

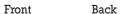
OVERVIEW

Players play simultaneously, choosing a card each round to build their lair by adding Walls, Traps, Sentries, and Secrets. But players must also spend resources to train their Agent to prepare to infiltrate an opponent's lair.

At the end of the Planning Phase, Agents are sent on a mission to an opponent's lair during the Exploration Phase. Each player earns money () by finding Secrets, but also for any Secrets remaining in their own lair after the break in.

To win, find the right balance between defending your Secrets and attacking your opponent.

COMPONENTS

















108 **Planning** Cards

9 Agent Cards

9 Mission Cards 5 Gadget Cards



3x2 Lair Boards (double sided)



l Pad of Game Sheets



l Rulebook

COMPONENT DESCRIPTIONS

1/ PLANNING CARDS

Planning Cards have a red or blue back with a number. A red card indicates a row of the 5x5 lair grid, whereas a blue card indicates a column. The number, shown within a hexagon, varies from 1 to 5.





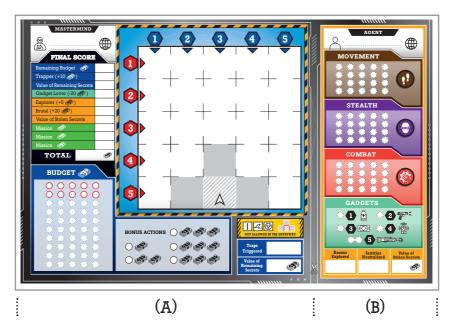




A card with a blue back and (3) indicates the central column (3) of the lair grid, whereas a card with a red back and (4) indicates row (4) of the lair grid. The fronts of the cards show Walls, Lair Upgrades (Traps, Sentries, or Secrets), Training Points to improve your Agent's stats, or Gadgets for your Agent. For Walls and Lair Upgrades, the icon at the top center of the front of the card is the one you will draw in your lair grid on your game sheet.

Note: The backs of cards are intentionally printed flipped on the short edge to make them easy to use during the Planning Phase (see page 5).

2/ GAME SHEETS



Game sheets have two sections. The left section (A) contains your lair, its budget, and your score sheet. The right section (B) shows your Agent's Training Points and their accomplishments when infiltrating in the Exploration Phase. The 5x5 grid represents your lair, and each square is a room. The starting square (with an arrow) is where an opponent's Agent will start out during the Exploration Phase: you cannot upgrade this room. The other three gray squares represent the lair's entryway and have certain upgrade restrictions.

3/ LAIR BOARDS

The lair boards show important information about the game. Depending on which lair you choose, Traps and Sentries do different damage, and the value of Secrets changes. Check each board's tables to see this information. The lair boards are numbered from \bigcirc 1 to \bigcirc 4, in order of increasing difficulty.



4/ MISSION CARDS

Each Mission Card has 2 possible rewards you can choose between (see page 7).

5/ GADGET CARDS

These 5 cards have a **Normal** front for your first games, and an **Expert** back for more experienced players.









6/ AGENT CARDS

Each Agent has a Training Point bonus. Add these points to your game sheet at the end of the Planning Phase. Agents each have a unique special power as described on their card.





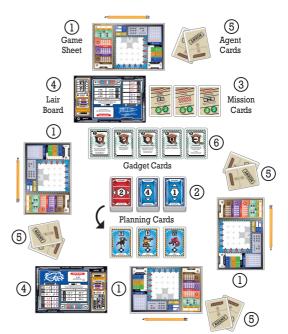
SETUP

Give each player a game sheet (1) and a pencil.

Separate the cards into Agents, Missions, Planning Cards, and Gadgets.

Shuffle all **Planning Cards** (2) and make 3 decks of 36 cards each, placed in a row on the table. Draw the top card from each deck and place it just below that deck.

Shuffle all **Mission Cards** ③ and draw 3, placing them face up in the center of the table. Put the remaining Mission Cards back in the box; they will not be used.



Together, choose a Lair Board 4 and place it in the center of the table, so all players can see it. If needed, you can also set out other copies of the same Lair Board.

The default game mode uses the **Polar Base Lair**, but for your first game we recommend using the **Superyacht Lair**. Regardless of what lair you choose, read the special rules before continuing setup. Put the other lair boards back in the box; they will not be used.

For up to 4 players (and if you are not using the **Superyacht Lair**), deal 2 **Agent Cards** (5) ace-down to each player. Each player secretly chooses one, placing it face-down in front of them. Put the others back in the box.

Note: For 4-9 players, deal only one card per player. For more than 9 players, place all Agents face-up on the table, so each player can mentally choose one and write it on the right section (B) of their game sheet. Or, if all players agree, players are allowed to pick their favorite agents!

Place the 5 Gadget Cards 6 next to the Lair Board, Normal side up. Once you have mastered the game, you can place some or all of the cards on their Expert side.

You are ready to play!

PLANNING PHASE



Each round, one player flips over the top Planning Card from each deck, so the 3 cards are face-up beneath their respective decks, as shown in the image below.

Simultaneously, players mentally choose one of the 3 face-up cards. Multiple players can pick the same card, and it is even possible to pay to purchase one or both of the other cards, as explained further on.

During this phase, you are allowed to peek at your neighbors' game sheets, but be sure to concentrate on improving your own lair and Agent!



IMPORTANT #1: PASSING

A player who cannot or does not want to choose a card can pass. In this case, they receive l 🦃.

IMPORTANT #2: YOU MADE A MISTAKE...

Normally, you are not allowed to erase during this phase. Once a move is made, it's final! However, be lenient with new players.

IMPORTANT #3: BONUS ACTIONS



If multiple cards interest you during the same round, you can pay extra to buy one or both of the other cards. To choose an additional card, check off a bonus action on your game sheet and pay the corresponding cost in . You can pay to check off two bonus

actions during the same round, and thus choose all 3 available cards (but you can only choose each of the available cards once). You only get 5 bonus actions.

IF THE CHOSEN CARD IS A LAIR UPGRADE

















The player draws the icon from their chosen card on an empty square in their lair grid, in the row or column indicated by the blue or red card on the top of the deck just above the chosen card.

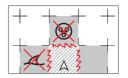
It is possible to move the Upgrade by one or more rows or columns before drawing, paying

2 of for each movement that changes the card's number (note: this rule changes if you use the Superyacht Lair). The card's number does not change for the other players.



STARTING SQUARF AND ENTRYWAY

Shark Pools and Robots cannot be placed on the squares of the entryway (gray). The starting square (with an arrow) cannot be upgraded (no Walls, Traps, Secrets, or Sentries).



~~ = No Walls Here



SECRETS AND BUDGET

Each player starts with a budget of 10 on their game sheet (the 10 red circles in the budget section). To spend on their game sheet (the 10 red circles in the budget section). To spend on their game sheet (the 10 red circles in the budget section). To spend on their game sheet (the 10 red circles in the budget section). To spend on their game sheet (the 10 red circles in the budget section).

the same rules as for Traps and Sentries), they earn so as indicated on the Lair Board for the corresponding type of Secret. Note the earned by outlining dotted circles in the budget section. This so can be used to move the Secret in the base before drawing it. Players cannot earn more than 40 so during the game. They can continue to place Secrets, but excess so is lost.

BEGINNER VARIANT

You can give an additional 5 at the start of the game to beginners, or to younger players.

IF THE CHOSEN CARD IS A WALL



The player draws a Wall on one of the 4 sides of a room in the row or column indicated by the blue or red card on top of the corresponding Planning deck. You cannot place a wall on the starting square; all its exits must remain open.

Example: Theo places a Wall in column 1 as indicated by the draw pile. You can place other Lair Upgrades in rooms with Walls, and vice versa.





Note: Though you might be tempted to wall off your Secrets so no one can steal them, it's not a good idea! Check the paragraph "Walled Off Secrets" in the Final Scoring section (see page 11).

IF THE CHOSEN CARD IS AGENT TRAINING









First the player pays for Training by spending equal to the number on top of the corresponding Planning deck (the color of which has no impact).

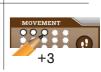












Each Training card shows a type of Training and the number of points earned. The player outlines that many dotted circles in the corresponding Training section on the right of their game sheet. No Training stat can exceed 20 points.

Agent Cards give players different bonuses for each of the three Training stats (see right image).

These bonuses are added at the start of the Exploration Phase (see page 8), after each player reveals their chosen Agent Card. However, the bonuses do not allow players to exceed 20 points in a stat, so keep that in mind when paying for Training!



IF THE CHOSEN CARD IS A GADGET



Gadgets are free, but they have consequences! When you choose a Gadget, check off the object in the Gadget section with the same number as the top card of the corresponding Planning deck (the color of which has no impact). Check off both circles when you get the Laser Drill, which counts for two

Gadgets when calculating the "Gadget Lover" penalty (see page 11).

You can spend 2 to increase or decrease the card number by one, changing the Gadget obtained. You can modify this number multiple times by paying the necessary (note: this rule is different for the **Superyacht Lair**).

Gadgets will be useful during the Exploration Phase, but each Gadget can only be used once. You cannot acquire the same Gadget twice. Gadget cards have a **Normal** side and an **Expert** side.









MISSIONS



At the end of each round, a player can claim one of the 3 available missions. Each Mission Card gives a choice of 2 rewards:



The 1st value is the amount of their game sheet (this can be used to purchase Training or move Upgrades). The 2nd and much higher value is the amount of the player can instead choose to earn at the end of the game. A player who accomplishes a mission must choose one or the

other, not both! If they choose the first option, they add the to their budget. For the second option, they write the mission bonus under "Final Score" on their game sheet. Then the Mission Card is flipped face-down, and no one else can accomplish that mission. If multiple players complete a mission during the same round, they each receive the reward of their choice.

END OF THE PLANNING PHASE

The Planning Phase ends when one player fills the last remaining empty square of their lair with a Sentry, Trap, or Secret, after which there is then one last round, so all players can finalize their plans.

The Planning Phase can also end if, at the end of a round, only one card remains in each of the three Planning decks. There will be a maximum of 35 rounds during this phase. Each player then cuts their game sheet along the dotted line, splitting it into two sections and keeping section (B). Do not forget to add your Agent's Training bonus!

Look at the last three cards of the Planning decks. If a majority of the remaining cards are red, give section (A) of your game sheet to the player on your left.



If a majority of the remaining cards are blue, give section (A) of your game sheet to the player on your right.



In a two-player game, simply give section (A) to your opponent. Now it's time to explore an opponent's lair!

LAIR EXPLORATION PHASE





- Each Agent begins in the starting square (with an arrow) of their opponent's lair.
- Entering a different room costs one Movement point (check off an outlined circle on your game sheet every time you change rooms).
- Agents cannot move through walls, and must move orthogonally and not diagonally.
- If an Agent enters a room with something in it, apply the associated effects. Check the next page for more information on these effects.
- It's impossible to enter a room if you do not have the necessary Training Points.

 Training stats can hit zero (with no consequences), but you cannot go below zero.

 Thus, an Agent can get stuck when exploring.
- Remember to use your Agent's special power when exploring!

TRAPS DA

If an Agent enters a room with a **Trap** (Lasers, a Giant Saw, or a Shark Pool), the player must spend Stealth and Movement points. Check the **lair board** to see how many points per Trap.

If an Agent enters a room with a **Shark Pool**, the player can choose to pay Stealth or Movement points, or a mix of both.

SENTRIES ♥ 🕅 🕅

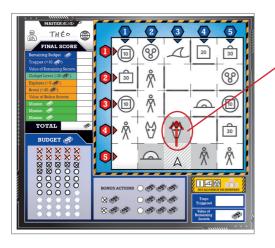
If an Agent enters a room with a **Sentry** (Guard Dog, Guard, or Robot), the player must spend Stealth and Combat points. Check the **lair board** to see how many points per Sentry.

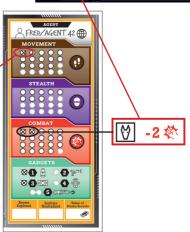
SECRETS D D D

If an Agent enters a room with a Secret, the player adds its value in stolen of the line "Value of Stolen Secrets." Check the line "At the End of the Game" under "Earn on the lair board to see how much a Secret is worth.

Fred begins the Exploration Phase, exploring opponent Theo's lair. Fred chooses his Agent's next room. To enter, he checks off 1 Movement point plus 2 Combat points for the damage done by a Guard Dog when using the Superyacht Lair.







CONTINUING EXPLORATION

If an Agent has enough Training Points, they can continue exploring their opponent's lair by entering different rooms. Agents can backtrack through previously explored rooms without paying for Traps and Sentries they already encountered or stealing Secrets they already scored, but they must still pay 1 Movement point per room, as usual.

Show your Agent's path with a line representing their movement through the lair, and/ or number the rooms as your Agent travels through them so you can check your path. An Agent stops exploring when they can no longer move into a different room. Agents do not need to return to the entrance; they will be automatically extracted regardless of their location in the lair!

END OF THE EXPLORATION PHASE

The Exploration Phase ends when all players have finished exploring the lair they received from an opponent.

All players must then write down on their Agent's game sheet:

- The total **number of rooms explored** by the Agent. Count the starting square.
- The total number of Sentries neutralized by the Agent.
- The total value of all Secrets stolen from the opponent's lair (check the "At the End of the Game" section of the lair board for each Secret's worth).

All players must also write down on the left of their opponent's lair :

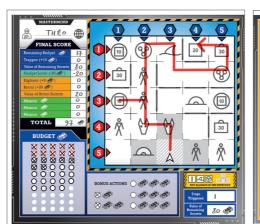
- The number of Traps triggered by the Agent.
- The total value of all Secrets remaining in the lair (that were not stolen).





FRED/AGENT 42





WALLED OFF SECRETS

If, at the end of the Exploration Phase, there are Secrets that are walled off (completely inaccessible from the starting square without passing through a wall), these do not count toward the total value of all Secrets remaining in the lair. In other words, the lair's owner cannot score them. Each player then gets their lair back and can total their points.

VARIANT 1

Players may agree to end the Exploration Phase by setting a timer once the first player has completed their exploration.

VARIANT 2

For your first games, be lenient and allow players to adjust their path through the lair. Once you are more experienced, however, all movements should be final. As soon as a room is marked, the movement is considered definitive and may not be changed.

END OF THE GAME

REWARDS AND PENALTIES

One penalty and 3 rewards are given out at the end of the game:

- GADGET LOVER: the player with the most Gadgets loses 20
 The Laser Drill counts as 2 Gadgets.
- BRUTAL: the player who neutralized the most Sentries earns 20 🔊.

If multiple players are tied for a reward or penalty, they all earn it! If all players are tied for a reward or penalty, nobody earns it.

FINAL SCORE

Each player's final score is their wealth in ...



Your final score is the sum of the following:

- The total value of all Secrets remaining in the player's lair (walled off Secrets do not count).
- The total value of all Secrets stolen when exploring the opponent's lair.
- The number of remaining at the end of the Planning Phase.
- The searned (or lost) with rewards and penalties
- The searned from completed missions.

Calculate your total wealth: the richest player wins!

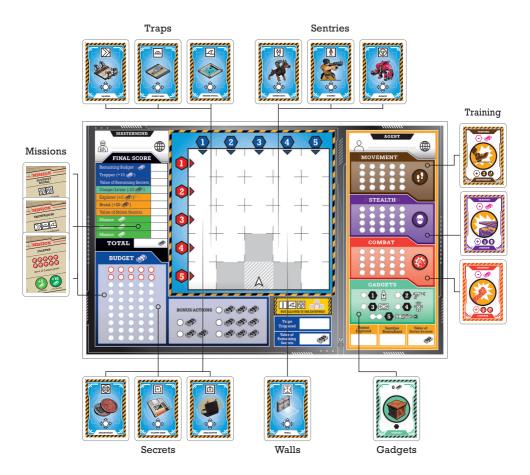
If players are tied, play again to determine the winner!

At the end of the game, you can compare your score to the table below to see how you rank among the world's greatest:

- World Overlord: 250+
- Apprentice Despot: 220+
- Second-Rate Autocrat: 180+
- Regional Tyrant:130+
- Town Ruler: 70+



PLANNING PHASE OVERVIEW



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