



R U L E B O O K

PLOT CARD



Historical Portrait

Total number of this card type in the game

Card Title

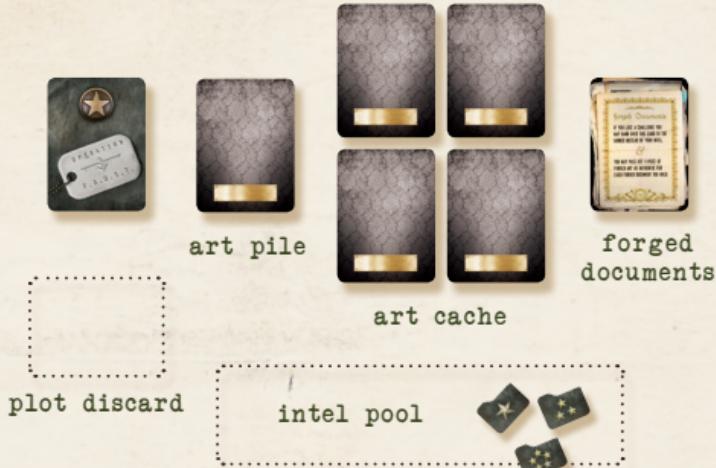
Hand Ability

(You may keep this card in your hand when using this ability)

Table Ability

(You must discard this card when using this ability)

SETUP EXAMPLE



Credits

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OPERATION F.A.U.S.T.

Operation F.A.U.S.T. (*Fine Art Underground: Stolen Treasures*) is a game of bluffing and deduction for 3 to 8 players. Each player takes on the role of an art patron in occupied France during World War II and works to acquire the most prestigious collection of art treasures. The first player to reach \$1,000,000 in black market art value immediately wins the game (\$900,000 for 7 and 8 player games).

COMPONENTS

60 INTEL tokens (in denominations of 1, 3 and 5)

26 Plot cards

- 11 French Resistance
- 6 Spies
- 4 Art Dealers
- 3 Double Agents
- 2 Allies

21 Art cards (Art cards range in value from \$0 to \$500,000)

- 6 Normal
- 9 Degenerate (*Degenerate art counts as normal art, but is more easily confiscated*)
- 5 Forgeries (*A player may not win the game with a forgery unless it is concealed with a Forged Documents card*)
- 1 Degenerate Forgery

8 Forged Documents cards

8 Player reference sheets

1 Rulebook

GAME SET UP



Shuffle all of the Plot cards, deal two cards to each player and place the remaining cards in a stack within reach of all players. This will be called the **Plot Draw Deck**. When Plot cards are discarded they should be discarded face down in a different orientation than the plot draw deck. This will be the **Plot Discard Pile**.

Place all the INTEL counters in the middle of the table. This will be called the **Pool**. The intelligence counters come in three denominations: 1 INTEL, 3 INTEL and 5 INTEL. Denominations are identified by stars. Give each player 5 INTEL to start.



Shuffle all of the art cards and place them in a stack within reach of all players. This will be called the **Art Pile**.



Draw 4 art cards from the top of the art pile and place them face down in two rows and two columns next to the art pile, this will be called the **Art Cache**.



Place a number of **Forged Documents** cards equal to the number of players face up and within reach of all players.



Give each player a player aid.

To determine the first player, deal 1 art card to all players. All players reveal their card and the player with the most valuable, non-forged piece of art becomes the first player. In the case of a tie, the tied players should draw another art card from the art deck until a first player is determined. Reshuffle the art pile when complete.

Play will rotate clockwise starting with the first player.

YOU ARE NOW READY TO PLAY.

GAMEPLAY

On a player's turn he/she may take only one of the following actions:

- 1. Recruit:** Pay 4 INTEL to the pool and draw 1 new plot card from the plot draw deck. Plot card hand limits: 3 plot cards for 6 to 8 players, 4 plot cards for 5 players and 5 plot cards for 3 or 4 players.
- 2. Purchase Art:** Pay 10 INTEL to the pool and draw 1 art card from the art pile or from the art cache. Art acquired by players should always be kept face down.
- 3. Forge:** Pay 3 INTEL to the pool and take 1 Forged Documents card.
- 4. Plot:** Claim one plot card ability. Claiming a plot ability counts as a player's one action even when it is blocked or challenged.

Plot Cards & Challenging:

When claiming a plot card, you may claim a card that you hold or you may lie and claim a plot card you do not have. There are two ability types on each plot card: a "hand" ability and a "table" ability.



When claiming a plot card ability with a hand icon, you may keep the card in your hand if you are not challenged. **This is called a "Hand Ability."**



When claiming a plot card ability with a table icon, you must place the card face down on the table when you claim it. You must ALWAYS place a tabled card in the discard pile at the end of your turn whether it is challenged or not.

This is called a "Table Ability."

If you table multiple Spy plot cards, they all must be discarded.

Any player that has 2 or more INTEL may challenge any plot claimed by any other player.

Important: A player with less than 2 INTEL may not make a challenge.

When a challenge is made, the loser must give half of his/her INTEL (rounded up) to the winning player.

If your plot card is challenged and you do indeed hold it, you may show it and immediately discard it. When you do, the player who challenged gives you half of their

INTEL rounded up and the plot ability takes effect.

You may also draw a new replacement plot card

(or cards if you claimed more than one French

Resistance) from the top of the plot card deck.

Note: Sometimes a player may wish to challenge to try to force a discard.

If your plot card is challenged, and you do not wish to show or do not have the plot card(s) you claimed, you must give the challenging player half of your INTEL rounded up, and lose your turn. If you have no INTEL you only lose your turn. The ability you claimed does not take effect. You do NOT need to show a card nor discard if you claimed a hand ability, but if you claimed a table ability you must discard the card(s) you tabled face down to the plot discard pile.

Note: Half of 1 INTEL rounded up is 1 INTEL.

If the plot card ability you claimed is not challenged, you may execute the ability whether you have the card or not.

A player does not have to show his/her plot card when challenged, but if he/she does not show it, the player automatically loses the challenge.

If a player is challenged by 2 or more players, the player who challenged first becomes the challenger. In the rare case a player is challenged simultaneously by 2 or more players, the player closest to the left of the player being challenged becomes the challenger.

Challenges must be resolved first. Only after a challenge is resolved may any plot card ability take effect. A second challenge may not be made until the first challenge is resolved. Once a claim has been made on a plot card, the choice cannot be reversed. If you claim a plot card and are challenged, the result MUST be resolved.

If a player falls below 2 plot cards for any reason, they may immediately draw back up to 2 plot cards. When the plot draw deck runs out, reshuffle the plot discard pile to create a new plot draw deck. In the rare case that the art pile and the art cache run out of cards, players may no longer buy art, but must rely on recovering art from other players!

End of Game:

To win the game you must be the first player to reveal all of your art cards when they total \$1 Million or more in black market value (\$900,000 in 7 and 8 player games).

A player may claim the win at any time (even if not on his/her turn). A player cannot win if he/she has a forged painting not concealed by Forged Documents card. Each Forged Documents card covers up only one forged painting.

When a Forged Documents card is paired with a forged painting, the forged painting's value counts toward the win.

Examples of Play:

1. John has 4 INTEL and holds a Double Agent card. He announces that he has the Double Agent and will steal 3 INTEL from Susan using the Double Agent's hand ability. Susan has 6 INTEL, and she announces that she has an Allies card and will use its hand ability to block John's Double Agent card. John challenges Susan's claim of holding an Allies card. Susan does not have an Allies card, so she loses the challenge and must give John half (3) of her INTEL. In addition, the Double Agent's ability still resolves and John steals Susan's remaining 3 INTEL.
2. Susan claims an Art Dealer and places a card face down on the table in front of her. She then claims she is going to force an art trade with Bill using the Art Dealer's table ability. Susan passes one of her Art cards (a forgery) face down to Bill. Bill has 3 art cards, so he fans them out for Susan, who must pick one randomly. Bill gets Susan's forged art, and Susan gets lucky and plucks the Mona Lisa from Bill's art collection, which is worth \$500,000 in black market value.

Plot Card Specific Abilities:



French Resistance: This card's ability allows the player to take 2 INTEL from the pool for EVERY French Resistance card played. If a player claims multiple French Resistance and is challenged, he/she must show all of them or lose the challenge.

For example, Susan claims 3 French Resistance in order to take 6 INTEL (2 INTEL for each). John challenges Susan's claim of 3 French Resistance. Susan reveals 3 French Resistance cards, so John must give Susan half of his INTEL rounded up. Since Susan did have the cards, the ability still resolves so she also takes 6 INTEL from the pool. Finally, she may draw 3 new plot cards from the plot draw deck since she had to discard her 3 French Resistance due to John's unsuccessful challenge.



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Art Dealer: The Art Dealer's table ability allows the player to pick any painting held and trade it for a random painting taken from another player. The targeted player may shuffle his/her art cards before one is chosen.



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Spy: The Spy's hand ability allows the player to pick up and look at any 2 art cards in the art cache without revealing them to any other player. After using this ability the player must return the 2 art cards to the cache, but in any order. The player using this ability may not shuffle or hide the art cards under the table or by any other means.

The Spy's table ability allows the player to take the "Purchase Art" action with a 3 INTEL art discount or take 3 INTEL from the pool for EVERY Spy card tabled. If you choose the INTEL art discount you may buy art on the same turn that you table your spy or spies.

For example, Bob places 2 cards face down, claims them to be Spies and announces he will recover a piece of art from the art cache for 4 INTEL (6 INTEL discount for playing 2 spies). If challenged, Bob must reveal both cards. If Bob does not have BOTH spies, he loses half his INTEL rounded up to the challenger, both his cards are discarded, and he loses his turn without gaining a piece of art. If Bob did have 2 Spy cards, he would win half the challenger's INTEL and would receive the art at the -6 INTEL discount. In either case Bob would draw back up to 2 Plot cards (if he fell under two).



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Allies: The Allies' hand ability allows that player to ignore the effects of a Double Agent or Art Dealer card played on him/her. "Ignore" means that the player does not have to pay any INTEL to a player who claims the Double Agent and does not have to trade a piece of art with a player claiming the Art Dealer. One may not claim Allies for any other player; however, any other player may challenge the claim of holding an Allies card. The Allies' table ability allows the player to pick another player and look at ALL of the art cards he/she holds. If he/she has an art card labelled "FORGERY", the Allies claimer

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may take it from him/her. If the player has 2 or more forgeries, only one may be taken.

Double Agent: The Double Agent's table ability allows a player to look at the top art card from the art pile or any other player. If the chosen player has more than 1 art card, the card is chosen randomly. If the chosen art card has the label "DEGENERATE," the card may be kept. If a DEGENERATE piece of art is drawn from the art pile the player must reveal the card to all players in order to prove it is DEGENERATE and keep it. If it is not DEGENERATE it must be placed back on top of the art pile, but one does not have to reveal it. If the player takes a card from another player, it does not have to be revealed. One may NOT use the Double Agent to look at a card in the art cache.

Optional Variants of the Game

You may mix and match these variants as you wish.

INTEL Sharing

A player or players may freely give any amount of INTEL to any other player or players at any time for any reason. Deals that trade INTEL for future favors are never binding. You may not trade after the outcome of a challenge is determined.

Art Trading

Each player may trade art with any other willing player as a free action on his or her turn. Deals that trade art for future favors are never binding. You may not trade after the outcome of a challenge is determined.

Full Negotiation

Players may freely trade or give INTEL, art and/or Forged Documents cards. No bribe or deal for future favors is ever binding. All trades must be completed before a challenge is resolved. You may not trade after the outcome of a challenge is determined.

Forged Art Hunters

A player may only win the game when he/she has collected 3 forged works of art. Art values are not counted and you do not need to cover up forged paintings to win.

Super Spies

A player may use the standard abilities or one of the following abilities when claiming a Spy:

- **Hand Ability:**

Look at up to two art cards held by one other player.

- **Table Ability:**

Look at all of the cards in the art cache.

Monuments Men

A player may table two Allies cards to recover all four art cards in the art cache.

Historical Notes

It is our hope that by including photos of real life heroes in Operation F.A.U.S.T. as opposed to illustrations of fictional characters, we can in some small way, keep the memory of these amazing people alive.

Art Cards

The art used on the art cards in Operation F.A.U.S.T. are pieces that were either stolen by the Third Reich or successfully rescued from being stolen.

French Resistance

The photo used for the French Resistance card is of two French boys and an unidentified FFI (French Forces of the Interior) member posing with his Bren gun while smiling with a cigarette in his mouth. The photograph was taken by a United States Army Signal Corps photographer in 1944 at Châteaudun in northern France. French Resistance members came from all walks of life and took great risks to fight for their country during the occupation of France. These patriots were critical in liberating France by providing intelligence to Allied forces, conducting sabotage missions, partaking in counter intelligence, running underground communications networks and excelling in guerrilla warfare.

Spy

The woman on the Spy card in Operation F.A.U.S.T. is Violette Szabo. She was born in Paris to a French mother and an English father. Violette's husband was killed at the Second Battle of El Alamein and he never met their baby daughter Tania. Violette joined the SOE as a way to fight the enemy who killed her husband. Her first mission was a success, and uncovered German war machine factories which became Allied bombing targets. Violette Szabo was captured by the Germans on her second mission to sabotage German communication lines. After a brave gun battle, she ran out of ammunition and was captured. Violette was taken to the Ravensbrück concentration camp where she was tortured and executed by the Nazis.

The Art Dealer

Alfred Flechtheim was a successful Jewish art dealer from Germany and is featured on the Art Dealer card in Operation F.A.U.S.T. His galleries in Düsseldorf, Berlin, Frankfurt, Cologne, and Vienna were cutting edge at the time, and included works by Vincent van Gogh, Paul Cézanne, Georges Braque, André Derain, Pablo Picasso, Wassily Kandinsky, and many others. After Hitler took power, Flechtheim's galleries were "aryanized" by the Nazis. He escaped Germany penniless and began to rebuild by organizing showings of exiled German artists in London. Unfortunately, Alfred Flechtheim cut his leg on a rusty nail in a hospital, and the wound became infected. He died of septicemia on March 9, 1937, another victim of Hitler's war.

The Double Agent

Joan Pujol Garcia is featured on the Double Agent card in Operation F.A.U.S.T. and was a real life double agent working for the British during WWII, but trusted by the Germans to their detriment. Codenamed Garbo, Joan Pujol Garcia was responsible for helping to convince Hitler that Normandy would not be the site of the Allied invasion. He was tenacious, smart and highly effective. Joan was denied multiple requests to become a spy by the British until he infiltrated Germany on his own. He was awarded the Iron Cross by Germany and the Most Excellent Order of the British Empire by the British, making Joan the only person to be decorated on both sides of the war.

The Allies

The Allies card in Operation F.A.U.S.T. shows stolen paintings being recovered from the famous German castle Neuschwanstein where they were being stored. The soldier in the back taking notes is real life Monuments Man Lt. James Rorimer.

Box Cover

As Allied forces invaded Germany at the end of the war, a treasure trove of stolen art and gold was discovered at the Merkers salt mine in central Germany. The photo used on the cover of Operation F.A.U.S.T. was taken in the mine shortly after it was captured, and includes (from left to right) Gen. Omar Bradley, Gen. George S. Patton, and Supreme Allied Commander Dwight D. Eisenhower.

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