

Introduction:

New agents arrive in Estoril. With the ability to create Double Agents, these spies have made it even more challenging to form a winning spy network. New Locations, the Hotel Avenida Palace and Alcântara port of Lisboa, widen the game setting.

This Expansion offers new possibilities for those who play City of Spies – Estoril 1942.

- › 2 new Locations with their own rules.
- › a new ability: Double Agent.
- › allows a 5th player.

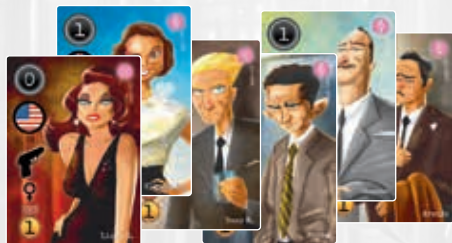
- › 7 new Characters (2 of them with a new nationality).
- › 2 new Mission tiles.

In order to play with this Expansion, it is necessary to have a copy of City of Spies – Estoril 1942.

The rules provided here allow you to play with the components of this Expansion. Otherwise, follow the rules of the original game.

Game Components:

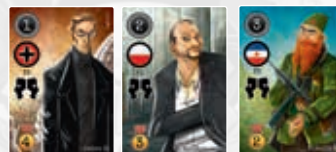
This rule book.



6 Starting Character tiles
+ 6 pink cubes
to be used for a 5th player.



2 Locations Boards.
Add these Locations
to the 8 from
the original game.
You now have 10 Locations
to choose from.



7 Characters with the new ability.
Add these to the Character tiles
of the original game.



2 Mission tiles.
Add these to the rest of Mission tiles
from the original game.

Location Boards

#0

Alcantâra, Lisboa

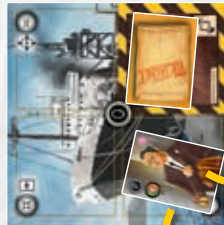
The first player to place a Character in this Location can immediately rotate the Location Board. The board can be rotated 90° (in any direction) or 180°.

The board can NOT change places on the grid with another Location Board.

In this example, the Pink player placed a Character tile with his cube, in an Outer Space that was free.



As this was the first Character to be placed, he can rotate the board 90° or 180°.



This way the Character is now Adjacent to 2 Interior Spaces of 2 Location Boards. (Indicated by the yellow arrows).

#9

Hotel Avenida Palace, Lisboa

All Characters who have the ability of Nationalism and who are in this Location or in Adjacent Locations to it, gain +1 strength.



In Location 2, in Space I, the Pink player placed a Character with a Great Britain flag, with the ability of Nationalism and with strength 2. Location 2 gives +1 to Character tiles with the Great Britain flag.

In addition, Location 9 gives +1 strength to any Adjacent Character who has Nationalism. The total strength of the Pink player's Character is now 4.

Character abilities



DOUBLE AGENT

When this ability is activated, the player retrieves his Character (removes it from the board) and places the Character's cube in a space of an Adjacent Location (not on the tile!) where a Character from another player is.

- › For the rest of this Round, for all intents and purposes, the player who activated Double Agent controls the Character who is in the space where he placed his cube. The agent becomes yours until the end of the Round.
- › At the end of the Round, when players collect their Characters, the Double Agent ability ceases to take effect. The Character that is being controlled (if not removed from the game) is again free, returning to the original owner's hand.
- › A player CANNOT use the Double Agent ability on Characters that have a white DIPLOMACY cube (they are protected).
- › A player CANNOT use the Double Agent ability on Characters that are already under the Double Agent effect (they already have a cube in his space).
- › Characters under the Double Agents effect CANNOT use their own Double Agent ability. In other words, a player CANNOT create a chain of Double Agents.
- › If a player controls a Character and is a victim of Seduction, his cube follows the Character following the normal rules, where only his strength counts.



Location 6 is being resolved.

Starting with Space I: Pink player has a Character with the ability of Double Agent and wants to try to win the prize that is in Location 9.

So he uses his Character's ability...

...removes the Character from Space I of Location 6 to his hand and places a pink cube into Space I of Location 9. This way the Blue player loses control of the Character there.

When Location 9 is being resolved, we will see if the Pink player can win the Reward tile.

Mission tiles



Most Double Agent symbols.

At the end of the game, the player with the highest amount of this symbol on tiles in his hand is the winner and receives 6 Victory Points.



Lowest number of discarded tiles.

At the end of the game, the player with the lowest number of discarded tiles wins 6 Victory Points.

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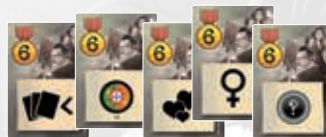
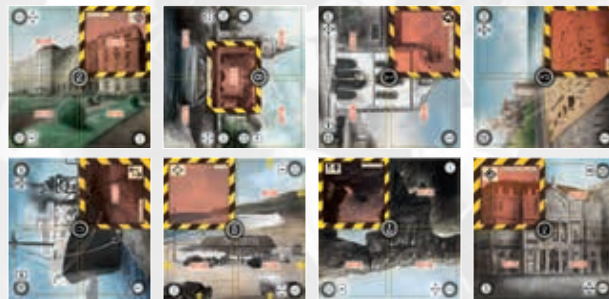
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5th player

The rules are the same with the exception of:

- › In each Round use 8 Location Boards simultaneously, forming a 4x2 grid.
- › Each player receives 3 cubes.
- › Randomly choose 5 Mission tiles.



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