

REVENGE OF THE DICTATORS

THE AMERICAN AGENT AKA BOB

GAME COMPONENTS

- 22 AMERICAN AGENT CARDS
- 3 SECURITY BREACH CARDS
- 1 ACTION CARD
- 1 ASSET CARD
- 1 INTERRUPTION CARD
- 1 FOUNDING FATHER CARD
- 1 MEEPLE
- 1 6-SIDED DIE
- 2 RULEBOOKS (1 ENGLISH AND 1 DUTCH)

NOTE: PEN AND PAPER NOT INCLUDED.

SET UP

- SETUP REVENGE OF THE DICTATORS AS USUAL. THE AMERICAN AGENT DOES NOT RECEIVE ANY COMMAND CARDS AT THE START OF THE GAME.
- PUT THE AMERICAN AGENT MEEPLE ON THE MAP IN WASHINGTON D.C. AS THIS IS THE STARTING POSITION FOR THE AMERICAN AGENT.
- SHUFFLE THE AMERICAN AGENT CARDS TOGETHER WITH THE SECURITY BREACH CARDS TO CREATE THE AMERICAN AGENT DECK. PLACE THE DECK WITHIN REACH OF THE AMERICAN AGENT.
- SHUFFLE THE EXPANSION CARDS (WE MADE CONTACT!; BOGHAMMAR; SNITCH; BENEDICT ARNOLD) INTO THE COMMAND DECK.


NOW YOU ARE READY TO KICK SOME DICTATOR BUTT!

OVERVIEW

THE ULTIMATE GOAL OF THE AMERICAN AGENT IS EASY: **MAKE IT TO THE END OF DEFCON 1, SO THE DICTATORS AUTOMATICALLY LOSE. THIS WILL MAKE YOU WIN THE GAME.**

YOU'LL NEED TO TRY TO SPOT AS MANY DICTATORS AS POSSIBLE. SPOTTING A DICTATOR GIVES THE AMERICAN AGENT CERTAIN TACTICAL ADVANTAGES, FOR EXAMPLE INCREASING THE DEFCON LEVEL. THE AMERICAN AGENT IS ABLE TO GO UNDERCOVER, WHICH WILL REMOVE HIS/HER MEEPLE FROM THE GAME BOARD SO NOBODY KNOWS WHERE BOB WILL MOVE TO NEXT.

PLAYING YOUR TURN

AT THE START OF YOUR TURN, IF YOU'RE NOT YET UNDERCOVER, ROLL A 6-SIDED DIE. IF YOU ROLL THE  YOU GO UNDERCOVER AND REMOVE YOUR MEEPLE FROM THE GAME BOARD. EACH TIME YOU MOVE, WRITE DOWN THE STATE YOUR TRAVELING FROM AND TO. REVEAL YOURSELF AND RETURN YOUR MEEPLE TO THE GAME BOARD IF:



- YOU DRAW A CARD FROM THE AMERICAN AGENT DECK
- YOU SPOT A DICTATOR (SEE SPOTTING A DICTATOR)
- A DICTATOR PLAYS A CARD WHICH FORCES THE AMERICAN AGENT TO MOVE

DURING YOUR TURN YOU MUST MOVE ONCE BY ROAD. ADDITIONALLY YOU MAY USE ONE OF THE FOLLOWING ACTIONS:

- DRAW A CARD FROM THE COMMAND DECK
- PLAY A COMMAND CARD, REGARDLESS OF ITS COST
- PLAY AN AMERICAN AGENT CARD



DRAW A CARD FROM THE AMERICAN AGENT DECK IF:

- YOU DISCARD 2 COMMAND CARDS DURING YOUR OWN TURN
- YOU MOVE TO THE CIA HQ IN VIRGINIA (ONCE PER GAME) 
- YOU MOVE TO AREA 51 IN NEVADA (ONCE PER GAME) 

SPOTTING A DICTATOR

A DICTATOR IS SPOTTED WHEN YOU ARE IN THE SAME STATE AS A DICTATOR, BUT YOU CAN NEVER SPOT THE SAME DICTATOR TWICE IN A ROW. IF THERE ARE MULTIPLE DICTATORS IN THE SAME LOCATION, CHOOSE ONE.

NOTE: IF THE AMERICAN AGENT ENCOUNTERS A DICTATOR WHEN A CARD IS PLAYED THAT ALLOWS A PLAYER TO MOVE MORE THAN ONCE, THAT DICTATOR IS SPOTTED (IF APPLICABLE). ANY REMAINING EFFECT OF THE PLAYED CARD IS LOST.

WHEN A DICTATOR IS SPOTTED, HE/SHE DISCARDS HIS/HER HAND AND REMOVES ALL OF HIS/HER  CARDS FROM PLAY, AND PLACES THEM ON THE COMMAND DECK DISCARD PILE. THEN THE AMERICAN AGENT MAY MOVE THAT DICTATOR TO AN ADJACENT STATE.

EVERY TIME YOU'VE SPOTTED 6 DICTATORS, INCREASE THE DEFCON LEVEL BY 1.

PRIVILEGES & LIMITATIONS

- YOU CAN MOVE PAST  TOKENS. THESE DON'T EFFECT YOU.
- YOU HAVE NO HAND SIZE LIMIT.
- WHEN YOU DRAW OR RECEIVE A FOUNDING FATHER CARD, CHOOSE A DICTATOR. GIVE THE FOUNDING FATHER CARD TO HIM/HER.
- YOU CAN'T USE  CARDS.
- YOU CAN'T MOVE OR BE MOVED OUTSIDE THE USA.

SECURITY BREACH

WHEN YOU DRAW A SECURITY BREACH CARD, REVEAL IT, ROLL A 6-SIDED DIE, AND RESOLVE THE EFFECT OF THE RESULT (SEE BELOW). THEN REMOVE THE SECURITY BREACH CARD FROM THE GAME.



A SECURITY BREACH EFFECT CAN ONLY HAPPEN ONCE. IF YOU ROLL THE SAME NUMBER AGAIN, NOTHING HAPPENS.

- 1 THE NEXT TIME A DEFCON CARD IS DRAWN OR PUT IN A PLAYER'S HAND, NOTHING HAPPENS. PLACE THIS SECURITY BREACH CARD NEXT TO THE DEFCON LEVELS ON THE BOARD AS A REMINDER.
- 2 THE AMERICAN AGENT HAS SPOTTED 1 DICTATOR LESS.
- 3 THE AMERICAN AGENT DISCARDS HIS/HER HAND.
- 4 CHOOSE AN OPPONENT. HE/SHE MOVES THE AMERICAN AGENT TO ANY STATE IN AN ADJACENT TIME ZONE.
- 5 PUT THE TOP 5 CARDS OF THE AMERICAN AGENT DECK IN THE DISCARD PILE. RESHUFFLE ANY SECURITY BREACH CARDS.
- 6 EVERY DICTATOR MOVES TWICE BY ROAD.



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