

# I, SPY

## Rulebook

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## *It is the eve of a great war....*

*The year is 1908, and the great powers of Europe simmer in an uneasy peace.*

*The Age of Steam and Electricity has ushered a multitude of scientific discoveries-- telegraph, airship, locomotive. With these has come wealth and prosperity, but also developments of a more unsettling nature: massive armies are being raised, armed with all the horrors of modern weaponry; legions of discontent citizens unite in outrage against the affluent ruling class. For the first time, an individual of no repute could seize the power to direct the course of history-- a single bomb in the hand of an anarchist could tilt the continent into war, and a single act of violent sabotage could cripple an empire.*

*This is the dawn of the age of espionage. Covert agents of these great powers teem about, procuring and trading information, aiding their allies and maneuvering the fall of their rivals. You are one of these agents, vying to secure a powerful position for your homeland through intelligence-gathering and political machination. But stability is easier to destroy than to create, so you must be protective of your homeland and its intentions for conquest. Maneuvering other nations into threatening positions will bring the blows of your opponents down on them, and this wasted effort will be the harbinger of your success, as you stand poised at the final moments to seize the advantage and raise your homeland to dominance.*

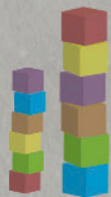




## Component List



Spy Figures  
4



Influence  
Counters

One – 48  
(small)  
Five – 36  
(large)



Power Markers  
6



Action Cards  
48  
(12 per player)



Asset Cards  
35



Politician Tiles  
39



Control Tokens  
84



Alignment  
Tokens  
6



Supply Tokens  
30



Tag Tokens  
12



Round Marker  
1



Initiative Card  
1



Special  
Action Cards  
6



Player Aids  
6

## Game Overview

At the start of the game, you receive an **Alignment Token**, which tells you which one of the competing **European Nations** you secretly work for.

The rest of the game unfolds over the course of 14 rounds, with each player (spy) performing 3 actions per round. These actions include moving your figure around the map, acquiring resources in the form of **Supply Tokens**, improving your abilities by recruiting **Assets**, manipulating the otherwise-random **Politicians** to your advantage, or even directly harassing opposing spies.

But any action you take will directly affect at least one **Nation**, in the form of gains or losses in **Influence** points. Your mission during the game is to generate **Influence** for your own **Nation**, while at the same time preventing your opponents' **Nations** from gaining too much—if you can deduce which **Nations** they are!

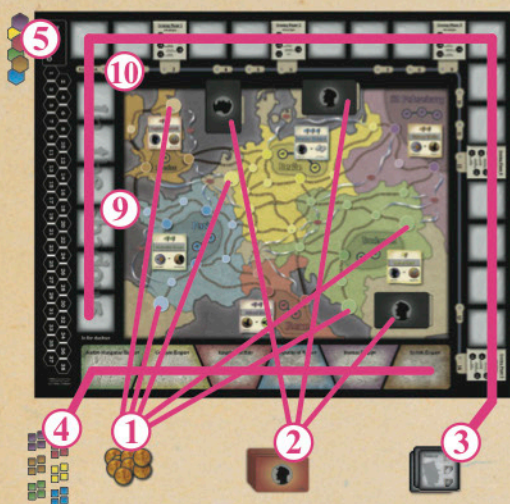
**Influence** is tallied and compared during **Scoring Phases**, which take place at set intervals throughout the game. In a **Scoring Phase**, each **Nation** receives **Power** points, based on how much **Influence** it has accumulated so far.

At the end of the game, players reveal their **Alignment Tokens**, and the player whose **Nation** has the most **Power** is the winner.



## Game Set-Up

### Board Set-Up



1 Place 1 **Supply Token** on each of the 5 **Supply Cache** regions.



Then, give 3 **Supply Tokens** to each player. Put the remaining tokens aside as 'the bank'.



2 Shuffle the deck of **Asset** cards. Put 6 face-down at Berlin, 3 below Budapest, and 1 next to London.

Before playing for the first time, set aside the 6 **Asset** cards marked with a ★, as these are an optional component intended for experienced players.



3 Shuffle the **Politician** tiles. Put one face-down in each of the 20 empty spaces around the map.



4 Put 4 matching **1-Influence** cubes in each nation's **Influence Pool**.



5 Put the 6 **Power Markers** on the '0' space of the **Power Track**.



### Player Set-Up

6 Randomly assign each player a number from 1-4. Then, give each player the **Action Cards** (12) and **Control Tokens** (21) associated with their number. At this time, each player also takes a spy figure.

7 Give the **Initiative Card** to the lowest-numbered player.

8 Shuffle the **Alignment Tokens** and give 1, face-down, to each player. Each player should look at his or her own token, but must not reveal it to another player.



### Game Start

9 Each player chooses a different **Politician** in the "In the shadows" column, and marks it with one of his or her **Control Tokens** (by pushing the token into the hole). A player may inspect the **Politician** he or she has marked, but should not show anyone else.

10 Place the **Round Marker** on the first space of the **Round Track**.

The first round begins. At the start of a player's first turn, that player deploys his or her figure to any of the vacant **Start Regions** in the center of the map.



Start Regions



# Nations and Alignments

European powers with a chance to gain dominance

A **Nation** is a potential winning side in the game, in the form of a European state.

At the start of the game, each player (spy) receives an **Alignment Token**, which tells that spy which **Nation** he or she is loyal to. This is referred to as a spy's **Alignment**.



At the end of the game, the spy whose **Alignment** has the most **Power** points is the winner.

**Power** is awarded to **Nations** every few turns, based on the amount of **Influence** a **Nation** has compared to its rivals.

The Kingdom of Italy  
The Republic of France  
The Russian Empire

The British Empire  
The German Empire  
The Austro-Hungarian Empire

Emily's **Alignment Token** says that she is loyal to **The British Empire**. This means that Emily will win if **Britain** can earn more **Power** than anyone else's **Alignment**.



For reasons that will become clear later on, it's very important that spies keep their **Alignments** secret!

Nation

Alignment



Alignment Token



Power



Influence



Influence Pools



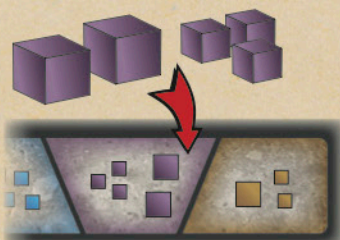
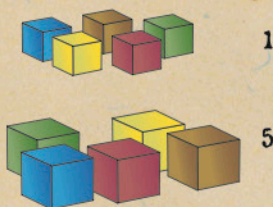
Influence Symbols

## Influence

The political will and military intelligence of a state

**Influence** points are represented by colored wood cubes, and are gathered in matching areas called **Influence Pools**.

Influence Counters



Influence Pools

A **Nation** receives **Influence** points if a spy performs an action associated with that **Nation**. This represents the sensitive intelligence which is traded or leaked to that **Nation** as a cost or consequence of receiving their aid.

Making use of a German **Overnight Line** lets a spy quickly travel long distances. But it also leaks information to German agents, which will give **The German Empire** 3 **Influence**, as indicated by the 3 symbols on the **Overnight Line** card.



A spy in Paris can gain benefits by contacting **Maximilian Ronge**, the **Austro-Hungarian** agent stationed there. However, doing so generates 2 **Influence** for **Austria-Hungary**, representing the intelligence traded for their aid.

Each **Nation** has 3 associated actions— 2 represented by cards, and 1 on the map, in a capital area. These 3 actions constitute a **Nation's** main source of **Influence**.

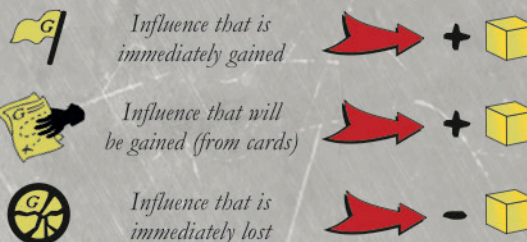
The 3 actions associated with **Britain** are the **Evade** card, the **Courier Line** card, and making contact with **Sidney Reilly**, the agent in St. Petersburg. You can tell this because they all have brown **Influence** symbols.

If your **Alignment** is **The British Empire**, these are the actions you would use to ensure that **Britain** consistently has a large amount of **Influence**. Of course, doing so too often may reveal your intentions!



## Adding and Subtracting Influence

Changes to **Influence** levels are based on the color and number of the symbols that accompany actions. When adjusting **Influence**, simply add or remove the appropriate number of cubes from the **Influence Pools**.



Whenever possible, use a 5-**Influence** counter. A **Nation's** **Influence** level may never exceed 38, or fall below 0.

## Scoring your actions

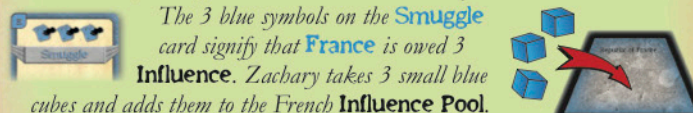
When a **Nation** is awarded **Influence** from a spy's action, that action is said to be 'scored'.

- Actions found on the map (called **Contact Actions**) are scored individually, as soon as they are performed.
- Actions represented by using cards (**Card Actions**) are scored every few turns, during an event called a **Scoring Phase**.

Zachary uses the **Smuggle** card, which represents seeking aid from the French to provide him with supplies in exchange for information.

Now, let's say it's time to score **Influence** for that **Action**.

The 3 blue symbols on the **Smuggle** card signify that **France** is owed 3 **Influence**. Zachary takes 3 small blue cubes and adds them to the French **Influence Pool**.



Whether or not scoring an action is beneficial to you depends on your **Alignment**, and the **Alignments** of your opponents.

If Zachary's **Alignment** is **France**, blue actions like **Smuggle** are all upside. If it's not, he might be giving **Influence** to an opponent. He has 5 rival **Nations**, but only 2 of them are real opponents...





Power  
Marker

+1

Advantage



Power  
Track



Initiative  
Card



Round  
Marker



In The Wind

## Power

**Power** is awarded to **Nations** during **Scoring Phases**, which occur every few turns. This type of 'Power-award' is called an **Advantage**.

In each **Scoring Phase**, 5 **Advantages** are given out to the **Nations** with the most **Influence**.

Spies can also directly contribute small amounts of **Power** by recruiting **Assets**.

Gains (or occasionally, losses) in **Power** are recorded on the **Power Track**, by moving that **Nation's Power Marker**. However, a **Nation's Power** level may never exceed 38 or drop below 0.

### Scoring Phase 1

Advantages



A nation's military fortitude and readiness

It's the start of the first **Scoring Phase**. The players have all used a lot of **Italian Actions**, and as a result, **Italy** now has the most **Influence**. The reward now for having the most **Influence** (the 1st **Advantage**) is +5 **Power**. Adam moves the **Italian** marker up the **Power Track** 5 spaces. **Russia** has the second most **Influence**, so it receives the 2nd **Advantage** of +4 **Power**, and Adam moves the **Russian** marker up 4 spaces. This continues until last place—**Britain** has the least **Influence**, so it receives no **Power**.



## Rounds

The game is divided into 14 rounds, with each spy taking 1 turn per round.

The spy who holds the **Initiative Card** takes the first turn in each round, followed by the spy to the left, continuing clockwise.

Also, at the start of each round, whoever has the **Initiative Card** should move the **Round Marker** one space up on the **Round Track**.



### In The Wind

The **Initiative Card** may be moved by performing actions which feature the **In The Wind** icon, such as the **Misdirect** card.



### In The Wind

Choose a player. That player takes the **Initiative Card**.



## Player Turn

Every turn for each spy has the same basic structure:

### Step 1: Flee Capital

Before you begin operating, you must elude any local authorities who might be tracking you—

If you start your turn in a **Capital Region**, you **must** relocate (for free) to an **Outlet Region**.

(If you start outside a **Capital**, ignore this step.)



### Step 2: Perform Actions

During the rest of your turn, you must conduct 3 **Actions**, and may also visit a **Capital**.

These are each separate events, and they may be performed in any order.

- You **must** perform 2 **Card Actions**, which means playing 2 **Action Cards**. These cards are put down in front of you, in an area called your **Agenda**.



- Once per turn, you may move your figure into a **Capital**, and may later choose to exit.
- You **must** either perform a **Contact Action** or attempt a **Retrieval Action**. (These are described on the following page.)



### Step 3: Update Records

Your **Records** contain your used **Action Cards**, which keeps track of the **Influence** you will have 'leaked' to each **Nation**.

If you performed a **Retrieval Action** earlier, whichever card you selected is returned to your hand at this time.

Then, announce you are finished, and put your played **Action Cards** aside, in a pile called your **Records**.



It's the start of Adam's turn. He ended his last turn just outside Berlin, so he doesn't need to relocate anywhere now.

The first thing he does is enter Berlin. While there, he decides to perform a **Card Action** to commit **Sabotage**. He puts the **Sabotage** card on the table, and resolves its effect, which is to remove **Influence** from **Germany**.



He also decides to contact **Marthe Richard**, a French agent in Berlin who can provide him with two rail tickets. (This is a **Contact Action**, so he scores the **Influence** immediately.)

Next, he exits Berlin to the south, and uses the two tickets he's just acquired to travel 2 rail routes. He still has to take one more **Card Action**, so he uses his **Trace** card to track Emily, who is in a nearby region.



He has finished all his actions, so his turn is mostly over.

The last thing he does is move his **Sabotage** and **Trace** cards aside, and say he's done.

(For more examples of turns, see page 11.)



# Actions

Almost everything a spy does in the game (move, interact, acquire resources) is a result of the **Actions** taken by that spy.

Each spy must take 3 **Actions** per turn: 2 **Card Actions**, and also either a **Contact Action** or a **Retrieval Action**.

## Choosing which Actions to take

All **Actions** share the common characteristic of giving an immediate benefit to the acting spy, while also affecting the levels of **Influence**. When selecting which **Actions** to take, spies need to consider not only the short-term effect on the board (like moving), but also who will gain or lose **Influence** as a result.



Emily, whose **Alignment** is **Britain**, would like to move quickly from Rome to Berlin. The best way to do that is by **Airship Line** over the Alps. However, doing so would give 2 **Influence** to **Italy**, which is already in the lead. So Emily uses **Overnight Line** instead, since **Germany** doesn't have nearly as much **Influence**. It's a longer route, but at least she won't be helping her biggest rival.

Similarly, a major point of strategy is being able to discern which of these two results is your opponent's main reason behind choosing a particular **Action**.

Zachary notices that Adam—when given the choice—always travels by **Private Line** rather than **Overnight Line**, so he begins to suspect that Adam's **Alignment** is **Austria-Hungary**. In response, Zachary quietly avoids using any more **Austro-Hungarian Actions**.

## Icons

Some **Actions** have circular icons which symbolize common procedures. When resolving the effect of such an **Action**, treat each icon exactly as if it was the bit of rules text that defines it.



In The Wind



Recruit



Empower



Resupply



Control



Scandalize

(For definitions of each icon, refer to the relevant sections on pages 3, 7 or 8)

## Prerequisite Conditions for Actions

If you cannot do what an **Action Card** requires, you may not choose to play that particular card.

Because his **Alignment** is **Germany**, Zachary would like to play the **Extort** card, which steals supplies from a nearby spy. Unfortunately, there are no other spies close to Zachary, so he'll have to play a different card.



This rule extends to icons, as well. If you are unable to complete **Recruit**, **Control**, **Empower**, or **Scandalize**, you may not perform **Actions** which require you to resolve them.

However, a **Retrieval Action**, can (and occasionally *must*) be attempted even if you have no cards in your **Records** to retrieve.

## Card Action

Common activities in a Spy's repertoire

Each spy starts with an identical set of **Action Cards**. Using one is called a **Card Action**. Your **Action Cards** begin in (and can only be played from) your hand.

### To perform a Card Action:

Choose a card from your hand of **Action Cards**, and put it into your **Agenda**.

Then, immediately resolve its effects, along with any choices they require.



At the end of your turn, the cards in your **Agenda** are moved to a different pile, called your **Records**. During a **Scoring Phase**, the cards in your **Records** are scored for **Influence**, and then returned to your hand.

## Contact Action

Seeking out a local agent and trading information for aid

A **Contact Action** is possible only if you are in a **Capital**.

Each **Contact Action** offers a choice of two possible rewards.

### To perform a Contact Action:

While in a **Capital**, announce that you're making contact.

Score the **Influence**, and choose which of the rewards you want to receive.

This **Contact Action** allows a spy to award 2 **Influence** to **Britain**, in exchange for supplies or political control.



## Retrieval Action

Falsifying or recovering leaked intelligence

A **Retrieval Action** allows you to pick-up a played **Action Card** for reuse on your next turn, or to avoid scoring it.



### To perform a Retrieval Action:

Choose a card in your **Records** and rotate it sideways.

At the end of your turn, return it to your hand.

(If your **Records** are empty, simply do nothing.)

Action

Card Action



Action Card

Agenda

Records



Contact Action

Icons

Retrieval Action



# Using Action Cards

The playing and resolving of **Action Cards** constitutes most of the activity in the game, and spies will move, interact, and alter the balance of power based on which cards they choose to play.

## Action Card Types

There are 3 types of **Action Cards**: *Travel*, *Counter*, and *Espionage*. Card-type has no inherent effect during play, but certain **Assets** or **Politicians** may affect a specific type of card. Some cards (**Misdirect**, **Incite Sedition**, **Airship Line**) count as 2 types.

Travel cards are used for movement, Counter cards have negative effects for your opponents, and Espionage cards typically move around tokens and counters.

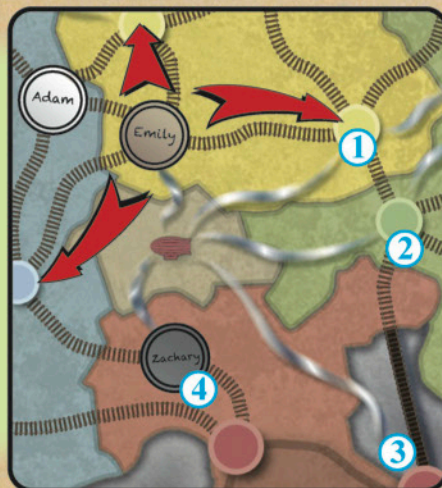


## Movement

Movement is accomplished by spending **Tickets**, which are most commonly provided by *Travel*-type **Action Cards**.

Each **Ticket** ( ) spent allows a spy to travel once along one **Normal Route**.

**Tickets** don't need to be used immediately, and can be spent at any time on the same turn. Any unspent **Tickets** are lost at the end of the turn.



Emily can spend 1 **Ticket** to move along any of the 3 routes shown with an arrow.

She may not move directly west, because Adam is in that region.

## Moving by Airship

When using the **Airship Line** card, a spy can travel along an **Airship Route**.

In the example above, Emily can use the **Airship Line** card to move to any of the 4 other regions on the **Airship Route** (marked 1-4), including the region occupied by Zachary!

Unlike **Tickets**, moving by **Airship Route** must be performed immediately. Also, when moving this way, you may enter regions containing another spy, in which case that spy receives **TAG**, and is relocated to an adjacent vacant region of your choice.

## Tags

A **Tag** ( ) represents a piece of information that pertains to a spy's true identity. This might be a photograph of their face, a list of associates— anything that could be useful to an enemy.

Spies usually receive **Tags** due to the aggressive actions of their opponents— most often from a **Trace**. But spies can also gain **Tags** from their own actions, representing certain particularly risky or reckless operations.

If you receive a **Tag**, put the token in front of you.



### Effects Of A Tag

A **Tag** has no effect of its own. However, while tagged, you become vulnerable to several disruptive *Counter* cards— **Blackmail**, **Extort**, and **Misdirect**. Having 5 **Tags** can make you subject to the devastating secondary option of **Trace**.

## Coerce

The **Misdirect** card allows you to **Coerce** a vulnerable opponent, which is a particularly nasty way to make an opponent spend cards, while you reap the benefits.



### How to Coerce an Opponent

1. Draw 2 random cards from the opponent's hand.
2. Choose which of those 2 cards will be played.
3. Choose who (you or the opponent) will play the card.
4. Resolve the card as if the chosen spy had played it. However, you make *all* the decisions it requires.
5. Afterwards, put the card in its owner's **Records**.

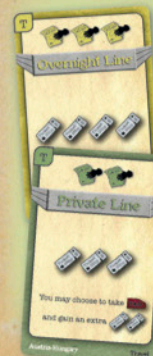
Emily plays **Misdirect** and decides to **Coerce** Adam. The two cards she draws from his hand are **Incite Sedition** and **Smuggle**.

Emily selects **Smuggle**, and chooses herself to play it. She then returns **Incite Sedition** to Adam's hand. She resolves **Smuggle** (gaining 1 **Supply Token**), and puts the card into Adam's **Records**.



Zachary **Coerces** Adam, and draws **Private Line** and **Overnight Line**. He could use the **Overnight Line** to move himself far away, but decides to put Adam on the **Private Line** instead.

Zachary uses the 3 **Tickets** provided by the **Private Line** card to move Adam 3 routes. Furthermore, Zachary decides that Adam will 'choose' to gain 2 extra **Tickets** at the cost of receiving a **Tag** (an option allowed by the card). Adam is not amused.



For clarifications regarding **Coerce**, see page 10



Tag

Travel

Counter

Espionage

Coerce



Ticket



Normal Route



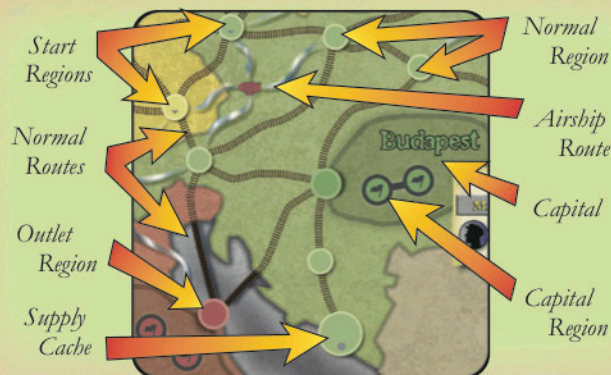
Airship Route



# The Map

The operational theatre of central Europe

Each spy is represented on the map by a pawn figure. These figures occupy **Regions**, which are the various colored circles on the map. Only one spy may occupy a given **Region** at a time.



The color of each region indicates what country it is part of.

## Adjacency

Spies (or **Regions**) separated by a single **Normal Route** are said to be *adjacent*. Spies in the same **Capital** are also considered adjacent. Adjacency is important when using *Counter-type Action Cards*.

*In the example on the previous page, Emily and Adam are each adjacent to one another. Zachary is adjacent to no one.*

Note that spies and **Regions** are *not* adjacent through **Airship Routes**, nor are **Outlet Regions** adjacent to **Capital Regions**.

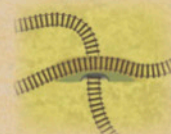
## Different Types of Regions

- Normal Region**  
This type of region has no special effects.
- Start Region**  
During Round 1, spies may be deployed here. Afterwards, it is considered a **Normal Region**.
- Supply Cache**  
This region starts the game with 1 **Supply Token**, which can be taken by the first spy to enter it. Afterwards, it is considered a **Normal Region**.
- Outlet Region**  
This region allows access to and from a **Capital**.
- Capital Region**  
While in a **Capital**, a spy may perform a **Contact Action**, and engage other spies in that **Capital**.

The tunnel and archway are two independent routes which cross but do *not* intersect.



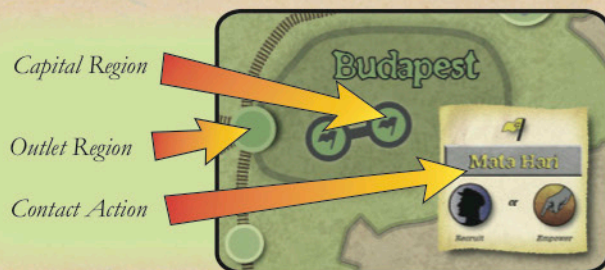
Some **Normal Routes** traverse sections of water. This type of crossing has no effect on gameplay.



# Capitals

The heart of a nation's wealth and influence

**Capitals** are special areas of the map that are separated from the other regions. A spy might enter a **Capital** to use the **Contact Action** there, to commit **Sabotage**, or to simply pass through.



## Entering and exiting Capitals

- Spies can only enter **Capitals** via the darker, overlapping regions that are connected to them, called **Outlet Regions**.
- Because of the flow of local traffic between the city and its outlets, you do not need to arrange transport to and from a **Capital**, so no **Tickets** are needed. If you are in an **Outlet Region**, simply announce that you are entering the **Capital**, and place your figure in a vacant **Capital Region**.
- To exit, simply say that you are leaving the **Capital**, and put your figure in any vacant, connected outlet.

## Sabotage

**Capitals** are also vulnerable to **Sabotage**— the most important of all **Action Cards**. If **Sabotage** is played in a **Nation's Capital**, that **Nation** loses a large amount of **Influence**. The amount lost depends on which **Capital** is the target, as indicated on the card.

*Adam is in trouble because his **Alignment** is **France**, but it's **Russia** that has the most **Power**. He travels to **St. Petersburg** and performs **Sabotage**, making **Russia** lose 6 **Influence**. This will put a big dent in **Russia's** prospects during the next **Scoring Phase**.*



However, rural areas are poor targets, and lack the anonymity afforded by crowded cities. If a spy plays **Sabotage** while outside a **Capital** (e.g. due to being **Coerced**), that spy receives **TAG**.



Spy Figures



Region

Adjacency

Capital

Sabotage





Supply Token



Resupply



Asset



Recruit



Politician

## Supply Tokens

**Supply Tokens** represent the necessary means to secure loyalty from underworld agents, be it commodities, contraband, or cash.

Each spy starts the game with 3 **Supply Tokens**, and may accumulate more. They are used for recruiting **Assets**.

Spies usually gain **Supply Tokens** by visiting **Supply Cache** regions, or using actions which feature the **Resupply** icon.

Resources to fund your espionage efforts



### Resupply

Gain 1 **Supply Token** from the bank.

**Supply Tokens** may not be forfeited or traded. Spent tokens are returned to the bank.



## Assets

Time is short, and spies can operate more effectively by enlisting the aid of discontented nationals, who will join your espionage team as **Assets**.

Functionally, **Asset** cards usually increase the quantity or the effectiveness of the **Actions** you can perform.

Petty criminals, rebels, and corrupt officials for hire

### Recruiting Assets

- **Assets** are acquired in certain **Capitals**, using **Contact Actions** which feature the **Recruit** icon.



### Recruit

Choose 1 **Asset** available in your location, pay for it, and put it face-up in front of you.

- Each **Asset** costs between 4 and 10 **Supply Tokens**.
- The **Assets** available in a **Capital** are face-down, and may only be inspected by a spy currently there.



Zachary enters London, and inspects the **Assets** available for recruitment there. He decides that he wants to hire a **Labor Organizer**, which increases the powers of his **Smuggle** card. He announces that he's using London's **Contact Action to Recruit**, and scores the **Influence** for this **Action**.

He gives 5 of his **Supply Tokens** to the bank, and places the **Labor Organizer** face-up in front of him. Zachary then decides to play **Smuggle**, to take advantage of his new **Asset** immediately.



### Using Assets

- **Assets** may not be traded or voluntarily lost.
- All **Asset** effects are cumulative, and can be used every turn, including the turn they are acquired.
- At the end of the game, each **Asset** you have lets you add 1 **Power** to the **Nation** of your choice.

## Politicians

Leaders, military officers, and troublemakers who can tip the scales

**Politicians** are the game's major random element, which spies may attempt to control. Their main function is to affect levels of **Influence** during the **Scoring Phase**.

*It's the start of the last **Scoring Phase**. Currently, **Russia** has the most **Influence**, due to Emily's careful planning and repeated use of **Russian Actions**. She expects that her motherland will win the 1st **Advantage** of +10 **Power**... But wait! The **Politicians** are revealed! Thanks to the fine leadership of King George, **Britain's Influence** surges to the top! Now it's **Britain** who will get the 1st **Advantage**. Emily is dismayed.*



During Set-Up, 20 random **Politicians** are put (face-down) on the six groups of squares around the map. In each **Scoring Phase**, the **Politicians** directly to the left of the **Advantage** chart are revealed.



### Resolving Politicians

Most **Politicians** affect **Influence** levels, as dictated by the symbols on the tile. Some have additional effects.

*When revealed, this **Politician** gives 3 **Influence** points to **France**, 2 to **Britain**, and 1 to **Russia**. This particular tile has no other effects.*



*When revealed, this **Politician** causes both **Germany** and **Italy** to lose 3 **Influence**. Additionally, it allows each **Spy** to lose 2 **Tags**.*

After a **Politician** has been revealed and resolved, it is discarded.



# Controlling and Manipulating Politicians

Politicians can be subject to 3 forms of spy activity—

**Control**, which allows a spy to look at a **Politician**; **Empower**, which changes a **Politician**'s position; and **Scandalize**, which eliminates a **Politician** permanently.



## Control Tokens



## Control

Since **Politicians** are face-down, their effects are usually unknown until it's time to resolve them. However, spies can look at specific **Politicians** by marking them with **Control Tokens** (representing bribery, threats, or other means of manipulation). This provides advance knowledge of that **Politician**'s effects, which may allow time for a spy to neutralize or exploit those effects.



## Control

Mark any one **Politician** with one of your **Control Tokens**.

Adam enters Rome and uses the **Contact Action** there to **Control**. He chooses a **Politician**, and pushes one of his **Control Tokens** into the tile.



Adam sees that it gives 3 **Influence** to **Italy**, which is his **Alignment**. Satisfied, he returns it to the board.

## Rules about Control Tokens

- If you have a **Control Token** on a **Politician**, you may inspect that **Politician** at any time.
- Each **Politician** can hold up to 3 **Control Tokens**.
- **Control Tokens** are permanent until the **Politician** is revealed (even if that **Politician** is **Scandalized**).
- You may not use **Empower** or **Scandalize** to affect a given **Politician** if any opponent has more **Control Tokens** on that **Politician** than you do. As such, you can 'protect' a **Politician** from disruption by putting an additional **Control Token** on it.

## Empower

**Empower** can be used to expediate or delay **Politicians**, or utilize those who are "**In the shadows**".



## Empower

Exchange the positions of any two **Politicians** anywhere on the board.

Emily uses **Blackmail** to **Control** a **Politician** who is "**In the shadows**". After inspecting it, she decides that she'd like that **Politician** to be scored as soon as possible. **Blackmail** also lets her **Empower**, so she swaps it into the place of one that will be scored soon, moving that tile to "**In the shadows**".

Emily's **Politician**



## Scandalize

A spy can use **Scandalize** to permanently remove a troublesome **Politician** that is under his or her control.



## Scandalize

Choose a **Politician** with your **Control Token**, and discard it, face-down. Replace it with a new **Politician** from the stack.

On his previous turn, Zachary **Controlled** a **Politician** and discovered that it's terrible for him; he wants it gone. He travels to Paris, and uses the **Contact Action** there to **Scandalize** the offensive tile. Of course, the replacement tile might be even worse, but Zachary's betting it won't.



Zachary's **Politician**

**Politician Stack**

## "In the shadows"

The 6 **Politicians** to this area represent those who have been removed from power, or are waiting for their moment to rise.

**Politicians** in this area are never revealed, but are otherwise treated exactly like all other **Politicians**. Thus, they may be **Empowered** into scorable areas.



Empower



Control



Control Token



Scandalize



In the shadows



# Scoring Phases

**Scoring Phases** are a period when normal play pauses, **Action Cards** are scored, **Politicians** are revealed, and **Power** is awarded to the most influential **Nations**. This represents the material gains made from the collected intelligence and national stability.

Put simply, everything a spy does in the game leads up to the **Scoring Phase**, where that effort may be rewarded.

**Scoring Phases** occur after Rounds 3, 6, 9, 12, and 14 as shown on the **Round Track**.

For an example of a complete **Scoring Phase**, see pg 11



## Ties during a Scoring Phase

If two or more **Nations** are tied for **Influence** when trying to assess the recipient of an **Advantage** (during Step 3), all of them receive the higher relevant **Advantage**. However, for each tied **Nation** (beyond the first), skip one place when calculating the next **Advantage**.



The 1st **Advantage** goes to **Austria-Hungary**, **Germany**, and **Italy**. Skipping 2 places, the next **Advantage** is the 4th, which is given to **France** and **Russia**, thus skipping the 5th. **Britain** is in 6th-place, so it still receives no **Advantage**.

If any **Nations** are tied when resolving the effects of a **Politician**, (during Step 2) apply the effects to all of applicable **Nations**.

Alfred Von Tirpitz causes the **Nation** with the most **Power** to lose 2 **Power**. If two such **Nations** are tied, both lose 2 **Power**.



If multiple spies are required to act when resolving a **Politician**, they act in turn-order.

# Scoring Phase Sequence

1



Each spy inspects their pile of used **Action Cards** (their **Records**), and reports the total **Influence** owed to each **Nation**.

Start with the **Influence** owed to **Austria-Hungary**, sum the number for all players, and make the appropriate adjustment to the **Influence Pool**.

Repeat this process for each **Nation**, until all cards in players' **Records** are scored.



2



One by one, flip and resolve each **Politician** that is scheduled to be revealed this phase. (Start on the left.)

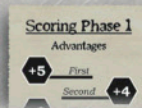
After a **Politician** is resolved, discard it.



3



Order the **Nations** from most-**Influence** to least-**Influence**. Then, award the **Advantages** accordingly, advancing each **Power Marker** along the **Power Track** by the amounts dictated on the board.



## Clean-Up

(After rounds 3, 6, 9, and 12)

All players now return their **Records** to their hands.

Add 1 new face-down **Asset** card to each of the stacks available in Berlin, London, and Budapest.

Determine which **Nation** has the least **Influence**, and remove all 5-**Influence** counters from it. Remove that same amount from each other **Nation**. Then, begin the next round, as normal.

## End-Game Sequence

(After round 14)



In turn order, each spy who controls an **Asset** must flip one of his or her **Assets** face-down, and advance the **Power Marker** of his or her choice by 1 space along the **Power Track**. Continue clockwise until all **Assets** are flipped this way.



In turn order, each player may reveal their **Alignment Token**. The player whose **Alignment** has the most **Power** is the winner.

In case of a tie in **Power**, the tying **Alignment** which currently has less **Influence** is considered victorious.

If there is *still* a tie, those **Nations** are considered to have fought to a standstill and neutralized each other on the field, creating a vacuum of power. If this occurs, those **Nations** have their **Power** levels each reduced to 0. Then, repeat this step. If a tie persists, all tying players win. Losers may decide the date of the rematch.



## Clarifications, and Rules for Special Cases

### Clarifications on Specific Cards

- When taking a **Contact Action** with **Courier Line**, score the **Influence** once, and resolve one chosen reward. Then, choose a reward again (the same or different) and resolve it.
- When using **Private Line**, the choice to take a **Tag** and gain 2 **Tickets** can be made only once, and at any point during the turn.
- **Airship Line**, **Misdirect**, and **Incite Sedition**, each count as 2 types of **Action Cards**, and are affected by things that affect either type.
- While resolving **Blackmail** (or **Seduce**), choose and resolve one icon completely before making the second choice.
- Any 'extra' **Card Actions** allowed by **Assets** can only be used *after* fulfilling that turn's normal requirement of 2 **Card Actions**.
- Resolving a card's effect via **Cryptologist** never triggers the effects of another **Asset**.

### Limitations on Components

**Supply Tokens** and **Tags** are not intended to be limited. If you run out, use a substitute.

### Entering occupied Regions

There are only 3 circumstances when a spy may enter an occupied **Region**. These are:

- A spy travels by **Airship Route**.
- A spy is forced to exit a **Capital** at the start of his or her turn, and all connected **Outlet Regions** are occupied.
- A spy is relocated due to one of the previous reasons, but still has no vacant spaces available.

In each case, the occupying spy is relocated to an adjacent **Region**, and receives **TAG**.

### Running out of usable Action Cards

In certain rare circumstances, it is possible to run out of playable **Action Cards**, and still be required to perform a **Card Action**. In this situation, play as many cards as you legally can, even those you don't wish to play. At the end of your *Perform Actions* step, if you haven't completed 2 **Card Actions**, simply reveal your hand and show that none of the cards are playable in your present position.

### Obscure Clarifications On Coerce

- Cards you select from the target's hand should not be revealed to other players unless you wish to do so.

*If you chose yourself to play the card...*

- Treat the resolution of the card *exactly* as if you had played the card, with the following clarifications:
  - You may take advantage of applicable **Assets** that you own which trigger as a result of your playing a specific card or type of card.
  - If you use an opponent's **Misdirect**, you may **Coerce** that opponent again, but you must return the other unselected card (or cards) to their hand before you make the next selection.
  - If you use an opponent's **Courier Line**, its effect on **Contact Actions** applies to you, but does not compound with your own **Courier Line**.

*If you chose the opponent to play the card...*

- Treat the resolution of the card *exactly* as if the opponent had played the card (but with you making all necessary choices), with the following clarifications:
  - **Tickets** may be spent as though it were the opponent's turn, but must be done so at once, and may not be saved for later in the turn.
  - The opponent may not enter or exit a **Capital**.
  - No player may take advantage of **Asset** cards.
  - If you **Control** with **Blackmail**, the opponent's **Control Tokens** are used. You may resolve **Empower** as if you were the opponent.
  - The opponent may not **Coerce** with **Misdirect**.

## Optional Rules for Experienced Players

### ★ Special Action Cards ★

This option is for players who feel comfortable with the basic **Action Cards**, and would like a little more variation with their games.

#### During Set-Up :

Add *Soldier of Fortune*, *Zeppelin Pilot*, *Photographer*, *CIWL Agent*, *Femme Fatale*, and *Train Robber* to the deck of **Asset** cards.

Take the 6 **Special Action Cards** and put them aside. They may be inspected at any time.

When a spy recruits an **Asset** that provides a **Special Action Card**, that card is added to his or her hand. These cards are played, scored, and otherwise treated exactly like all other **Action Cards**, with the exception that they may not be selected if the owner is **Coerced**. **Special Action Cards** are notable in that they generate **Influence** for more than one **Nation**. If a spy somehow loses an **Asset** that provides a **Special Action Card**, there is no effect on that card.

Special Action Cards like the **Nord Express** give spies unique tactical choices, while also providing a way to generate extra **Influence**.



### ! Final Report !

This option provides greater incentives for maintaining secrecy about your **Alignment**.

#### During the End-Game Sequence :

Add the following step immediately before the *Apply Assets* step:

Each spy retrieves his or her **Records**.

Next, each spy chooses an **Action Card** from their hand for each opponent, and places that card face-down in front of that opponent. (Each card chosen should correspond to that opponent's suspected **Alignment**.)

Then, reveal these cards. Each spy earns **Power** for his or her own **Alignment** based on the cards in front of them, as follows:

- +1 for each card that does *not* match his or her **Alignment**.  
(i.e. the card's owner was deceived)
- +1 extra if *none* of the cards match his or her **Alignment**.  
(i.e. all of the opponents were deceived)
- +1 if their own cards earned no **Power** for any opponent.  
(i.e. all of this spy's guesses were correct)

### Basic Strategy and Tips

• Most importantly—familiarize yourself with the **Actions** available to each **Nation**. With only 14 turns at your disposal, knowing which **Actions** to use at what time is a major factor in playing effectively.

• If you're unsure of what to do (or what your goals should be) during your first few turns, try to collect some **Supply Tokens** or **Control** the upcoming **Politicians**, as this will prepare you to react later.

• Keep in mind that you are only directly responsible for a small part of the **Influence** your **Nation** accumulates. Your goal should be not only to use **Actions** of your color, but to maneuver your opponents into using those **Actions** too! For example, consider that using **Trace** is not only beneficial to **Russia**, but also **Britain**, as it encourages use of the **Evade** card.

• Don't forget— a **Retrieval Action** isn't just for getting cards back for reuse— it can also be used to deny **Influence** to a **Nation**. Retrieving a high-cost card like **Overnight Line** or **Smuggle** just before it's scored can be a key blow to a powerful **Nation**.

• Learn the strengths and weaknesses of each **Nation**. Some can accumulate **Influence** very quickly early on, while some are stronger towards the end of the game. Some gain **Influence** rapidly and lose it equally rapidly, others gain it slowly but are harder to disrupt.

• Put away your phone and pay attention.



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**Game Design:** C. Simon Reid

**Development:** Zachary Kolodin and J. Adam Matuszewski

**Component Artwork:**

- Sylvie Demers (Map, Assets, Politicians)
- Chloe Tran (Action Card backs)

**Graphic Design:** C. Simon Reid

**Rulebook Artwork:**

- Sylvie Demers (pg. 8),
- George Hyde-Pownall (pg. 6),
- Alfred Leete (pg. 1)

**Playtesters:** Jeff Aquino, Guy Constantine, Emily Dillon, Cameron Hawkins, Rebecca Heineman, Chala Henderson, Luke Jacobs, Zachary Kolodin, Van Kolodin, Ian Leue, J. Adam Matuszewski, Jennie McCain, Abel McDonnell, Matthew Mingle, Daniel Pecqueur, Ryan Pirtle-McVeigh, Samantha Pribish, Aaron Silver-Pell, Seth Stewart, Caleb Ward, Bob Wilson

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## Example of a Game Round

### Adam's Turn

Adam holds the **Initiative Card**, so he takes his turn first. He plays the **Overnight Line** card, which gives him 4 **Tickets**. This will allow him to travel 4 routes, which he does. Now, he's in one of Paris's **Outlet Regions**, and he announces that he's entering Paris, moving his figure to one of the **Capital Regions**. He uses the **Contact Action** there (contacting **Maximilian Ronge**) to **Resupply**, meaning he gets a **Supply Token** and **Austria-Hungary** gets 2 **Influence**. He decides to stay in Paris, and plays his second **Action Card**, **Smuggle**, which gives him another **Supply Token**. Then, he announces he's done, and moves the **Smuggle** and **Overnight Line** cards to his **Records**.



### Turn Summary

Actions taken:

Overnight Line  
Maximilian Ronge  
Smuggle

### Emily's Turn

Emily's turn is next. She plays the **Private Line** card, which gives her 3 **Tickets**. She moves 1 route, enters Berlin, and inspects the **Assets** available there. After some consideration, she uses the **Contact Action** to **Recruit** an **Asset** (giving 3 **Influence** to **France** in the process). She also decides to use the **Sabotage** card, which (because she's in Berlin) makes **Germany** lose 6 **Influence**. She then exits Berlin via the southern outlet, and spends her 2 remaining **Tickets** to move 2 more routes. Her turn is then finished.



### Turn Summary

Actions taken:

Private Line  
Marthe Richard  
Sabotage

### Zachary's Turn

Zachary begins his turn in London, so he's immediately forced to flee to an **Outlet Region**. Like Emily, he plays **Private Line**, moves 1 route, and enters Berlin. After weighing his options, he decides not to use the **Contact Action**, because he doesn't want to give **France** any more **Influence**. He then exits Berlin, and uses 1 of his 2 remaining **Tickets** to follow Emily south and then plays the **Trace** card, which 'investigates' an adjacent player. Emily is **Traced**, and receives 2 **Tags**. Zachary, fearful of Emily's feminine retribution, uses his final **Ticket** to flee one route west. Lastly, since Zachary didn't take a **Contact Action** this turn, he must take a **Retrieval Action**. Zachary picks up the **Airship Line** card that he used last turn.



### Turn Summary

Actions taken:

Private Line  
Trace  
Retrieval  
(Airship Line)

## Example of a Scoring Phase

It's the end of Round 6 for Adam, Emily, and Zachary. The **Power** and **Influence** levels look like this right now:



Now, it's time to score all those **Action Cards** they've used.



Emily is showing 1 point for **Austria-Hungary**, Adam owes 2, and Zachary owes 2. They add this together, and then make the correct adjustment, adding 5 **Influence** to **Austria-Hungary's** pool. Next is **Germany**, which is owed 8. They continue until each **Nation** is scored.

When they're finished, the **Influence Pools** look like this:



Next, they reveal the first **Politician** for this phase. The tile is **Fritz Haber**, which instructs them to remove 3 **Influence** from both **France** and **Germany**. Haber also has the effect of giving 5 **Power** points to the **Nation** that currently has the least. That's **Britain**, so Adam moves **Britain's** **Power Marker** up 5 places.



The next tile is **Leopold Berchtold**, who simply gives 3 **Influence** to **Austria-Hungary**, 2 to **Britain**, and 1 to **Russia**. After resolving both these tiles, the **Influence Pools** look like this:



### Scoring Phase 2

Advantages				
+5	First	+4		
+3	Second	+2		
+1	Third			
	Fourth			
	Fifth			

Time to award **Power**! **Germany** has the most **Influence**, so it gets the 1st **Advantage** of +5 **Power**. Second-place is **Britain**, so **Britain** gets the 2nd **Advantage** of +4 **Power**. Next is **Italy**, and then **Russia**, which get +3 and +2 **Power** respectively. For the 5th-**Advantage**, **France** and **Austria-Hungary** are tied with 14 **Influence**, so they both receive the 5th **Advantage** of +1 **Power**. (In this case, no **Nation** is in 6th place, so they all are awarded some amount of **Power**.)



Now everyone picks up their **Action Cards**, and Adam adds 1 **Asset** card to each of the 3 stacks. The last thing to do is to simplify the **Influence Pools** (to free up some counters, and protect the trailing **Nations**). The smallest pool has 14 **Influence**, so he removes 10 **Influence** from it, and then 10 from every other pool. Finally, the **Influence Pools** look like this:



With **Britain** having shot straight up to tie for the lead, Round 7 begins!