

# Rules **Orange Shall Overcome!** Version 6.93

A cooperative game of the Dutch resistance in WWII

**Ages: 12+**

**Playing time: 60-90 minutes**

**Players: 1-5**



## Resist!

*It's the start of 1943. Invading Nazi forces have become more dangerous, subjecting you and other Dutch citizens to increased oppression. They constantly search your houses, take away your freedom, and send your family, friends, and acquaintances to Germany. Their fates are unclear, but you suspect the worst.*

*You have had enough! You are determined to do something about this situation, and you will resist no matter the consequences. Even if it means death, something has to change.*

*It is clear you cannot do this alone. You have sought out others that share your view. Together you will form The Resistance and help liberate the Netherlands.*

## Goal of the Game

*Orange Shall Overcome* is a cooperative game in which players assume the roles of members of the Dutch Resistance during the final years of WWII. Players work together on completing Scenarios to help end the Nazi occupation of the Netherlands, by weakening the occupying forces, and preparing the country for life after the war. In all of this, you must also keep yourselves, your family, and your friends safe.

*Orange Shall Overcome* is a Scenario-based game. During setup, you choose a particular Scenario, which includes specific goals to achieve. These goals might include expanding a network, keeping people safe, or moving important items between Locations. To win the game, all Scenario goals must be achieved. There are 4 different difficulty levels (easy, medium, hard, extreme), that define how a part of the game gets set up.

## Losing the Game

You lose the game if you meet one of the Scenario-specific loss conditions. Additionally, you immediately lose the game if any Character's *Alibi* or the group's *Morale* level reaches zero.

## Index

2. Components

4. Setup

5. Key game elements

7. Playing the game

12. Key terms and concepts

13. Cards

13. Solo variant

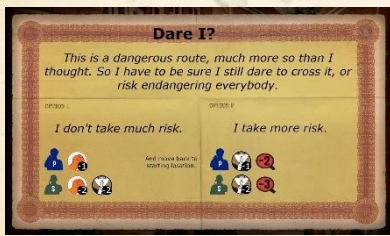
14. Scenario card references

16. Credits

17. Symbols overview

# Components

<p><b>Rulebook, Player boards, Scenario cards and References cards</b></p> <p>1 Rulebook 1 Board 5 Player boards 5 Reference Cards 5 Scenario Cards</p> <p><b>5 Meeples</b> 5 Player Character Meeples</p>  <p><b>2 Dice</b> 2 Dice, 6-sided</p> <p><b>6 Disks</b> 5 Alibi Disks  1 Morale Disk </p> <p><b>13 Cubes</b> 13 Red Safety cubes</p>	<p><b>108 Poker-sized Cards</b> 58 Occupier Cards 20 Raid Cards 20 Patrolling Cards 10 Identity Cards</p> <p><b>61 Mini-sized Cards</b> 26 Helper Cards 30 Character Cards 5 Morale Action cards</p> <p><b>38 Tarot-sized cards</b> 38 Control Cards</p> <p><b>15 Tiles</b> 15 Location tiles</p> <p><b>1 Start Player token</b></p> 	<p><b>89 Tokens</b> 32 Resource tokens (8 Money, 5 Network, 8 Rations, 5 Sabotage and 6 information)</p>  <p>20 double sided Occupier tokens</p> <p>Policeman side: </p> <p>Soldier side: </p> <p>12 Requirement tokens</p>  <p>5 Travel Immunity Tokens </p> <p>6 Anton's newspapers </p> <p>5 Ticket tokens </p> <p>9 Person in hiding tokens </p>
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Control card front



Control card back



Scenario card front



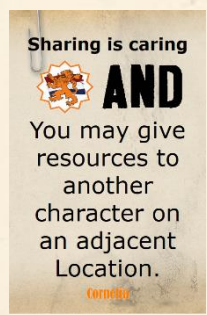
Scenario card back



Identity card front



Identity card back



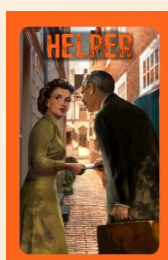
Character card front



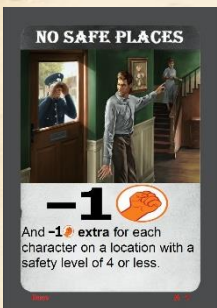
Character card back



Morale action card front + back



Helper cards front + back



Occupier card front



Occupier card back threat 1



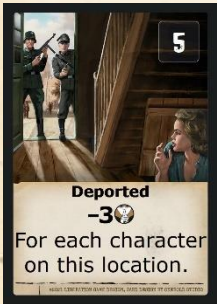
Occupier card back threat 2



Patrolling card front



Patrolling card front



Raid card front



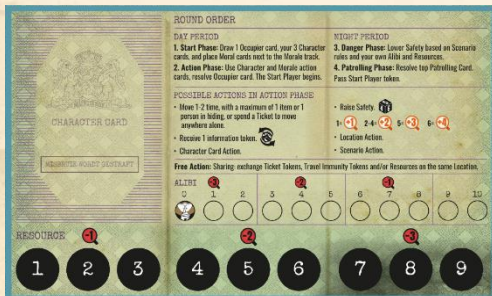
Raid card back



Active Location tile side



Non-Active Location tile side



Player Board



Game Board


# Setup



## Board setup (blue numbers) (The Setup will include Scenario-specific information)

1. Place the board in the centre of the table.
2. Choose a Scenario and the difficulty level you want to play. Place the corresponding Scenario card on the table with the setup side face-up.
3. Place the Location tiles on the board, as indicated by the Scenario card. Place one cube above the circled number of each Location tile, which is the starting Safety value for that Location.
4. Prepare and place the Occupier deck.
  - a. Take the 22 grey bordered base Occupier cards and split them into Threat level 1 (soldier back) and Threat level 2 (officer back), and add the 6 Scenario Occupier cards of the chosen scenario to get 2 separate decks of 14 cards each. Shuffle these 2 decks and remove the top 2 cards (just 1 card from Threat level 1 in a 5 Player game) of each deck. Put those 4 (or 3) cards back in the game box without looking at them.
  - b. Take the remaining 12 cards (13 in 5 player game) from threat level 1 and place those cards on top of the 12 remaining cards of Threat level 2. Place this fully prepared Occupier deck of 24 (or 25) cards on the bottom right of the board on the designated spot.
5. Take all Raid cards, shuffle them and form a deck. Place this deck on its designated spot.
6. Take all Patrolling cards, shuffle them and form a deck. Place this deck on its designated spot.
7. Take all Control cards to form a deck. Shuffle this deck and place the deck on its designated spot.
8. Take all Helper cards to form deck. Shuffle this deck, split the deck evenly in 2 and place them on their designated spots in the bottom left corner of the board.
9. Place the Occupier tokens on the specific route letters on the board as indicated by the Scenario card.
10. Place all remaining Occupier tokens, as well as the 2 dice and the Resource, Ticket, Travel Immunity, and Scenario-specific tokens near the board, within easy reach of all Players.
11. Place the 5 Morale action cards on the bottom left corner of the board and put the Orange Morale tracker on the Morale track, at the Player count you are playing: with 2 Players on the 2P spot, with 3 Players on the 3P spot etc.

## Player setup (green numbers and letters)

12. Perform the following Actions for each Player (or for each Character, if Players control multiple Characters):
  - a. Select a color and take the associated Player board and Meeple.
  - b. Select a Character by choosing an Identity card of the Character you want to play.
  - c. Give each player their matching 3 character cards and any extra element(s) if that applies.
  - d. According to the chosen difficulty level, place 1 black disk on the corresponding number of your Alibi track. This is found on the backside on the Scenario card.
  - e. If the Scenario indicates a starting location for your Character, such as in the first Scenario, place your meeple there. Otherwise, place your Character Meeple on the first Location listed on the Identity card that is used in the current Scenario.
13. Return any unused components to the game box.
14. Flip the Scenario card to the front side and place it near the game board.
15. Right before the game starts, read the Scenario special rules and Scenario action(s) as well as lose conditions out loud to make sure that everyone knows all unique or special things for that Scenario.
16. The person who most recently opposed authority in any way or resisted something is the Start Player. If you can't decide among each other, roll both D6 dice for each player. The highest roll will be the Start Player, re-roll when tied. Give this Player the Start Player token (). Play continues in clockwise order.

## Key game elements

### Morale

*Morale represents the measure of your group's shared belief in the Resistance!*

Characters can gain or lose Morale while resolving Location-related Actions, or resolving Control, Raid and Occupier cards. The group's Morale level **cannot** be raised above **its maximum at the top of the Morale track**. If the group's Morale drops to **zero**, the bottom spot, faith in the Resistance is lost: **the game is immediately lost**. Morale is mostly used when resolving Occupier cards.

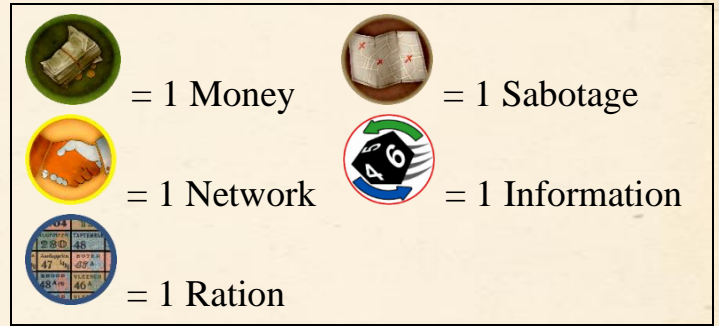
### Alibi

*Alibi represents the amount of information the Occupiers possess about your Resistance-related activities!*

Characters gain or lose Alibi while resolving Location-related Actions, Special Character Actions, or resolving Control and Occupier cards. A player's Alibi level **cannot** raise above **10**. If any Character's Alibi level drops to **zero**, the Occupiers immediately arrest the Character and **all Players lose the game**. Alibi is mostly used when resolving Control and Raid cards.

## Resources

*Orange Shall Overcome* includes 5 types of resources, representing multifunctional assets: Money, Network, Ration, Sabotage and Information. Resource tokens are not supply-limited, whenever a token is spent, you return it to the supply. The number of resources a Character possess also affects how far the Safety of a location is lowered during the Danger phase of a round.





## Location Safety level and Raid cards (lower Safety ) (raise Safety )

The Safety level shows how safe it is to be at a Location before the occupation forces perform a Raid. Each Location tile starts the game with a certain Safety level, as shown with the encircled number and represented by track at the bottom part of the tile. During the game the Safety will fluctuate. It will get lowered during the Danger and Patrolling phases in the night time or through Occupier, Control and Raid cards as well as some location actions. It can also be raised as an Action or through some other effects.

As soon as the Safety of a Location reaches zero or less, you **immediately** resolve the top Raid card, even if there are no Characters or Scenario tokens at the Location. It could therefore happen that if it only targets the Location of the Raid, that nothing happens. After the Raid is resolved, the Location's Safety returns back to its encircled starting value.

### The raid cards contain 2 parts:

Part  of the Raid card is an effect that is resolved for Characters on that location, or any other effect that will influence the game in some way.

Part  is a number that is only relevant if there is any type of token on that location, such as a Person in hiding or item (present in some Scenarios). When there is, you roll both D6 dice. If you roll the same or lower than the number on the card, they did not find anybody or anything and the token is still safe on the location. If you roll higher than this number, the token is taken of the board and you resolve all connected effects to this, as indicated on the Scenario card.



## Identity cards

Identity cards include basic biographical information (name, age, and profession) (1), which is relevant for the resolution of some specific game effects, along with a picture of the Character (2). These cards also describe a Character's **passive unique ability or special rules or conditions** (3), and their starting Location(s) (4). The backside has a short biography of the person, that does not play a role in the game mechanisms.



## Playing the game

The game consists of a number of rounds, dictated by the number of players, as it is based on the fixed number of cards in the Occupier deck.

Each Round of the game is divided into two periods, Daytime and Nighttime. Each period is further divided into two phases.

### Daytime

- **Start phase:** Deal out Occupier cards, 1 to each Character, to keep in their hand. Pick up your 3 Character cards and place Morale actions cards based on the current Morale level of the group
- **Action phase:** Take Player turns in clockwise order, starting with the first Player

### Nighttime


- **Danger phase:** Lower Location Safety based on the number of Resources you possess and your Alibi
- **Patrolling phase:** Resolve Occupier movement with the Patrolling card

**Pass the First Player token to conclude the round.**

### Daytime

#### Day Time 1: Start Phase

Each Player draws 1 Occupier card from the deck. When you need to draw an Occupier card, but there are no more Occupier cards to draw, you have lost the game. You keep this Occupier card in your hand, not visible to other Players, but you are allowed to look at it yourself. Players may not discuss any aspect of their Occupier cards. **This Occupier card will be resolved after all three Character cards of that Character are used in the Action Phase.**

Each player then takes their 3 Character cards in their hand. Then look at the Morale track () to see how many extra Actions all Characters combined will have available this round in their shared action pool. Those Morale action cards can be used by any player during the Action phase before or after any other action is used. When placing the Morale action cards, start at the bottom and place the Morale action cards face-up next to the track until one card is on the same level as the current Morale level.

#### Day Time 2: Action Phase



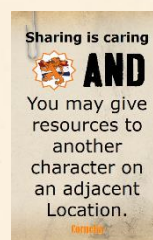
During the Action phase players use their 3 Character cards (with their own Character) that they received during the Start phase, as well as the shared pool of Morale Action cards. Beginning with the Start Player, the player resolving their turn can use their Character cards or any available Morale action cards from the shared pool. Each action has to be fully resolved before a new action can be done.

When a player has used their Character cards, they resolve their occupier card. The turn then goes to the next player in clockwise order.

There are 2 types of Action cards: the Character action card and Morale action card, with small differences between them.

### Character action cards

Each player has three Character action cards, that has an Action point and either a small bonus or bonus option to resolve together with an action (indicated with “and”) or a unique Special Action that can be done instead of using the action point (indicated with “or”).



When a Character card is resolved, the active player discards that card from their hand and places it next to their Player board, indicating they used that card.

When you use your third Character action card, you first resolve the Action (a normal Action or the special Action), then resolve the Occupier card. After the Occupier card is resolved, place that card on the Discard pile.

### Morale action cards

The Morale action cards are a shared pool of cards, that can be used by any player, even if it is not their turn. As mentioned, the only rule is that each Action has to be fully resolved before a new Action can be done. When a Morale action card is used, place the card face down on the Morale deck space at the bottom left of the board.

### Standard Actions

A player may spend one Action point to resolve one of the following Standard Actions, provided they possess the requirements to carry out the Action. The same Action can be resolved more than once per turn.

The 6 available Standard Actions are:

1. **Move:** Move your Character over roads up to **2** times, or use a Ticket token to move anywhere
2. **Raise Safety:** Raise the Safety of the Location your Character is on by 1-3 points (die roll)
3. **Gather information:** Gain 1 Information token
4. **Location action:** Resolve the Location's Special Action that your Character is on
5. **Scenario action:** resolve an Action that is listed on the Scenario card
6. **Character action:** Resolve the action of a Character card with an or on it, instead of using it as an action point.

Besides the different Actions that cost an Action point, there is one Action that is done without spending an Action Point and can be done any amount of times during the Action Phase before or after an action, and in **between two movements if a double movement is done**; the Sharing action.

**Sharing:** Any two characters at the same Location may exchange Ticket tokens, Travel Immunity tokens and/or Resources with each other freely, even when it is not their turn. Sharing does not cost an Action Point for either Character. Both Players need to agree of this transaction.

### End of the Action phase

The Action phase ends when all Action cards are spend, both the cards from all Characters and the Morale cards. You cannot save Action cards for later rounds. You are allowed to discard Action cards without using an Action with it if you like, although it is not recommended. This does not cancel your Occupier card if you discard your last Character card, as Occupier cards will always be resolved during a round.



# Explanation of the different Actions

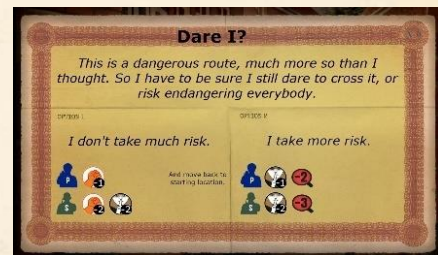
## Action 1: Movement

You may move up to 2 times, along a Road, from their current Location to an adjacent Location. The number of resources they can carry is restricted to their current Alibi, with a maximum of 9.

Movement happens along 2 different types of Roads: Safe Roads with no token and therefore no effect to resolve, and Roads with Occupiers (Policeman or Soldier tokens) on them. When moving over a Road with an Occupier token, you resolve the effect of the token, as follows:

- **Another player** draws the top card from the Control deck and read the text out loud, as well as the 2 options on the cards. Once the active player made a choice of one of the two options, based only on the text, resolve the correct effect.

For a **Policeman** (): resolve the  side of that choice on the card. If this results in intensifying the road, the Policeman token needs to be turned over to the Soldier token side.



For a **Soldier** (): resolve the  side of that choice on the card.

### Movement example

Kees spends 1 Action point to move from city Location 1 to city Location 2 via road A. There is a Policeman token on that Road. Jessica therefore draws a Control card from the Control deck for Kees and reads the text and choice. Kees choice option 2, and since it is a Policeman, he resolves the left panel of the card. The card instructs him to Intensify that road, so he replaces the token by turning the token over. The second Road is Safe, so he does not resolve any effect for that movement.



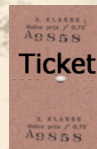
### Travel Immunity token







A Travel Immunity token can be gained at the Forger and can be spent to avoid drawing a Control card. When moving over a road with a Policemen or a Soldier you may discard a Travel Immunity token you are carrying instead of drawing a Control card.

### Using a Ticket to move

Tickets can be gained at the Station Location and the Helper card with the name Laura also gives a Ticket token. They can be used as a special way to move. Instead of the normal road movements, you may spend a Ticket to move from their current Location to ANY Location on the board. Ticket movement ignores Policeman and Soldier tokens.



## Action 2: Raising Safety

Roll a D6 and raise the Safety level of your current Location: 1 = , 2-4 = , 5 =  and 6 = .

### Action 3: Gather information

Gain 1 Information Resource token, that can also be spend any time a die is rolled. Place it on your Player board like all other Resource tokens.

### Action 4: Location Action

If you have the necessary requirements, you may resolve your Location's Special Action Bar.

### Locations

Location tiles represent different City and Countryside venues on the board.



#### Anatomy of a Location tile



The top half of any Location tile is used for the Characters, while the bottom half has the unique Action of that location in the Special Action Bar, and the Safety track.







### Overview of Location Special Action bars

#### Resource Locations




**Bank**  **2**: Spend 1 Action point to gain 2 Money Resource tokens ().






**Café** : Spend 1 Action point to gain 1 Network Resource token (.





**Distribution Office**  **2**: Spend 1 Action point to gain 2 Rations Resource tokens (.




**Meeting Office** : Spend 1 Action point to gain 1 Sabotage Resource token (.

#### Other Locations





**Church**   : Spend 1 Action point and 1 Network to **raise Morale with 4 point**.





**Farm**:     : Spend 1 Action point, 1 Ration and 1 Network to Raise the Safety of 2 Locations by 3 and **raise Morale with 2 points**.




**Forger**    : Spend 1 Action point and 1 Sabotage token to gain 1 Travel Immunity token and gain 2 Alibi.




**Hairdresser**   : Spend 1 Action point and 1 Ration token to **gain 5 Alibi**.

**Hospital**   : Spend 1 Action point to **gain 3 Alibi**, but lower the Safety of the **Hospital** by 2.

**Informant house**    : Spend 1 Action point, 1 Information token and 1 Sabotage token to Downgrade (see page 11) 1 Road of choice and Raise Safety of 1 location of choice by 2 points.

**Police station**    : Spend 1 Action point and 1 Money token to move a policeman to an adjacent road and gain 1 Information token.

**Train Station**   : Spend 1 Action point and 1 Money token to gain 1 Ticket token.

**University**:   : Spend 1 Action point, 1 Information token and lower the Safety of the University by 1 to choose the top card from 1 of the 2 Helper card decks and use their special effect.

## Action 5: Scenario action

If you meet the necessary requirements, you may resolve a Scenario Action as listed on the Scenario card.

## Action 6: Character action

Resolve an “or” effect on a Character card and do not use it for another Action.

## Occupier cards

Occupier cards represent Occupier Actions during the day part of a Round. The Occupier card always gets resolved during a round after the last character card from a player is used.


There are 2 different **Threat levels** for the Occupier cards. The threat level changes halfway through the game. The effects of cards from Threat level 2 are slightly more dangerous than those from Threat level 1.



## Special icons on occupier cards



: Roll the 6 sided die: Lower the Safety of the

City / Countryside Location number that you rolled by 1 (= .



## Nighttime

### Night Time 1: Danger phase

This phase has 2 elements, that has to be resolved by each player:

- **Lower the Safety of your current Location based on your resources:** Lower by 1 point if you possess 1-3 resources, 2 points if you have 4-6 resources and 3 points if you have 7 - 9 resources.
- **Lower the Safety of your current Location based on your Alibi level:** Alibi 8-6 = Lower Safety by 1 point, 5-3 = Lower Safety by 2 points, 2-1 = Lower Safety by 3 points.

If the Safety level falls below 1, a Raid happens immediately, (see page 6).

Besides these 2 elements, there might be other effect or tokens that lower Safety during this phase, as indicated on the Scenario card.

## Night Time 2: Patrolling phase

Reveal the top Patrolling card of the deck. All the Occupier tokens in the colored area of the patrolling card then move, following the text on the card. Start with the Occupier on the lowest Road number in the area and proceed in order until all Occupiers in that area that needed to move have moved once.

**Policemen:** when a Policeman moves to the next Road, it lowers the Safety of the Location it passes this way by 1. If a Policeman passes through a Location with a Character on it, that Character loses 1 alibi. If the safety level falls below 1, a Raid happens immediately, (see page 6).

**Soldier:** when a Soldier moves to the next Road, it lowers the Safety of the Location it passes through by 2. If a Soldier passes a Location with a Character on it, that Character loses 2 alibi. If the safety level falls below 1, a Raid happens immediately, (see page 6).

**Pass the First Player token in clockwise order to conclude the round and be ready to begin a new round, starting with the Daytime period.**

## Key terms and concepts

**Adjacent location:** a Location that is directly connected by a road with this location.

**Active Player:** The Player that is performing their turn. All Actions and effects during that turn refer to this player.

**Non active Player:** All players other than the Active Player.

**City Locations:** the 7 location spots with the white number in the blue square on the board.


**Countryside Locations:** the 6 location spots with the white number in the green square on the board.

**Occupier token:** a token with a Policeman and Soldier side.


**Controlled Road:** a Road with an Occupier token on it.

**Safe Road:** a Road without any Occupier token.



**Intensify** (  ): Place a Policeman token, or flip an already present Policeman token to a Soldier token.



**Downgrade** (  ): flip a Soldier token to a Policeman token, or remove a Policeman token from the board.

**Active Location:** a Location that has the orange border face up.

**Inactive Location:** a Location that has the black border face up.

## Patrolling cards



These cards have the 5 colors of the 5 areas on the board (red, yellow, blue, green, brown). They have a main effect to show which direction the occupiers move, and an effect below in case the main effect cannot be resolved. This could for example be if there are none of the type of Occupiers mentioned on the card, or if there are no Occupiers at all in that area. In the example card above, all the soldiers on road in the green area move following the white arrow and move to the indicated letter on that white arrow, while all the policeman in the same green area move 1 road following the black arrow to the letter mentioned there.

# Cards

## Scenario cards

There are 5 different Scenarios in the game, coming in the form of Scenario cards. Only 1 Scenario card is used per game.

Each Scenario card back has all the setup rules for that specific scenario and each Scenario

card front describes the unique winning conditions, losing conditions, and special rules and actions that apply only to that Scenario.

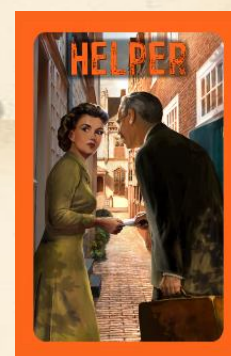
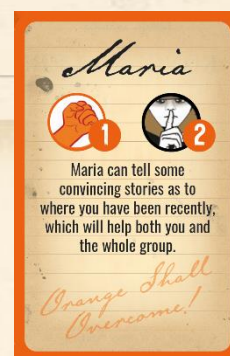


*Note: Any flavor and/or historical references on the back of the card have no mechanical effect.*

## Helper cards

You can gain these cards at the University Location and in some Scenarios as bonus cards. When you are allowed to draw one of these cards, immediately gain the reward on the card and then discard the card.

*Note: Any flavor and/or historical references on the card have no mechanical effect.*



## Solo variant

For the solo variant, first setup the game as normal, but choose and setup just 1 character. This will be the only character you play with. Then remove 6 occupier cards from threat level 1 and 6 from threat level 2, for a total deck of just 12 cards. Take the three special solo action cards with an action point and a second effect on them and place it close to your three character cards.

During play, there is 1 big change, happening in the start phase of each round, which also has consequences for the action phase.

- During the Start phase of each round, randomly draw one of the three special solo cards together with your three character cards. You also take just 1 Occupier card and resolve it immediately after your used and resolved the fourth action card from your hand ( your three character cards and the solo card).



Information below of the first 2 scenarios as listed on the Scenario cards, for reference.

## Scenario 1: Expanding the Network

### Goal of the Scenario

Each Location tile has to be flipped to the active face up side to win the Scenario.

When you have flipped all Locations to their face-up (orange border) side you have fully expanded the resistance network and you win the game immediately.



### Special rules

Each time any **non-resource Location gets flipped**, that player chooses a **face down Requirement token**, as long as there are still face down ones, and flips that one over to show the Resources needed to turn that Location over. The first locations that have to be flipped over are resource locations, as all **Requirement tokens start the game face-down** and can only be turned face up after you flip another Location tile. Arriving at a location with a face down Requirement token, or spending an action point there **does not** turn a Requirement token at that location face up. As long as a Location tile is face down, it is not active. This means that its special Location action cannot be used.

### Special scenario actions

- **Trust 1:** To flip a Resource Location tile you have to spend an Action point at that location. The Location became **Active** and the special Location action **can** now be used.
- **Trust 2:** To flip a Location tile that is not a Resource Location, the Requirement token already need to be Face-up from an earlier **Trust** action. Then 1 player needs to be at that Location and spend 1 Action point and **all** the Resources indicated on the face up side of the Requirement token. After you flip a Location, you place the Requirement token back in the game box. The Location became **Active** and the special Location action **can** now be used. As a bonus for turning over a **non-resource** Location and adding that location to the network, **immediately** choose the top card from 1 of the 2 Helper card decks. Resolve the effect and discard the Helper card.

### Lose conditions

When either **0 Morale** () is reached or if any of the characters reaches **0 Alibi** () , all players lose the game immediately.

## Scenario 2: Arbeitseinsatz

### Goal of the scenario

Save 5 people by bringing them to their safe location and spending the requested resources and items of the Requirement token. To remove a Person in hiding from the board you have to give an action point and everything indicated on the Requirement token on their location. After you remove a person in hiding from the board, you **gain 2 Morale**.


**When you have saved the 5 people you have successfully helped to avoid the Arbeitseinsatz for these people and you win the game immediately.**

### Special rules



You have 1 person in hiding for each Character at the start of the game. You can take 1 person with you when moving, and these tokens stay on the board until they are saved or arrested. You **can't** pass these over roads with an Occupier token on it. When one gets arrested or saved, the first player immediately draws 1 new token and places it on the board. During the Danger phase, the people in hiding also lower Safety by 1.

When a person in hiding gets arrested, you **lose 3 Morale** and **each character loses 1 alibi**. They can get arrested through Raid cards that gets resolved at their location, if you don't roll well enough to keep them safe.

### Special scenario action

- Spend an Action point (  ) and lower the Safety of your location to misinform a **Policeman** on a road connect to your location. Move that **Policeman** to another adjacent road with no or one Occupier token, and lower your Alibi by 1.

### Lose conditions

When either **0 Morale** (  ) is reached or if any of the characters reaches **0 Alibi** (  ), or if **3** (Easy difficulty), **2** (Normal difficulty) or **1** (Hard and Extreme difficulties) **Person in hiding** gets arrested, all players lose the game immediately.

**To my grandparents, Paul Glasbergen and Cornelia Glasbergen – Keukenmeester**, who inspired me through their stories to make this game. Without it I would not have had the strength to keep learning more about history and game design to make this game hopefully soon a reality, bringing joy to many people.

You helped me understand the important things in life, and the ways to support myself and others. I am very grateful that you will be a part of this project as one of the characters for people to play and discover what the impact of small acts of resistance can be.

From the bottom of my heart, thank you.

## **Credits:**

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# Symbols overview




## Characters and general symbols

 : Action point	 : Alibi
 : Morale	 : Start player token
 : Lowering the Safety by the number indicated in the magnifying glass.	 : Raising the Safety by the number indicated in the magnifying glass.
 : Intensify an adjacent Road: Add a Policeman or flip the token from Policeman to Soldier side.	 : Downgrade a Road: Make the Road safer and turn the token from Soldier to Policeman side or remove a Policeman.

## Control and Occupier cards symbols

 : Applies to each Character	 : All resources / resource of choice
 : Policeman token	 : Soldier token
 : Policeman effect resolution	 : Soldier effect resolution

## Other symbols

 : Resource tokens	 : Travel Immunity token
 : Ticket token	