

Top-Secret Rules

Contents

2x Score markers
6x Intel dice
47x Intel tiles
24x Agent tiles
1x Intel supply bag
1x Game board

Agents



Intel



Setup

1. Put all the Intel in the Intel supply bag and mix thoroughly
2. Choose what color each player will be and divide the black/white Agents accordingly
3. The player with the most secrets goes first

Gameplay

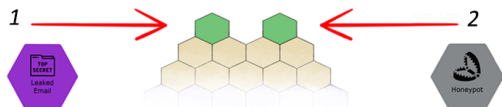
The players alternate taking turns.
Each turn consists of (in this order):

1. Trickle Intel
2. Spawn Agents
3. Use Actions

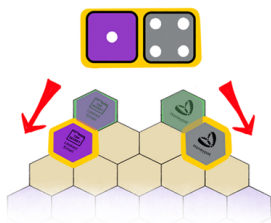
The first player to reach 20 POINTS immediately WINS the game!

1. Trickle

1. Draw a piece of Intel and place it on the top left of the board.
2. Draw another piece of intel and place it on the top right of the board



3. Roll the Intel Dice and move all pieces of intel not already possessed by an agent down the board

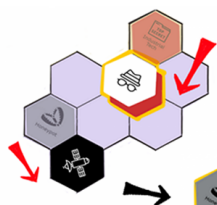


If the corresponding color intel die is **ODD**, move the intel **DOWN AND TO THE LEFT**

If the corresponding color intel die is **EVEN**, move the intel **DOWN AND TO THE RIGHT**

Trickle onto an agent :

Agents take possession of any Intel that trickles to their position. If an Agent possesses more than 3 pieces of Intel, immediately return all of that Agent's Intel to the Intel supply.



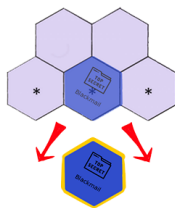
If an Agent gains possession of a "Honeypot" intel, permanently remove the agent from the game and return the Honeypot to the Intel supply.



Trickle off the board: If a piece of intel trickles off of the board, immediately return it to the Intel supply.

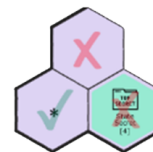


Trickling onto a blockade: If a Blockade is in the way of a trickling Intel, redirect the Intel towards the open direction. If a blockade is present in both of the spaces below an intel or on an intel, intel does not trickle that turn.



2. Spawn

As long as you have less than 3 agents on the field you may spawn new agents from your roster until you reach the **maximum of 3 agents**. Agents can only spawn on bottom row tiles (denoted by the * symbol) that are completely empty (no agents, Intel, or blockades).



3. Take actions

A player can spend up to **3 Actions** in a turn. Agents can only spend Intel they possess to pay for abilities.

Move Agent - cost: 1 Action

Move a friendly agent to an unoccupied adjacent space in the Field (the Feld is denoted by the purple spaces) an agent **may not** move anywhere outside the field.



If an agent moves onto a piece of intel it immediately takes possession of that intel. Intel possessed by an agent will always move together with the agent.

Transfer Intel - cost: 1 Action

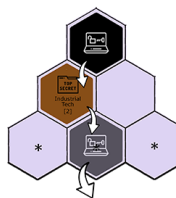
Transfer a piece of Intel from one of your agents to an adjacent agent you control.

In this example the analyst transfers the security credential that it possessed to the adjacent hacker.



Retire Agent - cost: Free

If an agent is occupying a bottom row tile (denoted by the * symbol) you may permanently remove it from the game and score any Intel it possessed (the amount of points an Intel scores when you retire with it is indicated by the number on the Intel). The scored intel is taken out of play for the rest of the game, and can be used to tally the score. You may not retire an agent on the same turn it was spawned.



Use an agent ability - cost: varies by ability

A player can use **any** number of abilities as long as the agent using the ability has enough Intel to pay for the cost of the ability **and/or** the player has enough Actions left to pay for the ability.



Double Agent

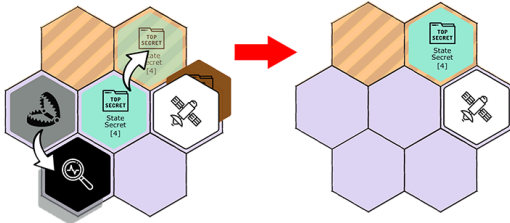
Spend 1 Action: Transfer a piece of Intel from this agent to **ANY** other agent in play (including opponent's agents)



Comms Specialist

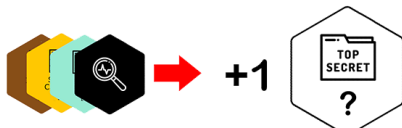
Spend 1 Action: Move a piece of Intel upwards one space. This **does not** apply to Intel that is already possessed by an agent

Spend 1 Intel and 1 Action: Move a piece of Intel downwards one space. This **does not** apply to Intel that is already possessed by an agent



Analyst

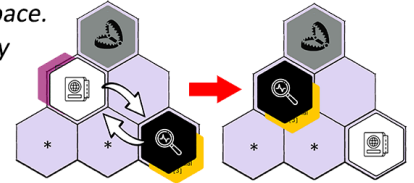
Free: If the analyst retires with 3 pieces of Intel, draw 1 Intel from the Intel supply. you may choose to keep it or return it to the supply



Smuggler

Spend 1 Action : Move a piece of Intel upwards one space. This **does not** apply to Intel that is already possessed by an agent

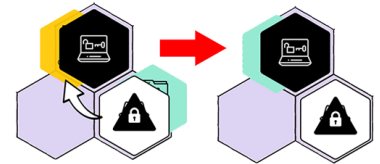
Spend 1 Intel and 1 Action: Move a piece of Intel downwards one space. This **does not** apply to Intel that is already possessed by an agent.



Hacker

Spend 1 Action : Once per turn, Pin () an adjacent agent until the end of your opponent's next turn or Unpin a friendly agent (a pinned agent cannot move, retire, or switch out)

Spend 1 Intel : Once per turn, take a piece of Intel from a pinned opponent



Engineer

Spend 1 Action : Place a Blockade () on an adjacent unoccupied tile

Spend 1 Intel : Place a Blockade on **any** unoccupied tile (Blockades redirect any incoming Intel and get in the way of agents. They last until the end of your opponent's next turn then are removed from the board)

