



REFERENCE GUIDE

DEEP STATE



NEW WORLD ORDER

THE EMBLEMS

Emblems are needed for Advancing in Projects. The Communists, Peacekeepers, and Spies emblems are sometimes needed to Make Treaties.

The main source of emblems are Objective cards. Many Treaties will also give you Communists, Peacekeepers, and Spies emblems.

EMBLEM	SIGNIFICANCE	CAN BE FOUND ON THESE OBJECTIVES	ASSOCIATED PROJECT
 Communists	It is easy to find among the working class, those who carry the banner of class struggle.	 LARGE UNIONS	 COMMUNIST
 Peacekeepers	Many are ready to cry for world peace, but few are prepared to act.	 CONSULATES	 UNITED NATIONS
 Spies	Knowledge is power. This is well understood by intelligence agencies.	 SPY AGENCIES	 SPYWARE
 Special Interest	Some Objectives are of particular value to the Committee.	Found on many Objective cards	 DEEP STATE

The Special Interest emblems cannot be found on any Treaty. They appear only on Objective cards.

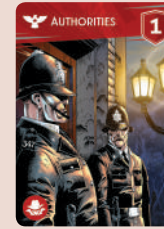
OBJECTIVE CARDS

MASS CONTROL GROUP

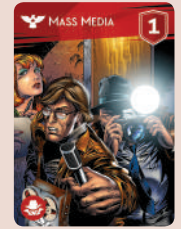
Cards from the Mass Control group are worth 1 Influence each.



It is not important who speaks at the podium, only whose opinion is spoken.



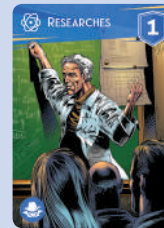
Politicians are the mouth. The establishment is the muscle that drives the flapping of the mouth.



Any fairytale told by the mass media becomes reality in the minds of the public.

SCIENCE GROUP

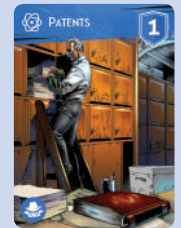
Cards from the Science group are worth 1 Influence each.



The century of technical revolution spawned a new form of power: technological superiority.



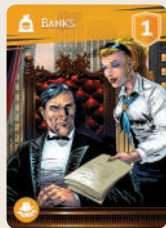
The brilliant minds who create the gears of our world rely on a financier, and it is he who will reap the fruits of their genius.



The threat of losing a lucrative patent to a key technology is enough to bring a powerful corporation to its knees.

FINANCE GROUP

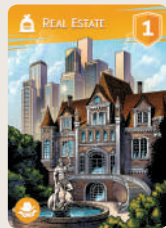
Cards from the Finance group are worth 1 Influence each.



Money drives the world. There are those who drive the money.



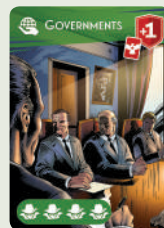
Sometimes a single piece of art is worth more than the annual budget of a small country.



To present an island is a gesture, but to accept the gift is to accept servitude.

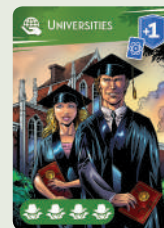
SUPREME POWER GROUP

Cards from the Supreme Power group generate Influence based on other Objective cards.



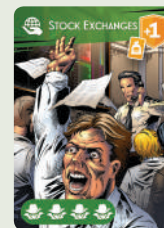
Often governments are comprised of people who were promised something.

Governments generates 1 Influence for each of your Objective cards in the Mass Control group.



In the race for the best personnel, the winners will come straight from universities.

Universities generates 1 Influence for each of your Objective cards in the Science group.



On a good day, economic superiority can be bought with a discounted hammer.

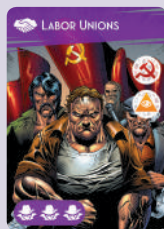
Stock Exchanges generates 1 Influence for each of your Objective cards in the Finance group.

KEY CONNECTIONS GROUP

Cards from the Key Connections group are not worth any Influence, but they do allow you to Advance in Projects and to Make Treaties.



Intelligence agencies have the ability to find the levers of influence on influential people.



The working class is prepared to move mountains for the ideals they believe in.

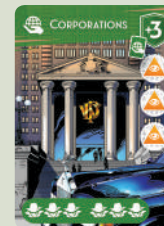


International transactions often become a secret door the size of an airplane hangar gate.



Shady businessmen control parties and security forces, technology and wealth. They too are controlled by someone.

Crime Syndicates generates 3 Influence for every tricolor set you have. A tricolor set is 3 Objective cards: 1 each of the Mass Control, Finance, and Science groups.



At the head of international corporations sit distinct individuals. They each have their own aspirations and weaknesses.

Corporations generates 3 Influence for each of your other Objective cards in the Supreme Power group, including other Corporations cards.

➔ The Supreme Power cards are not worth Influence on their own.

INNER CIRCLE CARDS

The Objective cards Inner Circle form their own separate group of the same name.



It's amazing how far a person is able to go once they are asked to be part of something BIGGER.

Each Inner Circle card is worth 4 Influence or it can enhance the effect of your other Objectives.

Inner Circle cards have 3 possible uses.

OPTION 1. INNER CIRCLE STAND-ALONE

You may leave an Inner Circle card as it is (not attached to any other card). Then, and only in this case, it is worth 4 Influence.

OPTION 2. INNER CIRCLE + SUPREME POWER

You may attach an Inner Circle card to any of your Objective cards in the Supreme Power group. This will increase the number of Influence generated by that card by 1.



Governments with Inner Circle attached generates 2 Influence for each Objective card in the Mass Control group instead of 1. *Same effect for: Universities, Stock Exchanges.*



Crime Syndicates with Inner Circle attached generates 4 Influence for each tricolor set of Objective cards instead of 3.



Corporations with Inner Circle attached generates 4 Influence for each Objective card in the Supreme Power group instead of 3.

OPTION 3. INNER CIRCLE + KEY CONNECTIONS

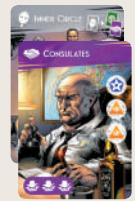
You may attach an Inner Circle card to any of your Objective cards from the Key Connections group. The card will then have double the number of emblems. This effect *does not* apply to the Special Interest emblem.



Spy Agencies with Inner Circle attached has 2 Spies emblems, instead of 1.



Labor Unions with Inner Circle attached has 2 Communists emblems, instead of 1.



Consulates with Inner Circle attached has 2 Peacekeepers emblems, instead of 1.

➔ The additional Spies, Communists, or Peacekeepers emblems created by an attached Inner Circle card can be used everywhere in the game including: Advancing in Projects, Making Treaties, and generating Influence through Treaties at the end of the game for corresponding emblems.

RULES FOR ATTACHING INNER CIRCLE CARDS

Inner Circle cards may be attached at any time during the game or at the beginning of final calculation of Influence.

- To attach an Inner Circle card to a card, place it under the card as shown in the illustrations.
- An Objective card may only have one attached Inner Circle card.
- **Once attached, an Inner Circle card cannot be moved or removed.** Moreover, if you must discard (or hand over to another player) an Objective card with an attached Inner Circle card, you must discard (or hand over) both cards.
- You may attach an Inner Circle card that still has Agents on it. The Agents are placed onto the card to which you have attached your Inner Circle card.

→ For example, you attach an Inner Circle with 3 Agents to Labor Unions which has 2 Agents. As a result, there are now 5 Agents on Labor Unions and no Agents on Inner Circle.

➤ If an Inner Circle card is attached to another card, it is not worth any influence by itself at the end of the game.

NUMBER OF OBJECTIVE CARDS IN THE GAME

The number of Objective cards in the deck changes with the number of players. The lower-right corner of the card shows you whether or not to include it in the deck (if there is nothing there – the card is used in all games).

Mass Control, Finance, and Science groups: 9 of each group for 2–4 players, 12 of each for 5 players. **Key Connections group:** 2 of each type (6 in total) for 2–4 players, 3 of each for 5 players. **Supreme Power group:** 1 of each type (5 in total) for 2 players, 2 of each for 3 players, and 3 of each for 4–5 players. **Inner Circle cards:** 2 cards for 2 players, 4 for 3 players, 5 for 4 players, and 6 for 5 players.

WORLD DOMINATION PROJECTS

PROJECT REQUIREMENTS

In order to join a Project at Stage I or level up to the next Project Stage, you must fully meet the Requirements of that Stage. The Requirements for your Shady Coordinator to enter a Stage are *never* added to the previous or subsequent Project Stages.

The same is true for the benefits of a Stage. For example, at Stage III of COMINTERN, you will have 3 Ghost Agents (not 6, if you add up the first 3 Stages).

COMINTERN



This Project uses revolutionary movements in order to dismantle and replace the traditional power hierarchy.

Participation in this Project simplifies the capture of targets through nationalization, confiscation, terror, and the involvement of members of left-wing mass organizations in covert work.

REQUIREMENTS	MEANING
	The crossed-out Agent icons indicate how many of your Agents in your Active Reserve need to be sent to your Recruitment Pool. You may not use Ghost Agents for this.
	You must have at least as many of these emblems on your cards in play. None of these cards are discarded. Emblems from both Key Connections and Treaty cards count, as well as any additional ones from attached Inner Circle cards or due to the effects of some Treaties.
	DEEP STATE Project requires you to discard Objective cards.

Thanks to your participation in the COMINTERN Project, you have at your disposal 1-3 Ghost Agents – as many as your current Stage allows.

Ghost Agents can be used to Infiltrate Objective cards in the Infiltration Zone and to Carry out Covert Operations. They are not used for any other purpose. *See the description of Ghost Agents on page 10 in the Game Rules.*

The International I	You have 1 Ghost Agent
The International II	You have 2 Ghost Agents
The International III and on	You have 3 Ghost Agents

UNIFIED NATIONS



This Project calls for the creation of an international organization to resolve conflicts between states and subsequently rendering it the function of a world court, and furthermore, a world police force.

Participation in this Project gives your Agents the status of observers with diplomatic immunity.

The UNIFIED NATIONS Project allows you to Recall more Agents from Objective and Covert Operation cards.

First, as you normally would, you Recall 1 Agent from each of your Objective and Covert Operation cards with Agents. Then you may, if you want, use the UNIFIED NATIONS benefit: Recall an additional 1-3 Agents in total from your cards, according to what your current UNIFIED NATIONS Stage is.

Example 1. Being at Stage II in UNIFIED NATIONS, you may Recall an additional 2 Agents from one Objective card or 1 Agent each from 2 Objective cards. Or say, 1 Agent from an Objective card and another Agent from a Covert Operation card which you've just completed.

Notably, this way you lose far fewer Agents during Covert Operations.

Example 2. Being at Stage II in UNIFIED NATIONS and having completed the Covert Operation *Elimination of Obstacles*, which requires 5 Agents, you may Recall 3 Agents (1+2) from the Covert Operation card to your Active Reserve and only 2 Agents are sent to your Recruitment Pool.

Note that the Projects UNIFIED NATIONS and COMINTERN effectively complement each other.

Peace Initiatives I	Recall 1 additional Agent
Peace Initiatives II	Recall 2 additional Agents
Peace Initiatives III and on	Recall 3 additional Agents

SPYWARE

Normally, you can only deploy your Agents to the first 3 Objective cards in the Infiltration Zone. **Thanks to your participation in the SPYWARE Project, the fourth, fifth, and sixth Objective cards in the Infiltration Zone become available to you as well.**

For instance, while at Stage I of SPYWARE, you may deploy your Agents to one of the first 4 Objective cards in the Infiltration Zone (instead of 3). Other players will not be able to intervene, through Over-Infiltrating, if you deploy your Agents to the fourth Objective card... unless, of course, they themselves have joined SPYWARE!



This Project grants special powers to secret services and subsequently allows to establish control over members of governments and, thus, over the population.

Participation in this Project provides your Agents with access to a wide network of informants, allowing you to stay ahead of your rivals.

The effectiveness of SPYWARE depends strongly on whether the Objective cards you need turn up at positions 4–6 in the Infiltration Zone. However, if you manage to get the right cards before the other players, you can easily take the advantage in the game.

Espionage I	The first 1–4 Objective cards in the Infiltration Zone are available for you to Infiltrate
Espionage II	The first 1–5 Objective cards in the Infiltration Zone are available for you to Infiltrate
Espionage III and on	The first 1–6 Objective cards in the Infiltration Zone are available for you to Infiltrate

DEEP STATE

The DEEP STATE Project personifies the management of the Committee in which you are a member. This is the main Project in the game, and therefore it has special rules.



Some Objectives represent a special interest to the Committee.

By passing these Objectives to the full competence of the Committee, you gain a special trust from the higher-ups in the pursuit of the Committee's main goal – to control the world through puppet governments, as well as key public and political structures.

Your plans, however, are more ambitious than the desire to curry favor and gain perks. The day will come when you yourself will stand at the head of the Committee!

When you join the DEEP STATE Project and each time you level up to the next Stage within it, draw 1 or 2 Treaty cards (depending on the Stage). You also may, if you wish, immediately Make any Treaty regardless of its Conditions. You may Make any Treaty you have in your hand, including the one you just drew from the deck.

Thus, DEEP STATE allows you to receive new Treaty cards and to Make Treaties, whose Conditions you are otherwise unable to fulfill.

Unlike other Projects, each DEEP STATE Stage gives you a one-time instant effect. You cannot postpone this effect.

The cost to participate in the DEEP STATE Project is high! **Each time you want to Advance in DEEP STATE, you have to discard Objective cards with Special Interest emblems.** You must discard cards which have at least as many Special Interest emblems as listed in the Stage Requirements (if you have discarded cards with more Special Interest emblems than required, 'change' is not given). If you had Agents on the cards that you have discarded, they are sent to your Recruitment Pool.

Put the discarded cards next to the Objective deck. Discarded Objective cards can be targets for some Treaty cards' effects and the Mediator card from the Men of Action expansion.

Secret Societies I, II and III	Take 1 Treaty card from the top of the deck, then Make 1 Treaty regardless of its Conditions
Puppet Governments and Master of the World	Take 2 Treaty cards from the top of the deck, then Make 1 Treaty regardless of its Conditions

If the Treaty deck has run out of cards, shuffle the discard pile and make a new deck.

➔ Some Treaties allow you to immediately Make another Treaty. In this case, the Conditions of the next Treaty must be met, as you would normally do.

TREATIES

GOLDEN RULES

You receive 4 Treaty cards at the beginning of the game. Additionally, you draw a Treaty card every time someone Over-Infiltrates you. You can also receive new Treaty cards through the DEEP STATE Project, from a few other Treaties, and by using the Turncoat card from the Men of Action expansion.

- While you have a Treaty card in your hand, it is simply a card. It provides nothing to you and is not counted towards any effects. At the end of the game, it is removed from play.
- Treaty Conditions must be met only at the moment when you Make the Treaty (just like with Projects). If later you stop meeting the Conditions, the Treaty will not be terminated.

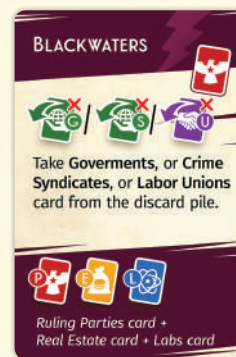
- Treaty Conditions never involve discarding cards or tokens. Only the presence (and sometimes absence) of something is checked.
- The Treaty Conditions always represent the minimum requirements. You can have more, but not less. For example, if you are required to be at Stage II in a Project, Stages III and higher count as well.
- It does not matter if you have Agents on an Objective card or not. Every Objective card is counted towards Treaty Conditions from the moment you take it.
- Treaty effects always apply only to your cards and your Agents. They do not apply to other players unless the Treaty specifically states otherwise.

TREATIES AND PROJECTS

- If any Treaties and/or Projects have a similar effect, the effect is cumulative.

TREATIES. IMMEDIATE EFFECT

At the moment you Make a Treaty, its effects occur immediately and only once. The effects cannot be put off to a later time.



BLACKWATERS

SIMILAR TREATIES	MAJESTIC 12
	WORLD TRADE ORGANIZATION



Conditions. You have at least one card each of Ruling Parties, Real Estate, and Labs.

Effect. Take a Governments, or Crime Syndicates, or Labor Unions card from the discard pile.

Cards are usually discarded to Advance in the DEEP STATE Project. If there are no applicable cards in the discard pile, the Treaty effect does not occur.

Special case. For example, you discard Labor Unions, Advance in DEEP STATE, and then you Make the Blackwaters Treaty. You can retrieve the Labor Unions that you just discarded from the discard pile.



CHEKA

SIMILAR TREATIES

DOME II
ILLUMINATI

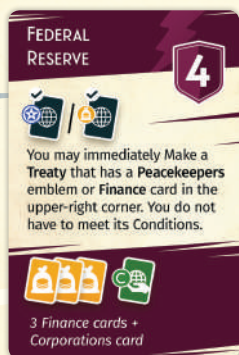


Conditions. At least one of your Shady Coordinators is at Stage II or higher in any Project. You have at least 1 Communists emblem.

Effect. As soon as you Make the CheKa Treaty, every player who has zero Communists emblems must give you one of their cards from the Mass Control group of their choice. A player may give you a Secondary Objective from the Mass Control group. The card Governments does not belong to the Mass Control group, although it generates Influence for cards from this group.

If a player does not have a single Objective card from the Mass Control group, they should give you any Objective card of their choice.

If there are any Agents on the card that is being handed over, those Agents are sent to the player's Recruitment Pool. If an Inner Circle card is attached to the card, it is also handed over.



FEDERAL RESERVE

SIMILAR TREATIES

INTERNATIONAL PEACE BUREAU
INTERNATIONAL TRIBUNAL



Conditions. You have at least 3 cards from the Finance group (Secondary Objectives count). You have at least one Corporations.

Effect. You can (but are not required to) immediately Make

a Treaty which has either a Peacekeepers emblem or the Secondary Objective Finance group icon in the upper-right corner. You do not need to meet the Conditions of that Treaty.

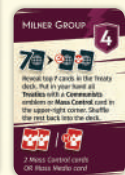
If the second Treaty allows you to immediately Make one more Treaty (third one in a row), you can do so, but you must meet the Conditions of the third Treaty.



KABBALISTS

SIMILAR TREATIES

MILNER GROUP
COUNCIL ON FOREIGN RELATIONS



Conditions. You have at least 2 cards from the Science group (Secondary Objectives count) OR at least 1 Patents card.

Effect. Place the top 7 cards from the Treaty deck face-up on the table (if the deck has run out of cards, shuffle the discard pile and make a new deck). The other players can see these cards.

From these 7 cards, take all cards that have a Spies emblem or the Secondary Objective Science group icon in the upper-right corner and put them in your hand. Shuffle the remaining cards back into the Treaty deck.

TREATIES. PERSISTENT EFFECT

The effects of these Treaties last throughout the game.

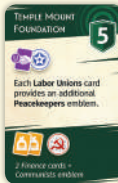
In the final scoring of the game, the effects continue, which sometimes generates additional Influence due to the effects of other Treaties.



COMMUNIST LEAGUE

SIMILAR TREATIES

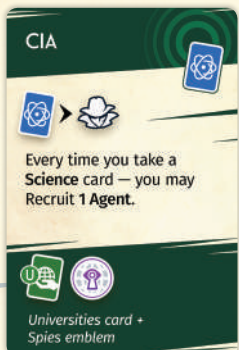
TEMPLE MOUNT FOUNDATION
WORLD COUNCIL FOR SCIENCE



Conditions. You have at least 2 cards from the Mass Control group (Secondary Objectives count).

You have at least 1 Spies emblem.

Effect. Each of your Spy Agencies cards has an additional Communists emblem in addition to its Spies emblem. If you attach an Inner Circle card to it, it will have 2 Spies emblems and 2 Communists emblems.



CIA

SIMILAR TREATIES

KGB
MOSSAD

Conditions. You have at least 1 Universities card and at least 1 Spies emblem.

Effect. Whenever you receive an Objective card from the Science group (including Secondary Objectives), you can (but are not required to) Recruit 1 Agent. In other words, move 1 Agent from your Recruitment Pool to your Active Reserve.

When you Make the CIA Treaty, it immediately activates, because the CIA Treaty itself gives you a Secondary Objective Science group card. This allows you to immediately Recruit 1 Agent.

You can Recruit an Agent using the CIA effect when you have the Supervisor. If you are playing with the Men of Action expansion, you can take a Men of Action card instead of Recruiting an Agent through the CIA effect.



CLUB OF ROME

SIMILAR TREATIES

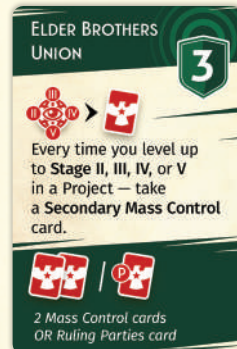
INTERNATIONAL MONETARY FUND
THEOSOPHICAL SOCIETY

Conditions. You have at least 1 Governments card and at least 1 Universities card.

Effect. Whenever you put 4 or more Agent meeples on an Objective card in the Infiltration Zone, you may (but are not required to) immediately take a Secondary Objective card from either the Mass Control or Science group. If there are no such cards remaining in the general supply, then nothing happens.



Ghost Agents do not count towards the Club of Rome effect — only Agent meeples.



ELDER BROTHERS UNION

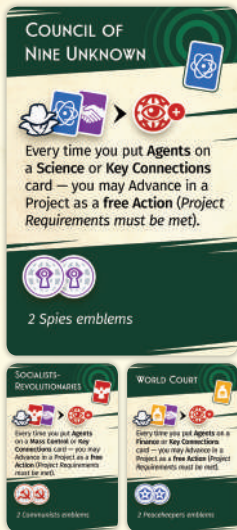
SIMILAR TREATIES

ORDER OF THE GOLDEN DAWN
THULE SOCIETY

Conditions. You have at least 2 cards from the Mass Control group (Secondary Objectives count) OR at least 1 Ruling Parties card.

Effect. Whenever you level up to the next Stage in any Project (not including joining at Stage I), you may (but are not required to) take a Secondary Objective Mass Control card. If there are no such cards remaining in the general supply, then nothing happens.





COUNCIL OF NINE UNKNOWN

SIMILAR TREATIES SOCIALISTS-REVOLUTIONARIES
WORLD COURT

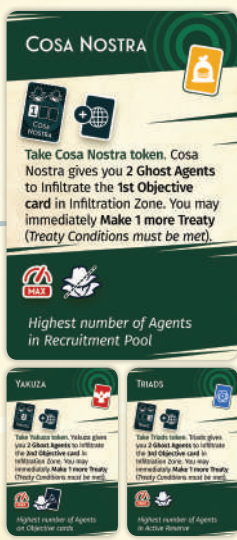
Conditions. You have 2 Spies emblems.

Effect. Whenever you send Agents to cards from the Science or Key Connections groups in the Infiltration Zone, you may immediately (but are not required to) Advance in a Project.

This counts as a **free Action**. You simply perform an addition Action – Advancing in a Project. Free Actions can be taken even when you have the Supervisor.

To Advance in a Project, you must follow the normal rules, i.e. you should fulfill Project Requirements. You can either go to the next Project Stage or join a new Project (all of which is considered Advancing in a Project).

There is no limit for how many free Actions you are allowed to perform in a turn. For example, if you've made Council of Nine Unknown and World Court Treaties and send Agents to a Key Connections card, you may Advance in Projects twice.



COSA NOSTRA

SIMILAR TREATIES YAKUZA
TRIADS

Cosa Nostra Conditions. You have more Agents in your Recruitment Pool than any other player. In the case of a tie, the requirement is not met.

Yakuza Conditions. You have more Agents on Objective cards than any other player. In the case of a tie, the requirement is not met. Ghost Agents do not count.

Triads Conditions. You have more Agents in your Active Reserve than any other

player. In the case of a tie, the requirement is not met. Ghost Agents do not count.

Effect. Place a Cosa Nostra, Yakuza, or Triads token in front of you. The token is equal to 2 Ghost Agents who will always join you to Infiltrate the 1st, 2nd, or 3rd card in the Infiltration Zone respectively.

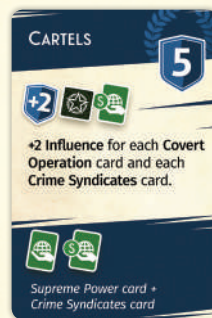
When you Make one of these Treaties, you may (but are not required to) immediately Make another. If you choose to, you must meet the Conditions of the next Treaty.

Ghost Agents received from Cosa Nostra, Yakuza, or Triads, are in addition to any Ghost Agents received through participation in the COMINTERN Project.

Yakuza has no effect if there are less than 3 cards in the Infiltration Zone. Triads has no effect if there is only 1 card left in the Infiltration Zone. Cosa Nostra, Triads, and Yakuza do not offer any assistance towards completing Covert Operations.

TREATIES. END-OF-GAME EFFECT

The effect of these Treaties activates at the end of the game during calculation of Influence.



CARTELS

SIMILAR TREATIES ORDER OF MALTA



Conditions. You have at least 1 Crime Syndicates card. In addition to that, you have at least 1 card from the Supreme Power group (Secondary Objectives count). It may be a second

Crime Syndicates card. An Inner Circle card attached to card from the Supreme Power group does not change the number of these cards.

Effect. During the final calculation, you receive 2 additional Influence for each Covert Operation card you have Carried out and each of your Crime Syndicates cards. Attached Inner Circle cards do not affect this calculation.

FEDERATION OF TRADE UNIONS

SIMILAR TREATIES **CHAMBER OF COMMERCE**
WORLD LEAGUE OF CULTURE

+3 Influence for each Communists emblem and each Governments card.

Supreme Power card + Governments card

CHAMBER OF COMMERCE **WORLD LEAGUE OF CULTURE**

+3 Influence for each Pseudonyms emblem and each Stock Exchanges card.

+3 Influence for each Spies emblem and each Universities card.

Supreme Power card + Stock Exchanges card

Supreme Power card + Universities card

FEDERATION OF TRADE UNIONS

Conditions. You have at least 1 Governments card. In addition to that, you have at least 1 card from the Supreme Power group (Secondary Objectives count). It may be a second Governments card. An Inner Circle card attached to card from the Supreme Power group does not change the number of these cards.

Effect. During the final calculation, you receive 3 additional Influence for each Communists emblem on your cards,

including the emblem on the Federation of Trade Unions itself, and 3 Influence for each of your Governments cards.

All Communists emblems count, including those obtained through an Inner Circle card attached to Labor Unions.

JASONS

Player with highest number of Science cards receives 7 Influence. You may immediately Make 1 more Treaty (Treaty Conditions must be met).

2 Science cards OR Labs card

ROSICRUCIANS **TEMPLARS**

Player with highest number of Supreme Power cards receives 7 Influence. You may immediately Make 1 more Treaty (Treaty Conditions must be met).

2 Supreme Power cards OR Corporations card

Player with highest number of Science cards receives 7 Influence. You may immediately Make 1 more Treaty (Treaty Conditions must be met).

2 Science cards OR Labs card

JASONS

SIMILAR TREATIES

ROSICRUCIANS
TEMPLARS
UNION OF THIRTY-THREE

Conditions. You have at least 2 cards from the Science group (Secondary Objectives count) OR at least 1 Labs card. *Note about Rosicrucians Treaty:* An Inner Circle card attached to card from the Supreme Power group does not change the number of these cards.

Effect. During the final calculation, the player who has the most Objective cards in the Science group receives 7 Influence. Secondary Objective cards from the Science group count towards this as well. Keep in mind, the Universities card does not belong to the Science group, although it does generate Influence for the cards in that group.

Any player may receive the 7 Influence, not just you. If two or more players are tied for the max number of Objective cards in the Science group, no one receives the 7 Influence. Remember that in the game, there is no situation where you are required to Make a specific Treaty. If you can Make the Jasons Treaty, but do not want to, you do not have to.

By making the Jasons Treaty, you may (but are not required to) immediately Make another Treaty. In you choose to do so, you must meet the Conditions of the next Treaty.

BILDERBERG GROUP

+1 Influence for each Supreme Power card, +2 Influence additionally for each Stock Exchanges card.

Banks card + Valuables card + Real Estate card

ELIHU **SKULL AND BONES**

+1 Influence for each Supreme Power card, +2 Influence additionally for each Universities card.

+1 Influence for each Supreme Power card, +2 Influence additionally for each Governments card.

Resilience card + Labor Union + Robots card

Major Project card + Real Estate card + Valuables card

BILDERBERG GROUP

SIMILAR TREATIES **ELIHU**
SKULL AND BONES

Conditions. You have at least one card each of Banks, Valuables, and Real Estate.

Effect. During the final calculation, you receive an additional 1 Influence for each card in the Supreme Power group (Secondary Objectives count). You then receive another 2 Influence for each Stock Exchanges card you have. Therefore, in total, each Stock Exchanges card will give you 3 Influence. Attached Inner Circle cards do not affect this calculation.

TRILATERAL COMMISSION

+3 Influence for each Key Connections card.

Stage III in any Project

TRILATERAL COMMISSION

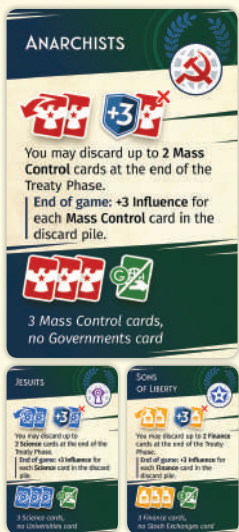
Conditions. At least one of your Shady Coordinators is at Stage III or higher in any Project.

Effect. During the final calculation, you receive an additional 3 Influence for each of your cards from the Key Connections group. Attached Inner Circle cards do not affect this calculation.

TREATIES.

PERSISTENT + END-OF-GAME EFFECTS

These 3 Treaties are active throughout the game (Persistent Effect) and also generate Influence at the end of the game (End-of-Game Effect).



ANARCHISTS

SIMILAR TREATIES	JESUITS SONS OF LIBERTY
------------------	----------------------------

Conditions. You have at least 3 cards from the Mass Control group (Secondary Objectives count). You have no Governments.

Persistent Effect. At the end of each Treaty Phase, you may (but are not required to) discard 1 or 2 of your cards from the Mass Control group. You could also discard your Secondary Objective cards, but this is pointless as they will simply return to the general supply. If there are any Agents on the cards you are discarding, they are sent to your Recruitment Pool.

End-of-Game Effect. At the end of the game, you receive 3 Influence for each discarded card from the Mass Control group. If other players have also discarded cards from the Mass Control group (for example, in order to Advance in the DEEP STATE Project), these discarded cards also count for the Anarchists.

MEN OF ACTION CARDS

The Men of Action expansion may be added to the game after the first or second playthrough. *For additions to the rules, see Game Rules page 22.*

FREE ACTIONS: POWER BROKER AND EMISSARY

You may play 1 Men of Action card at the beginning of your turn. Then you perform your Action normally.

The same is true for Power Broker and Emissary. However, their effect is called a **free Action**, because they allow you to perform one of the 4 main Actions: Advancing in a Project and Carrying out a Covert Operation.

- You may play Power Broker, as well as any other Men of Action card, when you have the Supervisor.
- If you wish, you may Advance in a Project as your main Action (with no Supervisor) after playing Power Broker. This allows you to Advance twice in one turn. Same is true for Emissary and Carrying out 2 Covert Operations in one turn, but this is rare.

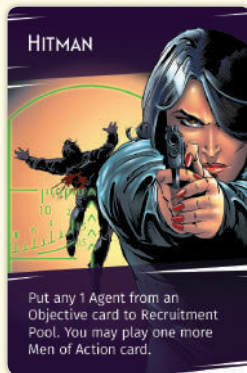


RECRUITER

Finds the best among the best and lures them to your service.

Recruit up to 3 Agents: move up to 3 Agent meeples from your Recruitment Pool to your Active Reserve.

- You may Recruit less than 3 Agents, even if you have 3 available.
- You may draw a new Men of Action card instead of Recruiting Agents.



HITMAN

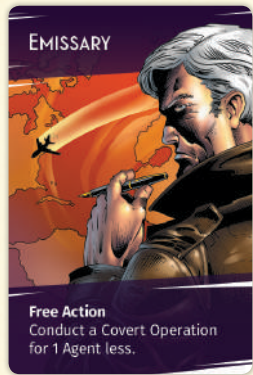
Needs only a name and a photograph.

Send 1 Agent of any player from an Objective card to their Recruitment Pool. This can be an Agent on an Objective card in the Infiltration Zone or on a player's Objective card.

- Hitman cannot be used against Ghost Agents.
- You may use Hitman against your own Agents, if you need to for some reason.

- › If there are no Agent meeples remaining on an Objective card, then Infiltration fails. The player is driven from the card they were Infiltrating. This is not considered Over-Infiltration (i.e. the player does not receive a Treaty card). Ghost Agents are not counted in this case, as they cannot Infiltrate an Objective card without at least 1 Agent meeple.

After playing Hitman, you may (but are not required to) immediately play one more Men of Action card. It is also possible for a player to play 2 Hitmen in a row and then another Men of Action card.



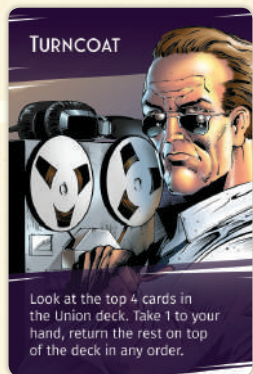
EMISSARY

Goes where he is needed and takes care of business in optimal fashion.

Free Action: you Carry out a Covert Operation as you normally would, but you need 1 less Agent.

- › This is considered a normal Covert Operation. All your Ghost Agents are used. In the Takeover Phase, you Recall 1 Agent from this Covert Operation card, and the effect of the UNIFIED NATIONS Project may be applied.

- › If you Carry out a Covert Operation, Ghost Agents are not available to you this turn to Infiltrate Objectives or to Carry out another Covert Operation.

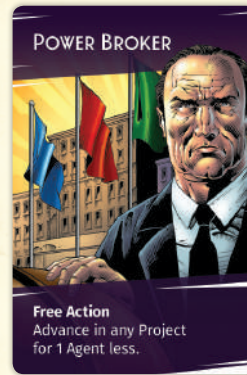


TURNCOAT

Infiltrates and collects kompromat, leaving them no choice.

Draw 4 cards from the top of the Treaty deck. Keep one of them in your hand and return the other 3 to the top of the deck in any order you like.

- › If the Treaty deck runs out, shuffle the discard pile to make a new deck and continue drawing if necessary.



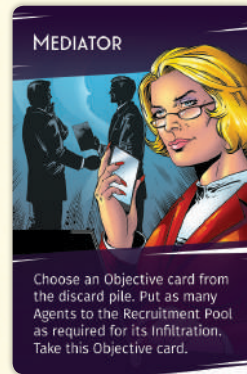
POWER BROKER

Penetrates the highest circles and, at the right moment, guarantees loyalty.

Free Action: you Advance in any Project (joining or leveling up to the next Stage), fulfilling its Requirements as you normally would. However, you send 1 less Agent to your Recruitment Pool.

- › Stage I in both UNIFIED NATIONS and DEEP STATE requires 1 Agent. If you play Power Broker when you do not have a single Agent in your Recruitment Pool, then an Agent from your Active Reserve serves as the Shady Coordinator.

- › Power Broker does not change the effect of a World War card. If a World War card is in play, you need 1 less Agent after taking into account the 1 more Agent required by the World War card.



MEDIATOR

Reaches agreements where others cannot.

Choose any Objective card in the discard pile. Send as many Agents as is required to Infiltrate the chosen card (i.e. shown at the bottom of the card) to your Recruitment Pool.

Then take the chosen Objective card. This card is now yours.

- › You cannot take an Objective card, if you do not have enough Agents.
- › Ghost Agents do not count.

SOLO MODE

In Solo Mode, you face-off against the head of another Committee subdivision. This subdivision is highly classified – even you know little about it, and your opponent is known to you only as the ‘Head of CLASSIFIED’ (or simply HOC).

The Committee does not trust most of their subdivision heads completely. But, unlike you and others, HOC has the absolute trust of the Committee higher-ups... and unlimited access to the organization’s resources.

You’ve heard that HOC follows the strict directives coming from the Committee. HOC is allowed to freely join the global Projects and to enclose any Treaties they see fit – however, these treaties are immediately put at the full disposal of the Committee. HOC also has the best specialists at their service.

Your goal is to lead the new world government. If on your way, you must crush the servant of the Committee... then so be it!

There are two genders for HOC with some gameplay differences, which you can find further on. For the purposes of these rules we will refer to HOC as he.

OVERVIEW

The Solo Mode is played according to the base game rules. All changes apply only to your opponent, Head of CLASSIFIED (*hereinafter referred to as HOC*). You, as a player, play exactly as you would in a regular game of 2–5 players.

HOC acts as another player, except for a number of points outlined below. For all cases not specifically described in these rules, HOC performs like a human player.

The main rules of Solo Mode correspond to the *normal* difficulty level. Other levels are listed at the end. If you are playing Deep State for the first time, we recommend you choose the *beginner* difficulty level (note its game setup is simplified).

› You can reduce the number of steps you take when playing Solo Mode. For example, if HOC Infiltrates a card, and you are going to Over-Infiltrate it with 5 Agents, and then Recall 1 of them during the Takeover Phase – you may simply take the

card and put 4 Agents on it (not forgetting to give HOC a Treaty card from the deck, since you Over-Infiltrated him).

GENERAL PRINCIPLES OF HOC

World Domination Projects. When HOC gets a Key Connections card or Makes a Treaty with Communists, Peacekeepers, or Spies emblems in the top-right corner, he **Advances in the Project that corresponds to the symbol on that card.** If HOC doesn’t have a Shady Coordinator in that Project, he joins it.



HOC ignores ALL Requirements of a Project when Advancing, but he gets all of its benefits. When HOC joins a Project, the Shady Coordinator Agent meeple is taken from his Active Reserve. If there are none, from his Recruitment Pool.

HOC *never* participates in the DEEP STATE Project. The other 3 Projects work as they normal do for him.

HOC Action Deck. In Solo Mode, except for the *beginner* difficulty, you will use the special Men of Action deck of cards designed for HOC only. This is called the HOC Action Deck.

HOC always takes 1 card from his Action deck, if he must Recruit 1 or 2 Agents but cannot because there are no Agents in his Recruitment Pool. When he takes an Action card, HOC immediately plays it (and discards it). If he cannot execute the effect of the card – it is discarded without any effect.

Executing the effect of an Action card does not count as an Action for HOC. After playing an Action card, HOC performs a regular Action. All Action cards are explained at the end of these rules.

Equal Options. In the rare case when HOC has 2 equal options when executing a particular effect, make the decision for him. Try to make a decision that benefits HOC, if there is one.

The following describes only the differences from the normal game. For the most part it concerns how to play HOC.

SOLO MODE SETUP

Step 1. HOC takes and keeps 6 Treaty cards ① (put all of them face-up). You draw Treaties for yourself following one of two options: 'First time playing' or 'Standard game.'

Step 2. Prepare the Objective deck as if you were playing a 3-player game. The Infiltration Zone consists of 8 cards.

Step 7. At the beginning of the game you have the Supervisor token. During the game, it will pass between you and HOC in the usual way.

HOC, Step 8. Take the Solo Mode Reference card and HOC Identity card. The Identity card represents your opponent and also serves as a reminder of HOC's priorities. Select one of two sides of the card – male or female character – and put that side up ②.

HOC, Step 9. Take the HOC Action deck (14 cards). Find the 4 Personal Action cards in the deck – they have the same art as the male and female characters from the HOC Identity card. Take one of them that matches the character you have selected and does not have the 'HARD' tag on it. Put the other 3 Personal Action cards back in the game box.

Shuffle the HOC Action deck together with the 1 Personal card you took and place the deck next your HOC Identity card ③.

HOC, Step 10. Take 3 Project tokens with the Communists, Peacekeepers, and Spies emblems. Without looking, shuffle them and put them in a row under the HOC Identity card face-up ④. This is the **Project Order** which determines the order of Advancing in Projects for HOC when he has a choice.

Each time HOC must make a choice between 2 or 3 Projects for Advancing – he chooses the Project that corresponds to the first Project token in his Priority Order row (note that in some situations it may be the second Project token, not the first one). Then he moves this Project token to the end of the Priority Order row.

Whenever HOC reaches Stage V in a Project, immediately remove the corresponding Project token from the Project Order row.

You are ready to begin!

➔ Other than your first game, it is recommended that you add the **Men of Action** mini-expansion. You may use Men of Action cards as normal. HOC does not use the Men of Action cards.



ACTION PHASE

ACTION. INFILTRATING OBJECTIVES

On his turn HOC performs the 'Infiltrate an Objective' Action. Just as you, HOC sends his Agents to one of the 3 first Objective cards in the Infiltration Zone (or more, if he has a Shady Coordinator in the Spyware Project). HOC chooses an Objective card from left to right, following this priority order:



Once the game is setup, the HOC Action deck has 11 cards. One of them corresponds to the HOC Identity card.



Key Connections card (purple) ▶ Inner Circle card (grey) ▶ Supreme Power card (green) ▶ Mass Control, Finance, or Science card (red, yellow, or blue)

Following this order, HOC first checks whether there is a Key Connections card in the Infiltration Zone and if it is possible to Infiltrate it. If there is none or he cannot Infiltrate it, HOC looks for an Inner Circle card, and so on.

If it comes to Mass Control, Finance, or Science cards – HOC first checks whether he has *Governments*, *Stock Exchanges*, and/or, *Universities*. If he has any, HOC sends Agents to the first Mass Control, Finance, or Science card for which he has *Governments*, *Stock Exchanges*, or *Universities* respectively. If he has none of those cards, he chooses the first Mass Control, Finance, or Science card available.

<p><i>Governments</i> corresponds to Mass Control group cards (red).</p>	<p><i>Stock Exchanges</i> corresponds to Finance group cards (yellow).</p>	<p><i>Universities</i> corresponds to Science group cards (blue).</p>

If HOC does not have the Supervisor, he sends as many Agents as required to Infiltrate (counting Ghost Agents).

If HOC has the Supervisor, he sends to the card **1 Agent meeples** more than required (regardless of whether he has Ghost Agents) to prevent you from Over-Infiltrating.

OVER-INFILTRATION

If your Agents are on the card HOC chooses – he checks whether he can perform an Over-Infiltration. If he can, he Over-Infiltrates the card, but according to special rules.

EXAMPLES. HOC TAKES ON THE LABOR UNIONS



A) HOC does not have the Supervisor. Due to having 2 Ghost Agents, 1 Agent is enough to Infiltrate *Labor Unions*.

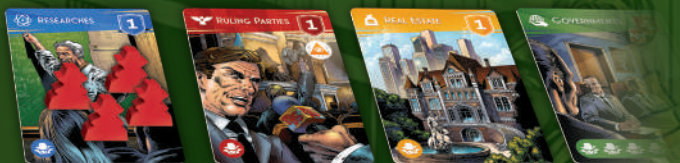


B) HOC has the Supervisor. HOC sends to Labor Unions 1 Agent meeples more than needed. That is 4 Agents. Together with Ghost Agents, there are now 6 of HOC's Agents on *Labor Unions*.



C) HOC has the Supervisor. But HOC only has 2 Agents in his Active Reserve. HOC would like to send 4 Agents, but he does not have that many. Therefore, he sends all his Agents to Labor Unions. Together with Ghost Agents, there are now 4 of HOC's Agents on *Labor Unions*.

EXAMPLE. PROMINENT RESEARCHES



Elizabeth (red) sent 4 Agents to *Researches*. HOC (purple) has enough Agents in his Active Reserve to perform an *Over-Infiltration*, and so he does.



First, Elizabeth returns all of her Agents to her Active Reserve (and takes 1 Treaty card). HOC then puts Agents on the card, as if he had the Supervisor.

- The result would be the same if Elizabeth had placed 1 Agent. So why put 4? For example, Elizabeth might have *Club of Rome* which gives her a Secondary Objective card if she puts 4 Agent meeples on an Objective card!

First you remove your Agents from the card (and get a Treaty card). Then HOC puts his Agents on the card as if he had the Supervisor – that is, if possible, 1 Agent more than is required for Infiltration.

ACTION. CARRYING OUT COVERT OPERATIONS



In peacetime, HOC does not Carry out Covert Operations, except by the effect of *Emissary*. This changes during World War. HOC's priorities become as follows:



Key Connections card (purple) ▶ Inner Circle card (grey) ▶ Supreme Power card (green) ▶ Carrying out a Covert Operation ▶ Mass Control, Finance, or Science card (red, yellow, or blue)

- ➔ World War does not affect HOC Advancing in a Project.

ACTION. RECRUITING AN AGENT

If HOC cannot Infiltrate any Objective card or, during World War, cannot Carry out a Cover Operation, he Recruits 1 Agent. If there are no Agents in his Recruitment Pool – he takes an Action card and immediately plays it.

TAKEOVER PHASE

HOC Recalls his Agents according to the base game rules. If HOC has a Shady Coordinator in UNIFIED NATIONS – he initially Recalls Agents from the card where he has the most Agents, or a Covert Operation, if he Carried it out during this turn (Covert Operation has priority). Then,

- If HOC has taken a **Key Connections card during this Takeover Phase** – he joins or levels up to the next Stage of the corresponding Project (see *General Principles of HOC*).
- If HOC has taken an **Inner Circle card during this Takeover Phase** – he levels up to the next Stage in a Project where he has a Shady Coordinator. If there are 2 or 3 such Projects, HOC follows his Project Order (see *Solo Mode Setup, HOC, Step 10*).

If HOC has taken an Inner Circle card but has not joined any Project yet, he joins the Project according to the Project Order.

- ➔ Remember to move the Project token that was used for making the choice to the end of the Priority Order row.

TREATY PHASE

HOC Makes ALL Treaties that he can according to the base game rules. It may happen that when making one Treaty – he then meets the Conditions of another and then Makes that Treaty too.

If HOC Makes a Treaty with a Secondary Objective card in the top-right corner, he gets that card. If the Treaty has a Communists, Peacekeepers, or Spies emblem in the top-right corner, HOC Advances in corresponding Project.

HOC does not execute the Treaty effect. Simply stack the Treaties he has made. But put the Treaty cards with emblems in an easy to see place: HOC counts them when Making other Treaties.

At the end of the Treaty Phase, HOC does not discard Treaty cards from his hand if he has more than 6.

DIFFICULTY LEVELS

BEGINNER DIFFICULTY

- ✦ Do not use the HOC Action deck. If HOC must Recruit Agents but there are none in his Recruitment pool, nothing happens.
- ✦ Leave the Project tokens in the game box – they are not needed.
- ✦ During Solo Mode Setup HOC gets 2 Treaty cards instead of 6.
- ✦ When HOC gets an Inner Circle card, he does not join or level up in a Project.

NORMAL DIFFICULTY

Corresponds to the base rules of Solo Mode.

HARD DIFFICULTY

- ✦ Take the Personal Action card with the 'HARD' tag that matches the character you have selected (shown on the HOC Identity card) and add it to the HOC Action deck. You will have 12 Action cards in the deck.
- ✦ Once he Infiltrates an Inner Circle card – HOC levels up to the next Stages in ALL Projects where he has a Shady Coordinator. If HOC has not entered any Project, he joins 1 Project according to the Project Order (as in the normal difficulty).

WORLD DOMINATION

HOC calculates Influence points according to the base game rules, but with some differences.

- ✦ HOC receives Influence points as indicated in the top-right corner of the Treaties he has made. He does not consider the effects of those Treaties (as those benefits were transferred to the Committee.)
- ✦ Inner Circle cards are worth 4 Influence points each. HOC does not attach them to other cards.

- ✦ When HOC receives the Supervisor and Recruits only 1 Agent because his Recruitment Pool does not have a second Agent, he then takes an Action card and plays it.

- ✦ At the end of the game, HOC gets 1 additional Influence point for each Treaty card he has made.

ULTRA-HARD DIFFICULTY

Hard difficulty plus the following:

- ✦ HOC Carries out Covert Operations for 1 Agent less.
- ✦ Upon taking *Governments, Stock Exchanges, Universities or Corporations*, HOC takes an additional corresponding Secondary Objective card (Secondary Objective card of the Mass Control group after taking *Governments*, Secondary Objective card of the Supreme Power group after taking *Corporations*, and so on). Upon taking *Crime Syndicates*, HOC takes 3 additional Secondary Objective cards (one of each group: Mass Control, Finance, and Science).
- ✦ At the end of the game HOC attaches his Inner Circle cards to Objective cards of the Supreme Power group according to the base game rules, if he can (the attached Inner Circle cards are no longer worth 4 Influence). Choose the option with the maximum benefit for HOC. If attaching the Inner Circle card brings only 4 Influence points or less, HOC does not attach it and receives simply 4 Influence for it.
- ✦ At the end of the game, HOC gets 2 (not 1) additional Influence points for each Treaty card he has made.

GAME OF INFLUENCE

Regardless of the outcome of the game, you can calculate the Influence points you gathered and strive to improve your score from game to game. Note that the higher the difficulty of the game – the harder it is to gain Influence.

Starting Manager: 59 Influence or less.

Experienced: 60–99 Influence.

Best of the Best: 100–149 Influence.

Outstanding: 150–189 Influence.

Machiavelli of the XX century: more than 190 Influence.

HOC ACTION CARDS

Drawing and playing an Action card does not replace HOC's regular Action for his turn.

'**HOC wastes X Agents**' means HOC sends that specific number of Agents from his Active Reserve to his Recruitment Pool. If HOC does not have the necessary Agents, he does not execute the effect.

If HOC cannot execute the effect of a card – he discards it with no effect. If the card has 2 different effects (for example, *Hitman*) and HOC can execute only one of the effects, he does.



POWER BROKER

All doors are open to the one who has the full trust of the Committee.

HOC wastes 2 Agents. Then HOC joins 1 Project, but not DEEP STATE, following the **Project Order** (see *Solo Mode Setup, HOC, Step 10*).

If HOC has already joined all 3 Projects (COMINTERN, UNIFIED NATIONS, and SPYWARE) – he levels up to the next

Stage in 1 Project, also following the **Project Order**.

- › As usual, to join a Project, HOC takes an Agent meeple from his Active Reserve, and if there are no Agents – from his Recruitment Pool.

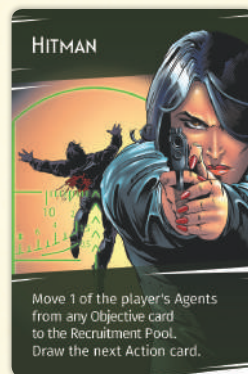


EMISSARY

The Committee welcomes forceful solutions, but preferably during times of conflict, when it's easier to cover the tracks. There are exceptions, however.

HOC Carries out a Covert Operation according to the normal game rules.

- › As with any Action card – this does not count as a regular Action.
- › In the *ultra-hard* difficulty, HOC needs 1 less Agent to Carry out a Covert Operation when using the *Emissary* effect.
- › It can happen that HOC draws *Emissary* as a result of the Recruit Action while having no Agents in his Recruitment Pool. In this case, HOC also executes the effect of *Emissary* (if he can).

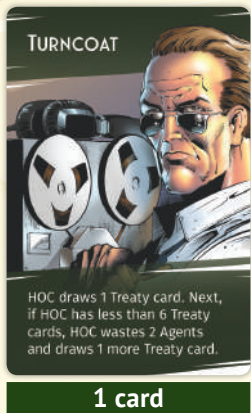


HITMAN

Anyone who gets in the way of HOC is a target.

Choose 1 Agent on your Objective cards, if any, and send it to the Recruitment Pool.

Then, regardless of the result, HOC plays his next Action card.

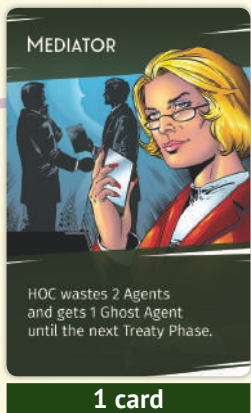


TURNCOAT

The Committee knows about those who can prove to be of interest. However, that knowledge is sometimes costly.

HOC takes 1 card from the Treaty deck to 'his hand.'

Then count how many Treaties HOC has in 'his hand.' If there are less than 6 – HOC wastes 2 Agents and takes another card from the Treaty deck to 'his hand.'



MEDIATOR

HOC easily offers up agents in exchange for permanent benefits... or even temporary ones.

HOC wastes 2 Agents and gets 1 Ghost Agent. Return it to the supply at the end of the round (after the Treaty Phase).



RECRUITER

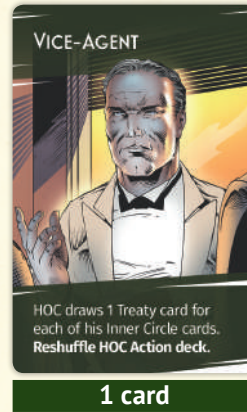
It is easier for HOC to obtain new agents from the Committee than it is to wait for his existing ones to return from their missions.

HOC Recalls up to 2 Agents from his Objective cards to his Active Reserve. If there are no Agents on his Objective cards – HOC takes the next Action card and plays it.

- › If HOC has Agents on several cards – Recall them using the same principle as using the UNIFIED NATIONS Project effect (a card with more Agents first).

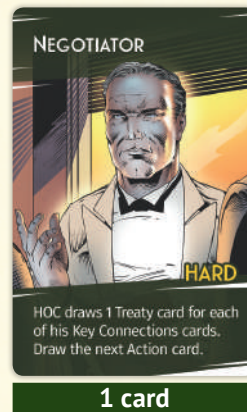
VICE-AGENT / NEGOTIATOR

He could negotiate a mutually beneficial agreement with the Eskimos and the sale of ice.



Vice-Agent, personal card: HOC takes as many Treaty cards from the deck to 'his hand,' as he has Inner Circle cards.

Then HOC shuffles his Action deck together with the discarded cards, including this card.

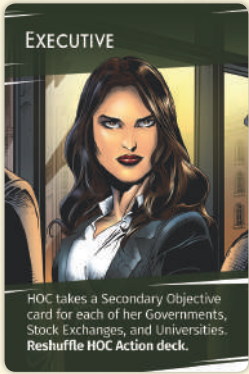


Negotiator, personal card with the 'HARD' tag: HOC takes as many Treaty cards from the deck to 'his hand' as he has Key Connections cards.

Then, regardless of the result, HOC plays his next Action card.

EXECUTIVE / CHAIRMAN

She not only squeezes out the last drop of every company that falls under control of the Committee, but she also captures all structures connected with them.



1 card



1 card

Executive, personal Action card: For each of her *Governments*, *Stock Exchanges*, and *Universities*, HOC takes 1 corresponding Secondary Objective group card.

Example. If HOC has 2 *Governments* and 1 *Stock Exchanges*, she takes 3 Secondary Objective cards: 2 of the Mass Control group and 1 of the Finance group.

Then HOC shuffles her Action deck together with the discarded cards, including this card.

Chairman, personal Action card with the 'HARD' tag: HOC takes an additional Secondary Objective card of the Supreme Power group for each of her *Corporations*, and takes 3 additional Secondary Objective cards (one of each: Mass Control, Finance, and Science) for each of her *Crime Syndicates*.

Then, regardless of the result, HOC plays her next Action card.

would give if you were in his place. Keep in mind that HOC may need Key Connections cards to Make useful Treaties.

- ▶ The effect of Treaties *Jasons*, *Rosicrucians*, *Templars* and *Union of Thirty-Three* extends to HOC and may bring him 7 Influence at the end of the game.

HOC ACTIONS WITH SUPERVISOR

The Supervisor does not prohibit HOC from taking any Actions, as HOC has the trust of the Committee higher-ups. *For example*, in some rare cases, HOC may Recruit an Agent while having a Supervisor, if he has no other available Actions.

TREATIES IN GAMES WITH HOC

- ▶ When you play *CheKa*, *Dome II*, or *Illuminati* and HOC cannot give you the corresponding card — take from him what you

















OBJECTIVES

OBJECTIVE CARD GROUPS

	Mass Control	Ruling Parties • Authorities • Mass Media
	Finance	Banks • Real Estate • Valuables
	Science	Labs • Researches • Patents
	Key Connections	Labor Unions • Consulates • Spy Agencies
	Supreme Power	Governments • Stock Exchanges • Universities • Crime Syndicates • Corporations
	Inner Circle	Inner Circle

SUPREME POWER CARDS

	Governments	1 Influence for each Mass Control card	
	Stock Exchanges	1 Influence for each Finance card	
	Universities	1 Influence for each Science card	
	Crime Syndicates	3 Influence for each tricolor set of 1 Mass Control, 1 Finance, and 1 Science cards	  
	Corporations	3 Influence for each other Supreme Power card	

INNER CIRCLE CARD

	Inner Circle is not attached	4 Influence
	Inner Circle + Key Connections	1 more  /  / 
	Inner Circle + Supreme Power	+1 Influence




PROJECTS

	Project	Advantage
	COMINTERN	You have 1/2/3 Ghost Agents
	UNIFIED NATIONS	You may Recall 1/2/3 Agents more
	SPYWARE	You may Infiltrate the 4th/5th/6th Objective card
	DEEP STATE	Draw 1/2 Treaty cards, then you may Make 1 Treaty regardless of its Conditions

EMBLEMS

	Emblem	Cards
	Communists	Labor Unions and some Treaties
	Peacekeepers	Consulates and some Treaties
	Spies	Spy Agencies and some Treaties
	Special Interest	Many Objective cards

TREATIES

	Effect Type	When Applied
	Immediate Effect	Resolve the effect once after making the Treaty
	Persistent Effect	The effect persists for the rest of the game
	End-of-Game Effect	Resolve the effect once at the end of the game