



This time, justice is... double-blind – the asymmetric mission, for 5 agents

Recommended for players that have played the classic mission, this mission will place one player as the lone, wisecracking, cynical, tough-yet-sensitive agent that will try to arrest violent spies. Right before throwing a pun-tastic quip at everyone.

Mission briefing

Informed about the presence of two wanted agents in the embassy, the Interpol agent will have to establish their identity and arrest them. But this tough cop will first have to beat them... at their own game.

Mission setup

Interaction cards (black backs)



Choose two factions (UK, USSR, USA, China) to play with, taking 2 copies of the matching Loyalty cards from the deck, while making sure that exactly one Loyalty card of each faction is one marked with a blood stain. These agents have gone too far in their previous missions, and are known by Interpol, which has sent an agent to arrest them. In addition to the two teams of two, there is a fifth Loyalty card to be distributed, the Interpol agent.

Item cards (red backs)

Perform the same setup of items as outlined in the *Mission Diplomatique* mission, including the **Briefcase Setup**.

Interactions

The Interpol agent has an additional, special reward option in addition to the ones that all players have (**Injure, Steal, Interrogate**):

- **Arrest:** The agent reveals the Loyalty card (“shows the badge”) and declares the arrest of the defeated player, who then must hand over the Loyalty card to the Interpol agent, who looks at it, not revealing it.
Note: A player in the Security HQ room may still look at it, as per the usual function of the room.

If the defeated player was indeed a wanted agent (marked with a blood stain), then this player is caught and eliminated from the game. Any items held by that player are discarded, in the order of the Interpol player’s choosing. If the Interpol agent was the active player, they immediately take another full turn, during which a second arrest may be attempted.

If the defeated player was not a wanted agent, then the Loyalty card is returned without being revealed, and the Interpol agent disgraced and disavowed, must discard all items and start the investigation again. Completing the mission just became a lot more difficult, although still possible.

Mission end

The game end is triggered in one of three 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. In either case, the Interpol agent has lost.

OR

- Both of the helicopters belonging to a faction have been blown up, with the opposing team winning, and the Interpol agent still losing.

OR

- The Interpol player wins alone (and both teams lose) by **arresting both blood-stained players**.

Note: Even if the second arrest does not immediately follow the first one, the game will not last much longer than the elimination of the first player, as the Interpol agent has been revealed, and one agent is now without a teammate. An arrested player is still considered a winner, if the other player belonging to the same faction wins the game.

[redacted] MISSIONS

Strange bedfellows – the advanced mission, for 3 agents

Recommended for players that have played the classic mission, this mission will test your interrogation and item-concealing skills. With two agents allied against the third, obtaining and retaining information is more important than ever!

Mission briefing

The crafty ambassador has managed to obtain a third piece of intel, causing even more factions to be interested in his receptions. With the reputation of the ambassador as a particularly entertaining host, invitations are even more difficult to come by, and each agency has managed to only obtain one.

And, in a time of budget cuts and lack of experienced agents, intelligence agencies have had to make some compromises, and temporarily ally with each other to achieve their objectives.

However, due to those budget cuts (whose idea was it to outsource admin support?!), the coded letters that inform the agents of who their allied agent is have been erroneously sent as RSVP notes to the embassy! Agents must seek this information to find out who their partner is, if any!

Mission setup

Interaction cards (black backs)

Choose three factions (UK, USSR, USA, China) to be in the game, and choose one Loyalty card from each one to randomly deal out to each player.

Item cards (red backs)



Perform the same setup of items as outlined in the *Mission Diplomatique* mission, with the following addition: take the three Alliance letters (marked with “3” and “!”) matching the factions in the game, and randomly remove one, returning it to the box without seeing it. The remaining two Alliance letters are shuffled together with the other critical items (two **Bombs** and the three copies of **intel**, matching the three factions in play) when performing the **Briefcase Setup**, making a temporary “briefcase deck” of 9 cards.

The two **Alliance Letter** items are what determine which two factions are allied. They may be seen by a player in the X-ray room, stolen, obtained at the **Storage** room, or they may have been placed in the briefcases in the beginning of the game.

Mission end

When the game is over, all loyalties and Alliance Letters are revealed. The players with Loyalty cards matching the factions on the Alliance Letter items are considered to be in a team, and win or lose together. The game may end in three ways:

- Both helicopters of one faction were blown up. If they belonged to one of the allied players, the lone player wins. If they belong to the lone player, the allied players win.
- Three helicopters, each of different faction, were blown up. The alliance breaks down, and the lone player is the winner.
- A player entered a helicopter.
 - If the player entering the helicopter was one of the allied players, and was holding the lone player’s **intel** (or held a briefcase that contained the lone player’s intel) then the allied players win.
 - If the player entering the helicopter was the lone player, and was holding either allied player’s **intel** (or held a briefcase that contained either allied player’s intel) then the lone player is the winner.

As in the *Mission Diplomatique* mission, if a player enters the helicopter without the enemy’s **intel**, it is a costly, embarrassing defeat.

Note: It is possible for a player to guarantee a victory by entering the helicopter while holding both other **intel** items.