

# Agency\_ (/rules)

## \A 4 Player Spy Game/

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### Overview

As a government agency in control of multiple spies, your goal is to establish 3 sleeper cells around the world, 1 in each zone on the map. This is done through completing objectives, gathering money, performing various actions, and interacting with spies from other government agencies.

### Set-Up Phase 1

Each player chooses one of the 4 government agencies and takes the corresponding spy pawns and reference card.

AGENCY	COLOR	MAIN BASE
CIA	Blue	Washington DC (USA)
MI6	Black	London (UK)
FSB	Green	Moscow (Russia)
MSS	Red	Beijing (China)

The last person to use a computer goes first. He/she takes **1 pawn** and places it on **any city** on the world map. Placement continues in clockwise order, 1-at-a-time, until **every** player has placed **3 spy pawns** on the board. No two spies can occupy the same space during this phase. Each player should keep his or her remaining spy pawns somewhere handy for future use.

### Set-Up Phase 2

Separate and shuffle the cards into 3 decks: The **Asset** deck, the **Location** deck, and the **Objective** deck. Deal **1 card** facedown from the Location deck and **1 card** facedown from the Objective deck to each player. These cards are kept separate from a player's hand. Then deal **2 cards** facedown from the Asset deck to each player, creating their starting hand.

Place the money and cell tokens to the side, within reach of all players. The player who placed first in Phase 1 receives the **auction** token, and whoever placed second goes first.

## On Your Turn (1,2,4, and 5 are required actions)

1. Receive Money
2. Draw 1 Asset card
3. Optional actions, in any order:
  - a) Move
  - b) Purchase from marketplace
  - c) Play Asset card(s)
  - d) Attack another spy **OR** steal from another spy
  - e) Trade
  - f) Initiate/Complete/Stop an objective
  - g) Destroy an enemy cell
4. Discard down to 5 cards
5. Auction (if you have the auction token)

### 1. Receive Money

To start your turn you **always** take **10k** from the stockpile. If you have **completed** an objective this turn, take an additional **60k** and remove the objective token from the board. Each objective can only be completed **once**.

**White chips = 5k.**

**Blue chips = 20k.**

### 2. Draw 1 Asset card

After receiving 10k, you **must** draw 1 Asset card from the deck.

### 3a. Move

Move your spy pawns up to **1 space each** to any adjacent cities.

### 3b. Purchase from marketplace

A player can purchase any number of items from the marketplace, however **only 1 of each item can be purchased per turn**.

<b>Car (5k)</b>	-A car moves any one of the buyer's spy pawns <b>1 space</b> .
<b>Plane (20k)</b>	-A plane moves any one of the buyer's spy pawns <b>up to 3 spaces</b> . -For Asset card purposes (such as <i>rebellion</i> ) the pawn is not considered to be in any of the cities it flies over other than the departing and arriving city.
<b>New Spy (10k)</b>	-A player can only purchase a spy if he/she has less than their capacity. A player's spy capacity is <b>3 plus the number of sleeper cells</b> he/she has on the board. -New spies can be placed at the buyer's main base OR at any cell he/she has on the board.
<b>Sleeper Cell (40k)</b>	-Sleeper Cells are placed in any city where the buyer currently has a spy.

### 3c. Play Asset card(s)

Asset card uses are described on the cards themselves. Asset cards are played on a player's turn, take effect immediately, and are usually discarded  **facedown**  into the discard pile. There is  **no limit**  to the number of Asset cards a player can play in a turn. Thus a player can play cards, perform other actions, and then play more cards.

If an Asset card has an effect that lasts  **1 round**  (such as  *road block* ), then place the card at the bottom of the board in the correlating zone. Place one of your spy pawns, that isn't on the board, on top of the card (so all players know you played it). On your next turn, discard the card and retrieve your pawn.

Some Asset cards are objects that are required for objectives (refer to section 3f. for objectives).

### 3d. Attack another spy OR steal from another spy.

If one of your spies is in the same city as an enemy spy, you have the option of either attacking a single spy  **OR**  stealing from the player who controls that spy.  **You can only perform 1 of these actions per turn.**  Having multiple spies does not give you more actions.

#### Attack

To attack an enemy spy, you and the defending player each roll a single six-sided die. Higher number wins, and defense wins on ties.

- a) If you  **win**  the combat, you take  **15k**  from the defending player (or however much they have if less). The terminated spy is removed from board.
- b) If you  **lose**  a combat, your spy is terminated and removed from the board. The defender  **does not**  receive money.

Only one spy can be targeted and attacked in a turn. If the enemy player has multiple spies in the city where you are attacking, only one of them is considered to be in combat.

#### Steal

To steal from another player you can either take a card that is face up on the table in front of them (because of a  *mole*  card), or you can take one at random from their private hand.

### 3e. Trade

Players can trade any number of Asset cards and money with other players on their own turn. Trades do not have to be even (i.e. 1 card can be traded for 2).

### 3f. Initiate/Complete/Stop objective

#### Initiate

To initiate an objective a player needs to discard the 2 object cards from the Asset deck that correspond to his/her objective card. For example, to plant a *bomb* the player needs to discard the *detonator* and *explosives*. The player must have a spy pawn in the correct city corresponding to his/her Location card when initiating an objective.

A player must reveal his/her Location and Objective card when initiating an objective. Once initiated, a token is placed on the city and the player **must immediately** move his/her pawn to any adjacent city. This movement does not count against the normal turn movement. After initiating the objective, **the player cannot perform any more optional actions**, and must immediately discard down to 5 cards and start the auction (if applicable).

#### Complete

Objectives take 1 round to complete. If the objective has not been stopped by the player's second turn (the first being when they initiated the objective), then they complete it. Money should be collected at the beginning of the player's turn, and any completed objective tokens should be removed. The player now draws **1 new Location** card and **1 new Objective** card.

#### Stop

To stop an objective from being completed, you must have a pawn in the city where the objective is initiated. You must discard the corresponding stop card. For example, to stop an *assassination* you must play the *prevent assassination* card.

You immediately receive **30k** for stopping an objective. Remove the objective token that corresponds to the stopped objective. You **can** stop multiple objectives in a single turn.

### 3g. Destroy an enemy cell

A cell can only be destroyed if there are no enemy spies, from the same agency as the cell, in the same city. Otherwise, those enemy spies must be terminated before a player can destroy the cell.

To destroy an enemy cell you must use the correct object cards (from the Asset deck). The three combinations that complete objectives (*detonator+explosives=bomb*, *wire+recording device=wire tap*, and *rifle+bullet=assassination*) can destroy cells. A player simply plays two matching cards, such as *rifle* and *bullet*, on the cell. The cell is removed from the board and the player who destroyed it receives **25k** from the stock. You **can** destroy multiple cells in a single turn.

### 4. Discard down to 5 cards

If you have more than 5 cards by the end of your turn, discard the necessary amount of cards from your hand until you have no more than 5. It is only necessary to discard down to 5 at the end of **your turn**.

### 5. Auction

If you have the auction token in front of you at the end of your turn, then you initiate a black market auction. Take the **top 4 cards** from the Asset deck, look at them, and without revealing

them to the other players take **1 card** and add it to your hand. Then pass the remaining 3 cards the next player in a **clockwise order**. This pattern continues until each player receives 1 card. Pass the auction token to the next player in a **counter-clockwise order**. It is now the next players turn in a **clockwise order**.

**Note:** Everything in the game happens in a clockwise order except the passing of the auction token, which occurs in a counter-clockwise order.

## **Winning the Game**

A player wins if he/she has 3 sleeper cells, 1 in each zone of the map.