDS



Face

Back

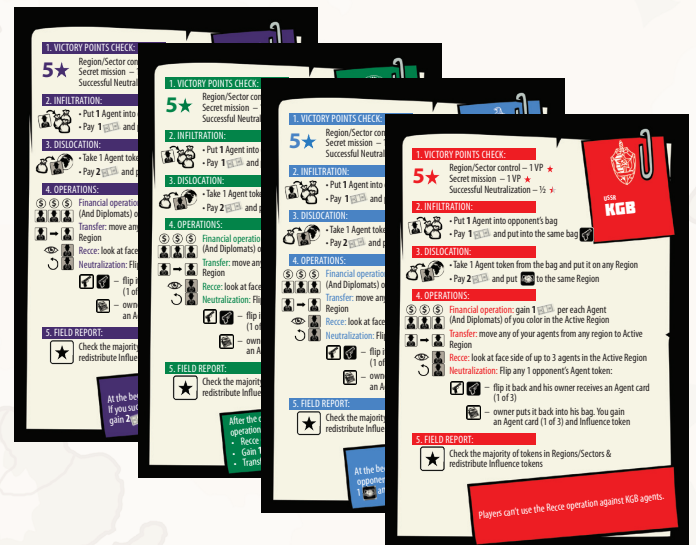
10 SECRET MISSION CARDS



Face

Back

4 PLAYER BOARDS



4 PLAYER BAGS



28 MONEY TOKENS



Cold War. You are the head of one of the Foreign Intelligence Agencies. When the government decides to settle matters quietly – you become its invisible hand. Now it's up to you to resolve these delicate problems, using all the sophisticated arsenal you have.

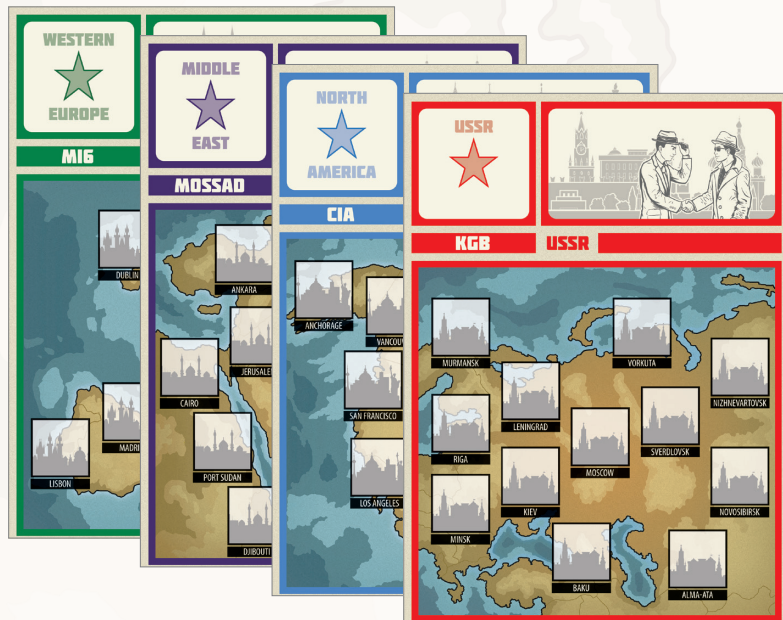
Expanding the intelligence network is a kind of art... Brute force, spying, blackmail, propaganda, bribery – it's only a fraction of what you can. After all – the ends justify the means, especially when the interests of the state are at stake.

You'd better be sure that all your network, all your spies, diplomats and field agents are working together – and only then you'll achieve your goal.



REGION BOARDS:

4 HOME REGIONS

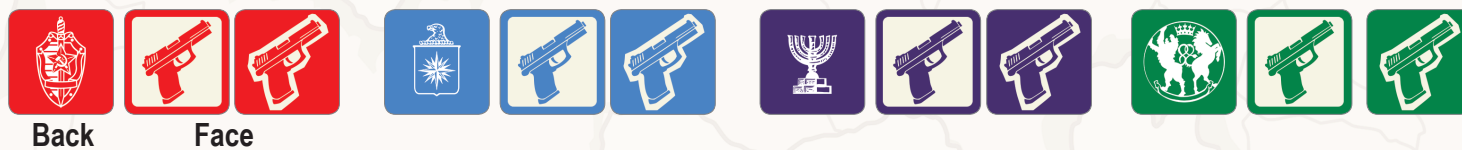


3 NEUTRAL REGIONS



AGENTS TOKENS:

64 FIELD AGENTS TOKENS (16 OF 4 COLORS)



32 INTELLIGENCERS TOKENS (8 OF 4 COLORS)



32 DIPLOMATS TOKENS (8 OF 4 COLORS)



20 INFLUENCE TOKENS



GAME SETUP

This is the game setup for 3-4 players. 2-player variant is described on page 14.

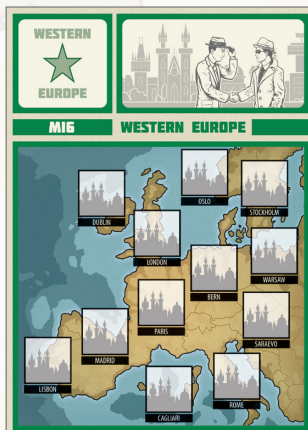
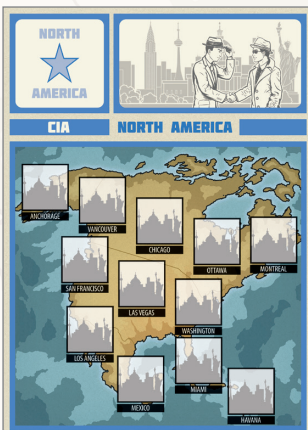
SETUP FOR 4 PLAYERS

1. Each Player choose an Intelligence Agency and takes the components of one color: Player board, Agents tokens and Influence token of his Home Region.
2. Put all 7 Region boards on the table (as shown on the picture) and form 3 Sectors:
 - **Western Sector** – “North America” & “Western Europe”,
 - **Eastern Sector** – “Middle East” & “USSR”,
 - **Neutral Sector** – “South America”, “Africa”, “Australia and Oceania”.
3. Take the Influence Tokens and put them on the corresponding Regions and Sectors as shown below:

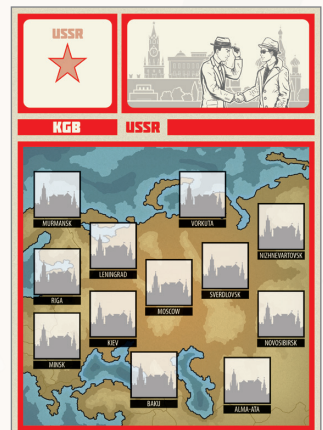
INFLUENCE
TOKEN



WESTERN SECTOR



EASTERN SECTOR












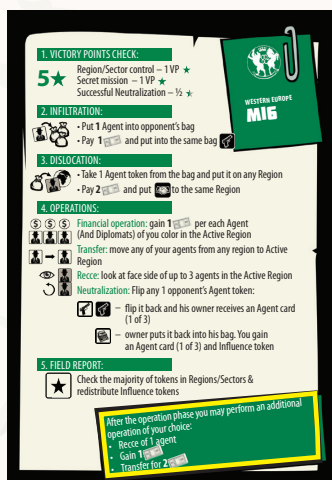
REGION



NEUTRAL SECTOR

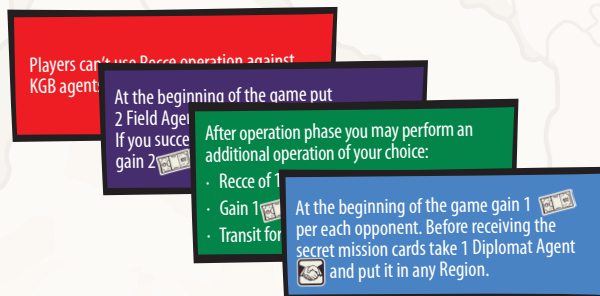


4. Each Player receives 3 Money tokens .
5. Put the Diplomats tokens  & Field Agents tokens  (both with black background) to the left of the Player board. During the game, any Player could always check the amount of Diplomats  & Field  Agents you have.
6. Flip the tokens of the Field Agents  & Intelligencers  (both with white background) face side down. Then mix all of these  &  – and form the **Pool of Agents** to the right of the Player board (as shown below). Tokens from this Pool will be used during the **Infiltration phase**.
7. Each Player has a **Home Region**, which has the same color as his Player board and tokens. Take 3 random tokens from the **Pool of Agents**, secretly look at their face sides and put each of them on any city space in your Home Region. City names will help you remember where which Agents are.
8. Take 3 random tokens from your **Pool of Agents** and put them in your bag – contrary to previous step, you cannot look at their face sides.
9. Then, randomly put 1 Agent token from your **Pool** (without looking at it's face side or revealing it to other players) in each of your opponents bags.
10. Make sure that everything is done correctly: after 7th, 8th & 9th steps you will have **7 face down tokens** in your Pool of Agents. Keep them to the right side of the Players board. They will be used as an indicator of how many Rounds left. As soon as all players run out of agents tokens in their Pools the Active Player ends his turn and the **game ends**.



← **SPECIAL ABILITIES**

11. Each of the Intelligence Agencies has a special ability which seriously affects the gameplay (see the detailed description of the **"Special Agencies abilities"** game variant on the page 14). We recommend playing your first games without using this variant. Some special abilities are changing the game setup – follow their instructions if you are playing with this variant.



12. Form and shuffle the deck of **Secret Mission cards**. Each player takes **2 cards** from top of this deck, then he chooses **one** of them to keep as his secret mission for the rest of the game. Players cannot take the card with their Home Region – instead they must choose the second card.
13. Form and shuffle the deck with Agent cards, put it near the region boards, face down. Form the stack of **"Successful Neutralization"** tokens (half-star side up) near the Agent cards deck.
14. Form the bank of money tokens near the region boards.
15. Player who has most recently seen the Spy-themed movie becomes the First Player.

NOW YOU ARE READY TO STRAT THE GAME!

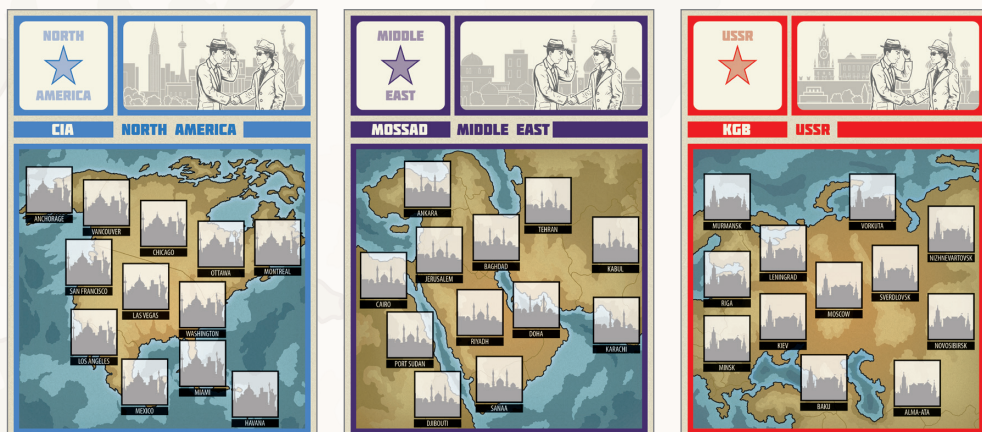
SETUP FOR 3 PLAYERS

Game setup for 3 Players has differences only in steps 2, 10 & 12.

2. Put Home Regions boards chosen by the Players on the table (as shown on the picture below). Those Regions forms **Northern Sector** instead of **Western & Eastern Sectors**. **Neutral Sector** stays the same – “South America”, “Africa”, “Australia and Oceania”.
10. Make sure that everything is done correctly: after 7th, 8th & 9th steps you will have **8 face down tokens** in your **Pool of Agents**. Keep them to the right of the Player board. They will be used as an indicator of how many Rounds left. As soon as all players run out of agents tokens in their Pools the Active Player ends his turn and the **game ends**.
12. Before forming and shuffling the deck of Secret missions, take out a card with Home Region which is not used in this game and put it back in the box. Each player takes **2 cards** from top of this deck, then he chooses **one** of them to keep as his secret mission for the rest of the game. Players cannot take the card with their Home Region – instead they must choose the second card.



NORTHERN SECTOR



NEUTRAL SECTOR



GOAL OF THE GAME

Player who has **5 or more Victory Points (VP)** at the start of his turn instantly wins the game. Alternatively, at the end of the game (when all Pools of Agents become empty), player who collected the most VP becomes the winner.

CONTROL OF REGIONS AND SECTORS

Player receives a **VP** for each Region and Sector under his control.

To control the region the player has to have more Agents than other players in this region (i.e. the majority). This is a simple majority – you compare the number of your Agents to each player in a region separately. Let's say you have 2 Agents, and 2 other players have 1 Agent per player in a Region. $2 > 1$, $2 > 1$ and $2 > 1$ – comparing to all other players you have the majority and control over the region.

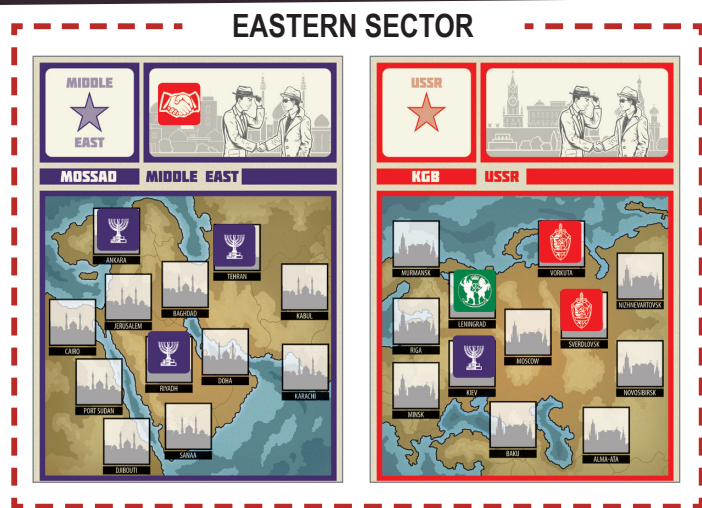
There are 3 types of Agents: Diplomats , Field Agents  /  and Intelligencers . Despite the fact that they have different abilities, their influence on the Region/Sector is **equal**.

In order to control the **Sector**, Player has to have more Agents than any of his Opponents in **all Regions** of this Sector. When you control the Region/Sector – take the corresponding Influence Token from the board (or from other Player) to indicate your VP. It is not necessary to control all Regions of the Sector to control that Sector.



EXAMPLE

The Purple Player controls the “Middle East” Region, but not the “USSR” Region. Totally he has 4 Agents tokens in both Regions, which is more than other Players Agents in this Region. This Player should have the **Eastern Sector** Influence Token and the **Middle East Region** Influence Token.



Remember: For each **Region** or **Sector** you control, you receive **1 Victory Point**.

If there is a tie between Players in Region/Sector, nobody controls that Region/Sector and have no VP for it.

If, during the game, Player lost the dominance in the Region/Sector (and now there is a tie), this player must put the corresponding Influence Token back on that Region/Sector (on the corresponding space).

If another player now dominates in this Region/Sector – the Player who now controls the Region/Sector.

SECRET MISSIONS



The Secret Mission Card indicates which **Region** token will bring you the **additional 1 VP**. *You only reveal the contents of your Secret Mission if you instantly win the game, or when the game ends after the number of rounds.*

Secret Missions deck contains 10 cards. For Regions “USSR”, “North America”, “Western Europe”, “Middle East” – 1 card per Region. For Regions “South America”, “Africa”, “Australia and Oceania” – 2 cards per Region. During the Setup each player receives **2 cards** with Secret Missions. When each Player secretly chooses which card to keep, and which to discard.

Remember: Players cannot take the card with their Home Region – instead they must choose the second card. Each player should keep in secret his card from other players. Only when the game ends player should open his card to show if that mission is completed.

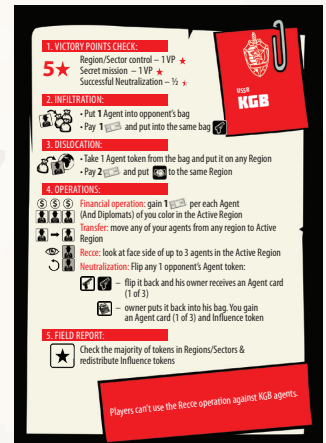
If, **at the beginning of your turn** you have 5 VP (taking into account the completed Secret Mission) – the game ends, show the Secret Mission card to other players. You won the game!

GAME ROUND

The game is played during several Rounds (7-9, depending on the number of Players), each round is a player's turn, which is split into 5 consecutive phases:

1. Victory points check.
2. Infiltration – take **one** Agent from your Pool and put it into opponent's bag.
3. Dislocation – take **one** Agent from your bag and put it on one of the Region boards.
4. Operation – choose and play **one type** of operations.
5. Field report – Region/Sector control check; distribution of the influence tokens; activation of certain abilities of some Agent cards.

All Phases, except the Operation, are obligatory for the Player. After the Player finished with these 5 phases, the player to the left (i.e. in clockwise order) starts his turn.



PHASES OF GAME ROUND

1. VICTORY POINTS CHECK

If at the beginning of Player's turn, he has 5 or more Victory Points – the game ends and that Player wins the game.

How Player can get VP?

- Control over the Region – **1 VP**.
- Control over the Sector – **1 VP**.
- Completion of the Secret Mission – **1 VP**.
- Each Successful Neutralization – **½ VP**, represented by half-star «Successful neutralization» token.



2. INFILTRATION

Player takes 1 random Agent token from his Pool of Agents and puts it in his opponent's bag. Player chooses by himself in which intelligence network he is going to infiltrate an Agent. Player **cannot** look at the face side of this token, or show it to other players.

Once per round, during this phase, Player may pay 1 **, to additionally infiltrate one of his Field Agents** (with dark background) **in the same** opponent's bag.

3. DISLOCATION

Player takes 1 random Agent token from his bag and puts it in the Region of his choice (onto the city square). Player can't predict which Agent comes from the bag – his or his opponent's Agent token, so there is always a tough decision - where to put it. After taking an Agent token from his bag, player can secretly look which type of Agent it is: Field Agent or Intelligencer. He cannot show its face side to other players and cannot tell which type it is. Then Player puts that token in any Region on any empty City space, **hereby activating the Region**.



IMPORTANT!

The Region where Player puts the Agent token during Dislocation phase becomes Active. During this turn Player can play an Operation only in this Active Region.

Once per round, during this phase, Player may pay 2 **to the bank** (pile of money tokens), and additionally **put one of his open Diplomats** in the same Region. Diplomat's token should be placed in the special Diplomatic zone of the Region board, shown on the picture:



NOTE: City spaces and Diplomatic zone has no restriction for the quantity of tokens, which could be placed in a Region. If there are more tokens than City spaces, Player may put his Agent token near the City space. If there is no space left in the Diplomatic zone, just put the Diplomat token near it.


In rare situation, if somehow Player has no Agents tokens in his bag during the infiltration phase, he can take 1 of his Field Agents  and put it in the Region instead. If Player has no more Field Agents , he can put a Diplomat token instead. And if Player has no Field Agents and Diplomats left, he must perform the **Transfer operation** to the Region which he wants to activate.

4. OPERATIONS

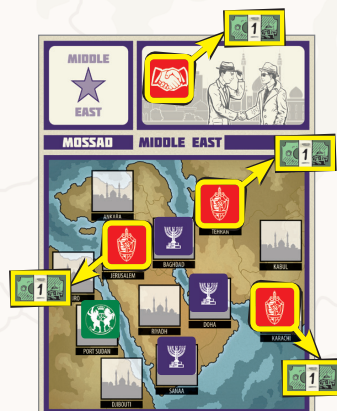
There are 4 different types of operations. During his turn **Player may choose one type of operation and play it only in the Active Region**. To be able to play the operation, Player has to follow its conditions. *Player may skip the Operation phase entirely.*

TYPES OF OPERATIONS:

• FINANCING OPERATION

Gain 1  per each Agent (including Diplomats) of your color in the Active Region.

Condition: you need to have at least one Agent in the active Region.



• TRANSFER

Move any of **your** Agents (but only **one**) from any Region to Active Region.

NOTE: Diplomat token should be moved from Diplomatic zone of one chosen Region to Diplomatic zone of Active Region.



• RECCE

Player choses up to 3 Agent tokens (they may belong to different players) and secretly looks at their face sides without revealing it to other players. Then he returns tokens back to their previous City spaces. We are highly suggesting players to do so one by one, so there will be no chance of mixing them up. It is forbidden to disclose what these tokens are to other players or change their City spaces.


Now when you know what these tokens are you can use this information during the Neutralization Operation.



Condition: The Active Region must contain at least **one** face down token of your **opponent**.

• NEUTRALIZATION

Flip **one** of your opponent's Agent tokens, **except the one which you put on the Region board on this turn**. Depending on the type of Agent do the following:

If you flipped the token and there is an Intelligencer  his owner puts it back into his bag. You gain an Agent card (1 of 3 cards as described below) and an Influence Token "Successful Neutralization" with ½ VP (with half of star side up); This is the example of the "Successful Neutralization".

If you flipped the token and there is a Field Agent  / , flip it back. His owner receives an Agent card (1 of 3 cards as described below) and you gain nothing.

Condition: The Active Region must contain at least **one** face down token of your **opponent**.



IMPORTANT!

When you get Agent card: take **3 cards** from the top of the Agent cards deck, choose **one** and discard the others (put them face up near the Agent deck).

NOTE: After the second successful Neutralization instead of taking another token with ½ VP, you can just flip this token to the side with the full star and have a complete 1 VP.

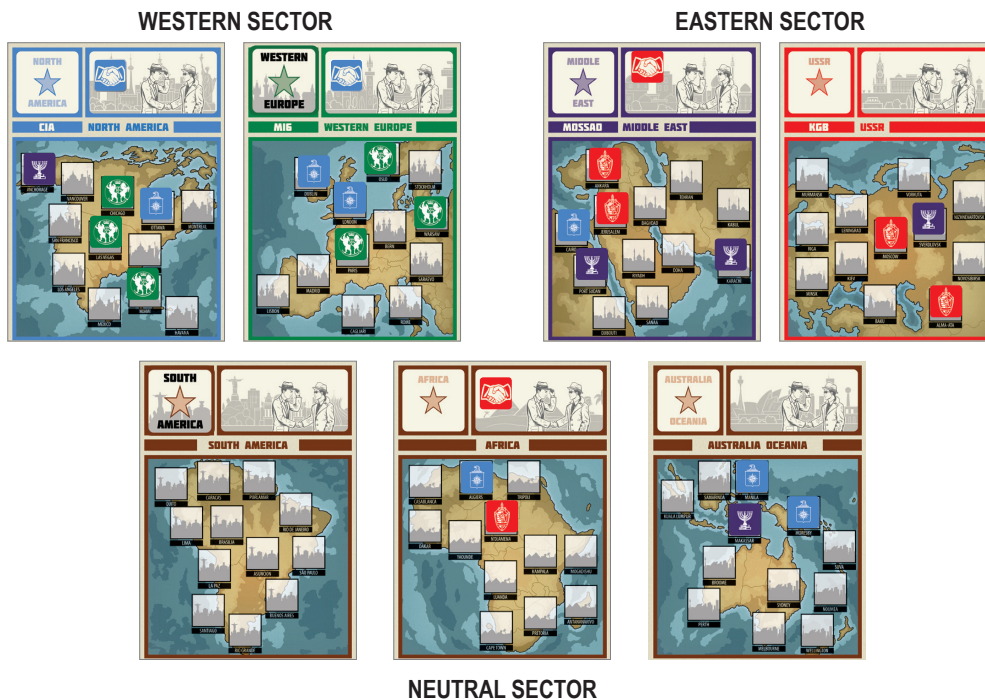


5. FIELD REPORT

During this phase Players check the majority of Agents tokens in Regions/Sectors, because situation on them might change drastically as a result of Player's turn. Distribute Influence Tokens depending on the new situation with majorities on the Region Boards. Some of Agent cards may only be activated during this phase.

PLAYER'S TURN EXAMPLE

Now it's **Blue player's** turn (CIA), and he has 3 . Here is the situation on Region Boards:



AT THE START OF PLAYER'S TURN

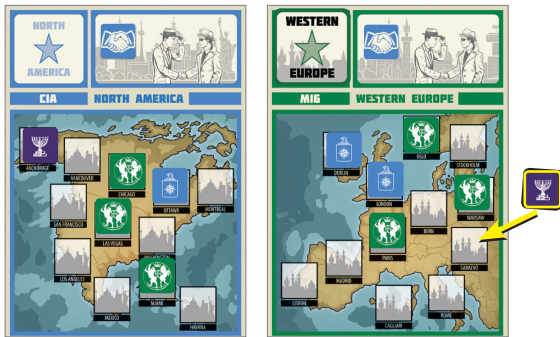
Blue Player (CIA) – controls "Australia and Oceania", Neutral Sector.



Green Player (MI6) – controls "North America", Western Sector.

Red Player (KGB) – controls "USSR", "Middle East", "Africa", Eastern Sector.

Purple player (Mossad) – controls nothing.

While checking **win conditions** **Blue Player** sees that he has 2 VP for controlling the “Australia and Oceania” region and Neutral Sector.

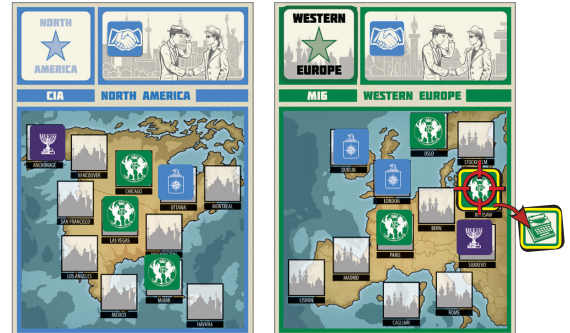


During the Infiltration phase **Blue Player** puts his Agent token in **Red Player's** bag (KGB), because this Player has the most Influence Tokens. Also **Blue Player** decides to pay the additional 1 , in order to additionally put 1 Field Agent  in **Red Player's** bag.

During the Transfer phase **Blue Player** takes **Purple Player's** (Mossad) token and secretly inspects its face side – there is a Filed Agent . **Blue Player** decides to put this token in “Western Europe” region because: 1) there are no other **Purple Agents** in this Region; 2) this token will hardly influence the majority here; 3) this Region is in his Secret Mission card, so that's a good opportunity to activate it and play there the **Operation**.

During the Operation phase **Blue Player** decides to play the **Neutralization**, because during his previous turns he played **Recce** and remembers face sides of **Green Player's** Agents tokens. He flips the Agent token and there is an Intelligencer – this token goes in **Green** opponent's bag.

The Operation was successful and **Blue Player** takes the Influence token with ½ VP (with half-star) and cards from the Agent deck, then chooses one and puts it face up to the right of his Player Board (abilities of Agent Cards are explained on page 12).



Blue player starts the last phase of his turn – **Field report**. The situation on Region Boards has changed drastically as a result of Player's turn. **Blue player** now has the control over the “Western Europe” Region because of majority of Agents tokens (3 – **Blue Player**, 2 – **Green Player** and 1 – **Purple Player**). This player takes the “Western Europe” Influence Token and puts it above his Player Board.

The situation has also changed in the Western Sector. The **Blue** and **Green Players** have the same number of Agents in this Region (5 – **Blue Player**, 5 – **Green Player** and 2 – **Purple Player**), so nobody controls it and **Green Player** have to return the corresponding “Western Sector” Influence Token back.



AT THE END OF PLAYER'S TURN

Blue Player (CIA) – controls “Australia and Oceania”, Neutral Sector.

Green Player (MI6) – controls “North America”.



Red Player (KGB) – controls “USSR”, “Middle East”, “Africa”, Eastern Sector.

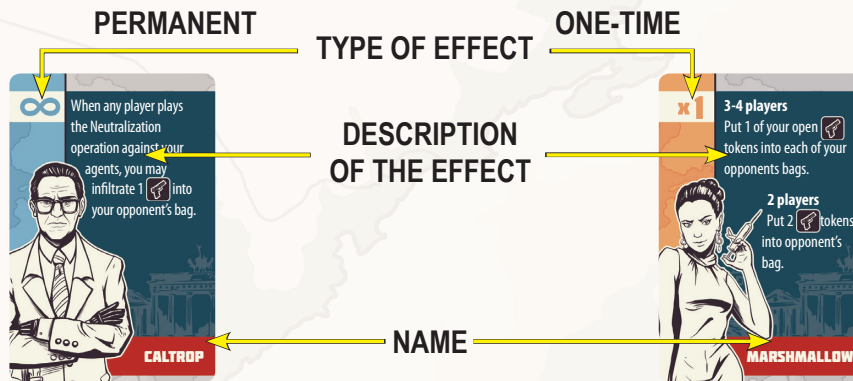
Purple player (Mossad) – controls nothing.

AGENT CARDS

Player can receive the Agent card as a reward if he successfully played the Neutralization operation, or if his Agent token was a target of the Neutralization operation, but his opponent failed it. These cards are legendary agents with codenames.

Take **3 cards** from top of Agent cards deck, choose one and discard the others. If Agent deck is empty shuffle the discard pile and form a new deck.

Agent card may have 2 different types of effects: **one-time**  and **permanent** . One-time effect should be played during **Field report** phase of the Active Player, after that the card must be discarded.



GOLDEN RULE: Text on the cards has priority to the rules from the rulebook.

CARDS CLARIFICATION




Agents: Minx/Retouch

Permanent ability activates each time, when you or your opponent puts an Agent token of your color in the Region, during the Dislocation phase. You can take a look at one Agent token (without showing it to anyone else) in the Active Region.

IMPORTANT!


This ability **works** against KGB special ability.

Agents: Titan/Boss

Permanent ability of the card activates during the Field Report phase, if you lost control over any Region or Sector. Gain 1  from the bank for each Influence token you lose.



Agents: Caltrop/Lord

This permanent ability activates each time, when any Player plays the Neutralization operation against your Agents (it's not important if it's successful or not). You may infiltrate 1 Field Agent  in this opponent's bag.



Agents: Raven/Handsome

This permanent ability activates each time, when any Player plays the Neutralization operation against your Agent tokens (it's not important if it's successful or not). Gain 1 [Bank Token] from the bank.



Agents: Blizzard/Favor

One-time ability.

During the Field report phase transfer any Agent (even your opponent's) to any Region. Diplomat Agent will be transferred from one Diplomatic zone of the chosen Region to other.



Agents: Plague/Vice

One-time ability.

During the Field report phase, put 1 Diplomat token from your supply (near the player board) in the Diplomatic zone in any Region.



Agents: Shadow/Ghost

One-time ability.

During the Field report phase put up to 2 of your open Field Agents tokens [Agent Token] in your bag.

Agents: Jackal/Gadfly

One-time ability.

During the Field report phase take any opponent's Agent token (except Diplomat token) from any Region and return it to owner's bag. Pay 1 [Bank Token] to the owner of this Agent.



Agents: Fox/Lich

One-time ability.

During the Field report phase gain 4 [Bank Token] from the bank.



Agents: Marshmallow/Berry

One-time ability.

During the Field report phase put 1 of your open Field Agent [Agent Token] tokens in each of your opponents bags. For 2-Player variant mode put 2 [Agent Token] tokens in opponent's bag.



END OF THE GAME

The game immediately ends when one of the Players has 5 or more VP at the beginning of his turn.

Alternately, the game ends when the Player at the beginning of his turn (before the Victory Points Check) has no tokens left in his **Pool of Agents**.

If the game ends **due to the lack of the tokens in the Pool of Agents**, the winner is the Player with the most VP.

In case of a tie the winner is the Player who has the least Agents tokens on the game board.

If there is still a tie, the Player to the right of the First Player becomes the winner.

SPECIAL AGENCIES ABILITIES VARIANT

Each Intelligence Agency has a special ability, which is written on the Players boards. Abilities are asymmetrical and allows Players to use different gameplay styles.

KGB



Players can't use the Recce operation against KGB agents.

Exception: Players can still use the ability of Agent card "Minx" against KGB Agents.

MI6 Recce ability doesn't work against KGB Agents.

CIA



At the beginning of the game gain 1 per each opponent. Before receiving the secret mission cards take 1 and put it on any Region.

Gain additional money tokens:

- 1 in 2-Player game,
- 2 in 3-Player game,
- 3 in 4-Player game.

MI6



After the operation phase you may perform an additional operation of your choice:

- Recce of 1 Agent
- Gain 1
- Transfer for 2

MI6 Recce ability **doesn't work** against KGB Agents.

MOSSAD



At the beginning of the game put 2 into your bag. If you succeed with the Neutralization operation gain 2 .

Don't forget to put your open Field Agents in your bag during the setup of the game.

2-PLAYER VARIANT


The 2-Player variant introduces the **AI Player**. The **AI Player's** Intelligence Agency doesn't have any special abilities. Players can play any type of operations and use Agents cards against the **AI Player**.


SETUP FOR 2 PLAYERS



- Each Player chooses the Intelligence agency and takes the components of the corresponding color: Player board, Agents tokens and **Influence token** of the corresponding **Home Region**.
- Then both Players choose an Intelligence agency for the **AI Player**.
- Put Home Regions boards chosen by and Neutral Regions on the table (as in setup for 3-Player game). These Regions forms **Northern Sector** and **Neutral Sector**.
- Flip the tokens of Field Agents & Intelligencers of the **AI Player** face side down. Then mix all tokens and form the **Pool of Agents**.
- Take **3 random tokens** from the **AI Player's Pool of Agents** and (without looking which tokens are these) put them on any City spaces in **AI Player's Home Region**.

- Then take **5 random tokens** from the AI Player's **Pool of Agents** and put them (also without looking which tokens are these) on any City spaces in Home Regions of the Players and also in all Neutral Regions, **1 per Region**.
 - Finally each Player takes **4 random tokens** from the AI Player's **Pool of Agents** and puts them in his own bag (**not the AI Player's**).
 - If everything is done properly: AI's **Pool of Agents** must be **empty**.
 - Follow the basic setup rules except for steps 10 & 12. Here are the ones you have to use:
- 10.** Let's check if everything is done properly: after 7th, 8th & 9th steps you will have **9 face down tokens** in your **Pool of Agents**. Keep them to the right side of the Player board. It will be used as an indicator of how many Rounds left. As soon all Players will have no Agents in their Pools, the Active Player ends his turn and **the game ends. AI Player cannot cause the end of the game.**
- 12.** Before forming and shuffling the deck of Secret missions, take out a card with Home Region which is not used in this game and put it back in the box. Each player takes **3 cards** from top of this deck, then he chooses **one** of them to keep as his secret mission for the rest of the game. Players cannot take the card with their Home Region – instead they must choose the second card. At the end of the game each Player can get VP **only for one task** even if he completed both.
- If Player received **2 identical cards** and **1 card with his Home Region**, he must discard 1 card with his Home Region and 1 repeating card – then he draws 2 new cards from the Secret Missions deck.

CHANGES IN GAMEPLAY

Take all Influence Tokens under control of AI Player and put them in a row near the region boards (as shown below). Take 5 Field Agents tokens  of the AI Player and put them on each of his Influence tiles.

When Player gets the majority in the Region/Sector he takes the Influence Token with Agent token on it and then **puts** this Field Agent's token  into his bag.

During the Infiltration phase Player may pay 1  and put a Field Agent token  either into opponent's bag **or** into his bag.

In 2-Player game when you play **Marshmallow/Berry Agent card** you can put **up to 2** Field Agents tokens  in your opponent's bag.

