

# [redacted] ROOMS

## Rooms

There are three floors in the embassy: the terrace (top), the ground floor (middle), and the basement (bottom). Each floor is comprised of nine rooms, connected to each other by doors. Some doors are locked, some are equipped with X-ray detectors, and some are normal doors. Some rooms are **computer-operated** (see **Computer room**).

## Doors



Normal doors



X-ray detector doors



Locked Doors

## Terrace (top)



**Helipad:** If there is a helicopter on the Helipad, there are two available actions:

- A player may, **as an action**, use and discard a **Bomb** item to blow up the helicopter. Remove the Helicopter tile from the board and place it with its destroyed side face-up. If this was the second helicopter of the same faction, the game is over.
- A player may, **as an action**, enter the helicopter matching the player's Loyalty card, triggering the end of the game, hopefully while revealing the **intel** item of the opposing team or carrying the briefcase containing it. A player does not have to move before taking this action.



**Gallery:** *Except for priceless masterpieces that the ambassador collects and knows nothing about, it is a seemingly empty room that connects the Helipad to the top Storage and Security HQ rooms.*



**Storage:** A player may, **as an action**, draw a card from the items deck. If a player already holds three item cards, then one of them must be discarded *before* drawing.



**Service Staircase:** A player must discard a **Key** item to enter this room, but not to exit it. A player may move from this room to the Service Staircase room on the ground (middle) floor.



**Armoury:** A player may, **as an action**, draw two cards from the (black-backed) Attack cards deck, immediately choosing one of them to add to their hand, and shuffling the other back into the Attack cards deck. There is no limit to the number of Attack cards a player may hold. In the unlikely event of the Attack cards deck being depleted, the Armoury can not be activated.

*The Armoury is computer-operated.*



**X-ray:** This room is **continuously active while occupied** and is used during the turns of other players. A player occupying the X-ray room looks at all the item cards held by any other player that passes through a door equipped with X-ray detectors while moving or being displaced due to an interaction. Items inside briefcases (under the Briefcase tiles) are not seen, as briefcases are lined with lead. The (red/blue) **Briefcase** items themselves are seen.

*The X-ray room is computer-operated.*



**Staircase:** A player may move from this room to the Staircase room on the ground (middle) floor.



**Telex:** *The embassy's main telecommunications room. In some missions, it can be used to transmit encoded messages and data (see *Something, something, Danger Zone* mission).*

*The Telex room is computer-operated.*



**Security HQ:** This room is **continuously active while occupied** and is used during the turns of other players. A player occupying the Security HQ room looks at all the cards played during an interaction. This includes:

- Black-backed interaction cards exchanged by the players.
- The card seen as a result of an interrogation.
- Any items given or stolen by the players.

*The Security HQ room is computer-operated.*



**Note:** In the intro mission, this allows other players to accomplish their mission to upload the **Floppy** item to the **Computer** room (see *The Two-Man Rule* mission).

## Ground floor (middle)



**Kitchen:** *The ambassador is a known gourmand, and his receptions are noted in society for their host's exquisite taste that captivates his guests. He is particularly fond of spoiling guests with spherical chocolate confectionery consisting of a whole roasted hazelnut encased in a thin wafer shell filled with hazelnut cream and covered in milk chocolate and chopped hazelnuts. A player ending a turn here may immediately interrupt the game to enforce a snack break.*



**The Ambassador's Office:** *This is where the ambassador receives high-level guests, and where many sensitive discussions take place.*



**Service Staircase:** A player must discard a **Key** item to enter this room, but not to exit it. A player may move from this room to the Service Staircase rooms on either the terrace (top) or the basement (bottom) floors.



**Entrance:** As invited guests to the reception, the players take turns to start the game in this room.



**Ballroom:** A player may, **as an action**, cause the reception to start by reminding the ambassador. The embassy staff goes around the building, informing the guests that they are needed for the opening toast, and all Agent tokens are moved to the Ballroom. Then, the **Reception** token is placed in the room.

Players start their next turn from here, and, from now on, the Ballroom is a safe room where no interactions may happen. If multiple players end their turn here, they treat this room as being completely empty.



*Note:* The Ballroom may be activated only **once per game**.



**Jamming:** In some missions the Jamming station may be active, blocking most outgoing transmissions. A player may, **as an action** disable or re-enable it (see *Something, something, Danger Zone* mission).

*The Jamming room is computer-operated.*



**Staircase:** A player may move from this room to the Staircase rooms on either the terrace (top), or the basement (bottom) floors.



**Central Lock:** A player may, **as an action**, lock down either the terrace (top) or the basement (bottom) floor away from the rest of the building. Place the **Lock** token in this room, above the lever illustration to indicate the top floor being locked, or below the lever illustration to indicate the bottom floor being locked.

If this happens, other players may not use the normal Staircase rooms to move to or from that floor. Service Staircase rooms may still be used to facilitate movement, but a **Key** item must still be discarded in order to enter them. The floor remains locked as long as the player who initiated it continues to occupy this room.



**Infirmary:** A player may, **as an action**, use the Infirmary to heal, setting their Agent token upright.

## Basement (bottom)



**Radio:** A player may, **as an action**, use the Radio room to call a helicopter, placing a Helicopter tile on the Helipad. The Helipad must not be occupied by another helicopter. A player may choose to call a helicopter of any faction, not just the player's own.

The Radio room is computer-operated.



**Computer:** This room is **continuously active while occupied** and is used during the turns of other players. A player occupying the Computer room may "Hack" other players when they use **computer-operated** rooms.

**Hacking** is performed at any point a player is present in the Computer room, and another player uses the following rooms in the following ways:

- **Armoury:** A player draws Attack cards.
- **X-ray:** A player is occupying this room.
- **Security HQ:** A player is occupying this room.
- **Telex:** A player makes a transmission.
- **Jamming:** A player disables or restores jamming.
- **Radio:** A player calls a helicopter.

It is not important how or why a player was placed in the Computer room, or in the two rooms where a player's presence is enough to benefit from it (**X-ray** and **Security HQ** rooms). A player may be Hacked because their movement ended in such a room, or because they were displaced into such a room as a result of an interaction.

The player being Hacked gives the **Loyalty** card and the **Neutral** card to the player in the Computer room, who then shuffles them and chooses one of them to look at. They are then shuffled and handed back to the Hacked player. In this way, the Hacked player can not know whether the other player has discovered anything.

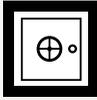
A player occupying the Computer room may be able to Hack each other player during a round. A player may not be Hacked more than once per round for a specific room, but may be Hacked for each different room they happen to use during a turn.



**Note:** In the intro mission the **Floppy** items can be played here to **end the mission**, as long as there is a player in **Security HQ** (see *The Two-Man Rule* mission).



**Service Staircase:** A player must discard a **Key** item to enter this room, but not to exit it. A player may move from this room to the Service Staircase room on the ground (middle) floor.



**Vault:** *This is where the ambassador keeps his most valuable possessions, some of it legal.*



**Cellar:** *This is where the ambassador keeps his second most valuable possessions: vintage wine and Nutella.*



**Storage:** A player may, **as an action**, draw a card from the items deck. If a player already holds three item cards, then one of them must be discarded *before* drawing.



**Staircase:** A player may move from this room to the Staircase room on the ground (middle) floor.



**Breaker:** A player may, **as an action**, turn the lights off (placing the **Lights Out** token in this room) or on (removing the token). At the beginning of the game, the lights in the embassy are on. If turned off, rooms **without a yellow border** around their icon are considered to be **dark**. Players do not normally interact in dark rooms, and active players treat these rooms as empty, and may use them as if they were not occupied.



If the Breaker room is itself dark and an active player turns the lights back on while another player is in it, no interaction occurs and the active player must **Sneak Out**.

A player moving or Sneaking Out into or through a dark room may be interrupted by a player showing **Night Vision Goggles**. All other rules regarding Sneaking Out are still valid, and no player may remain in the same room as another, at the end of a turn.



**Tunnel:** *Nobody knows why the ambassador started to build this, but workers keep going in, and not coming out...*

In some missions it can be used as a way to smuggle secrets out of the embassy (see *Something, something Danger Zone* mission).

## **Frequently Asked Questions about rooms**

### **Can I call a helicopter if there is already a helicopter on the Helipad?**

No, there is only enough place for one helicopter. A new one may be called only if/when that helicopter has been blown up.

### **Can I call a helicopter not matching my loyalty?**

Yes.

### **Are you sure?**

Yes, I'm really sure. This is one of the most elementary diversion tactics, besides, you might just want to blow it up. Furthermore, don't accidentally refer to called helicopters as "my" or "enemy" helicopters, because that would give away your loyalty and expose you as a particularly bad spy.

### **If I activate the Armoury then Sneak Out to X-ray, do I get hacked twice?**

Yes, if there is someone in the Computer Room.

### **If the Ballroom is activated during the first round, are players not in play moved to the Ballroom?**

No. Only players currently in game are moved there.

### **What happens if somebody has activated the Central Lock and then the Ballroom is activated?**

Every player is moved to the Ballroom, therefore the Central Lock is disengaged.

### **If two players interact in the Security HQ who gets to see what cards?**

The player who was there at the beginning of the turn (the passive player) gets to see the card the other player draws during an interrogation. Occupying the room starts at the end of a turn, so at that point, the passive player is still occupying the room.

### **Can a player in the Security HQ see the cards passed during Hacking?**

No, Hacking is not an interaction.

### **Can a player in the Security HQ see the cards passed during the free reward of a Knock Out?**

No, Knocking Out is not an interaction.

### **Can a player in the Security HQ see the cards passed during the reward after a one-sided interaction (when only one player played Night Vision Goggles in the dark)?**

No, infrared cameras are very expensive.

### **What happens if I play Contraband in the Security HQ or the X-ray room while there is a player in the Computer room?**

You get hacked again, as you're occupying it for one more round.

### **What happens if I play a Contraband in the Computer Room?**

You stay for one more round. If at this moment there are players in the X-ray or the Security HQ, you get to hack them again immediately.