

KOM PRO MAT

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2



8+



30'

ILLUSTRATION:
FELIX KINDELÄN

HELVETIQ

GAME RULES

THE STORY

Rumour has it that damaging information is circulating about a major public figure. Two rival secret agents are competing to suppress it or propagate it. They undertake daring missions and become notorious in the process. Push your luck to be the most successful agent and leave your mark on history!

CONTENTS

57 cards, including:

2 equipment decks of 14 cards
(numbered 0.5, 1 or 11, 2, 3, 4, 5, 6,
7, 7, 7, 8, 9, 10, 1 or 11)

1 mission deck of 29 cards

18 notoriety tokens

THE GAMEPLAY IN A NUTSHELL

1. Lay out four mission cards face-up.
2. Take turns to play cards at each mission. Attempt to beat your opponent's total but don't go over 21 — or you'll become notorious!
3. Reveal all cards, win mission cards, and gain victory points, notoriety, and special abilities.

If you ever reach 9 notoriety tokens you lose immediately! Otherwise, the player with most victory points wins the game.

THE SETUP

1. Each player takes an equipment deck of 14 cards. Both decks are identical apart from the player colour. Both players shuffle their equipment decks.
2. Shuffle the mission deck and place it face-down on the table.
3. Place the notoriety tokens into a pile alongside the mission deck.
4. Reveal the top 4 cards from the mission deck, and place them as a line starting from the deck (see illustration).

If any of the revealed mission cards are counter-intelligence cards, then another mission card is revealed and placed on top of each counter-intelligence card — offset so that the exclamation mark icons remain visible.

If the newly drawn cards are also counter-intelligence cards, they are put to one side and an alternative card is drawn. They are then shuffled back into the mission deck.



HOW TO PLAY

ATTEMPT MISSIONS

1. The most suspicious looking player goes first. On your turn, do steps 2-7.
2. Draw the top card from your equipment deck.
3. Choose which mission you want to attempt. Place the card **face-up** alongside this mission.
4. You may then continue drawing cards, one at a time, secretly looking at them and then placing them **face-down** alongside the same chosen mission, so that your opponent can see the quantity of cards played, but not their values. Once you have looked at the card, you must play it. (Note: all cards are placed alongside a single mission — you cannot split these cards across several missions.)
5. You may stop drawing cards at any point. You are usually aiming to achieve a higher total than your opponent, without going over 21.
6. If your cards alongside the mission total more than 21, you must stop drawing cards. You do not reveal this to your opponent.
7. Once you have chosen to stop placing cards at a mission (or you have been forced to stop, because you went over 21 or you have run out of cards) you may no longer look at the face-down cards you have placed at the mission. (Note: while you are drawing cards and placing them at a mission, you are allowed to look at your face-down cards for that mission.)
8. The next player then takes their turn in exactly the same way, placing one face-up equipment card, and then placing face-down cards as they wish alongside any one mission. The mission does not have to be the one that your opponent has just attempted. This sequence is repeated until both players have played cards to all four missions.

NOTES

A player may not add cards to a mission that they have already attempted on a previous turn. If at any point a player has no cards remaining in their personal deck, they take no further turns in the round - this may mean that they do not place cards on one mission.

Each player's equipment deck contains numbered cards. The card 1/11 can be played as either a 1 or an 11. The player does not have to decide which number it represents until they reveal their cards. The card 0.5 always counts as one half i.e. it is lower than one and higher than zero.



GAME END

The game ends in one of two ways:

1. If one player has 9 notoriety tokens or more at any time, they lose the game immediately.
2. If six full rounds are completed. Victory points are counted as follows:

Count up the victory points from collected Target, Item, and Document/Code cards.

Notoriety tokens are worth 1 victory point each.

The player with the most victory points wins the game. In the case of a tie, the player with the most notoriety wins the game.

REVEAL CARDS

Start revealing cards with the mission closest to the draw pile. The starting player for the round reveals their cards and declares their total for the mission (they must decide whether any 1/11 cards count as 1 or 11). The next player then does the same with that mission.

FAILED MISSION

If a player has a total over 21, all of their cards are discarded. The player also takes a notoriety token.

PERFECT MISSION

If a player has a total of exactly 21, the player may discard one of their own notoriety tokens.

Then the player with the highest total collects the mission card.

In the case of a tie for the highest total, the player with more cards assigned to the mission collects the mission card. If still tied, no player collects the mission card and it is discarded instead. This process is repeated for each mission in turn, moving away from the mission deck.

RESET FOR NEXT ROUND

Players take back all of their equipment cards and shuffle to reform their equipment deck. Reveal 4 new mission cards from the deck, and a new round begins. The starting player for each new round alternates between the two players.



MISSION CARDS

There are 4 different types of mission cards.



TARGETS

Each player keeps any collected targets in a face-down pile for scoring at the end of the game.



DOCUMENTS AND CODES

are special targets. They are worth a varying number of points depending on how many cards you have collected of that type.



For example, if you have 1 code card at the end of the game it is worth 2 victory points. If you

have 2 such cards, they are worth a total of 6 points for the pair. If you have 3 such cards, they are worth 12 points for the set.



COUNTER-INTELLIGENCE

If you take a mission card which has a counter-intelligence card underneath it, you also take notoriety tokens equal to the number of exclamation marks on the card. The counter-intelligence card is then discarded.



ITEMS

give the players access to a special ability. If the player has won such a card, they keep it face-up in front of them until they choose to use the effect. Each item may be used once only, at any time. Once used it is kept face-down in the player's scoring pile with the other mission cards which have been gathered by the player. These cards each score 1 victory point at the end of the game (whether they have been used or not). Items are available to use immediately after they are gained. For example, a player could gain an item from one mission and use it immediately before the next mission's cards are revealed.