

ESTORIL

#1942

SUPER BOX



This rulebook is divided into 4 parts. This way you can choose if you want to play only with the base game or add promotional tiles or any game expansions.

- 1 # Base Game
- 2 # Promo tiles
- 3 # Expansion "Double Agent"
- 4 # Expansion "VIP"

The base game is for 2 to 4 players. The "Double Agent" expansion allows a 5th player. Average playing time: 60 minutes.



Introduction:

Estoril is a famous small town near Lisbon (Portugal). It has beautiful beaches, fine weather, a grand Casino and luxury hotels. Because of this, during WWII it attracted many special Characters: kings and princes, diplomats, politicians, high profile refugees of all sorts. Most of these remarkable Characters shared a common activity during this dreadful period: Spying.

In this game, players will compete to create the best network of Spies. All players begin the game with the same six Character tiles and must send them to historic locations to acquire and upgrade their group of spies with the goal of gaining victory points (VP) and accomplishing Missions.

The game lasts 4 rounds. At the end of the 4th round the player with the most Victory Points (VP) is the winner of the game.



mebo

Components (only from the base game) :

This rule book + 4 player aids (English version only online)

This medal symbol, with a number inside, shows the victory points (VP) offered by Missions and Character Tiles.



27 Character tiles



10 Shields



24 Tile markers (6 of each color)

Round marker



1st player tile



2 dice (d6)



4 Tile holders (each one has a different color symbol: red, blue, green, and yellow)



8 Location boards

For the base game version use only the Locations boards from 1 to 8.



12 Mission tiles

For the base version use the tiles indicated on page 14.



24 Starting Character tiles
These tiles have a color symbol on the top right corner. There are 6 tiles of each color.

These are the 4 available colors for the Starting Character tiles and Tile holders.



There is a 5th color (pink) that is used with the "Double Agent" Expansion - page 16.

Overview of the game

This page gives a general idea of the flow of the game. A detailed explanation is available on the listed pages.

#1

Each player has 6 Character tiles and some Tile markers based on the number of players in the game. See page 4.



#2

Taking turns in clockwise order, each player will place one Character tile with a Tile marker of his color on an available Deployment space of one of the 6 Locations (abiding by placement rules). See page 6/7.



#3

Once all the player markers have been placed, the players resolve each Location Board in numeric order to determine the player with the highest total strength. The strongest player at each Location wins the available Reward tile and adds it to his hand. See page 8.



#4

Players who have more than 6 Character tiles in their hands, discard down to 6. See page 8.



#5

After 4 Rounds, players add up the VP from their:

6 Character tiles in their hand,

any accomplished Mission tiles and

the number of discarded Character tiles (1 VP per tile).



- see page 9.

Game Setup:

#1

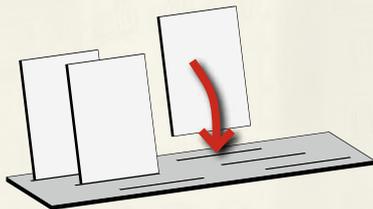
Players choose one of the 4 available colors (red, green, blue or yellow). Give each player all 6 Starting Character tiles of that color. Depending on the number of players give each player a specific number of player markers in their color:

 3 markers in a 4 player game;

 4 markers in a 3 player game;

 6 markers in a 2 player game;

The player who chose the red colour, receives these 6 Characters, forming his initial spy network.



Place your tiles on the Tile holder.



#2

Randomly place 4 Mission tiles face up on the table where everyone can see them. Return the others to the box.



#3

Shuffle all Character tiles (Excluding Starting Character tiles) into a single facedown pile and place it near the Mission tiles. It is from this pile you take new tiles whenever you need them.

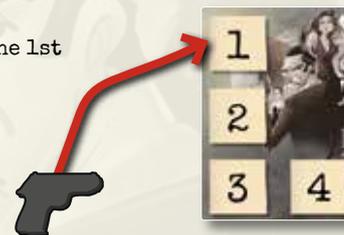


#4

Roll dice to determine the 1st player.

Give that player the 1st player tile.

Place the Round marker on the 1st Round spot.



Location Board explanation:

Some Location boards have symbols that indicate they have special rules. These rules will be later explained in page 12/13.

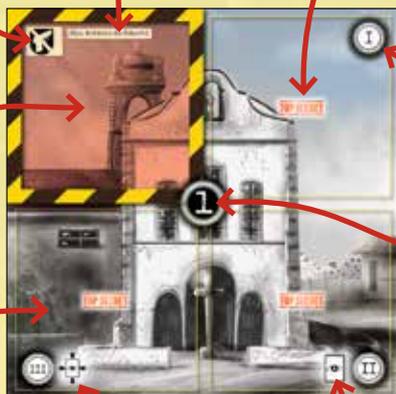
Portuguese name of the location.

REWARD SPACE

The red area indicates where the Reward tile is placed.

Deployment space

Areas surrounded by a yellow square lines, where players can place their own tiles. There can never be more than ONE Character tile per Deployment space.



If the space has "Top Secret" written on it, any Character tile placed in here must be face down. Otherwise place it face up.

This Roman numeral indicates the order in which each Deployment space is resolved.

This number in the center of the board shows the order in which each Location Board is resolved.

These symbols award the player who places a tile here a special power.



This symbol allows the player, immediately after placing a Character tile in this Deployment space, to look at a face down tile in this Location Board (can be the Reward tile).



This symbol allows the player, immediately after placing a Character tile in this Deployment space to look at a face down tile on an adjacent Location Board or on a Reward tile.



This symbol allows the player, immediately after placing a Character tile in this Deployment space to look at a face down tile in ANY Location Board (can be a Reward tile).

Concepts about the Location Board grid:

At the start of each Round, 6 Location boards are placed in a 2x3 grid (see page 6).

The grid formed by these Location boards is made up of spy deployment and Reward Spaces. The spacial relationship between Location boards and Deployment Spaces is important for the understanding of the rules.

OUTER SPACE - all the Deployment spaces that a player can place a Character tile that are on the edge of the grid.

INNER SPACE - all the Deployment Spaces that a player can place a Character tile that are inside of the grid.

ADJACENT SPACE - all the Deployment spaces that a player can place a Character tile that are side by side (orthogonally) in the grid.

onally) in the grid. Doesn't matter if they are in different Location boards. **There are NO diagonals in the grid!**

ADJACENT LOCATION - Locations that are side by side (orthogonally) in the grid. **There are NO diagonals in the grid!**

In this example, Outer Spaces are Marked with a GREEN Circle.

Inner Spaces are Marked with a RED Circle.

In this example, Location Board 2 is adjacent only with Location Board 4, 5 and 6.

Some examples of Adjacent Spaces.

More examples of Adjacent Spaces.

Character tiles explanation:

- Symbol that shows the Character abilities. Detailed rules explanation on pages 9/10/11.
- Symbol used on all women spies.
- VP that this Character awards at the end of the game.



- If the tile has a colour symbol (red, yellow, blue or green), it indicates this is one of the player specific starting Characters.
- The strength of the Character.
- The nationality of the Character.
- Name of the Character.

Start of each Round:

#1 - Shuffle Locations

Shuffle all the 8 Location boards.

#2 - Place Locations on the table

Randomly choose 6 of the 8 Location boards and place them randomly (face up) in the center of the table - with random orientation - in a 2x3 grid. Leave the remaining Locations boards aside for the next Round.

#3 - Place Reward tiles

Randomly place a new Character tile (face up), from the top of the pile, in each Reward Space. These tiles become the Reward tiles. Don't forget to place them face down if the Reward Spaces have "Top Secret" written on them.

#4 - 1st player begins

The game starts with the 1st player's turn and proceeds clockwise.



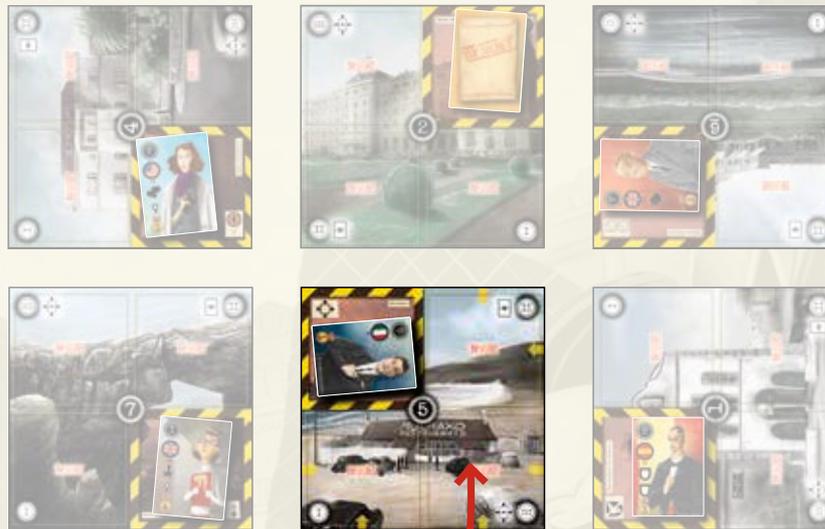
Player Turn:

On his turn a player **MUST** place **ONE** Character tile from his hand along with one of his markers in **ONE** free Deployment space.

The player must choose one of the following options:

Option #1

- › Place one Character tile from your hand in a free Outer Deployment space.
- › If the space has "Top Secret" written on it, place the tile face down. Otherwise place it face up.
- › Place **ONE** of your available Tile markers on the top of it.
- › If you have no remaining Tile markers, you cannot place tiles for the remainder of the round.



In this example the Red player placed a tile in a free Outer Deployment space with a red Tile marker on it.

Because the space has "Top Secret" written on it, the tile has to be placed face down.

OR



In a very rare situation, when a player cannot place a tile in an Outside space and also cannot place adjacent to his own tile in an Inner space, the player can place it in any free Deployment space.



Option #2

- › Place a Character tile from your hand in a free Inner Deployment space. That tile **MUST** be adjacent to a Character tile that you control (has one of your Tile markers on the top of it).
- › If the space has "Top Secret" written on it, place the tile face down. Otherwise place it face up.
- › Place **ONE** of your available Tile markers on the top of it.
- › If you have no remaining Tile markers, you cannot place tiles for the remainder of the round.



In this example the Red player placed a tile in a free Inner Deployment space with a red Tile marker on it.

Because the space has "Top Secret" written on it, the tile has to be placed face down.

Note the player was only able to place a tile there, because he already has a tile he controls adjacent to that space. Otherwise he couldn't place it there.

After the player has placed **ONE** tile with one Tile marker, his turn ends. The player on his left begins his turn. Repeat this process until all players have placed all their Tile markers.

End of each Round:

Round ends when all players have placed all their Tile markers.

#1 - Resolve Location

In this step, players will resolve each Location Board. Resolving means using the Characters' abilities, determining who is the strongest player and award the Reward tile. To see the detailed rules about the Character abilities, see page 9/10/11.

The Locations are resolved in the order of their central numbers, starting with the lowest.



This central number in each Location Board indicates the order in which they are resolved.

When resolving a Location, turn face up all Character tiles (including the Reward tile) from that Location ONLY. Then resolve each Character's abilities according to the order (I, II, III).



The Roman numeral in each Deployment space indicates the order in which players may activate their Character's abilities.

Players are not forced to resolve their own abilities.

#2 - Receive Reward tile

The player with the highest total strength takes the Character tile in the Reward Space and places it in his hand. Note that a player adds up all strengths from his Characters in the Location Board.

IMPORTANT: DO NOT remove the other Character tiles from that Location Board.

- In case of a tie the player with a Character tile located in the lowest numbered Deployment space wins the Reward tile.
- The zero strength also counts. So, if a player is the only one with a zero strength Character tile he still wins the Reward tile. In case of a tie with zero strength, he may still win the Reward tile (it depends on the space it occupies).
- In case there are no player controlled Characters, the Reward tile is placed facedown at the bottom of the draw pile.



In this Location Board, the Green and the Red player have the same strength = 2. The Green player wins the Reward tile because one of his Characters is in Space I.

The Reward tile goes to the Green player.

#3 - Retrieve tiles

ONLY after ALL Locations have been resolved, players take their Character tiles back into their hands and take back their Tile markers.

#4 - Discard tiles

Players discard tiles face down into a pile in front of them, until they have 6 tiles in hand. If a player has 6 or less tiles, he does not discard any tile. After all Players have discarded down to 6, all players simultaneously reveal their discarded tiles. They remain face-up in a single pile and CAN be consulted anytime by any player. Note: Keep in mind that these discarded tiles will award VPs at the end of the game. See page 9.



#5 - New 1st player and begin a New Round

The Player to the left of the 1st player becomes the 1st player (give the 1st player tile to him). Advance the Round marker to the next Round spot. Begin a new Round. Please, refer to page 6.

• skip this step in 4th round •



End of game and Victory Points (VP)

After performing the "End of the Round" procedure of the 4th Round, the game ends. Then, all Players add up VP from:

#1 - Discarded tiles

Each Character tile the player discarded during the game counts as 1 VP.

#2 - VP from Character tiles

Add up all VP's from the 6 Character tiles.

IMPORTANT: Only tiles in your hand count. DO NOT count the discarded tiles for this purpose.

#3 - Accomplished Missions

Each player will check if he has accomplished any mission and adds those points to his score. All tied players in a mission divide the VP's (round down). Please, refer to page 14.

IMPORTANT: Only tiles in your hand count. DO NOT count the discarded tiles for this purpose.

Then, the player with the most total points is the winner of the game! In case of a tie, the player with more accomplished missions wins. If there is still a tie, the player with the most total points from Character tiles in his hand is the winner. If there is still a tie, players share victory.

During the game the red player discarded 7 tiles. He gets 7 VP.

The Red player got 13 VP from his 6 Character tiles.

He also accomplished two missions. One of them he did alone so he adds +6 VP to his score. The other mission was also accomplished by the Yellow player, so they divide the points, 3 for each player. The Red player gets a total of 9 VP from the Missions.

The Red player scored in this game a total of 29 VP (7+13+9).

Characters abilities

Almost all the Character tiles have one or two special abilities. They may be used when resolving the Location Board at the end of the Round. For **each symbol** on the Character tile, the controlling player may use the following abilities:



ASSASSIN

Choose a Character tile (not a Reward tile) from this Location and return it to the controlling player's hand. It's removed from this Location, but NOT from the game.



1. Location 3 is now going to be resolved.

In Deployment space I, the Red player placed a Character with the ASSASSIN ability. Because it is in Space I, it is the 1st to use its ability.

The Red player chose to remove the C. Lucky Luciano Character.



2. C. Lucky Luciano Character is returned to the Yellow player's hand.

Now the Red player and the green player are tied.

The green player can still use his ability. See page 10.



CONSPIRACY

Secretly look at the top tile from the draw pile and the Reward tile from this Location. Place one in the bottom of the draw pile facedown and the other in the Reward Space (face up).

Continuing to use the previous example, after Deployment space I is resolved, it's now time to resolve Deployment space II.

The Green player can use his ability. He will look at the top tile of the tile draw pile and the Reward tile then, if he wants, he can exchange them.

The Red Player wins the Reward tile, but probably will not get the Reward tile that he wished for!



NATIONALISM

This Character gets +1 strength for each other flag on this Location Board and adjacent Location Board, that is equal to its own flag. The flag can be on a Character that the player doesn't control or even in the Reward tile (if face up). The flag can be on a Character that is in a Location Board that has already been resolved.



In this new example, Deployment space II in Location Board 3 is resolved. The Character benefits from the flags of UK from two Characters that are in adjacent Locations Boards.

The Yellow player wins the Reward tile with:

- A** Character in Deployment space I gives 2 Strength.
- B** Character in Deployment space II gives 2 Strength.
- C** 2 (1+1) from the UK flags in adjacent Locations.

The Yellow player gets a total of 6 Strength.





SEDUCTION

Choose any Character (face up or face down) from an adjacent Location Board (not a Reward tile) and place it **with its Tile marker** in a free Deployment space at this Location. The Character can be on a Location Board that has already been resolved. **VERY IMPORTANT: Ignore all abilities on that tile, it will only count its strength for its owner.**

1. In this example, we are resolving Deployment space II, from Location Board 2. Looks like the Yellow player has secured the Reward tile, because he is alone there. But he wants to stop the Red player from winning the Reward tile from Location Board 5 (since he is also alone there). So he chooses to bring 2 Character tiles (he can do this because his Character tile has 2 Seduction symbols) from two adjacent locations. One comes from Location Board 3 and it's a Character he owns. The other is from the Red player in Location Board 5.



2. The Red player Character is revealed and has 5 strength. The Yellow player also has 5 strength in total (the sum of his two Character tiles). They are tied. But since the Yellow player is in a Deployment space with a lower value (I), he wins the Reward tile. Note the special abilities from the Characters that were pulled from the adjacent Location boards, cannot be used. This way, the Yellow player prevented the Red player from winning the Reward tile from Location Board 5.



DIPLOMACY

Choose any Character (can be himself) from this Location Board or an adjacent Location Board (face up or face down tile). Place a Shield on it. During this Round, this Character cannot be the target of Assassin and/or Seduction. The Character can be on a Location Board that has already been resolved.



In this example, we are resolving Deployment space I, from Location Board 3.

The Yellow player used the ability of his Character to place a white Shield on an Adjacent Location Board, on a Character that he owns.

This way he protects his Character from Assassin or Seduction abilities, increasing the chances to win when Location Board 8 is resolved.



note:

If you're using the characters of other Expansions ("Double Agent" or "VIP"), the Shield also protects from the Double Agent ability - page 17.

Location boards

Besides the general rules that are the same for all Location boards (see page 5/6), each of them has a special rule.

#1 Church

At this Location, Assassin abilities CANNOT be triggered. You can never place tiles that have the Assassin ability at this location.



#2 Hotel Palácio

When resolving this Location, Character tiles with the UK flag gain +1 strength.



#3 Tamariz beach

At this Location there is no TOP SECRET sign in any Deployment space or in the Reward tile space. It means ALL the tiles must be placed face up.



#4 Hotel Atlântico

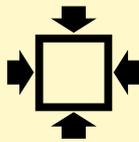
When resolving this Location, Character tiles with the German flag gain +1 strength.



#5 Muchaxo

At this Location, ALL Deployment Spaces are considered Outer spaces.

About Outer and Inner spaces, please refer to page 5.



Because ALL the Deployment Spaces in this Location Board are considered Outer spaces, the Red player can immediately place a Character tile in Deployment space II. It doesn't have to have any adjacent tile.



#6 Casino

At this Location Board and **AFTER** resolving abilities, all players must roll 2 dice for each Character they control here. The difference between the 2 dice is added to the Character's strength.



In this example, the Blue and the Yellow players are fighting for the Reward tile. Blue has a strength of 5. Yellow has a total strength of 2 (1+1). Abilities are resolved. So it's time to roll the dice. Blue rolled the two dice for his Character in Deployment space I.

= The result is zero, so nothing is added to his strength.

He still has a strength of 5.

Yellow rolled the two dice for his Character in Deployment space II.

= The result is 1.

Yellow rolled for the other Character in Deployment space III,

= The result is 4.

So, Yellow adds 5 (4+1) to his strength. Giving him a total of 7 (5+2). With this result, the Yellow player gets the Reward tile.

#7 "Hell's mouth" rock

At this Location Board, and **AFTER** resolving abilities, if there are at least two players with Characters at this location, the player with the lowest strength in this location, must discard one of those Characters that he controls (players choice). The discarded tile is removed from the game. Return it to the box.

In case of tie the player with a tile located in the lowest numbered Deployment space wins.



Removed from the game. Into the box!

In this example, again, Blue and Yellow player are fighting for the Reward tiles.

Blue has 5 strength.

Yellow has a total of 2 strength (1+1).

Abilities are resolved. So it's time to see who's the player with the lowest strength in this location: Yellow. He must decide which Characters will be removed from the game. Yellow chose to discard from the game his Character from Deployment space III, since it only gives 3 VP and the other one gives 4 VP at the end of the game.

This Location, in a 2 player game, can cause a player to have more Tile markers than Characters tiles in the next Round. In this very rare situation, the player plays only the Characters tiles he has.

#8 Museum Conde Castro Guimarães

This Location Board has 4 Deployment Spaces instead of the normal 3.

Note that if a player placed a Character in Space IV, he can see one tile on ANY Location Board. Please, refer to page 4.



In this Location, besides having 4 Deployment Spaces, the player who places a Character tile in Deployment space IV can look at one tile on any Location Board. It is the only Deployment space where that can be done.



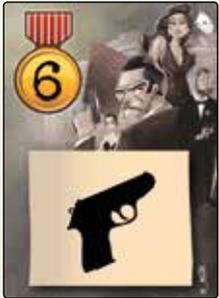
Mission tiles

- Each Mission tile indicates a goal you have to achieve at the end of the game. If you can, you get 6 VP.
- In the case of ties, tied players divide the VPs (rounds down).
- A Character tile can count for different missions.
- **Whatever the Mission, count ONLY the Characters tiles that you have in your hand. Discarded tiles do NOT count for this.**



- Each of these Mission tiles shows a symbol or flag.
- At the end of the game, if you have the highest number of symbols or flags indicated on the Mission tile, you gain 6 VP.
- note: A Character tile that has 2 equal symbols counts as 2 symbols for the Mission.

In this Mission, only the Assassin symbols on the Character tiles are counted.



The Red player ended the game with this 6 Character tiles.

In this example, the Red player has 5 symbols. Note that 2 of them came from just one tile!



In this Mission, only the Strength symbol on each Character tile is counted. The player who has the most total Strength, wins the 6 VP.



In this new game, the Yellow player ended the game with this 6 Character tiles.

The total Strength in his hand is 16 (5+3+2+0+4+2).

If the yellow player has the most strength, he scores 6 VP.



In this Mission, only ONE flag from each country that is shown in the Mission tile is counted. Repeated flags don't count.



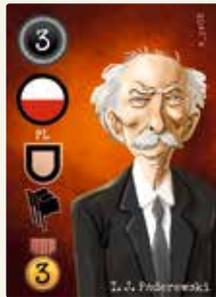
In another game, the Red player ended the game with this 6 Character tiles.

In this example, the Red player has 4 different flags. Note that the second French Character tile doesn't count for this Mission.



Components (promotional tiles only):

4 Character tiles



In the game setup, add these Character tiles to the rest of the tiles and use them following the rules of the base game.

1 Enigma tile



At the start of the 1st Round (page 6 – step #3), place the Enigma tile in a random Reward Space face-up. All tiles in this Location must be face-up at all times (including the Reward tile).

The player who wins the Reward tile for this Location also wins the Enigma tile and places it next to him.

Important: it does not count for hand size purpose.

At the Start of each Round, after the Reward Tiles have been placed, the player who controls the Enigma tile **MUST** place it in a Reward Space of his or her choice.

If no player wins this tile, place it in the next Round in the same way it was done in the 1st Round.

At the end of the game, this tile awards 2VP to the player who owns it.



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 Thank you to Hotel Palácio and Cascais City Hall for the photos.

Introduction:

This expansion offers you a new skill, 7 characters, 2 Mission tiles, 2 Locations and allows you to play with a 5th player. Add the components of this expansion to the base game components.

All the following rules allow you to play with the material of this expansion. Any rule not expressed here, follows the rules of the base game.

Components (only from Expansion Double Agent):

7 Characters tiles



2 Location boards

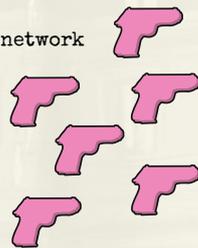
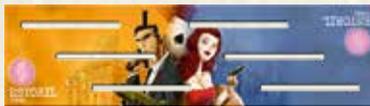


2 Mission tiles



To be used by a 5th player:

- 6 Starting Character tiles - pink network
- 6 pink Tile markers
- 1 Tile holder
- 1 rule summary



#0 - Alcantâra, Lisboa

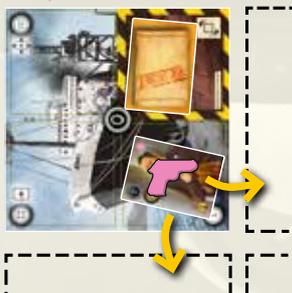
The first player to place a Character in this Location can immediately rotate the Location Board. The board can be rotated 90° (in any direction) or 180°.

In this example, the Pink player placed a Character tile with his Tile marker, 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 that have the ability of Nationalism and who are in this Location or in Adjacent Locations, gain +1 strength.

In Location 2, in Space 1, the Pink player placed a Character with a UK flag, with the Nationalism ability and with strength 2.

Location 2 gives +1 to Character tiles with the UK 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 Tile marker 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 Tile marker. 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 Shield on it (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 player marker in his space).

› Characters under the Double Agent's 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 target by Seduction, his Player marker 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 Tile marker into Space I of Location 9. This way the Blue player loses control of the Character there.

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 VP.



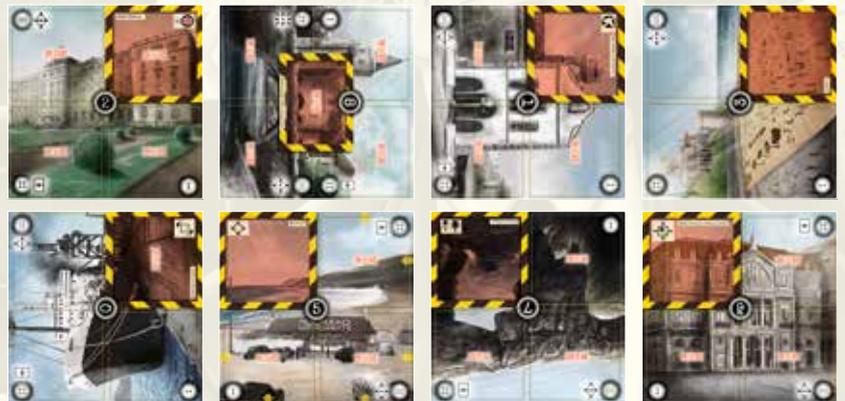
Lowest number of discarded tiles.

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

5th player

The rules are the same as the base game, with the exception of:

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



Introduction:

This expansion offers you 17 new Character tiles, 3 Mission tiles, 1 roulette tile and 2 new Location boards. Add the components of this expansion to the base game components.

All the following rules allow you to play with the material of this expansion. Any rule not expressed here, follows the rules of the base game and Double Agent Expansion.

Components:

(only from VIP Expansion)



1 die
(d12)

2 Locations boards



17 Character tiles



3 Mission tiles



1 Casino Roulette tile



At the end of the game, you score 1 negative VP for each tile you have in your hand with a black medal.

Casino Roulette tile



This tile is used only when the CASINO Location is in play. If you choose to use it, in addition to the Local Casino base rules - page 13 - the following rules also apply:

- As soon as the local Casino enters the game, place the Roulette tile in the **REWARD** space, next to the Reward tile.
- In your turn to play, if you place a Character in Space I, II or III of the Casino Location, you must additionally place a Character tile face down under the Roulette tile. This tile can be taken from your already discarded tiles or one of the tiles in your hand.
- If you can not put any Characters under the Roulette, you can NOT place any characters at the Casino Location.

- If you win the **REWARD** tile (which goes to your hand), you also win all the tiles under the Roulette tile, but these must be placed in your discard pile face up.

- While the tiles are under the Roulette, they can NOT be revealed or consulted, not even with the Enigma tile or other effects of the game.
- If no one wins this Location, the tiles under the Roulette tile are returned to the game box face up.

The Casino Roulette tile can generate a very rare situation: you get more Tile markers than Characters tiles. In this situation, you only play with the Character tiles you have in your hand.

Location boards:



#? Portela Airport, Lisboa

Roll the 12-sided die and place it in the center of the board. The number shows the order which this Location is resolved. If there is another Location with the same number, resolve the Airport first.

- 1  If you put a tile in space I you may increase or decrease the value of the die by 1.
- +1 
- 2  If you put a tile in space II you may increase or decrease the value of the die up to 2.
- +2 
- 3  If you put a tile in space III you may increase or decrease the value of the die up to 3.
- +3 

The value of the die cannot be changed from 12 to 1 or vice versa.



#10 Garret, Estoril

Place 2 Character tiles in the Reward space. If you win the reward, you receive those 2 tiles.

+2  When resolving this Location, Character tiles with the Woman symbol gain +2 strength.

Mission tiles



In this Mission, only ONE flag from each country that is shown in the Mission tile is counted.

Repeated flags don't count.



For this Mission, whoever has the LEAST NUMBER of symbols shown in the Mission tile wins.



For this Mission, whoever has in their hand the largest number of characters with the Starting Character symbol, wins.

PORTUGAL

PORTO

LISBOA

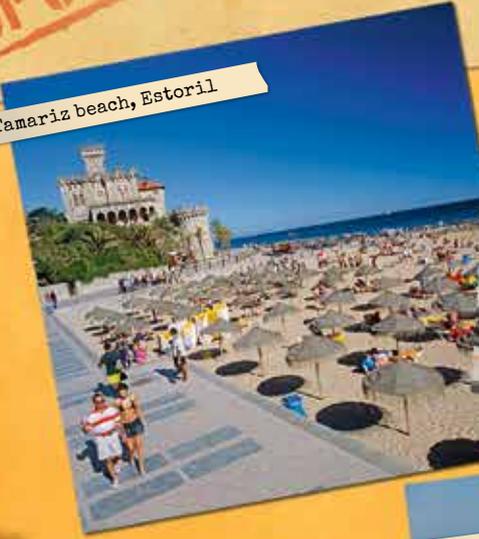
CASCAIS

ESTORIL

FARO

TOP SECRET

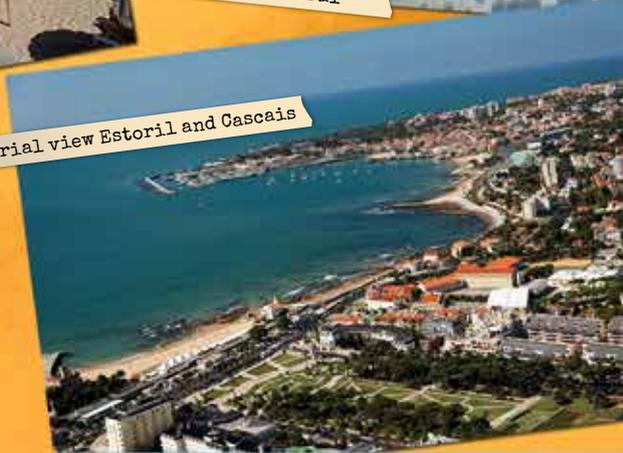
Tamariz beach, Estoril



Palácio Hotel, Estoril



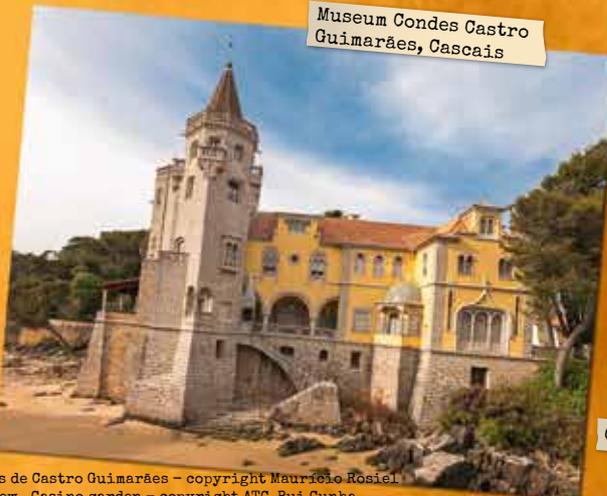
Aerial view Estoril and Cascais



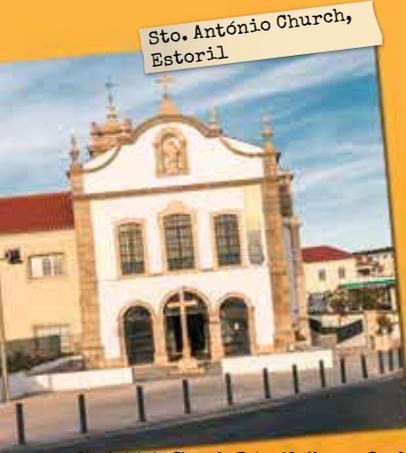
Guincho beach, just near Muchaxo, Cascais



Museum Condes Castro Guimarães, Cascais



Sto. António Church, Estoril



Casino Estoril, Estoril



This game was inspired by historical events that occurred during World War II in the town of Estoril.

Most of the Locations that we show in this game still exist and are worth a visit.

If you want to know about those places, you can follow these links:

About Cascais and Estoril:

www.esteril-portugal.com/pt

www.cm-cascais.pt

www.jf-cascaisesteril.pt

About the Museum:

www.cm-cascais.pt/mccg/

About the Hotel Palácio:

www.palacioesterilhotel.com

About Muchaxo:

www.muchaxo.com

About the Casino:

www.casino-esteril.pt

About the Sto. Antonio Church:

www.paroquiadoesteril.com