

Cold War Agents

Setting

It is the 1980s and the Cold War is reaching its tactical peak. Satellites, computers, arms deals and treaties are changing the game. You will take on the role of a secret agent traveling the world trying to expose other operatives.

You will have help, but in a world of spies, it is difficult to know who is friend, and who is a foe . . .

How to Win

The game ends immediately when only one team has an unexposed agent. The team that has the most collected intel (cards + tokens) wins the game.

Set Up

Place the six continent cards on the table.

Choose six of the continent ability cards to use in this game. Shuffle the ability cards and place one to the left each of the continent cards. Continent ability cards are double sided. The side with a roman numeral is the alternate or advanced version of that location. For your first game it is suggested that you use the six continent ability cards that have titles in **blue text**.

Figure 1. Suggested First game location set up.

Create a stack of agent cards using the table below. Shuffle the stack and deal each player one agent card to use as their secret identity.

# Players	# Free World Agents	# of Communists	# 3rd World Agents
3	1	1	1
4	1	1	2
5	2	2	1
6	2	2	2
7	2	2	3
8	3	3	2
9	3	3	3

In games where a team with only one agent plays against a team of two agents, the lone agent's intelligence cards are doubled at the end of the game. In a game where a team of three plays against a team of two, do not count the intel from the highest scoring player on the team of three at the end of the game.

Shuffle the intel deck. Reveal nine cards. Place each card below the continent card that matches the continent icon on that intel card.

Figure 2. Continents with intelligence cards.

Each player chooses a player color and takes a matching set of movement cards, player token, and player reference card for that color.

The player with a birthday closest to March 11th, 1985 will take the first turn. Play should proceed clockwise from them.

Gameplay

Evade Phase

Each player secretly chooses one of their movement cards. All players reveal their chosen cards and then relocate their player token to that continent.

After moving, leave your chosen movement card face up until you play another movement card. You cannot move to the same continent in two consecutive rounds.

Action Phase

The start player chooses **one** of the actions described below and immediately takes that action. Then the player to the left of the start player takes one action. This continues until all players have taken one action. The round then ends and the start player card is passed to the left.

1. Use Location

Use the ability on your current continent (if applicable).

2. Collect Intel Card

Take one intel card from the continent you are on and place it **face up** front of you. You may only collect cards that **MATCH** your secret identity. For example, if you are Cuba, you can only collect cards that have a Cuban flag.

Figure 3. Intel cards matching Cuba.

3. Investigate

Look at all collected intel cards belonging to another player at your location for **20** seconds.

After investigating another unexposed player (via the Investigate action or location ability), ~~if you have at least three intel cards~~, you may attempt to expose that player by guessing their secret identity (country or agent number). If you guess correctly, they are exposed and must flip their agent card face up. Collect the +2 token of that agent's color as a reward for exposing them. The +2 token counts as two intel and can not be stolen. You **MAY NOT** expose an agent on your team.

After investigating another agent, you may steal one of their face down intel cards instead of trying to expose them. Exposed agents can still be investigated and stolen from. Face up intel cards acquired in the current round can not be stolen.

If you investigate another agent and they have zero intel cards you automatically expose that agent (provided you have collected three intel cards and have the ability to expose others).

4. Pass (do nothing)

End of Round

After all players have taken an action, the start player card passes to the left.

Add intel cards to continents by drawing cards equal to the number of players in the game divided by two (round up). For example, in a five player game you would add three intel cards.

If the deck of intel cards is exhausted, the game accelerates. The agent with the lowest amount of intel (cards + tokens) is automatically exposed (discard the token of their color). If agents are tied for lowest intel, all of those agents are

exposed. If more than one team remains unexposed, another round begins.

Give all players a moment to see what cards were taken. Then, all intel cards gained this round are flipped **face down**. A new round then begins.

Game End

The game ends when only one team has an unexposed agent. The team with the most intel (cards + tokens) wins the game.

What information is public? What Can I say?

Table talk is highly encouraged. You can say whatever you want. Bluff, extort, share information, make side deals. There are no limits on verbal communication.

You may not show your agent card to any other player or voluntarily expose your identity. The ability on your agent card only becomes active when your agent is exposed.

The number of intel cards each player has is public information.

Discards

If a card instructs you to discard an intel card, place that card underneath the draw deck.

Location Guide

Explanation of select location abilities.

4. Isolate

Automatic passive ability: You can only be investigated by other players at this location.

You do not have to “use” this ability as an action. Any player at this location can not be investigated by the ability on another location or agent card.

5. Prisoner Exchange

Investigate any agent anywhere (except Isolate). That player may then investigate you.

If you activated this location as your action, complete your investigation first, including making an exposure attempt or stealing intel. Then the player you targeted may choose to investigate you back.

7. Draw

Reveal the top three cards of the deck, you must keep ALL that match your identity. Place remainder under the deck in any order.

When revealing cards for this ability, you must leave them face up for several seconds to give all players a chance to see them. Then you MUST keep all cards that match your identity and place the cards that do not match your identity under the deck.

8. Generate

Reveal the top four cards of the deck, you may keep one card. Add remaining cards to their matching location(s).

When revealing cards for this ability, you must leave them face up for several seconds to give all players a chance to see them. You may choose one card that matches your identity to keep (if possible). Then place the remaining cards at the location match each card’s continent icon.

I. Investigate Right

Investigate the next unexposed player seated to your right.

If the player seated to your right is exposed, you simply skip over them and investigate the player two seats to your right. If the next two players to your right are exposed you skip over both of them and investigate the player three seats to your right.

II. Investigate Left

Investigate the next unexposed player seated to your left.

See previous explanation.

III. Power Shift

Form majority in 30 seconds or less: Exchange this card with another location and immediately use ability on new location. (Limit once per round).

When you activate this location as your action all players at this location have 30 seconds to discuss amongst themselves what they wish to do. If the majority of them can agree (or if you are the only player at the location), exchange Power Shift with another location ability card and immediately use the text on that location. No player can activate Power Shift as their action for the rest of the round. If a majority is not formed, another player may activate Power Shift as their action and attempt to form a majority again.

IV. Isolate

Automatic passive ability: No player at this location can be investigated or stolen from.

You do not have to “use” this ability as an action. Any player at this location can NOT be investigated by any means. Any player at this location can not have intel stolen from them by the text on another ability or agent card.

V. Prisoner Exchange

Form majority in 30 seconds or less: Choose two players who must exchange seats at the end of this round.

When you activate this location as your action all players at this location have 30 seconds to discuss amongst themselves what they wish to do. If the majority of them can agree (or if you are the only player at the location), they can force two other players to exchange places in the seating order. When players switch seats they take all of their cards with them (they do NOT switch teams or identities). The switch should happen at the end of the round just before the Start Player card is passed. If more than one player is at Prisoner Exchange, it can be activated more than once in a single round.

VI. Recon

Look at the intel cards belonging to any player.

This is not an investigation. You may not use Recon to expose or steal.

VII. Draw

Draw three cards, you must keep ALL that match your identity. Place remainder under the deck in any order.

When you draw cards you do not have to reveal them to other players. The cards you place under the deck are known only to you.

IX. Supply

Choose another player, they can not be investigated this round.

You can not choose yourself. The player you supply can still be targeted by Power Shift, Prisoner Exchange and other abilities, but can NOT be investigated.