**Help Content – Alliance, Double Agent Gaming**

* General
  + 2-player strategy game representing a Cold War Conflict
  + US & USSR compete to build the biggest alliance of embassies and communication lines.
* The Gameboard
  + 13 Regions
    - 1 empty
    - 12 with Resources
      * Depletion: each region has a limit on how many embassies can collect resources from it.
      * If the embassies on the region exceed its limit, the region is depleted, and no embassies receive resources from that region.
    - Capturing and Multicapturing
      * If you capture a region, or a group of neighboring regions, by enclosing it with your own communication lines, you can receive resources for as many embassies as you want on that region, even if it was previously depleted.
      * Any enemy embassies on a captured region will not receive resources from it.
  + Embassies
  + Communication Lines
* Setup Turns
  + Place Embassy then Comm Line
  + Turn sequence: 1, 2, 2, 1, *2*
  + You won’t get resources until after these setup turns
* On Your Turn
  + Receive resources
    - Every embassy collects one of the resource type from each of its active regions
  + Build (optional)
    - Building an embassy requires two coins and two loyalists; building a communication line requires one lumber and one copper
    - Embassies are placed at corners of regions; communication lines placed on edges of regions
    - After setup turns, any piece placed must be connected to one of your communication lines
    - Communication lines may not be placed inside an enemy’s captured region, but embassies can be placed on the edge.
    - Communication lines can be built without placing embassies, and can even cross over an enemy embassy
    - “End Turn” button passes the turn to your opponent
  + Trade (optional, and can be done at any time, before, in between, or after placing pieces)
* Trade
  + Only once per turn
  + 3 for 1
* Score and Winning
  + First to 10 points wins
  + 1 point for each node
  + 1 point for each captured region
  + 2 points for having the longest network of communication lines
* Tips
  + Don’t forget you can trade after you build, thinking ahead to what you might need next turn

Slide Content

The Game

Alliance is a two-player strategy game representing a Cold War Conflict.

Choose your ally - US or USSR - and compete to build the biggest alliance of embassies and communication lines.

The Gameboard

The gameboard consists of 13 regions. One is empty, but the others each provdie a type of resource.

Embassies can be placed on the corners of resource regions, and Communication Lines can be placed on the edges.

Resources

Each resource region can support a limited number of embassies (indicated by 1, 2, or 3 dots).

If more embassies are placed on a region than its limit, the region will be "depleted." A depleted region does not give resources.

You can capture a region (whether depleted or not) by enclosing it with your branches. You may place as many embassies as you want on a region you have captured.

Gameplay Setup

On each of your first two turns, place an embassy anywhere on the board, and a communication line adjacent to it.

The regions adjacent to your first two embassies determine what resources you will get after the setup turns are completed.