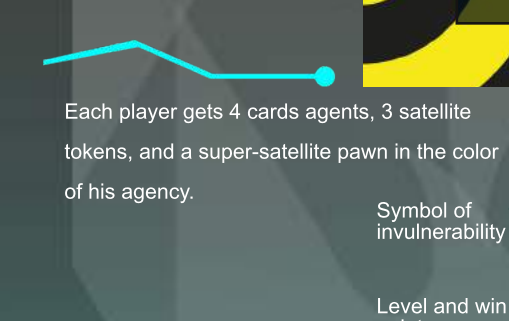




You have been appointed leader of a spy agency to overcome a menace that could destroy the world. Whether biological or technological, you must hunt down and use all your cunning to flush. The threat she has a secret splinter group or another agency? Stay alert and keep one step ahead of your opponents.

## Aim of the game

To win the game, you must direct your secret agents to save the world by capturing objectives and pick up more victory points than your opponents.



Bonus Agent Dark Agent Sentinelle Objectif

## Principle of the game

A game is played in 10 Rounds maximum. Each round is in two phases for each player:

Stage 1: Change in orbit. Players will move their satellites into space for targeting agents and other cards on theater

Stage 2: Secret Agent. The target cards in the previous phase, the player tray of equipment cards and powers are performed and the actions are resolved

## End of the game

The game ends after 10 or sleeves when all objectives are captured. Each player is then the sum of the victory points he has on his player board and its agents remained on theater

## Preparation

Each player gets 4 cards agents, 3 satellite tokens, and a super-satellite pawn in the color of his agency.

Symbol of invulnerability

Level and win points

Secret Agent Cards

Pawn super-satellite for single use

satellite tokens

## Boardgame preparation



- 1- Place the Dark Agent **D** in **1**
- 2- Each player places his agent Level **1**, **2** Complete with neutral agents **E**
- 3- Mix the equipment and fill cards **A**
- 4- Mix **C** objectives and fill **4**
- 5- Mix the special cards **B** with **D** sentinel cards and place them on free sites. **5** The space area must remain empty (reserved for satellites)
- 6- Put the Double Agent **G** taken on the card special Double Agent **B**
- 7- Place the neutral pions satellites **I** in **5** depending on the number of players.



8. The first player is chosen (by dice roll for example) and recovers the pawn **H** player. His right neighbor receives double agent pawn **G**
9. Beginning with the last player in the opposite direction clockwise, each player turns up a satellite on a free site **5**



8. The first player is chosen (by dice roll for example) and recovers the pawn **H** player. His right neighbor receives double agent pawn **G**
9. Beginning with the last player in the opposite direction clockwise, each player turns up a satellite on a free site **5**

## Rounds

### Beginning of a round

A round ends when all players have played once.

At the beginning of a new round, the first pawn **H** player is given to the last player. The direction of play is clockwise.

With two players, the first player pawn is given to the player with the least victory points

### Before next player starts

- 1- **A** equipment cards are placed on the empty places left at the turn of the previous player
- 2- markers **K** of potential attack used by the previous player are withdrawn
- 3- markers spotting **L** are withdrawn from the board

### Stage 1 : orbit change

This phase is mandatory.

1- The player must move at least one of its satellites in 3 possible ways: A- By permutation

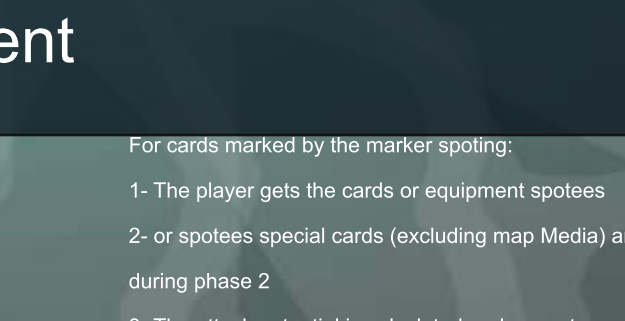
- By swapping one of its satellites with satellites opponent who is not a super satellite OR

- By swapping one of its satellites with a neutral satellite OR

B- By moving: he must move two of its satellites in a free slot of a different column

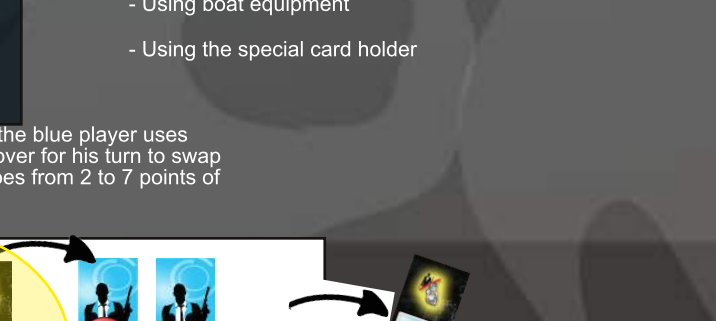
Barbara plays the blues satellites.

In Example 1 she can swap one of her satellites with any green satellite, or any neutral satellite. In Example 2, she can not swap one of her satellites with a green satellite, because there is a super satellite (3 satellites of the same color aligned).



In Examples 3, 4 Barbara chooses the displacement. She can move her satellite to the **2** free slots of another column.

In the examples below, Barbara placed her blue satellites in columns which totalize 1, 2 and 3 satellites. A blue satellite allows her to spot a card in the same column. The number of satellites allows her to spot a more or less distant card (1 to 3)



In the example above, the green player has a super satellite (all satellites are in the same column). In turn, he can spot 3 cards on the column, regardless of the distance.

### Stage 2 : Secret Agent

For cards marked by the marker spotting:

1- The player gets the cards or equipment spotees

2- or spotees special cards (excluding map Media) are resolved at any time during phase 2

3- The attack potential is calculated and capture attempts on spotees cards are resolved at any time during phase 2

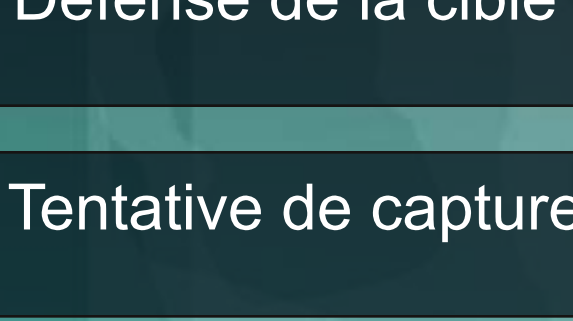
The tour will stop when any of the 3 actions

During this phase, other cards can be spotees:

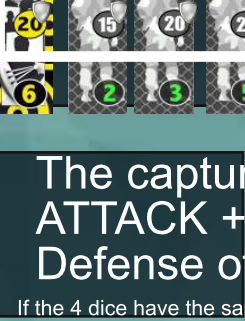
- Using the jetpack equipment
- Using the power of the prisoner goal
- Using the equipment elite rifle
- Using boat equipment
- Using the special card holder

### Increase the potential for attack

In the example below, the blue player uses the power of the prisoner goal in his possession or on Spotee theater to swap two agents. He thus goes from 2 to 7 points of attack potential.



In the example below, the blue player uses equipment jetpack recover for his turn to swap two agents. He thus goes from 2 to 7 points of attack potential.



### Défense de la cible

defense points are indicated on the lens and sentinel cards

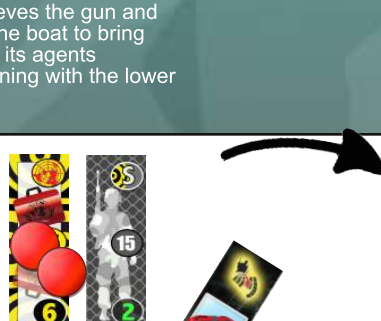
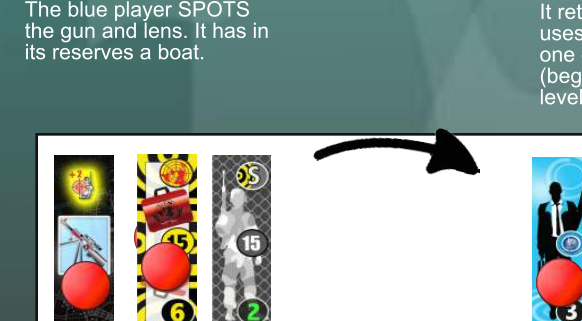


### Tentative de capture

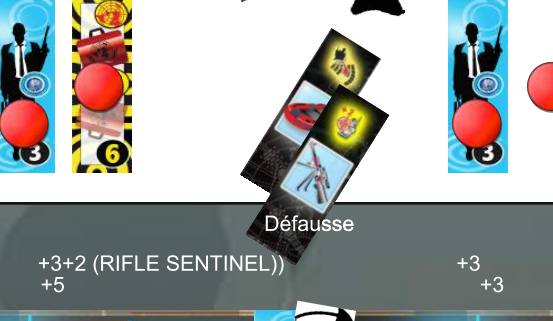
The capture of the target is successful if **ATTACK +** is equal to or exceeds the Defense of target

If the 4 dice have the same value, the capture is successful

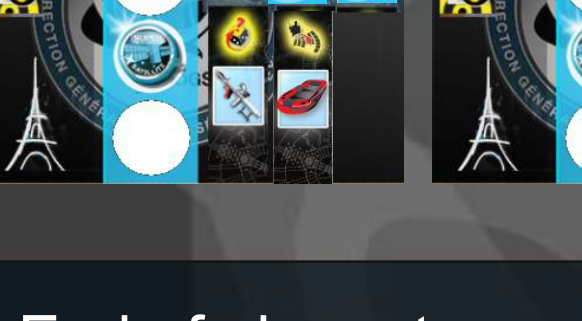
In the example below, the blue player SPOTE an enemy agent and equipment. It recovers the equipment on play any and rolls 4 dice for the attack potential. The green player fails for defense. The blue player wins and capture his agent which earned him 2 victory points.



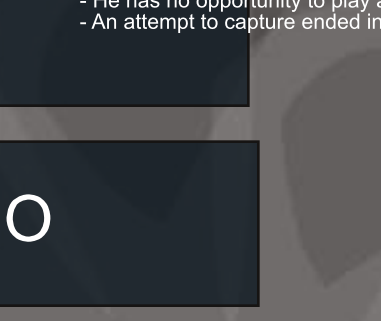
The blue player begins by attacking before recovering equipment. After throwing dice, the attack potential is lower than the defense, the capture fails. The blue-activated agents to capture this return to the player's tray



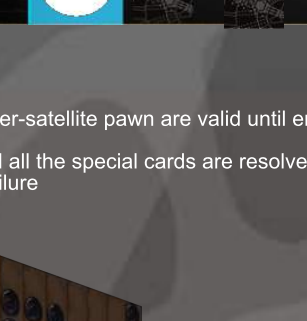
The blue player SPOTS the gun and lens. It has in its reserves a boat.



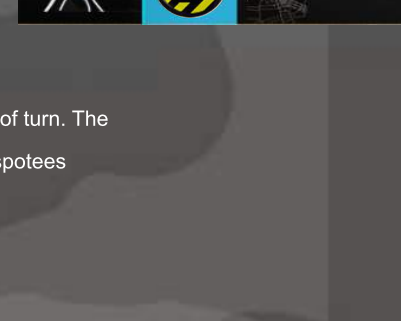
It retrieves the gun and uses the boat to bring one of its agents (beginning with the lower level).



Now that his agent is spotted, he used the gun that gives it a +2 bonus to capture the sentry



The blue player now has free rein to try to capture the objective. He succeeded after the roll of the dice. It recovers the objective and the bonus pawn.



ATTACK : 0 TOTAL : 0

+3

+3 (RIFLE SENTINEL)

+3

