Items

Items are represented by red-backed cards, some marked with "2" for "2-player", "3" for "3-player", and "i" for "intro" – some of the different game modes possible in [redacted] Each player has a **hand limit of 3 item cards**; an item located inside a briefcase does not count towards this limit, although a **Briefcase** item held in hand does count.

Any items discarded during the game are placed in a face-up pile. If the items deck is depleted, shuffle the discarded item cards to form the items deck again.

Critical items – Essential for completing missions and marked by an "!" icon.

intel: This file contains sensitive intelligence material of the enemy's operations, and must be retrieved from the embassy. Most missions include escaping with the enemy intel among the victory conditions.

Bomb: Sometimes actions speak louder than words – much louder. Prevent the enemy from escaping by blowing up their helicopter before they manage to use it to escape.

Briefcase items – The purpose of the briefcases is to hide items from prying eyes.

Briefcase: Each Briefcase card represents a briefcase that may contain **one** item, in the form of an item card placed under the Briefcase tile. An item inside a briefcase can not be used, looked at, or removed while the briefcase is closed, and is safe from being seen by a player in the **X-ray** room. A player may win the game by escaping in the helicopter while holding a briefcase that contains the **intel** item.

Code Cracker: An active player holding a Briefcase card may, at any point, discard a Code Cracker to open the briefcase and look at the item under the matching Briefcase tile. The item may be taken, and an item (including the one just taken) may be placed back. The Briefcase card is not discarded. Opening a briefcase is not an action.

Regular items

Combat items:

They may be played during an interaction and do not constitute an action. They can only be used if at least one player showed an Attack, except if it was (in a case of sudden but inevitable betrayal) used against a Friendly.

Following the initial result of an interaction resulting in combat, the active player may play one combat item, discarding it. The other player then has a chance to do the same, continuing until neither player wishes to do so.

Hidden Weapon: Playing a Hidden Weapon improves the player's situation by one degree. If the player was losing, then the result is a tie. If the players were tied, the player playing it is now winning. Two Hidden Weapons may be played by the same player to turn a defeat into a win. A Hidden Weapon played by each player preserves the initial result of the interaction.

Bulletproof Vest: Playing a Bulletproof Vest deflects all attacks and the interaction results in a tie, even against one or more Hidden Weapon items.

Other items:

First Aid Kit: A player, **as an action**, may use and discard a First Aid Kit and immediately heal, placing the Agent token standing up to indicate a spy-movie-like miraculous return to health.

The First Aid Kit may also be played **as an action** after a **Friendly interaction**, in order to heal another player.

Key: An active player, during movement, may discard a Key to make movement and Sneaking Out possible through any and all locked doors in the building until the end of the turn. If a player starts a turn inside one of the **Service Staircase** rooms, no Key is necessary to exit the room.

Keys are especially useful when the **Central Lock** room has been activated, and one floor has been locked away from the rest of the building. In such a case, the **Service Staircase** rooms are not affected, and are the only way between floors.

A Key may also be discarded to displace another player through a locked door following an interaction.
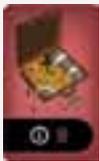
Contraband: A player may, **as an action**, use and discard the Contraband to stash it away. Filled with illicit proceeds of whatever the ambassador does in his spare time, no self-respecting agent would want to be caught with it, especially when it takes up precious space.

The Contraband **may not be discarded due to hand limit** to make space when drawing items from the **Storage** or when stealing items during an interaction. An action must be used to get rid of it, but smart agents will use good timing to remain in a strategic location while doing so.

Night Vision Goggles: When entering a dark room (see **Breaker** room) that is occupied, an interaction does not occur. However, starting with the player already in the room, Night Vision Goggles may be discarded to confront the other player. The other player then has a chance to do the same, resulting in a normal interaction. If only one such a card is played, the player who revealed it may take a free reward (**Injure**, **Steal**, **Interrogate**). No **Attack** cards are played, and this is **not** considered an interaction.

If the active player was stopped in the process of movement, then movement is ended, the turn's action is lost, and after a reward is taken, the player is forced to **Sneak Out**.

If the Night Vision Goggles card was used while the active player was attempting to Sneak Out through a dark room, then the player who played it may **Knock Out** the sneaking player.

Intro Mission critical items:

Virus Floppy: If there is any player in the **Security HQ**, a player may, **as an action,** upload this Floppy's content in the **Computer** room to cause the "red team" to win.
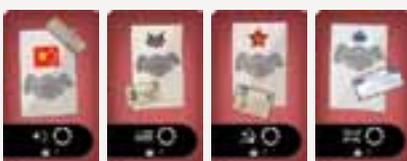
Anti-virus Floppy: If there is any player in the S**ecurity HQ**, a player may, **as an action**, upload this Floppy's content in the **Computer** room to cause the "blue team" to win.

Mission-specific items:
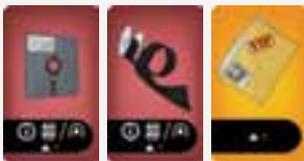
These items are only used in the *Something, something, Danger Zone* mission.
See mission rules for more details.

The Alliance Letters are only used in the *Strange Bedfellows* mission.
See mission rules for more details.