



### **The Two-Man Rule – the intro mission, for 4 agents**

*The purpose of this training mission is to let agents become familiar with the embassy, the use of items, and the fine art of double-blind bluffs before attempting to complete any field missions.*

#### **Mission briefing**

Four trainee agents are locked in a training facility standing in for the embassy they will infiltrate once their training is complete. Two of them want to escape the building, and to do so, they must disable the security system by uploading a virus into the mainframe. The other two are tasked with stopping this by uploading an anti-virus into the mainframe.

To complete the mission, a player must discard the relevant **Floppy** item card in the **Computer** room at the same time that any other player is occupying the **Security HQ** room.

#### **Mission setup**

##### **Interaction cards (black backs)**

Choose two factions (UK, USSR, USA, China) to play with, taking any 2 copies of the matching Loyalty cards from the deck. Before dealing out the Loyalty cards, decide which national faction will be “team blue”, and which faction will be “team red”.

##### **Item cards (red backs)**

Do not set up the Briefcases. Remove the following items from the items deck and return them to the box:

- Briefcases
- Contraband
- Any other item card marked with “2” or “3”
- Code Crackers
- Bombs
- Night Vision Goggles
- intel



Add the red (virus) and blue (anti-virus) **Floppy** action items (marked with “i” and “!”) to the items deck, shuffling it, and placing it next to the game boards.

Each player then draws one card from the item deck as their starting item, as specified in **General Setup**.

#### **Rooms**

Only the following rooms retain their original functions:

- **Terrace:** Armoury, X-ray, Storage
- **Ground floor:** Ballroom, Infirmary
- **Basement:** Storage

Every other room is treated as an empty room. **Staircase** and **Service Staircase** rooms may still be used.

The **Computer** and **Security HQ** rooms are where the players must complete the mission objective. There are two prerequisites for the training mission to be complete:

- A player (of any faction) must occupy the **Security HQ** room.
- A player must reveal and, **as an action**, use and discard a **Floppy** item in the **Computer** room, triggering the end of the game.

#### **Mission end**

If the red (virus) **Floppy** item was discarded, the team seeking to escape the Embassy has won.

If the and blue (anti-virus) **Floppy** item was discarded, the team defending the Embassy has won.

All players then show their Loyalty cards, revealing on which team they were on.



### **Mission diplomatique – the classic mission, for 4 or 6 agents**

Rookie spies may start with this mission, but if they require additional training, it is recommended to start with the Two-Man Rule mission.

#### **Mission briefing**

On the occasion of some national holiday nobody cares about, the ambassador is holding a reception – mostly because he wants to show off how important he thinks he is. It turns out that he is a little bit important this time, because he has managed to obtain some information on the enemy, and is hiding it somewhere in the embassy, aiming to use the reception as a cover for meeting prospective buyers.

Your mission, should you choose to accept it, is to infiltrate the embassy, obtain the **enemy intel** and escape, using the **helicopter** that is waiting for a radio call. There is reason to believe that the ambassador has intel about our operations as well, and that enemy agents are seeking to obtain it. So, your alternate objective is to prevent them from doing so, by **blowing up both of their helicopters**.

There's also backup, but to avoid this information falling in the wrong hands, your partners' identity is classified. Using their interrogation skills, it is recommended that the players establish who their partners are, and cooperate to complete their objectives.

#### **Mission setup**



##### **Interaction cards (black back)**

Choose two factions (UK, USSR, USA, China) to play with, taking the matching Loyalty cards from the deck. If playing with 4 players, remove one Loyalty card from each faction, and then shuffle and deal the remaining four cards to the players. If playing with 6 players, all three Loyalty cards of each faction are shuffled and dealt.



##### **Item cards (red back)**

Separate the two **intel** items (marked with a “!”) matching the two factions you will play with. Remove the other two, along with any other item card marked with “2”, “3” or “i”, and return them to the game box. Then, perform **Briefcase Setup** as outlined in **General Setup**. The mission-critical items are two copies of **intel** and two copies of **Bomb**.

#### **Mission end**

The game end is triggered in one of two ways:

- A player has entered a helicopter, revealing the **enemy's intel** item card (or uncovering a Briefcase tile showing the intel while also holding the matching **Briefcase** item), winning the game for the team. If the player boarded the helicopter without the enemy's intel, then a major intelligence blunder has occurred, causing a costly defeat for the player's team, and a win for the opposing team.

**OR**

- Both of the helicopters belonging to a faction have been blown up, with the opposing team winning.