Team Members: Sebastian Vazquez, Braden Arnold, Kiki Bajer, Harry Layne
Game Name: Stealth Ops

Team Name: The Board Game Crew

Materials List: 52 Tiles, 4 Spy Pieces, 18 guard tokens (numbered 1-18), 26 Item Cards, 26 Item Indicators, 5 Alert Level Tokens

Premise: Rival organizations each send in their top spy to steal a valuable piece of intel. Each spy wants the intel for themselves and their organization, but they may have to work together to get it in the first place. Like most secret facilities, there will be guards to avoid, air ducts to crawl through, tools to utilize, and many other challenges to face that will require quick thinking and adaptivity.

Win Condition: enter the starting room while holding the intel.

STARTING THE GAME
- At the beginning of the game, the exit/entrance card and intel room are taken out of the deck. Shuffle the deck, and then place the exit/entrance card on the board. Place the intel room at the very bottom of the deck.
- Everyone starts at the exit/entrance room. The goal of the game is to reach the intel room, retrieve the intel, and go back to the exit/entrance card with the intel in their possession.

THE PLAYER PHASE
- Draw a card from the map piece deck and place it on the board.
    - None of the card's exits/entrances may be blocked off. They must be either attached to the board or open-ended.
    - Guards are placed on the tile white side up depending on how many circle symbols there are.
    - If the tile has a triangle symbol, place two item indicator tokens on the tile.
    - Also see **Special Rooms** for rules on certain individual tiles.
    - When a tile is placed, unless it has been placed illegally, it must remain.
- Roll a d4. You may move a number of tiles up to the result.
- If a player either starts their turn on a tile with a guard or encounters a guard while moving through tiles, they must stop and deal with the guard before continuing their movements.
    - Guards may be either snuck by (see **Sneaking**) or dealt with with an item.
        - If a guard is dealt with by an item, the instructions to do so can be found on the item's card.

- If there is an item indicator token on a tile that you end your turn in, you may draw one item from the item deck (see **Items**).
- If you enter the Intel room, you must end your turn there.
- Play proceeds counter-clockwise.
- After each player goes once, the last player starts the guard phase.

THE GUARD PHASE
- Players go around clockwise and each move one of the guards one tile in whichever direction they choose. When a guard is moved, flip the guard token to the black side to indicate this.
- This repeats until all guards have been moved once.
- The last player to move a guard begins the next player phase.
    - The two guards that are in the intel room cannot be moved.
    - Guards that are stationed at a surveillance room cannot be moved.
    - The guards cannot enter the exit/entrance card.

Rules:
- **Alert Level**
    - At the beginning of the game, the alert level is set to 1.
    - When a player fails to sneak past a guard, the alert level is raised by 1.
    - Certain items will have alert level increases outlined on the card.
    - The alert level can never exceed 5; if it reaches 5, the base is put On Alert.
- **On Alert**
    - In this state, guards move twice as far, and players who raise the alert level by failing stealth rolls are sent back to the start.
    - After 3 turns, the "on alert" state ends and the alert level is set at 3.
    - The base is constantly on alert while the intel is not in the intel room.
    - If a player encounters a guard while holding intel and fails a roll, they will drop the intel where they stand.
        - During the next guard phase, the Intel will be returned to the Intel room.
- **Stealing from Spies**
    - When you move through or end your turn on a tile with another spy, you may choose to make a steal roll.
    - If the result of this roll is 5 or higher, you can steal a random item from that spy's inventory.
    - If the spy you steal from is holding the Intel, the item you steal is the Intel.
- **Sneaking**
    - To sneak by a guard, players must roll a d6.
        - If the roll is 1-3, the player fails to sneak by the guard and their movement is stopped for the turn. The alert level is raised by 1.

- If the roll is 4-6, they successfully sneak past the guard and may continue with their turn.
- **Items**
    - Each item room that is placed must have one item indicator placed on it
        - While the item indicator is on the tile, it signifies that an item is still in the room and able to be picked up
    - Players may only have up to five items in their hand at any given time
        - If a player with five items already in their hand ends their turn on an item room, they can choose to discard an item from their hand to the discard pile before picking up the new item (the player's item must be discarded BEFORE picking up the new item).
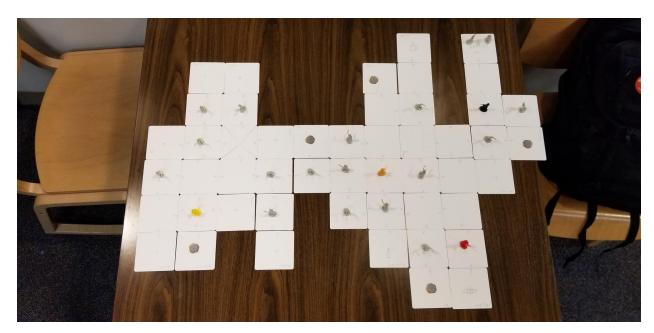- **Item List**
    - (x2) Smoke Bomb: *"Just Like a High School Bathroom!"* Guards in the tile where this is played can't move for a turn. The alert level is raised by 1.
    - (x2) Cardboard Box: *"Just a Box"* If the player starts a round with a guard on the tile, the player can use this item to gain a +2 bonus on their stealth roll.
    - (x2) Tranq Gun: *"Nighty-Night"* This item can be used 3 times before discarding. If a player chooses to, they can use the tranq gun instead of making a stealth roll. If the player rolls a 3 or higher, the guard who the player targets will be placed sideways, will not notice the player, and won't move for the next round. After that round, the alert level is raised by 1.
    - (x2) Revolver: *"Exhilarating Reload Time"* This item can be used 3 times before discarding. If a player chooses to, they can use the Revolver instead of making a stealth roll. If the player rolls a 4 or higher, the guard who the player targets will be removed from the board. Regardless of whether the roll succeeds or fails, the alert level is immediately raised by 1.
    - (x2) Supply Drop:*"I Need Ammo!"* This item can be used 1 time before discarding. If a player is on a tile without a guard, they can use the Supply Drop to draw from the Item Deck once.
    - (x2) Grenade: *"Pull the Pin and Throw"* This item can be used 1 time before discarding. If a player chooses to, they can use the Grenade instead of making a stealth roll. Any guards on the tile the player is standing on are removed from the board, and the alert level is immediately raised by 3.
    - (x2) Coin: *"Just a Stone's Throw Away."* This item can be used 1 time before discarding. If a player chooses to, they can use the Coin instead of making a stealth roll. The guard who the player targets will be moved away one tile from the player.

- (x2) Heelys: *"Gotta Go Fast!"* This item can be used 1 time before discarding. This item must be activated before making a movement roll. The user has x2 movement speed for this round.
- (x2) Knife: *"Watch Your Fingers"* This item can be used 5 times before discarding. If a player chooses to, they can use the Knife instead of making a stealth roll. The player must roll a 5 or 6 to successfully remove a guard from the board. On a failed roll, the alert level gets raised by one.
- (x2) Bipod: *"One Size Fits All"* This item can be used 3 times before discarding. This item can be used to gain a +1 bonus to all attack rolls. Yes, including the knife.
- (x2) Guard Disguise: *"Hugh Janus, Reporting for Duty!"* This item can be used until the player fails a stealth roll. This item can be used to gain a +2 to all stealth rolls.
- (x2) Lockpick Set: "*Knock Knock"* This item can be used 1 time before discarding. This item can be used at any time during a player's turn to move to a tile adjacent to the player's current tile, even if they aren't supposed to be connected.
- (x2) Pentazemin: *"Loosen Up"* This item can be used 1 time before discarding. This item can be used to gain a +3 bonus to all attack rolls.
- **Special Rooms**
  - **Security Room**: If a player lands on this tile, they can choose to lower the alert level by 2 points.
  - **Break Room**: If a player lands on this tile, they can choose to bring any 1 guard onto the break room tile. They must still interact with them as they would a regular guard.
  - **Map Room**: If a player lands on this tile, they can choose to place up to 3 map tiles onto the board.

An example setup of how a game could be laid out.