

You must follow the instructions for each space immediately upon landing there, unless you have been Gotch'd.

CANADA



#### SPIRITUAL GUIDANCE

Raise Candor of character by 1 point



#### CONTENTIOUS TELEPHONE CALL

Choose any one opponent to call. You roll a D8. Opponent rolls a D6. If you roll higher, take from opponent number of Information equal to the difference between the numbers rolled. Do nothing if you roll lower. In the case of a tie, roll again.



#### STRONG INTERNET CONNECTION

Roll a D8. Take the number of Information from the bank equal to number rolled.



#### CROWDFUNDED TRIP

Move to any other Canada space or U.S.A. space and follow the directions.



#### DISCOURAGEMENT

Choose one opponent's character. Roll a D6. The character is Discouraged if you roll higher than the character's Resolve. Re-roll D6 to determine damage. Opponent subtracts number rolled from character's Candor. If character's Candor is reduced to zero, it is eliminated and must be removed from the board. You take 1 of their Tools of the Trade cards.



#### REMOTE VIEWING

Take any one Undercover Ops card or Tools of the Trade card from any one opponent, assigned or not assigned. You may look at the opponent's unassigned cards. Opponent must give you the card you choose.



#### BAD ACTOR

Roll a D6. Take from any one opponent the number of Undercover Ops cards or Tools of the Trade cards equal to the number rolled. Do not look at the cards first. Take only the cards not assigned to a character. You must assign any new Tools of the Trade cards to the character who landed on this space.



#### PRIVATE DETECTIVE SNOOPING

Choose one opponent on whom to snoop. Decide if Private Detective will snoop on 1 character only or all that opponent's Researchers. Roll a D6 once for the character or once for each Researcher. RESEARCHER: If you roll a 5 or 6, the Researcher quits and is returned to the bank.

CHARACTER: If you roll a number higher than the character's Resolve, the character is lost and its Tools of the Trade cards are placed in the discard pile.



#### CHECK YOUR E-MAIL

Take 1 Information from Information bank for each Researcher you employ.



#### COMBATIVE INTERVIEW

Choose one opponent's character to move to this space to conduct an interview with your character. You cannot choose a character on their own color Headquarters. (Refer to Disagreement section, follow directions for Disagreements.)



#### BAD INTERNET CONNECTION

All players except you roll a D6 once for each Researcher employed. If any player rolls a 5 or 6, the Researcher quits and is returned to the bank. Then, all players with characters on United States spaces, except characters on Bad Internet Connection spaces or their own color Headquarters, roll another D6 once. If any player rolls higher than your character's Resolve, your character is eliminated and removed from board and their Tools of the Trade cards are placed in the discard pile.

Whatever  
Happened to  
Pizza at  
McDonald's?  
(the board game)

PLAYER AID

U.S.A.

## ORDER OF TURN

Gameplay must proceed in this order. After moving, all following steps are optional.

#### MOVE (Refer to Rulebook, pg. 6)

Move all characters clockwise.

Roll two D6. Check your Spread Information spaces if previously used.

- You may move 1 or 2 characters on your turn.
- To move 1 character: Use one of the numbers on one die or the total of the two numbers on the dice.
- To move 2 characters: Use the number on one die to move the first character, the number on the other die to move the second character.
- Follow the directions for the space(s) on which you land.

#### DISAGREE/GOTCHA (Refer to Rulebook, pg. 7)

- In turn, each player takes one D6 for each point of Candor held by their Disagreeing character. No player can have more than 6 dice at a time.
- While alternating turns, each player rolls all the dice at the same time and calls out the highest single die number rolled. In the case of a tie, roll again.
- The highest number wins the round. The player with lowest number must:
  - Subtract 1 Candor point from their Disagreeing character, and
  - Set aside 1 die.

Winning a Disagreement or Gotcha: Conflict continues in this manner until one character's Candor is reduced to zero. Defeated character is removed from the board, and any Tools of the Trade assigned to this character are taken by the winner. The winning character's Candor is raised 1 point.

#### BUY (Refer to Rulebook, pg. 8)

You cannot Buy more than 3 Undercover Ops cards or Tools of the Trade cards and 3 Researchers on a turn. Each Undercover Ops card, Tools of the Trade card, or Researcher costs 1 Information, payable to the Information bank.

#### SPREAD INFORMATION (Refer to Rulebook, pg. 9)

Place any number of Information on any or all of your 3 Spread Information spaces.

#### WINNING

The sum of any player's movement roll must equal one of the numbers in your investment space. If it does, take from the Information bank the number of Information indicated by the Spread Information return rate and remove the Information in that space.

On your next turn, after your movement roll, any Information left on any of your Spread Information spaces is lost and must be returned to the Information bank.

**YOU MAY PLAY ONE UNDERCOVER OPS CARD AFTER MOVING AND BEFORE BUYING.**

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