

M One player volunteers or is randomly selected to play as the **MIND MGMT Recruiter**. All other players are **Rogue Agents**.

E Place the **game board** face-up on the table. The board should be oriented so the **Recruiter's side** is closest to the Recruiter (see diagram). The opposite side is the **Rogue Agents' side**.

IMPORTANT: The game board shows a map of the city of Zanzibar. It is divided up into square **locations**, each of which has **2 Features**.

M **Mayhem Tokens:** 5 Mayhem tokens will be added to the board. A Mayhem token is placed between any 2 locations on the board. No one may place a Mayhem token such that it touches another Mayhem token (either an "L", or in a long line). The Recruiter places 1 Mayhem token first, then going clockwise, each player places 1 Mayhem token until they are all placed.

D Place the **Time Token** next to "01:00-05:00" on the **Time Track**.

E Place each of the Rogue Agents' Action cards under the appropriate labels on the **Rogue Agents' side** of the game board, so that the action's description is visible to everyone. Then do the same for the MIND MGMT Action card(s) on the **Recruiter's side**.

E Place the **Mental Note tokens**, **STEP tokens**, and **Recruit tokens** in a supply off to the side.

G Use 1 **Recruit token** to cover each of the "15:00" and "16:00" spaces of the Time Track. (This is to show the Training Mission is 2 turns shorter than the full "game.")

H You should now have a total of **9 Recruits** in the supply.

There should be a total of **12 Recruits** in the supply.

RECRUITER SETUP

1 The Recruiter takes the **Secret Map**, **Mental Screen**, and **1 dry-erase marker**. They place their Secret Map **behind** their Mental Screen, orienting it to **match** the game board.

J **Mark Mayhem:** Before choosing their starting location, the Recruiter marks the location of all Mayhem tokens on their Secret Map. They may not pass through any Mayhem tokens during their first STEPS.

K The Recruiter takes **1 MIND SLIP token** and places it in front of their Mental Screen, visible to the Rogue Agents.

L The Recruiter either chooses or randomly draws 1 **Recruiter card**, secretly looks at it, and places it behind their Mental Screen where the Rogue Agents cannot see it. They return the card that was not selected to the box (being careful not to show it).

IMPORTANT: **Recruiter cards** (blue background)



Potential Recruiter (used by Agents)



M The Recruiter chooses a **starting location** by writing "1" on any location on their **Secret Map** (NOT on the game board!)

IMPORTANT: Unless you're feeling really tricky, it's a good idea to choose a starting location that's not on the outside edge of the board, which is where the Agents will start.

N The Recruiter reveals their starting location to the Rogue Agents. They do this by taking a Mental Note token from the supply, flipping it to its "Confirmed" (green) side, and writing a "1" on it. They place the token on the location on the game board that corresponds to the "1" they wrote on their Secret Map.

Hidden Starting Location: When the Recruiter chooses their starting location, they do not reveal it to the Rogue Agents.



Feature cards

O The Recruiter shuffles the **Feature cards** and draws 3 at random. They secretly look at them and place them face-up behind their screen where the Rogue Agents cannot see them. On their **Secret Map**, the Recruiter circles **every Feature** that **matches** any of their 3 cards.

P The Recruiter then performs **4 STEP Actions** and marks them on their secret board (as "2," "3," "4," and "5").

Q The Recruiter collects **Recruits** during their starting STEPS by visiting locations with **circled Features**. After the first 4 STEPS are complete, the Recruiter counts the number of circled features on locations marked 1 through 5 and places that number of **Recruit tokens** from the supply next to the "01:00-05:00" space on the **Time Track**.

R **Place Immortals:** The Recruiter places **4 Immortal figures** on the game board, obeying the following restrictions:

- Each Immortal must be placed in a **different** location.
- Immortals may not be placed at locations on the **outside edges** of the game board (where the Agents will start).



ROGUE AGENTS SETUP

S The Rogue Agents take **1 dry-erase marker** to share. Then they distribute the **4 Agent cards** as evenly as possible between their players:

2-player game: The lone Rogue Agent controls all 4

3-player game: Each of the 2 Rogue Agents controls 2 Agents.

4-player game: Each of the 3 Rogue Agents controls 1 Agent. The 4th Agent is controlled by all Rogue Agents.

5-player game: Each of the 4 Rogue Agents controls 1 Agent.



Each Rogue Agent places their Agent card(s) in front of them, with the side that does not have any printed abilities face-up.

Choose Agents: When the Rogue Agents choose Agents to control, they place their Agent cards with the ability text face-up. They may either choose Agents randomly, or choose them based on their abilities.

T Each Rogue Agent takes the **Agent figure(s)** matching their Agent card(s), and places them in any location(s) on the outside edge of the game board.

U Place both **Potential Recruiter cards** under the **POTENTIAL** label on the Rogue Agents' side of the board. This is so the Rogue Agents know which special abilities the Recruiter might have.

Potential Recruiter (orange background)



V **Ally Card:** The Rogue Agents place any Ally cards they have access to face-up under the ALLIES label. (The Rogue Agents start with 1 ally, Black Ops Dolphin, but may unlock others in SHIFT packages.)



W **Place 2nd MIND SLIP:** The Rogue Agents choose a location on the board that is **orthogonally or diagonally adjacent** to one of the **Temples**, and place the Recruiter's **2nd MIND SLIP token** there.



X The Recruiter then draws an additional **2 Feature cards** from the deck and places them **face-up** under the **IMMORTAL RECRUITING** label on their side of the board.



Start the game with the Recruiter's first turn!

Recruiter's Objective

The Recruiter can win in either of 2 ways:



- Contact and reveal a total of **9 Recruits**
- Reach **14:00** without getting captured



- Contact and reveal a total of **12 Recruits**
- Reach **16:00** without getting captured

Round Overview

During the game round, each side will take a total of 2 turns, in the following order:

1. **1st Turn - Recruiter:** The Recruiter takes 1 action and advances the **Time Token**.
- **Rogue Agents:** The Rogue Agents activate **any 2 of their Agents**.
3. **2nd Turn - Recruiter:** The Recruiter takes 1 action, advances the **Time Token**, and resolves an **Alert icon**.
- **Rogue Agents:** The Rogue Agents activate their **remaining 2 Agents**.



The Recruiter may do the following, in any order:

- Take **1 action**
- **move 1 Immortal** - if you can't you lose immediately!
- (Optional) Place **1 STEP token** to move **1 Immortal** again

The Recruiter then completes their turn by doing the following, in this order:

- If you have fewer than **2 Immortal Feature cards** draw new cards.
- Advance the **Time Token**

Rogue Agents' Objective



The Rogue Agents' job is to investigate locations and attempt to track down the Recruiter before time runs out. They win if they successfully capture the Recruiter. To **capture the Recruiter**, an Agent must perform the **CAPTURE** action while they are in the same location as the Recruiter.

Mental Notes



The Recruiter must

- Take **1 action**
- Advance the **Time Token**

Recruiter Action STEP

- You may **not** move diagonally (unless you are moving to or from a Temple (see below).)
- You may **NOT** move to a location you've **already visited** (a location with a Time already written on it).
- You may **move** to a location occupied by an Agent.
- You may **not** move through Mayhem.
- You can place a **MIND SLIP** token on the Time Track to use the special action (on Recruiter card).



Contacting Recruits

Whenever you visit a location that has 1 or more circled Features matching any of the 3 Feature cards behind your screen, you **automatically** contact 1 Recruit for each circled Feature. However, you only indicate the total number of Recruits you have contacted once per round, when the Time Token reaches an **Alert icon** on the Time Track.



Rogue Agents' Turn

TM Training Mission

Each Agent you activate may do any of the following, **in any order**:

- Move **up to 2 spaces**
- Take **1 action**: ASK, REVEAL, **SHAKEDOWN**, and CAPTURE.
- (Optional) Use a free action ability (if the Agent has one)
- (Optional) Use and discard an Ally card

ASK

- only without Immortal on your location -

Choose one Features in your location. **You may not ASK** about any Feature in any location that is **occupied by any Immortal**.

The Recruiter must reveal 1 visited location by placing a STEP on it. The Recruiter must choose a location **that does not** already have a **STEP token** or **Confirmed Mental Note** on it, if possible.

REVEAL

- only without Immortal on your location -

If your Agent is on a location with a STEP token, you may discard the STEP to ask the Recruiter when they were in that location.

CAPTURE

- only without Immortal on your location -

You may use a CAPTURE action at your location to attempt to capture the Recruiter.

Movement

Your Agent may move to a new location up to 2 spaces away, obeying the following movement rules:

- You may move onto a location with an Immortal.

SHAKEDOWN

- only **with Immortal** on your location -

1. Choose any Feature and ask the Recruiter if it matches any of the 3 hidden Feature cards.
2. The Recruiter must immediately reveal matches and place it face-up beside the game board.
3. You may push the Immortal to any orthogonally adjacent location (obey all Immortal movement rules).

You may push whether or not you correctly identified one of the Recruiter's Feature cards.

Temples

Temple locations are special in that they allow the Recruiter or Agents to move diagonally.

A player may move to a Temple from any diagonally or orthogonally adjacent location. If a player is at a Temple, they may move to any location that is diagonally or orthogonally adjacent to it.



Immortal Recruiting

Immortals must occupy 2 different locations (at the same time) that both have a Feature shown. Immediately reveal a contacted Recruit and discard that Feature card. You can't contact Recruits at this Feature again!

Immortals

- An Immortal **may** move to an **orthogonally** or **diagonally** adjacent location.
- may move 1 Immortal before or after your turn.
- An Immortal may **not** move to a location occupied by another Immortal
- An Immortal blocks ASK!
- **Immortal Features cards** are **open** information!
- Immortals recruit **with 2 features** at the same time.



}}} RULEBOOK

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Scenarios 1-4. Chart of aberrant behavior organized by real name, alias, "recruiter" and the dates of observed evasiveness, general secretive attitude, and outsized desire to "win" at all costs. Really. What's up with that?

GAME A		MERU	BILL	GAME B		MERU	BILL
RECRUITER PLAYER		LYME	DUSTY	RECRUITER PLAYER		LYME	DUSTY
DATE	RECRUITER	TURN AGENTS WIN	RECRUITER WINS (R/E)	DATE	RECRUITER	TURN AGENTS WIN	RECRUITER WINS (R/E)
1				1			
2				2			
3				3			
4				4			
5				5			
6				6			
7				7			
8				8			
9				9			
10				10			
11				11			
12				12			
13				13			
14				14			

GAME C		MERU	BILL	GAME D		MERU	BILL
RECRUITER PLAYER		LYME	DUSTY	RECRUITER PLAYER		LYME	DUSTY
DATE	RECRUITER	TURN AGENTS WIN	RECRUITER WINS (R/E)	DATE	RECRUITER	TURN AGENTS WIN	RECRUITER WINS (R/E)
1				1			
2				2			
3				3			
4				4			
5				5			
6				6			
7				7			
8				8			
9				9			
10				10			
11				11			
12				12			
13				13			
14				14			

the if you write in pencil you can always erase it later no one needs to know you?