

Top Secret

2-4 players
Ages 10 and up
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Manufactured by Jumbo

Contents

Game board
4 sets of 7 secret agents
4 sets of 4 diplomat suitcases (A, B, C and D)
4 sets of 4 suitcase cards (5 points = 5 state secrets; 3 points = 3 state secrets; 1 points = 1 state secret; 1 big red explosion = bomb)
4 sets of 7 duel cards (one each of the numbers 1-5 and two worth 0)
2 special dice (0-1-1-2-2-3)

1. The board

The board shows many cities that are interconnected by lines. These lines are the routes agents take from one city to another. The headquarters are in the 4 corners; diagonally opposite them lie the same-color start spaces. Each corner contains 4 suitcase fields, marked with the letters A, B, C and D in the same colors as the start space, and an opposing headquarters in another color. The players move their agents from the start spaces to their matching-color headquarters. Headquarters can be entered only along the scored connecting lines.

2. Preparation

Each player chooses a color and sits at the corner with the start space and 4 suitcase fields of this color.

Each player gets a complete set in his color: 7 agents, 4 suitcases, 4 suitcase cards, and 7 duel cards.

A set of suitcase cards consists of 4 cards: 3 cards with points in the chosen color (5, 3 and 1) representing the state secrets, and a card with a big red explosion is the bomb. Each card declares the content of a suitcase. In order to determine which contents go in which suitcase, the suitcase cards are placed under the fields marked A, B, C and D near the players' respective start spaces.

Note: This should be done very carefully, because the contents of each suitcase must be kept secret from the other players! Two examples: If you put the card worth 3 points under field B, then suitcase B in your color contains 3 state secrets. If you put the card with the big red explosion under field C, then suitcase C in your color contains a bomb.

Each player puts his 7 agents on the start space of his color.

Each player distributes his 4 suitcases on 4 different cities. More than one suitcase can be in a city, but each must be a different color. This color restriction is applied, however, only to the initial distribution at the beginning of the game.

3. Object of the game

You must bring 10 state secrets into your own headquarters. Important: At least one of the first 3 suitcases brought into your headquarters must be an opponent's suitcase.

4. Moving the agents

Whoever rolls the highest number begins. Play progresses clockwise. On your turn, roll both dice. You may move one or more agents the total number of spaces you roll.

An example: if you roll 2 + 1, you can move an agent 3 spaces, or one agent 2 spaces and another 1 space, or 3 agents 1 space each.

At the end of a move, there can never be more than 2 agents of the same color in any city.

5. Taking and leaving suitcases

If an agent's move finishes in or passes through a city containing his own or an opponent's suitcase, he can take it by snapping the suitcase and the agent together. He can also remove a carried suitcase and set it aside in a city, as well as set aside a suitcase and take another simultaneously. An agent can, of course, never carry more than one suitcase at a time.

6. Duels

If an agent meets an opponent's agent in a city, a duel must occur. You cannot move through a city with an opponent's agent without immediately halting and dueling.

Each player selects one of his duel cards and puts it face down in front of him. Then uncover both cards: the highest number wins. The aggressor wins ties if his agent has entered the city by exact count.

Both cards are taken out of the game afterwards. Played cards cannot be used again until all 7 cards have been used. Whoever has played all 7 of his cards can pick them all up again immediately.

After the duel, the loser's agent is out of the game, unless the loser played a zero. If you lose the duel with a zero, the agent returns to your start space. If the agent carried a suitcase, the suitcase remains in the city and can be taken by the winner of the duel.

If the aggressor wins the duel, he gets a bonus move and can move one city away. If an agent enters a city with 2 opposing agents, he must fight against the first and then – if he was successful – the second agent. If he wins both duels, he gets 2 bonus moves and can move 2 cities away. If a player interrupts a move because of a duel, he is allowed to continue afterwards if he wins the duel.

An example: A player rolls 5. On the second step his agent stops to fight a duel. If the duel is won, the player gets a bonus move and can go 4 spaces further (1 bonus move + 3 remaining moves). If the duel is lost, the remaining moves are forfeited, and the player's turn is finished.

7. Opening the suitcases

The goal is to bring suitcases with valuable state secrets into your own headquarters (matching-color corner). As soon as an agent brings his own or an opponent's suitcase into his headquarters, the suitcase is removed from the agent and the contents of the suitcase are announced. The corresponding suitcase card is uncovered and laid face up next to the suitcase in front of the player. The agent returns to his start space – unless a bomb was in the suitcase!

8. Bombs

If a bomb was in the suitcase, the player immediately loses half of his agents still in the game, with odd numbers rounded up. The player may choose which agents to remove from the game, however.

9. Ending the game

The game ends if a player brings 10 state secrets into his headquarters.

2 players

If only 2 players take part in the game, they begin from diagonally opposite corners.

3 players

With 3 players, one player possesses a small advantage: he will have no opponent diagonally opposite him. In order to even things out, each of his two opponents can put an agent on the start space that belongs to no player.