Rules Summary

I.   GETTING STARTED

1   SETTING UP THE GAME

A.   The Governor pawns of all players are placed on the Teleport! Field of the board.

B.   The CRFs of all players are stacked at the 00 position of the Counting Ring of the board.

C.   Each player receives 15 NIAs (9 small single, 3 larger double) when playing with the optional NI-Agent rules.

D.   Players receive money according to the following table:

	1 EU	5 EU	10 EU	20 EU	Total
2 players	5	7	7	7	**250 EU**
3 players	5	7	6	5	**200 EU**
4/5 players	5	5	4	4	**150 EU**

E.   Each player receives 1 MISSION, 3 INFLUENCE and 3 OPs cards.

F.   The remaining MISSION cards are shuffled together with the remaining OPs cards to form the OPs-MISSION stack.

G.   The INFLUENCE deck is shuffled and forms the INFLUENCE stack.

H.   The Title cards are shuffled and each player receives cards according to the table on the right.

Number of players	Title cards
2	10
3	7
4	5
5	4

I.   Each player receives the R-Units quoted in the allocation table on their Territory Title cards plus one Base Plate in the owner's color for each Territory.

J.   Players must stack the R-Units of a Territory on the respective Base Plate and then place the Base Plate next to the Territory field on the board. *Note*: Players are not required to allocate more than 2 units of any resource to a Territory. Any surplus R-Units may be retained as the Personal Stock (PS).

K.   Players with Guild cards receive the number and type of R-Units designated to that Guild. These R-Units are stacked together and placed on the Guild card as the Guild Stock (GS). Players must keep PS and GS separate at all time.

L.   Players advance their CRF by the sum of the Territorial Point Values on their Title cards.

M.   Players roll a die to determine who will go first.

II.   TURN BY TURN PROCEDURE

2   SEQUENCE OF PLAY

2.1   PLAYER TURNS

Player turns change in a clockwise direction.

A player's turn consists of two phases: the Options Phase and the Event Phase.

The Option Phase always precedes the Event Phase.

2.2   THE FIRST TURN OF A PLAYER

The Options Phase of the first turn is skipped and play commences with the actions described under *4.1.8 Landing On Or Crossing The Teleport! Field* **with the exception that the** **Administration does not pay 40 EU for landing on or crossing the Teleport! field**.

3   THE OPTIONS PHASE

In the Options Phase players have several options most of them dealing with resource management.

The options can be played in any order and none of the options is mandatory.

The Options Phase should be played within a restricted amount of time. For this a 90 second timer is provided with the game. If the timer runs out the player must immediately complete the current transaction and enter the Event Phase.

The usage of the timer is optional and players should agree before the game on whether they play with or without the timer.

3.1   TRANSFER OF R-UNITS

3.1.1   TRANSFERRING R-UNITS FROM PERSONAL STOCK

A player may allocate R-Units to Territories owned by transferring them from Personal Stock (PS) to the respective Territory at no cost.

There is no stacking limit for R-Units with the exception of National Security units (black R-Units). The maximum number of NS-Units of a Territory is 2 for an undeveloped Territory plus 1 units for each step of development achieved, i.e. 4 NS-Units for a super-developed Territory (for Territory development see *3.2.1 Developing A Territory*).

3.1.2   TRANSFERRING R-UNITS FROM GUILD STOCK

A player may transfer up to three R-Units from the Guild Stock (GS) of each Guild owned to the Personal Stock (PS) at no cost.

3.1.3   BUYING FROM FOREIGN GUILD STOCK

A player can buy up to three R-Units from each Guild owned by other players.

The cost per R-Unit depends on the number of Associated Territories the Guild owner possesses and is printed on the Guild card.

Associated Territories are Territories of the same color group as the Guild in question as well as any Guilds dealing in the same resource type.

3.1.4   TRANSFERRING R-UNITS BETWEEN TERRITORIES

A player may freely transfer any type and amount of R-Units between Territories owned. The maximum number of NS-Units per Territory must however be observed at all time (see *3.1.1*).

There is no requirement whatsoever to leave a minimum amount of R-Units on a Territory's Base Plate.

3.2   ECONOMIC DEVELOPMENT

3.2.1   DEVELOPING A TERRITORY

A player may develop a Territory owned if it has a sufficient amount of R-Units allocated to it.

One complete set of R-Units (i.e. all 5 types) is required for developing a Territory from "undeveloped" to "developed".

A second complete set of R-Units is required to develop a Territory from "developed" to "super-developed".

The Development Premium to be paid to the Administration is printed on the Territory Title cards.

Development steps are indicated by placing an ED-Piece on the Base Plate. For contrast reasons ED-Pieces of different colors should be used to indicate super-development.

Only one step of development can be performed per Territory and turn, i.e. it requires two turns to super-develop a Territory.

For each development step performed the player receives 5 CR-Points.

3.2.2 LOSING DEVELOPMENT STATUS

If at any point during the game the level of R-Units on the Base Plate of a Territory drops below the value required for its development status the respective ED-Piece(s) are removed from the Base Plate of the Territory and placed on the Territory field on the board instead. This indicates that the Territory has temporarily lost its development status.

The player must also relinquish 5 CR-Points for every development step temporarily lost.

If the R-Unit level of a Territory is increased back to the level required to again justifying the lost development status, the ED-Piece(s) are placed back on the Base Plate at no cost to the player. The player regains 5 CR-Points for each development step recovered.

The defeated Territory of an Aggression Scenario immediately loses all its ED-Pieces and reverts to undeveloped status as described under *4.2.4 Conclusion Of An Engagement*.

3.3 EXCHANGING EU FOR CR-POINTS

A player may exchange any number of CR-Points to EUs at an exchange rate of 5 EUs for each CR-Point relinquished whenever in need of currency (i.e. not only during the Options Phase).

A player may exchange EUs to CR-Points only during the Options Phase. The exchange rate is 5 EUs for 1 CR-Point. A maximum of 5 CR-Points can be bought per turn.

Note: Cashing in EUs for CR-Points can only be performed if the CRF is at least 25 points away from the victory mark.

3.4 MAKING BUSINESS PROPOSITIONS

A player may make business propositions to other players during the Options Phase of the player's turn.

Business propositions usually consist of the purchase of or barter for R-Units and Territories.

Business propositions can cover anything that the two players agree upon, including the trade of Territories, Guilds, captured NI-Agents as well as OPs, MISSION and INFLUENCE cards.

If Territories or Guilds are traded the players' CRFs must be adjusted to reflect the change in Territory Point Values owned.

Note: Guilds must be traded together with their current GS. Territories must be traded together with their current set of R-Units and ED-Pieces. ED-Pieces and GS cannot be traded separated from their Territory or Guild, respectively. The card holding limits must be observed (see *4.1.6 Landing On Card Fields*). A possible Color Group bonus is not relinquished.

4 THE EVENT PHASE

In the Event Phase the Governor pawn of a player advances across the circular ring of Territory fields on the board.

The steps of the Event Phase must be played in the order *4.1 Advancing The Governor*, *4.2 Aggression* and *4.3 Agent Infiltration*. Only step *4.1* is mandatory to be executed in a player's turn.

4.1 ADVANCING THE GOVERNOR

Governor movement is controlled by rolling up to three 6-sided dice. A player can decide how many dice to roll but must roll at least one die.

The Governor pawn advances clockwise around the board as many fields as correspond to the sum of points rolled.

Some fields permit the player to advance the Governor a second time when landed upon. When landing on such a field after having already rolled twice in a turn the player may still perform the actions assigned to that field but may not advance the Governor a third time.

Before rolling the dice a player may decide to move the Governor pawn counterclockwise at a cost of 3 CR-Points.

4.1.1 LANDING ON TERRITORIES OWNED BY THE PLAYER

The player may draw a card from the OPs/MISSION stack. The card holding limits (see *4.1.6 Landing On Card Fields*) must be observed at all time.

If any foreign agents are present the player may try to capture them on that Territory as well as any other Territory owned within the same color group (Cleaning House).

To clean house players roll a die against each player with agents present on such a Territory separately, dealing with each of their Territories one at a time.

The type of die rolled by each player depends on the number of agents present:

Agents present	0	1	2	3
Agent player rolls	N/A	8-sided	10-sided	12-sided
Territory owner rolls	8-sided	10-sided	12-sided	12-sided

The player rolling a higher value two out of three times is the winner.

If the player performing "cleaning house" wins, all foreign agents of the opposing player are captured. If the infiltrating player wins, all foreign agents may stay.

Captured agents become part of the capturing player's Personal Stock and may be used for Business Propositions during subsequent Options Phases.

The player now chooses between:

(a) rolling again as described under *4.1*, or

(b) attempting a takeover of another Territory from this Territory as described under *4.2 Aggression*.

4.1.2 LANDING ON TERRITORIES OWNED BY OTHER PLAYERS

The player chooses between:

(a) paying the Conference Fee of the Territory as printed on the Title card, or

(b) attempting a takeover of the Territory from an eligible own Territory as described under *4.2 Aggression*.

4.1.3 LANDING ON TERRITORIES NOT OWNED

The player receives the Territory's Title card and R-Units together with a Base Plate of the player's color.

The player's CRF is advanced by the point value of the Territory (1 to 4 points) as printed on the Title card.

The player places the resources received on the Territory's Base Plate. A player is not required to allocate more than two resources of a type to the Territory and any surplus resources may be transferred to the player's PS.

If the new Guild completes a color group (all Territories and Guilds of one color) the player receives a CR-Point bonus of double the number of Territories and Guilds in that color group.

4.1.4 LANDING ON INDEPENDENT TERRITORIES

Israel, Russia, India and Switzerland are Independent Territories which cannot be owned by a player.

When landing on an Independent Territory a player may chose to purchase resources at 5 EUs apiece or to roll again for Governor advance as described under *4.1*.

Exception: when landing on Switzerland players cannot chose to roll again.

The players must roll two 6-sided dice to determine the maximum number of R-Units they may buy.

If an Independent Territory offers more than one type of resource players may freely chose how to allocate the points rolled between them.

The type of R-Units available is determined by the Independent Territory landed upon:

Israel: food (green R-Unit)

Russia: production (gray) and security (black)

India: production (gray) and food (green)

Switzerland: Players immediately receive 10 EU and 5 CR-Points and may then chose another Independent Territory to purchase R-Units from. Players must roll two 6-sided dice to determine the maximum number of units they may buy.

4.1.5   LANDING ON GUILDS

If the Guild landed upon is not owned by another player the player receives the Guild's Title card and the Guild's stock of R-Units. The player's CRF is advanced by the point value of Guild (4 points) as printed on the Title card.

If the Guild is already owned by the player whose turn it is the player may roll again.

If the Guild landed upon is owned by an opponent the player becomes the new operator and receives the Guild title card and any remaining R-Units in the GS from the opponent. The previous owner must also relinquish the CR-Point value (4 points) of the Guild just lost to the new owner by adjusting the CRFs accordingly. Note: The previous owner does **not** relinquish a possible color group bonus.

If the new Guild completes a color group (all Territories and Guilds of one color) the player receives a CR-Point bonus of double the number of Territories and Guilds in that color group.

4.1.6   LANDING ON CARD FIELDS

The player draws the respective type of card and may roll again for Governor advance as described under *4.1*.

Players may hold up to 3 cards of each type (OPs, MISSON, INFLUENCE). After drawing the fourth card of any type the player must return one card to the bottom of the stack.

You can use Influence cards when it is **not** your turn in certain scenarios:
(a)   You **can** use Influence cards that relate to aggression scenarios and cards that relate to the number of dice that players can role on their turn.
(b)   You **cannot** use Influence cards that relate to R-Units, cards that relate to Independent Territories, cards that make opponents give you money, or cards that relate to Guilds.

4.1.7   LANDING ON O.R.S.S.

When landing on an O.R.S.S. base, the player may chose to move the Governor to any of the other three O.R.S.S. bases and/or roll again for Governor advance as described under 4.1.

When crossing the Teleport! field while flying the O.R.S.S. the player receives 40 EU from the Administration.

4.1.8   LANDING ON OR CROSSING THE TELEPORT! FIELD

The player immediately receives 40 EU from the Administration if the Governor has been moved in a clockwise direction but not a second time after having crossed going counterclockwise.

Note: In a player's first turn no EUs are paid by the Administration.

The player landing on Teleport! must roll the 8-sided die and the 20-sided die.

The 8-sided die determines how many O.R.S.S. bases the Governor must advance in a clockwise direction.

The 20-sided die determines the number of fields to advance further in a clockwise direction form the O.R.S.S. field landed upon.

Each time the Governor pawn crosses the Teleport! field again while teleporting the Administration pays 40 EU (except in the first turn of a player).

4.1.9   LANDING ON ACADEMIES (NSA, NIA)

When landing on the NSA or NIA fields the player receives NS-Units or NI-Agents from the Administration.

When playing without the optional NI-Agents the NIA field is treated as a second NSA field.

To determine how many NS-Units or NI-Agents to receive the player rolls one 6-sided die. The number of units/agents to receive corresponds to the points rolled divided by 2 (rounded up).

Agents/NS-Unit received are placed in the PS of the player and may be deployed during the Options Phase of the player's next turn or later.

Thereafter, the player may roll again for Governor advance as described under *4.1*.

4.1.10   LANDING ON MOONSHOT!

When landing on Moonshot! the player immediately receives 10 CR-Points.

4.2   AGGRESSION

Players may attempt an aggressive takeover:

(a)   Against a foreign Territory landed upon but only from a Territory they control (domestic Territory) in the same quadrant (between two O.R.S.S. bases). *Note*: USA and Canada are assumed to be in the same quadrant but Alaska and Nunavut are not.

(b)   When landing on a domestic Territory from that Territory against a foreign Territory in the same quadrant.

(c)   When landing on either a domestic or foreign Territory and aggression between quadrants is made possible through the use of an OPs card. The top row of an Ops card shows the colors of Territories that may be attacked from any own Territory with a color shown in the bottom row. The field landed upon must either be the attacking or the attacked Territory in the Aggression Scenario.

Aggression strictly follows the sequence *Assessment Of Strength*, *Engagement*, *Assessing Battle Round Results* and finally *Conclusion Of An Engagement*.

Note: Players are not allowed to deploy or reposition their Agents or NS-Units at any time during the Event Phase, unless specifically permitted to do so by playing an Influence card.

4.2.1   ASSESSMENT OF STRENGTH

The Aggressor receives the **8-sided** die and **one 6-sided** die and the Defender receives the **10-sided** die and **two 6-sided** dice.

Players receive additional 6-sided dice according to the following criteria:

Presence of Security Units: Players receive one additional 6-sided die for each NS-Unit on their Territory involved in the aggression.

Economic Superiority: The player with the greater level of Economic Development on the Territory receives one extra 6-sided die. In case of equal development levels the player with more R-Units (excluding NS-Units) on the Territory receives the die. If a tie still exists **both** players receive one extra 6-sided die.

NI-Agent Superiority: The player with Agent Superiority in **one** of the Territories involved receives **one** additional 6-sided die. Players with Agent Superiority in **both** Territories involved receive **two** additional 6-sided dice. Agent Superiority is described under *4.3.2*.

Territory Superiority: Territory Superiority is only taken into account when playing **without** NI-Agents. The player whose Territory has the higher point value receives one additional 6-sided die. If **both** Territories have the same point value **both** players receive one extra die.

Note: The maximum number of 6-sided dice a player may roll is limited to six.

4.2.2   ENGAGEMENT

The Aggression Scenario begins with both players rolling all of their dice simultaneously.

Each roll of the dice is called a Battle Round.

4.2.3   ASSESSING BATTLE ROUND RESULTS

The winner of a Battle Round is the player with the higher Roll Value, determined by the points of the 8- or 10-sided die and the number of pairs, triples, etc. rolled with the 6-sided dice according to the following rules:

(a)   pairs provide a multiplier of 2,

(b)   triples provide a multiplier of 3,

(c)   four, five and six of a kind provide a multiplier of 4, 5 and 6, respectively.

(d)   When a player has just one 6-sided die left the multiplier is 2 if both the 6-sided die and the 8- resp. 10-sided die show the same value.

(e)   All multipliers are added up to provide the total multiplier (e.g. a pair and a triple add up to a multiplier of 5).

(f)   The Roll Value is calculated by multiplying the points of the 8-sided or 10-sided die with the total multiplier. *Note*: On the 10-sided die the 0 means 10!

If the Roll Values of both players are equal the player having rolled fewer dice wins the Battle Round. If also the number of dice are equal the Defender wins the Battle Round.

The loser of a Battle Round loses one 6-sided to roll in subsequent Battle Rounds.

4.2.4   CONCLUSION OF AN ENGAGEMENT

Players continue to fight Battle Rounds until one player has lost all dice including a final Battle Round with just the 8- or 10-side die. This player loses the Engagement.

The loser of an Engagement immediately returns all NS-Agents and any ED-Pieces of the defeated Territory (on the Base Plate or on the Territory's field) to the Administration. They are assumed destroyed during the battle.

The loser must also relinquish 5 CR-Points per development step lost due to the Engagement.

The loser then remits to the victor the Territory Title card, the Territory's Base Plate with all remaining R-Units present as well as the Territory's CR-Point value.

All foreign NI-Agents on the defeated Territory are captured by the victorious player and become Prisoners Of War. They may be used in Business Propositions of subsequent Option Phases.

If the new Territory completes a color group (all Territories and Guilds of one color) the victorious player receives a CR-Point bonus of double the number of Territories and Guilds in that color group. The loser does **not** have to relinquish a possible color group bonus.

A victorious Aggressor may immediately attempt another takeover (from the same Territory) of any other Territory in the same color group as the Territory just defeated. The Governor pawn remains on the Territory it originally landed upon.

4.3   AGENT INFILTRATION

Agent infiltration is allowed in any domestic or foreign Territory but not in Guilds or Territories not yet owned by a player.

4.3.1   AGENT DEPLOYMENT

As the last action of their turn players may deploy NI-Agents or reposition NI-Agents already on the board.

Note: To speed up game play the next player may start the Options Phase while the current player performs the Agent Deployment.

Not more than three agents of a player may be deployed in any one Territory.

The larger Agent counters count as two agents and are used to prevent overcrowded fields whenever necessary.

Agents on domestic Territories are used to neutralize any infiltrating foreign agents.

4.3.2   AGENT SUPERIORITY

Agent Superiority is evaluated before an Aggression Scenario commences.

If any third party agents are present on the Territory field the owner(s) of the third party agent(s) may decide if they remove their agents before the Engagement to save them from being captured if the Territory is lost (see *4.2.4 Conclusion Of An Engagement*).

Agent Superiority is granted to the player owning the Territory if there are more domestic agents present on the field than the sum of third party and opposing agents.

Agent Superiority is granted to the opposing player if there are less domestic agents present on the field than the sum of third party and opposing agents.

In case of a tie there is no Agent Superiority in the Territory in question.

III. WINNING THE GAME

Once a player's CRF has reached the required amount of points (see table on right) or a player has achieved any of the missions printed on their MISSION card(s) a player may claim victory and the game ends after the completion of the current game round.

Number of players	Victory Points required
2	150
3	125
4	100
5	75

At the completion of the final round the victory goes to the player who fulfilled the victory condition during the last round (not necessarily at the end of the round!).

If by chance other players also fulfilled their victory condition during the final turn the victory goes to the player with the highest CR-Points.

If a tie still exists additional rounds of the game are played until one player has the highest CR-Point score at the end of a game round.