**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 over no embassies receive resources from that region
      * ~~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. 1

The Gameboard

The gameboard consists of 13 regions with different resources. ~~One is empty, but the others each provide a type of resource.~~ 2

Embassies can be placed on the corners of resource regions, and Communication Lines can be placed on the edges.3

Resources

Each resource region can support a limited number of embassies (indicated by 1, 2, or 3 dots). 4

If more embassies are placed on a region than its limit, the region will be "depleted." A depleted region does not give resources. 5

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. 6

Score and Winning

The goal is to reach 10 points before your opponent does. 1 point is awarded for placing an embassy, 1 point for a communication line, 1 point for capturing a resource region, and 2 points are awarded to the player with the longest network of communication lines. 7

Gameplay Setup

On each of your first two turns, place an embassy anywhere on the board, and a communication line adjacent to it. 8

Turn order goes player 1, 2, 2, 1 then alternates between the players after the setup turns. 9

The regions adjacent to your first two embassies determine what resources you will get after the setup turns are completed. 10

Trade

Resources can be traded once a turn. 11

The exchange can be for any 3 of available resources for 1 resource of the player’s choosing. 12

Building

1 Embassy = two coins and two loyalists.

1 Comm Line = 1 Lumber and 1 Copper. 13

After setup turns, any piece placed must be connected to one of your communication lines. 14

Communication lines may not be placed inside an enemy’s captured region, but embassies can be placed on the edge 15

Communication lines can be built without placing embassies, and can even cross over an enemy embassy 16

“End Turn” button passes the turn to your opponent 17

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.

Rulebook

**Rulebook Content**

Gameboard

Embassies are built on the corners of the 13 regions; communication lines are built along the edges. Twelve of the regions each provide a particular resource: copper, lumber, a loyalist, or a coin.

Resources

Resources are used to build embassies and communication lines. At the beginning of a player’s turn, their embassies all automatically collect one resource from each of its adjacent regions.

Building

An embassy costs 1 copper and 1 lumber. A communication line costs 2 loyalists and 2 coins.

Pieces can only be built adjacent to a player’s own communication lines. Communication lines may be built across the opponent’s network, but not into a region the opponent has captured.

Trading

Once per turn, a player may trade in a combination of any 3 resources for 1 of another resource type.

On Your Turn

A player can make a resource trade and can build up to as many embassies and communication lines as they can afford.

Resource Depletion

Resource regions support a limited number of embassies, indicated by 1, 2, or 3 dots under the resource icon.

If the total number of embassies on a region exceeds its limit, that region is depleted and no longer provides resources to either player.

Capturing Regions

A player can capture a region or group of regions by enclosing it with their communication lines. The player who has captured a region can build unlimited embassies there without depleting it. The opponent’s embassies will no longer collect resources from that region.

Initial Turn Sequence

Each player builds 2 initial pairs of an embassy and an adjacent communication line, following the sequence: Player 1, Player 2, Player 2, Player 1. Regular gameplay then begins, starting with Player 2.

No resources are needed to build on these setup turns.

Winning

Win the game by being the first to reach 10 points.

A player earns points in three ways:

1 Point for each embassy built on the gameboard

1 Point for each region captured

2 Points for having the longest network of communication lines