

GAME RULES

DEEP STATE



NEW WORLD ORDER



It is the 20th century. The century of skyrocketing technological development and new economic and political relations. The century of two World Wars and several revolutions. The century of changing ideals.

In the 20th century, it became possible for the first time to create a single world government. You oversee a subdivision in a secret and powerful organization – the Committee. Its goal is to become that government.

As the head of a subdivision, you deploy an agent network all over the world and covertly seize the sources of power. To achieve your goals, you co-opt influential societies, both well-known and secretive.

From political parties and financial groups, to research centers and power structures, they are all just puppets operated by masterful hands. One must know how to pull the right strings. Even the Committee itself is just a stepping stone on your path. However there are other subdivisions in the Committee, and their leaders are equally capable and ambitious as you. Remember: there can be only one puppet master in the puppet world!

All your activities are enveloped in secrecy. The world has no idea of your existence, and it will never know. Even as you become its ruler.

REALITY AND FICTION

Deep State is based on an alternative history of our world. Its universe includes events that could happen – or, maybe, even have happened. The majority of us would be unaware of it.

Please consider everything that happens in the game a product of the imagination of its authors. The game is not intended to infringe upon the interests of any country, organization, or person. This is an anti-utopia in the form of a board game. Treat it as fiction.

BECOMING THE WORLD GOVERNMENT

The player with the highest number of Influence points at the end of the game wins. Influence points come from your cards and from participation in World Domination Projects at Stages IV and V.

COMPONENTS



★ Objectives ★
68 cards



★ Secondary Objectives ★
35 cards



★ World Domination Projects ★
4 sheets



★ Covert Operations ★
6 cards



★ Treaties ★
46 cards



★ HOC Identity ★
1 card



★ HOC Action deck ★
14 cards



★ HOC Project Order ★
3 tokens



★ Supervisor ★
1 wooden token



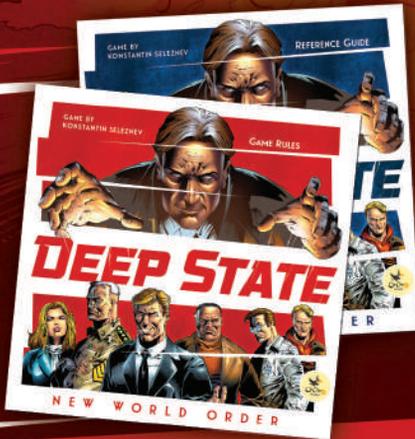
★ Headhunter ★
1 wooden token



★ Men of Action expansion ★
18 cards



★ Treaty tokens ★
3 tokens: Cosa Nostra,
Yakuza, and Triads



★ Rules booklets ★
Game Rules and Reference Guide



★ Reference ★
11 cards



★ Scoring pad ★
48 double-sided
pages



★ Agents ★
50 wooden meeples
in 5 colors



★ Ghost Agents ★
10 tokens

SETUP

1. TREATIES

Shuffle the Treaty deck **1A**.

- *First time playing:* Deal 4 Treaty cards to each player face-down **1B**.
- *Standard game:* Deal 6 Treaty cards to each player face-down. Then each player chooses and discards 2 cards face-down, keeping 4 cards in their hand **1B**. Shuffle the discarded cards back into the Treaty deck.
- *Experienced players:* Deal 6 Treaty cards to each player face-down. Each player chooses 1 Treaty card and hands the rest to the next player clockwise. Repeat until all Treaty cards are distributed. Then each player chooses and discards 2 cards face-down, keeping 4 cards in their hand **1B**. Shuffle the discarded cards back into the Treaty deck.

The players never show their Treaty cards until they play them.

2. OBJECTIVES

The number of players determines the cards in the Objective deck. In a 5-player game, use all Objective cards. In a 4-player game, return cards with “5” in the lower-right corner to the game box. In a 3-player game, return cards with “4+” and “5” to the game box, and in a 2-player game – cards with “3+”, “4+”, and “5”.

Create the **Infiltration Zone** by placing cards from the top of the Objective deck, one by one, face-up in a row next to the Objective deck. The Infiltration Zone is made of 11 cards in a 5-player game, 9 cards in a 4-player game, and 8 cards in a 2- or 3-player game **2A**.

If you have revealed a World War card, place it aside and put the next card from the top of the Objective deck in the row. After creating the **Infiltration Zone**, shuffle any World War cards back into the Objective deck. This way, World War cards won't appear in the game before the second round.



Setup of a 3-player game



The first 3 cards on the left are the beginning of the **Infiltration Zone** and may be Infiltrated by your Agents. In the picture above, these cards are shown in the orange box. Place the Objective deck to the right of the Infiltration Zone to mark its end **2B**. Leave free space next to the deck for discarded cards.

3. WORLD DOMINATION PROJECTS

Put all the 4 World Domination Projects on the table **3**.

You may arrange them in any way you like, however it is recommended to put the Projects in a row above the Infiltration Zone in the following order: DEEP STATE, COMINTERN, UNIFIED NATIONS, SPYWARE.

4. COVERT OPERATIONS

Put the stack of 6 Covert Operation cards near the World Domination Projects **4**. These cards are never shuffled. Instead, they are placed face-up in a stack in increasing order of Influence points which are shown in the upper-right corner. The top card in this stack is Elimination of Obstacles with 6 Influence points, while the bottom card is Military Intervention with 16 Influence points.

5. AGENTS

Each player chooses their color and takes all 10 Agent meeples of that color.

Each player puts 3 of their Agent meeples in front of them. This is the player's **Active Reserve** **5A**. Agents in the Active Reserve are available for assignments.

Put the remaining 7 Agent meeples aside. This is the player's **Recruitment Pool** **5B**. Agents in the Recruitment Pool are not available, but they may be Recruited over time. The Recruit-

ment Pool should be located far enough away from the Active Reserve to avoid confusion.

6. REMAINING CARDS AND TOKENS

Each player takes 2 Reference cards. Place the remaining tokens and Secondary Objective cards on any available space of the table **6**. This is called the general supply.

7. BEGINNING OF THE GAME

The player who has most recently read a book or watched a movie about global conspiracies **decides who takes the Supervisor token** **7**.

In a 5-player game: The first player gets the **Supervisor token**. The fourth player (clockwise) gets the **Headhunter token**.

The struggle for world domination begins!

- ▶ The **Solo Mode rules** are explained at the end of the Reference Guide (*see page 15 in the Reference Guide*).
- ▶ The **5-player game** has the same rules as a 2–4 player game, except the Headhunter token is added (*see page 7*).

GAMEPLAY

A game consists of several rounds. Each round consists of several Action and Takeover Phases that come one after another. The Treaty Phase occurs in the end of each round. After the end of the Treaty Phase, a new round begins.

1. ACTION PHASE

Starting with the player with the Supervisor token, each player performs one Action.

2. TAKEOVER PHASE

The players take over Objective cards Infiltrated by their Agents and Recall a certain number of the Agents from these cards to their Active Reserves. Then, if any Objective cards still remain in the Infiltration Zone, a new Action Phase begins (skipping the Treaty Phase).

3. TREATY PHASE

The Treaty Phase begins when no more Objective cards remain in the Infiltration Zone at the end of the Takeover Phase. Each player may Make one Treaty. Then the players create a new Infiltration Zone by revealing Objective cards from the top of the Objective deck and start another round.

The game ends when, at the end of the Treaty Phase, the number of Objective cards in the deck is not enough to create a new Infiltration Zone. Then Influence points are calculated and the winner determined.

→ Based on the number of cards in the Objective deck, a 2-player game lasts 5 rounds, while 3–5 player games last 6 rounds.

1. ACTION PHASE

During the Action Phase, each player performs exactly one Action. Then the Takeover Phase begins.

At the beginning of each Action Phase, the Supervisor token passes to the next player clockwise (except at the beginning of the game). The arrival of the Supervisor brings both benefits and disadvantages.

The Supervisor is a specially entrusted Committee member. He cannot be bribed and his true identity is unknown. The

Supervisor controls the division heads. The player under the control of the Supervisor is limited in their activities.



The player with the Supervisor token always begins the Action Phase. First, that player must Recruit 2 Agents – i.e. take them from their Recruitment Pool and put into their Active Reserve. This is not considered an Action. If only 1 Agent remains in their Recruitment Pool, the player takes that Agent. If no more Agents remain in their Recruitment pool, the player does not take any Agents.

Next, the player with the Supervisor performs one of the two available Actions:

- › Infiltrate an Objective card; *or*
- › Carry out a Covert Operation.

After the player with the Supervisor completes their Action, every other player in clockwise order performs one of the following Actions:

- › Infiltrate an Objective card;
- › Carry out a Covert Operation;
- › Advance in a Project; *or*
- › Recruit an Agent.

You may not perform more than one Action in your turn. Additionally, if you have the Supervisor, you have only two Actions to choose from instead of four, but the good news is you Recruit 2 Agents prior to performing your Action.

If you cannot perform any Action – you do nothing and skip your turn. However, if you are able to perform an Action – you must. You cannot skip your turn and perform no Action if there is something you are able to do. *In particular*, this can happen when you have the Supervisor – you have to Infiltrate an Objective card or Carry out a Covert Operation, even if you would prefer to do neither.

ACTION. INFILTRATING OBJECTIVES

The primary task of the division head assigned by the Committee is to infiltrate their agents into governmental and public institutions, as well as get access to key patents and technologies.

During your turn, you may use your Action to send your Agents to one of the 3 first Objective cards in the Infiltration Zone. To do so, take the required number of Agents from your Active Reserve and put them on the card you want to Infiltrate.

The number of Agents you need depends on the presence or absence of other players' Agents on the Objective card.

If the chosen Objective card has no other players' Agents on it → Put as many of your Agents on the card as shown at the bottom of the card.

You may put more Agents on the Objective card than required if you want. This may prevent other players from Over-Infiltrating this Objective card.

If the chosen Objective card has other player's Agents on it → You may **Over-Infiltrate** an Objective card by putting on it at least 1 Agent more than the other player has on the card (including Ghost Agents, *see later*).

If you have Over-Infiltrated an Objective card, Agents of the other player are driven out of this card and return to their Active Reserve. Also, that player **draws 1 card from the top of the Treaty deck** to their hand.

→ In 3–5 player games, some important Objective cards may be Over-Infiltrated two or even three or four times during an Action Phase.

EXAMPLES. INFILTRATION



Example 1. One Agent is sufficient to Infiltrate *Authorities*. *Governments* requires at least 4 Agents for Infiltrating.



Example 2. The Yellow player has put 1 Agent on *Authorities*. The Green player on their turn Over-Infiltrates the card by putting 2 Agents on it.

The Yellow player's Agent returns to their Active Reserve, and the Yellow player takes a Treaty card. The Green player's Agents remain on the card.

HEADHUNTER (5-PLAYER GAME)

Within the 'Committee' there is a special department responsible for the hiring and training of agents, which are then put at the disposal of subdivision heads. The representative of the department is simply referred to as the 'Headhunter'.



The **Headhunter token** is used in 5-player games only. The first player always has the Supervisor token, and the fourth player clockwise always has the Headhunter.

At the beginning of each Action Phase the Supervisor passes to the next clockwise player (*who was previously the second player*). At the same time the Headhunter also passes to the next clockwise player (*who was previously the fifth player*).

The player with the Headhunter must Recruit 1 Agent at the beginning of their turn. Unlike the Supervisor, the Headhunter does not limit a player's Actions in any way.

EPISODE 1. STRUGGLE FOR CONSULATES

John has the Supervisor. Therefore, at the beginning of his turn, he takes 2 Agents from his Recruitment Pool. With the 3 Agents he already had in his Active Reserve, John now has 5 Agents.

The following 3 cards are at the beginning of Infiltration Zone: *Mass Media* (1 Agent is required to Infiltrate it), *Consulates* (3 Agents), and *Corporations* (6 Agents). With his 5 Agents, John may only Infiltrate *Mass Media* or *Consulates*.



Agents in John's Active Reserve.



2 Agents remain in John's Active Reserve. His Action Phase is finished.



Alice has 4 Agents in her Active Reserve.



John chooses to Infiltrate *Consulates* and puts 3 Agents on it. To be on the safe side, he could add the 4th and even the 5th Agent as well — but John decides not to. That turns out to be a mistake.

The turn passes to Alice. She has 4 Agents. Alice could easily Infiltrate *Mass Media* — but she decides to disrupt John's plans and seize *Consulates* for herself.

Alice deploys all her 4 Agents to *Consulates*. 1 extra Agent is enough to Over-Infiltrate the card. John's Agents return to his Active Reserve. John also immediately draws a Treaty card from the Treaty deck.



John's 3 Agents have returned to his Active Reserve. He drew a Treaty card.

Alice has Over-Infiltrated *Consulates* and now has 4 Agents on this card.

BREAKDOWN OF AN OBJECTIVE CARD

1 Card group. Each Objective card belongs to one of the 6 groups: **Mass Control, Finance, Science, Supreme Power, Key Connections, and Inner Circle.** Each group has its own unique color and symbol.

2 Card name. There are 18 different Objective cards in the game.

3 Influence points. Red, yellow and blue Objective cards in the Mass Control, Finance, and Science groups respectively are worth 1 Influence point at the end of the game (e.g. *Ruling Parties*). Green cards in the Supreme Power group generate Influence points for other Objective cards you have (e.g. *Stock Exchanges*). Purple cards in the Key Connections group are not worth any Influence points (e.g. *Consulates*). Grey Inner Circle cards have unique rules.

4 Card emblems. The following emblems may appear on the right side of Objective cards:



Communists



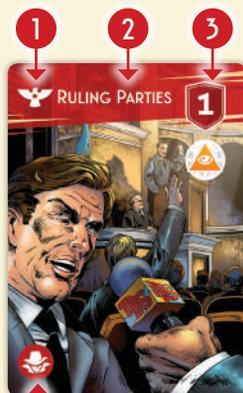
Peacekeepers



Spies



Special Interest



These emblems are required to Advance in World Domination Projects and Make some Treaties.

5 The minimum number of Agents required to Infiltrate the card (at least 1 Agent for *Ruling Parties*, at least 4 Agents for *Stock Exchanges*, and at least 3 Agents for *Consulates*).

6 The minimum number of players required to include the card in the game.

See the Reference Guide for detailed descriptions of all Objective cards and their groups.



GHOST AGENTS

Ghost Agents become available to players through some World Domination Projects and Treaties. They are used only to Infiltrate Objectives and Carry out Covert Operations.

In the base game, Ghost Agents may be obtained mainly through the participation in the COMINTERN Project. Some expansions to Deep State introduce new possibilities to obtain Ghost Agents.



One side
of the token:
1 Ghost Agent



Reverse side
of the token:
3 Ghost Agents

Ghost Agents are your additional Agents. Their tokens are double-sided. One side shows 1 Ghost Agent, the other has 3 Ghost Agents. This was done to save space on the table. Exchange/flip the tokens as needed.

- Each Ghost Agent equals 1 Agent meeple for the purposes of Infiltrating Objectives and Carrying out Covert Operations only. When you Infiltrate an Objective card or Carry out a Covert Operation, you always automatically use all your Ghost Agents. Ghost Agents cannot be used for anything else.
- At least 1 Agent meeple should be used — you cannot Infiltrate Objectives or Carry out Covert Operations using only Ghost Agents. Somebody has to command them on the scene!
- Ghost Agents never go to the Recruitment pool. They cannot be used as targets for any effects. The player simply has them.

➔ If all players agree to this, you may not put Ghost Agent tokens on Objective and Cover Operation cards. Place them in front of you in a well visible place. Because you always send all your available Ghost Agents to Infiltrate Objectives or Carry out Covert Operations.



Example 1. You have 2 Ghost Agents, so it is enough for you to put 2 Agent meeples on *Universities* to Infiltrate it. If another player decides to Over-Infiltrate *Universities* with your 2 Agent meeples and 2 Ghost Agents, they would need at least 5 Agents (including Ghost Agents if that player has any).



Example 2. Ghost Agents may not Infiltrate an Objective card without at least 1 Agent meeple. In total, there are 3 Agents on *Patents* — and their number couldn't be less than 3 in this particular case!

ACTION. CARRYING OUT COVERT OPERATIONS

Simmering conflicts always exist between countries and coalitions. Tensions mount threatening to erupt into flames. All it needs is a spark to ignite.

During your turn, you may use your Action to Carry out one Covert Operation. To do this, you take the upper card from the Covert Operation stack, place it in front of you, and put as many Agents (including Ghost Agents) on it as shown at the bottom of the card. You may not take the Covert Operation card if you do not have enough Agents.

The next Covert Operation automatically becomes available. The next player may Carry it out during their turn. After Carrying out the last Covert Operation, Military Intervention, no more Covert Operations can be Carried out.

Unlike Objective cards, Over-Infiltration is not applicable to Covert Operation cards, so you may not put more Agents than required.

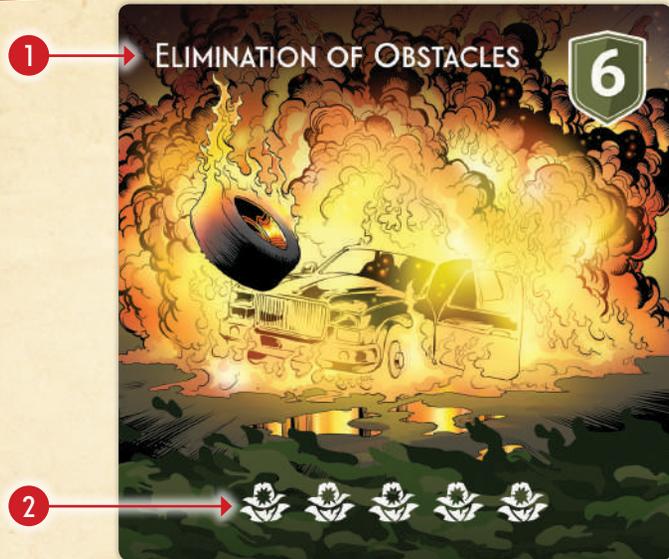
At the end of the game, each Covert Operation card is worth as many Influence points as shown in its upper-right corner.

➔ Note that you have only 10 Agent meeples. The same number of Agents is required for the most expensive Covert Operation – Military Intervention. Participation in World Domination Projects (*see later*) reduces the number of your available Agents. As a result, if you don't have Ghost Agents and/or don't play the Emissary card from the Men of Action mini-expansion, you won't be able to Carry out the most expensive Covert Operations. Choose wisely what is most important for you!

ACTION. ADVANCING IN WORLD DOMINATION PROJECTS

World revolution ravaging dozens of countries for the sake of high ideals... Underground powers transforming national leaders into puppets... National alliances deploying peacekeeping forces for the sake of world peace... Spy rings

BREAKDOWN OF A COVERT OPERATION CARD

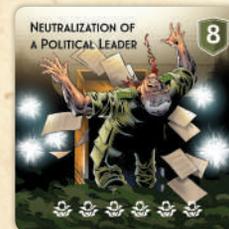


1 In the upper part of the card: Name of the Covert Operation card and Influence points it is worth at the end of the game.

2 In the bottom part of the card: Number of Agents required to Carry out this Covert Operation.

Covert Operation cards are always kept face-up in a stack and sorted by increasing order of Influence

(the card with the lowest number of Influence points is on the top). There are 6 Covert Operation cards in the game.



monitoring every step of each person on the Earth... Enormous possibilities!

During your turn, you may use your Action to join the first Stage in a World Domination Project (hereinafter Project) OR level up to the next Stage in a Project where you already have a Shady

Coordinator. This is called Advancement in a Project.

The Advancement in a Project always requires an Action, similar to an Infiltration of an Objective card or Carrying out a Covert Operation.

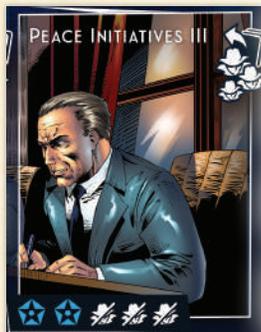
BREAKDOWN OF A WORLD DOMINATION PROJECT

Each World Domination Project consists of 5 Stages. During the three initial Stages, you accumulate power. Stage IV manifests the creation of a force the world cannot ignore. Stage V – the final one – manifests into world domination.

At the top of the sheet: Project name. This Project is called UNIFIED NATIONS.

The yellow arrows on the picture show the Advancement sequence of your Shady Coordinator in a Project. UNIFIED NATIONS Project consists of the following Stages: **Peace Initiatives I** (Stage I) ⇒ **Peace Initiatives II** (Stage II) ⇒ **Peace Initiatives III** (Stage III) ⇒ **Peacekeeping Forces** (Stage IV) ⇒ **UN Hegemony** (Stage V – the final one).

Your Shady Coordinator always joins a Project at Stage I, then proceeds to Stage II, etc. Each Stage requires a separate Action. Therefore, it takes 5 Actions to reach Stage V.



At the top of each Stage: Stage name and benefits it gives to you.

For instance, this Stage is called **Peace Initiatives III**. The symbols in the upper-right corner show the benefit you receive at this Stage. See the Reference Guide for description of benefits provided by UNIFIED NATIONS.

At the bottom of each Stage:

Requirements that you should meet to Advance your Shady Coordinator to that Stage.

For instance, to level up from **Peace Initiatives II** to **Peace Initiatives III**, you should have 2 Peacekeepers emblems on your cards and send 3 Agents to your Recruitment Pool.

ADVANCEMENT: JOINING A PROJECT

You always join World Domination Projects at Stage I. This is the upper-left Stage on the Project sheet. Its name always includes "I". The bottom of Stage I shows the Requirements that must be met in order to join the Project.

To meet the Requirements of Stage I, you usually have to send 1 or more Agents from your Active Reserve to your Recruitment Pool. DEEP STATE Project also requires you to discard certain cards.

Upon fulfilling the Requirements, take 1 Agent meeple from your Recruitment Pool (*not from your Active Reserve*) and put it in the center of Stage I. This Agent becomes your **Shady Coordinator** in that Project.

ADVANCEMENT: LEVELING UP TO THE NEXT STAGE OF A PROJECT

Your Shady Coordinator Advances through the Project Stages in sequence (*see 'Breakdown of a World Domination Project'*). You may not skip Stages or Advance by more than one Stage at once.

In order to level up to the next Stage, you must meet the Requirements shown at the bottom of that Stage and then move your Shady Coordinator.

Starting at Stage II, Project Requirements for leveling up also include emblems. You should have at least as many emblems as listed. The exception is the DEEP STATE Project, which requires you to discard certain cards instead.

ADVANCEMENT RULES

- **Joining a Project and leveling up in a Project are collectively called Advancing in a Project.** This is important for understanding of some Treaties.
- You may participate in any number of the Projects. You will need a separate Shady Coordinator (Agent meeple) for each Project you participate in. You may have only one Shady Coordinator in each Project.
- Any number of players may participate in a Project. Their Coordinators don't interfere with each other.

- The benefits provided by any Project Stage, including the very first one, come into effect as soon as your Shady Coordinator has Advanced to that Stage. You gain benefits provided *only* by the current Project Stage – the one where your Shady Coordinator is (the previous Stages do not count).
- You may not remove the Shady Coordinator from a Project or retreat to the previous Stage.
- Ghost Agents may not be used to Advance in Projects.
- You may not Advance in Projects (neither join nor level up) when you have the Supervisor.

See the Reference Guide for detailed descriptions of each World Domination Project.

➔ Note that participation in several Projects significantly reduces the number of Agents available to you.

ACTION. RECRUITING AN AGENT

Each of them was secretly selected from thousands of candidates. They were interviewed at private security companies or special divisions of secret services, unaware that each of these organizations were just branches of the Committee. Later, a gray man met with some of these chosen few and made them a proposal of a lifetime.

During your turn, you may use your Action to Recruit 1 Agent – i.e. take an Agent meeple from your Recruitment Pool and put it in your Active Reserve.

You may not perform this Action when you have the Supervisor.

➔ Remember that every time the Supervisor comes to you, you immediately Recruit 2 Agents (or less if there are less than 2 Agents in your Recruitment Pool).

The primary ways to add Agents to your Active Reserve are through the Supervisor allowing you to Recruit 2 Agents, through Recruiting 1 Agent as an Action, and through the Headhunter allowing you to Recruit 1 Agent in a 5-player game. Some Treaties also make it possible to Recruit Agents.

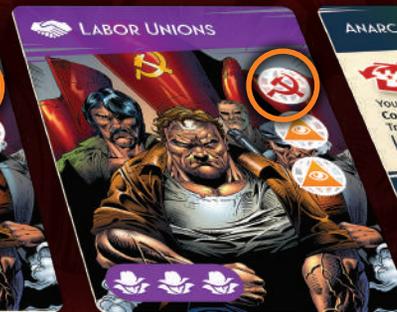
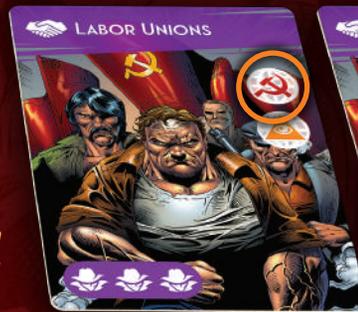
EPISODE 2. HEADING TOWARD WORLD REVOLUTION



Example 2. Serge, the Blue player, meets the Requirements of Stage IV in COMINTERN and moves his Shady Coordinator from Stage III to Stage IV.



Example 1. Julia, the Green player, sends 2 Agents to her Recruitment Pool and then puts an Agent from her Recruitment Pool on Stage I in COMINTERN as her Shady Coordinator.



Example 1. Julia, the Green player, decides to join COMINTERN.

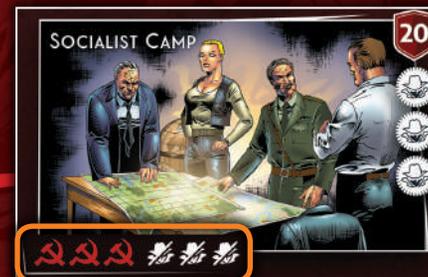
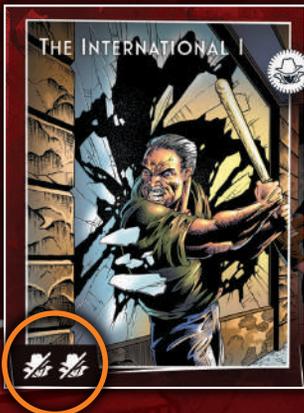
Example 2. Serge, the Blue player, decides to level up to Stage IV in COMINTERN.

To meet the Requirements of Stage I in COMINTERN (shown in the orange circle in the picture), she moves 2 Agents to her Recruitment Pool.

Then Julia immediately puts one of these Agents on The International I as her Shady Coordinator. (In a real game, she would put one of the Agents there directly without wasting time by moving it to the Recruitment Pool).

There are 3 Communists (red Communist emblem) emblems on his cards (2 emblems on 2 Labor Unions cards and 1 emblem on Anarchists Treaty card), so the first part of the Requirements is met. Next, Serge

sends 3 Agents to his Recruitment Pool and then moves his Shady Coordinator from The International III to Socialist Camp. Note that Serge does not discard the cards with Communists emblems.



TAKEOVER PHASE

After each player has performed one Action (or did nothing because they were unable to perform an Action), the Takeover Phase begins. It consists of two consecutive steps:

Step 1. Takeover of Objectives

Step 2. Recall of Agents

STEP 1. TAKEOVER OF OBJECTIVES

This gray man appeared from nowhere. Reportedly, he was referred to the management – but by whom? The man is always flawlessly tailored, fit, polite, and professional. Since his arrival, everything started to change...

If you have Agents on an Objective card in the Infiltration Zone – take this Objective card and put it in front of you. The Objective has been taken over and is yours from this point on.

Don't remove your Agent meeple from the taken over Objective card yet. If there were Ghost Agent tokens on it, remove them. The Ghost Agents are available again.

If Objective cards remain in the Infiltration Zone, the players bring them together to eliminate gaps between the cards. The row becomes uninterrupted. In the next Action Phase, the first 3 cards in the Infiltration Zone (or less if less than 3 cards remain in the row) will become available for Infiltration again.

STEP 2. RECALL OF AGENTS

The task put before you and your agents is to bring the organization under the control of the Committee. It takes time to hire the 'right' people and dispense of the unwanted ones... As work moves forward, more and more agents become available for new assignments.

Return 1 Agent from each of your Objective cards with Agent(s) to your Active Reserve. In addition, if you have just Carried out a Covert Operation – return 1 Agent from this Covert Operation card to your Active Reserve. **This is called Recalling of Agents.** Next...

- **Agents on your Objective cards remain on these cards.** You will Recall 1 Agent per turn from these cards during your next Takeover Phases.
- **All Agents remaining on the Covert Operation card are sent to the Recruitment Pool.** War demands sacrifices!

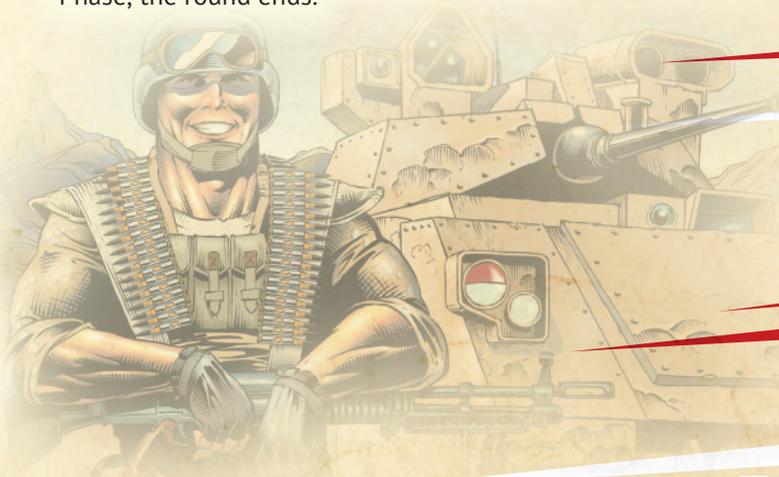
➔ **For the purposes of game effects and final calculation of Influence points, it does not matter whether any Agents still remain on an Objective card or not.** This card already belongs to you and you may use it as you wish.

However, if you lose an Objective card due to any reason, all Agents remaining on it go to your Recruitment Pool (*not to your Active Reserve*).

If you've attached an Inner Circle card to any Objective card, move all Agents remaining on the Inner Circle card onto that Objective card (*see the Reference Guide for the detailed description of Inner Circle cards*).

WHAT IS NEXT?

- **If at least 1 Objective card remains in the Infiltration Zone** – then the next Action Phase begins. Remember to pass the Supervisor token (and the Headhunter token in a 5-player game) to the next player clockwise at the beginning of the Action Phase.
- **If no more Objective cards remain in the Infiltration Zone** – then the Treaty Phase begins. After the end of the Treaty Phase, the round ends.



EPISODE 3. READY FOR NEW ASSIGNMENTS!

Example 1. Alex has seized *Governments*. There are 6 Agents on it (4 Agents would be enough – but Alex wanted to be on the safe side). Also, 2 Agents remain on his *Stock Exchanges* card from previous turns, and 1 Agent remains on *Spy Agencies* card.



Alex Recalls 1 Agent from each of these 3 cards and returns these 3 Agents to his Active Reserve.



Example 2. Catherine has carried out *Neutralization of a Political Leader* Covert Operation. She returns one of the Agents to her Active Reserve and puts the rest of them to the Recruitment Pool.



TREATY PHASE

The Treaty Phase begins when no more Objective cards remain in the Infiltration Zone at the end of the Takeover Phase. The Treaty Phase consists of three consecutive steps:

Step 1. Make Treaties

Step 2. Discard extra Treaty cards

Step 3. Create a new Infiltration Zone •OR• End of Game

STEP 1. MAKE TREATIES

It is preferable to work out an agreement with some organizations, rather than trying to use strength against

them. Such organizations may consent to collaborate with the Committee out of their own self-interest or... under duress.

Starting from the player with the Supervisor, each player may Make *one* Treaty. Treaties provide significant benefits during the game or generate Influence points during the final score count. The usefulness of each Treaty depends on your strategy.

- ▶ You may choose any Treaty from the cards you have in your hand. Keep the Treaty cards you have in your hand secret until you play them. Other players may only know how many cards you have.
- ▶ You may only Make *one* Treaty during each Treaty Phase (unless the Treaty card states otherwise).
- ▶ You may only Make a Treaty whose Conditions are fully met. These Conditions are specified at the bottom of each Treaty card.

BREAKDOWN OF A TREATY CARD

- 1 Treaty name.**
- 2 Treaty Conditions** – what cards, emblems, etc. you must have (or alternatively, must not have) to Make that Treaty. Only the presence of the required cards, emblems, etc. is checked. No cards are discarded.

The Conditions are shown as icons at the bottom of the Treaty card. The text below provides an explanation of the icons.

- 3 Treaty effect** – description of the Treaty effect. It is also shown by icons above the text. There are three effect types: **Immediate**, **Persistent**, and **End-of-Game**. For your convenience, the color of the upper and lower parts of each Treaty card matches its effect type.



- 4 Treaty benefit** is shown in the upper-right corner of the Treaty card. The Treaty benefit is in effect immediately after making the Treaty.

EFFECT TYPE	WHEN APPLIED	TREATY CARD'S COLOR
IMMEDIATE EFFECT	Treaty effect occurs once and immediately after you have made the Treaty (e.g. <i>Federal Reserve</i>).	Dark red with a lightning bolt
PERSISTENT EFFECT	Treaty effect persists for the rest of the game (e.g. <i>Yakuza</i>).	Dark green with a locator signal
END-OF-GAME EFFECT	Treaty effect occurs once at the end of the game (e.g. <i>Federation of Trade Unions</i>).	Dark blue with laurels

	<p>At the end of the game, the Treaty is worth as many Influence points as shown on the card.</p> <p><i>E.g. Federal Reserve is worth 4 Influence points.</i></p>
	<p>The Treaty may have a Communists, Peacekeepers, or Spies emblem. It will help you to Advance in Projects and Make other Treaties.</p> <p><i>E.g. Federation of Trade Unions has 1 Communists emblem.</i></p>
	<p>After Making a Treaty, you immediately take a Secondary Objective card shown.</p> <p><i>E.g. after Making the Yakuza Treaty, take a Mass Control Secondary Objective card from the general supply.</i></p>

- **After Making a Treaty, put that Treaty card on the table in front of you.** It remains there until the end of the game. All players may see it.

See the Reference Guide for detailed descriptions of the Treaty cards.

STEP 2. DISCARD EXTRA TREATY CARDS

If you have more than 6 Treaty cards in your hand, discard any extra ones until you have 6 Treaty cards. It is your choice which Treaty cards to discard. It does not matter how many Treaties you have already made, only Treaty cards in your hand count.

STEP 3. CREATE A NEW INFILTRATION ZONE

·OR· END OF GAME

Create a new Infiltration Zone ➔ The player with the Supervisor takes Objective cards one by one from the top of the Objective deck and puts them face-up in a row. The Infiltration Zone consists of *11 cards in a 5-player game, 9 cards in a 4-player game, and 8 cards in a 2- or 3-player game* (same as the Setup).

Then the Action Phase of the next round begins. Remember that the Supervisor (and the Headhunter in a 5-player game) passes to the next player clockwise at the beginning of every Action Phase.

End of Game ➔ If the number of Objective cards remaining in the deck is not enough to create a new Infiltration Zone, go to the Chapter “World Domination”.

➔ **At the end of the game, 1–2 Objective cards remain in the deck** (this depends on the number of players). The players are encouraged to use multiple tactics, not just one, because some key cards may remain in the deck and never come into play. For instance, you may decide to collect Objective cards in the Mass Control group in hopes of getting *Governments*, which generates Influence for each Mass Control card. However, there is a chance that you will never get *Governments*. It may be too risky to focus all your efforts on one strategy. Diversify your tactics!

WORLD WAR CARDS

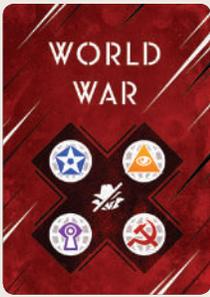
The 20th century is a century of two World Wars. It is impossible to control a war involving dozens of countries. On the other hand, wartime provides plenty of unique opportunities.

The Objective deck has 2 World War cards. These are *not* Objectives. World War cards follow their own rules.

- After the creation of a new Infiltration Zone, that row may include one or both World War cards. Remove them from the row and put them near the Objective deck. Then bring together the Objective cards in a row to eliminate gaps between them. Don't add new Objective cards to the row in place of the World War cards.

➔ Remember that during the Setup, World War cards in the Infiltration Zone are replaced with other Objective cards and shuffled back into the Objective deck.

- World War cards are in effect during the entire round and are discarded prior to the beginning of the Treaty Phase.
- **When a World War card is in effect, Project Requirements change as follows.**

	Regular Project Requirements	Project Requirements changed as a result of a World War
	Number of Agents required to be sent to the Recruitment Pool	Send 1 more Agent to your Recruitment Pool
	Number of Communists / Peacekeepers / Spies / Special Interest emblems required	1 less emblem is required

EXAMPLE. WORLD WAR



- **Join COMINTERN Project:** send 3 Agents to your Recruitment Pool instead of the two.
- **Level up to Stage II:** send 4 Agents to your Recruitment Pool (instead of 3); no Communists emblems are required (instead of 1).
- **Level up to Stage III:** send 5 Agents (instead of 4) to your Recruitment Pool; 1 Communists emblem is required (instead of 2). And so on...

With 2 World War cards in game, 4 Agents would be required to join COMINTERN Project. 5 Agents and no Communists emblems would be required to level up to Stage II. 6 Agents and no Communists emblems would be required to Advance to Stage III. 5 Agents and 1 Communists emblem would be required to level up to Stage IV. And finally, 4 Agents and 2 Communists emblems would be required to achieve Stage V.



World War card is in effect



2 World War cards are in effect

During a World War, it is much easier to level up in Projects because you need less respective emblems. On the other hand, you must send 1 Agent more to your Recruitment Pool – either when you join a Project or level up.

- **If both World War cards come in the same round, their effect is cumulative.**

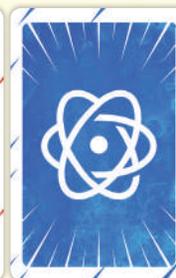
Therefore, when there are 2 World War cards in play, to Advance in a Project, you need to send 2 more Agents to your Recruitment Pool and to have 2 fewer emblems.

SECONDARY OBJECTIVE CARDS

Secondary Objective cards may be obtained only through Treaties.



Mass Control group
10 cards



Science group
10 cards



Finance group
10 cards



Supreme Power group
5 cards

- Secondary Objective cards are worth zero Influence at the end of the game. However, they count as Objective cards for Supreme Power cards and for many Treaties.

For instance, *Governments* is worth 1 Influence point for each card in the Mass Control group and for each Secondary Objective card of that group (i.e. for all 'red' Objective cards).

- Some Treaties force you to give an Objective card to another player. You may give that player a Secondary Objective card of the respective color, thus, saving a valuable Objective card.
- The number of Secondary Objective cards is limited. If no Secondary Objective cards of a particular group remain in the general supply, then no one may take a Secondary Objective card of this group.

WORLD DOMINATION

The penthouse of his skyscraper features huge floor-to-ceiling windows. He likes to stand near it smoking a cigar and at his feet, a view of the world – his most recent acquisition.

The game is over when the number of Objective cards remaining in the deck at the Step 3 of the Treaty Phase is not enough to create a new Infiltration Zone. The players count their Influence points.

FINAL SCORE

First, remove all Agents from your Objective cards. **Second**, discard all Treaty cards remaining in your hand, as only the Treaties you have made count.

If you have Inner Circle cards not attached to other cards, you may attach them at the beginning of the calculation of Influence points.

Use the Scoring pad to calculate the Influence points. Enter players' names in the column headings. Then enter the Influence points by rows, from top to bottom.

1st row. Influence points from Objective cards that are worth

20

1 Influence point. These are cards from the Mass Control, Finance, and Science groups.

2nd. Influence points generated by *Governments*, *Universities*, and *Stock Exchanges* cards.

3rd. Influence points generated by *Crime Syndicates* cards.

4th. Influence points generated by *Corporations* cards.

5th. Influence points generated by Inner Circle cards *not* attached to other Objective cards. In addition, if you play with any Deep State expansions generating Influence points, enter these points into this row as well.

6th. Influence points generated by Covert Operation cards.

7th. Influence points from Projects where your Shady Coordinator(s) has reached Stages IV or V (25 and 50 Influence points respectively for DEEP STATE and 20 and 40 Influence points for other Projects).

			
  			
  			
			
			
			
			
			
			
			
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EXAMPLES. INFLUENCE GENERATED BY OBJECTIVE CARDS

See the Reference Guide for detailed descriptions of Objective cards. It is recommended to keep the Reference Guide open and check with it while reading the examples below.

EXAMPLE 1. GOVERNMENTS AND MASS CONTROL GROUP

Your cards at the end of the game include these:



Ruling Parties and both *Mass Media* belong to *Mass Control* group and are worth 1 Influence point each – i.e. 3 points in total. *Governments* brings you 1 Influence point for each Objective card in the *Mass Control* group, including Secondary Objective cards, – i.e. 5 points in total. Overall, you receive 8 Influence points.

→ *Universities* and *Stock Exchanges* generate Influence points in a similar way for cards in the *Science* and *Finance* groups.

EXAMPLE 2. CRIME SYNDICATES AND TRICOLOR SETS

Your cards at the end of the game include these:



Ruling Parties, *Mass Media*, *Patents*, 2 *Labs* cards, and *Valuables* are worth in total 6 Influence points.

Unfortunately, only one *tricolor set* for *Crime Syndicates* is available because you have only 1 card belonging to *Finance* group. Therefore, each of the 2 *Crime Syndicates* generates 3 Influence points – i.e. 6 points in total. The grand total is 12 Influence points.

→ If you had 1 more card belonging to *Finance* group (i.e. *Valu-*

ables, *Real Estate*, *Banks*, or a Secondary Objective card of that group), each *Crime Syndicates* would generate 6 Influence points instead of 3. The grand total would be 18 Influence points.

EXAMPLE 3. CORPORATIONS AND SUPREME POWER CARDS

Your cards at the end of the game include these:



Corporations generates 3 Influence points for each other Objective card in the *Supreme Power* group (including other *Corporations* cards). The total score is 12 Influence points.

EXAMPLE 4. INNER CIRCLE + UNIVERSITIES

Your cards at the end of the game include these (*Inner Circle* is attached to *Universities*):



Patents, *Labs*, and 3 *Researches* are worth in total 5 Influence points. Each of these cards is in the *Science* group, as well as your 1 Secondary Objective card. *Universities* generates 1 Influence for each card belonging to the *Science* group, while *Inner Circle* increases Influence points generated by *Universities* by 1. As a result, *Universities* generates 2 Influence points for each card in the *Science* group – i.e. 12 points in total. The grand total is 17 Influence points.

Inner Circle itself is not worth any Influence points because it is attached to *Universities*. Otherwise, it would be worth 4 Influence points – as shown on it.

8th. Influence points shown in the upper-right corner of Treaty cards.

9th. Influence points from the effects of Treaties made by the player. The Scoring pad provides a larger cell here because sometimes Treaties are worth a lot of Influence points and each Treaty requires a separate calculation.

Total up the values from rows 1–9 and enter it into the bottom line. **This is your final score.**

VICTORY

The player with the highest amount of Influence points wins!

If players are tied for the highest score, then the player, who has reached Stage V in any Project, wins. If the players are still tied, the player, who has reached the highest Stage in DEEP STATE Project, wins. If there is still a tie between these players, then they share the victory.

MEN OF ACTION EXPANSION

The Committee involves many specialists in various areas. Some of them move in high political circles and may be able to persuade even the head of the state. Others are skilled in different areas requiring straightforward or, alternatively, creative approaches.

The Committee permits you to retain these specialists on a one-time basis to solve certain issues and settle complicated situations. If used wisely, they may surpass even your wildest expectations!

You may add the Men of Action expansion starting from your second or third game – as soon as the players master the gameplay basics. It is strictly NOT recommended to include this expansion in your very first game, and it is not recommended when playing with novice players.

Setup: Shuffle the Men of Action deck and put it face-down within the players' reach.

OBTAINING MEN OF ACTION CARDS

Every time you Recruit Agents, you may draw one card from the top of the Men of Action deck instead.

It does not matter how many Agents could you Recruit – one or more. You take instead one Men of Action card and do not Recruit any Agents.

➔ **The following processes are considered 'Recruiting':** You Recruit Agents automatically when you have the Supervisor or the Headhunter at the beginning of your turn in the Action Phase, also when you perform the 'Recruit an Agent' Action, use an effect of a Treaty that allows you to Recruit, and play the Recruiter card from the Men of Action expansion. Note that Ghost Agents are never 'Recruited'.



- › **You *must* draw one Men of Action card when you Recruit Agents having no Agents in your Recruitment Pool.** For instance, this may happen when you have the Supervisor or the Headhunter.
- › **You *may* use your Action to Recruit an Agent even while having no Agents in your Recruitment Pool** in order to draw one Men of Action card. This is allowed only when playing with the Men of Action expansion.
- › **You may not have more than 3 Men of Action cards in your hand.** If you take your 4th Men of Action card, you should discard one of them face-up.

Players don't show each other their Men of Action cards until these cards are played. However, others can see how many cards a player has in their hand.

If the Men of Action deck runs out, reshuffle the discard pile to create a new deck.

PLAYING MEN OF ACTION CARDS

During your turn, you may play a Men of Action card *prior* to performing your Action.

- › You may not play more than one Men of Action card per turn – unless the card states otherwise (Hitman).
- › You may not play a Men of Action card during or after performing an Action.
- › You may play a Men of Action card after Recruiting Agents when the Supervisor comes to you. *For instance*, you are allowed to play the Men of Action card you received in the same turn – this may happen when the Supervisor comes to you and you draw a Men of Action card instead of Recruiting.

After playing a Men of Action card, put it in the discard pile face-up near the Men of Action deck.

See the Reference Guide for detailed descriptions of Men of Action cards.

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ACTIONS

Infiltrate an Objective

Send Agents from your Active Reserve to one of the first 3 left-most Objective cards in the Infiltration Zone. You may not Infiltrate more than 1 Objective card in one turn. There are two options:

An Objective card has no other player's Agents on it → Put as many of your Agents on the card as shown at its bottom, or more if you'd like.

An Objective card has another player's Agents on it → **Over-Infiltrate the card** – put at least 1 Agent more than the other player has on the card. The Agents of the other player return to their Active Reserve, and that player draws one Treaty card.

Carry out a Covert Operation

Take the top card from the Covert Operation stack (if you have enough Agents), place it in front of you, and put as many Agents on it as shown at the bottom of the card.

Advance in a Project

Join a Project → Send as many Agents to your Recruitment Pool as shown at the bottom of Stage I of a Project. Put 1 Agent from your Recruitment Pool as Shady Coordinator on Stage I. Note that DEEP STATE Project requires you to discard Objective cards with the Special Interest emblems.

Level up in a Project → Move your Shady Coordinator to the next Stage, if you meet the Requirements of this Stage (shown at the bottom). You may not skip Stages, and each Stage requires a separate Action.

Recruit an Agent

Take an Agent from your Recruitment Pool and put it in your Active Reserve.

WORLD WAR

- ▶ You need *1 Agent more* and *1 emblem less* to Advance in any Project. This includes joining a Project and leveling up to its next Stage.
- ▶ If both World War cards are in play during the same round, you need *2 Agents more* and *2 emblems less* to Advance in any Project.
- ▶ A World War card (or cards) is in effect for 1 round only. Discard any before the beginning of the Treaty phase.

GAME ROUND

Action Phase

Pass the Supervisor (and the Headhunter in a 5-player game) to the next player clockwise. The player with the **Supervisor** Recruits 2 Agents (if possible) and performs one of two Actions:

- ▶ **Infiltrate an Objective card; or**
- ▶ **Carry out a Covert Operation.**

Then every other player in clockwise order takes their turn and performs one of four Actions:

- ▶ **Infiltrate an Objective card;**
- ▶ **Carry out a Covert Operation;**
- ▶ **Advance in a Project; or**
- ▶ **Recruit an Agent.**

If a player cannot perform any Action, and in this case only, that player does nothing and passes the turn.

In a 5-player game, the player with the **Headhunter** Recruits 1 Agent (if possible) at the beginning of their turn.

The Takeover phase begins after each player has performed one Action or passed the turn performing no Action.

Takeover Phase

Step 1. Takeover of Objectives → Each player who has their Agents on an Objective card in the Infiltration Zone, takes that card and places it in front of them.

Step 2. Recall of Agents → Each player returns 1 Agent from each of their Objective and Covert Operation cards to their Active Reserve. After that, any Agents remaining on Covert Operation cards are put in their Recruitment Pool.

When there are no cards left in the Infiltration Zone, the Treaty phase begins. Otherwise, begin a new Action phase.

Treaty Phase

Step 1. Each player may Make one Treaty if its Conditions are fully met.

Step 2. Each player discards down to 6 Treaty cards in their hand, if they have more.

Step 3. Create a new Infiltration Zone.

5 players: 11 Objective cards

4 players: 9 Objective cards

2–3 players: 8 Objective cards

If there are not enough Objective cards to create a full row, the game ends and the players calculate their Influence. **The player with the most Influence wins!**