

ESTORIL

#1942



To start the round

- Shuffle the Location Boards. Place 6 in random orientations.
- Place the Reward tiles on the Location Boards.
.....
- Each player in turn places one of his character tiles together with one of his tile markers
.....
- The round ends when all the players have run out of tile markers.
- Each Location is resolved and players receive their Reward Tiles

- Each player retrieves their character tiles and tile markers.
 - Each player discards tiles until they are left with only 6 character tiles in their hand.
.....
- Victory Points at the end of the Game (after the 4th round)

+ Add up the Victory Points indicated on the 6 character tiles in your hand (discards do not count)

+ Add one Victory Point for each character tile in your discard pile

+ Add Victory Points for each mission accomplished

For each symbol on a character tile, the player can activate the followings skills:



ASSASSIN

Choose a Character tile (not a Reward tile) from this Location Board and return it to the hand of the player who controls it.



SEDUCTION

Choose any Character tile (face up or face down, but not a Reward tile) from an adjacent Location Board and place it with its tile marker on a free space on this location board. Ignore any skills on that character tile; only its strength counts.



CONSPIRACY

Secretly look at the top tile from the draw pile and the Reward tile for this Location Board. Place one on the bottom of the draw pile face down and the other face up on the Reward Space.



DIPLOMACY

Choose any Character tile (face up or face down, even this tile) on this Location Board or an adjacent one and place



a white shield on it. During this round, that character cannot be the target of Assassin, Seduction or Double Agent.



NATIONALISM

This character gets +1 in strength for every other flag (on this Location Board or an adjacent one) that is the same as its own flag. Every matching flag counts, even if it belongs to a

character that the player doesn't control or if it's on the Reward tile (if it's face up).



DOUBLE AGENT

When this ability is activated, the player retrieves that character tile (removes it from the board) and places the character's tile marker next to (not on top of) the character tile of another player on an adjacent Location Board (not on this board).

• For the rest of this round, the player who activated the Double Agent controls the marked character in all actions.

• A player cannot use the Double Agent control on any character tiles that have a white shield on them, or are already under Double Agent control

• Characters with Double Agent control cannot use that skill if they are under the Double Agent control of another player.



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#0 - The first player to place a Character tile on this Location can immediately rotate the Location Board (90° or 180°).



#1 - Assassin abilities CANNOT be triggered, but you can still place character tiles that have the Assassin ability.



#2 - All Character tiles with the UK flag gain +1 strength.



#3 - All the tiles at this location must be placed face up.



#4 - All Character tiles with the German flag gain +1 strength



#5 - All spaces are considered OUTER spaces.



#6 - After resolving skills, all the players must roll 2 dice for each Character they control here. The difference between the 2 dice is added to the Character's strength.



#7 - After resolving skills, the character tile with the lowest strength in this location is removed from the game, and placed in the game box.



#8 - There are 4 Spaces! If a player places a Character on Space IV, he can peak at one tile on ANY Location Board.



#9 - All Characters that have at least one symbol of Nationalism and are on this Location or on an Adjacent Location, gain +1 strength.



#10 - Place 2 Character tiles on the Reward space! Character tiles with the woman symbol gain +2 strength.



#? - Roll the 12-sided die to determine the order which this Location is resolved. If there is another Location with the same number, resolve this location first. Space I can change the die up to +/- 1. Space II can change the die up to +/- 2. Space III can change the die up to +/- 3.



You can look at one face down tile on the CURRENT Location Board.



You can look at one face down tile on the current or ADJACENT Location Boards.



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