



A game of espionage and deduction for 2 players, ages 12 and up

Goal

Eliminate all of your opponent’s safe houses while having as few of your own eliminated as possible. The game ends when all three of a player’s safe houses have been eliminated. The player who scores the most victory points (VPs) at the end of the game wins!

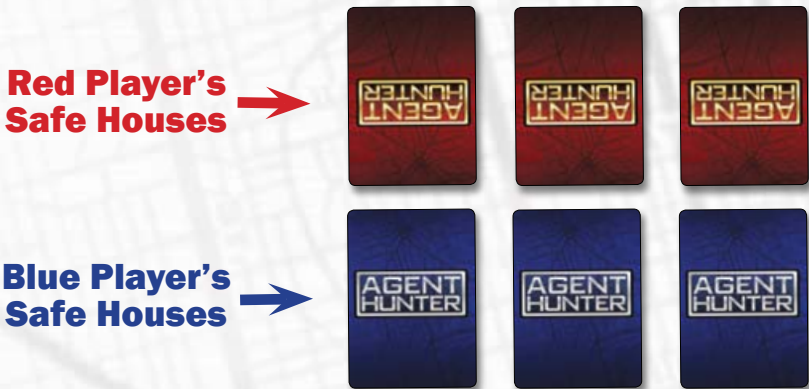
Components

- 20 Agent cards
- 2 Reference cards
- 10 Decoy tokens
- This rulesheet

Setup

One player takes the 10 red agent cards (numbered 0 through 9) and the 5 red decoy tokens. The other player takes the 10 blue agent cards and the 5 blue decoy tokens.

There are three areas in front of each player that are designated as his **safe houses**. Each player chooses and places one of his agent cards facedown in each of his safe houses. The rest of a player’s agent cards remain in his hand, hidden from his opponent.



Secret Agents

Players should be careful not to accidentally reveal the identity of agent cards in his hand or when they are being placed in safe houses. Players may look at his own facedown agents in safe houses but he cannot look at his opponent’s facedown agents.

How To Play

Determining a starting player at random. Players then take turns choosing **one** of the following actions:

- 1) Attack From Your Hand
- 2) Switch Agents
- 3) Attack From Your Safe House

After the action is resolved, the next player takes his turn. This continues until all three of a player’s safe houses are eliminated.

1) ATTACK FROM YOUR HAND: Reveal one of your agent cards from your hand, then target one of your opponent’s safe houses. The opponent secretly looks at the agent in the targeted safe house and must declare whether your agent card’s number is “higher”, “lower” or “the same” as the number on his agent card.

Failed attack: If your agent is **higher** or **lower**, return your card back into your hand (the attack has no effect).

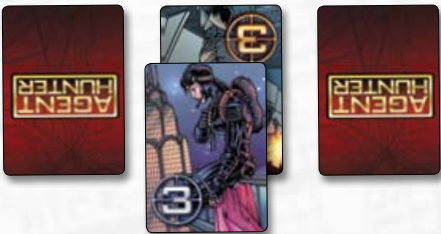
Successful attack: If your agent is **the same**, your opponent’s safe house is **eliminated**. Your opponent’s agent in the safe house must be revealed faceup, then place your agent faceup on top of his card. If you eliminate all of your opponent’s safe houses, the game ends (see “Winning the Game” on the following page).

Example of a Successful Attack From Your Hand

The blue player reveals an agent card from his hand with the value of 3 and then targets his opponent’s middle safe house. The red player secretly looks at his agent in the targeted safe house and sees that it is the same value.



This results in a successful attack so the blue player places his agent over his opponent’s eliminated safe house.



2) SWITCH AGENTS: Reveal the agent card in one of your safe houses to your opponent and return your card back into your hand. Then secretly place one agent card from your hand back into the safe house facedown (yes, this can be the same agent card if you wish). After you place the agent in your safe house, you must place one of your **decoy tokens** next to any one of your safe houses.

Note that players cannot switch agents from eliminated safe houses.

3) ATTACK FROM YOUR SAFE HOUSE: Reveal an agent card in one of your safe houses and target one of your opponent's safe houses. The opponent secretly looks at the agent in the targeted safe house and must declare whether your agent card's number is "higher", "lower" or "the same" as the number on his agent card.

Failed attack: If your agent is **higher** or **lower**, your safe house is **eliminated** by your opponent. Your opponent must take his agent card with the same number as your revealed agent, and place it faceup on top of your card. If your opponent's agent is not in his hand, he must reveal the card from his safe house and place it faceup on top of your card, then immediately choose one agent from his hand and place it facedown in his empty safe house.

Successful attack: If your agent is **the same**, your opponent's safe house is **eliminated**. Your opponent's agent in the safe house must be revealed faceup, then place your agent faceup on top of his card. You must then choose one agent from your hand and place it facedown in your empty safe house.

Decoy Tokens

Each player may only switch agents up to five times during the game. Once a player has used all five of his decoy tokens, he may no longer choose the "Switch Agents" action for the rest of the game.

Any decoy tokens placed next to a safe house remain there for the rest of the game. If the safe house is eliminated or agents are switched in the safe house, any decoy tokens placed next to it must remain.

Winning the Game

The game ends when all three of a player's safe houses have been eliminated. Each safe house that is eliminated is worth one VP to the player that eliminated it. If a safe house is eliminated that has one or more decoy tokens, it is worth additional VPs equal to the number of tokens.

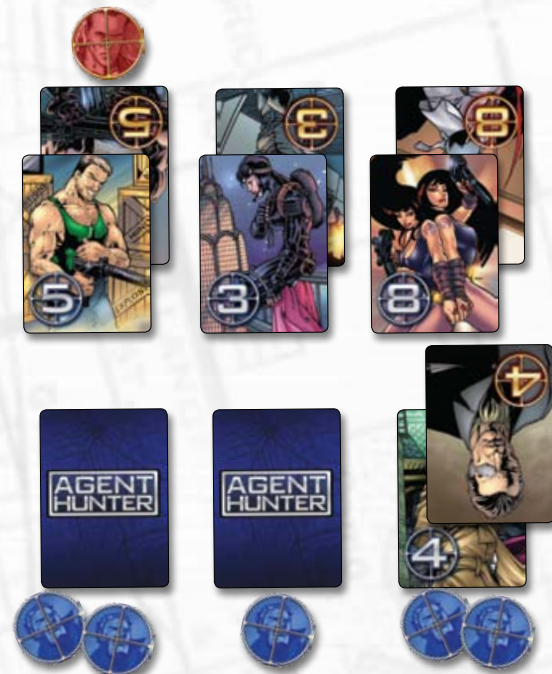
The player who scores the most VPs wins! If both players are tied for the most VPs, each player adds the value of all agent cards remaining in his hand and the player with the highest total wins. If players still tie, they share the win.

Example Scoring

The blue player has eliminated all three of his opponent's safe houses so the game ends. The blue player scores a total of 4 VPs (3 VPs for the red player's eliminated safe houses and 1 VP for the red player's decoy token).

The red player scores a total of 3 VPs (1 VP for the blue player's eliminated safe house and 2 VPs for the blue player's decoy tokens). Note that the red player only scores VPs from decoy tokens if the blue player's safe house was eliminated.

The blue player has the most VPs and wins the game!



Credits

Game Design: Mike Elliott

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