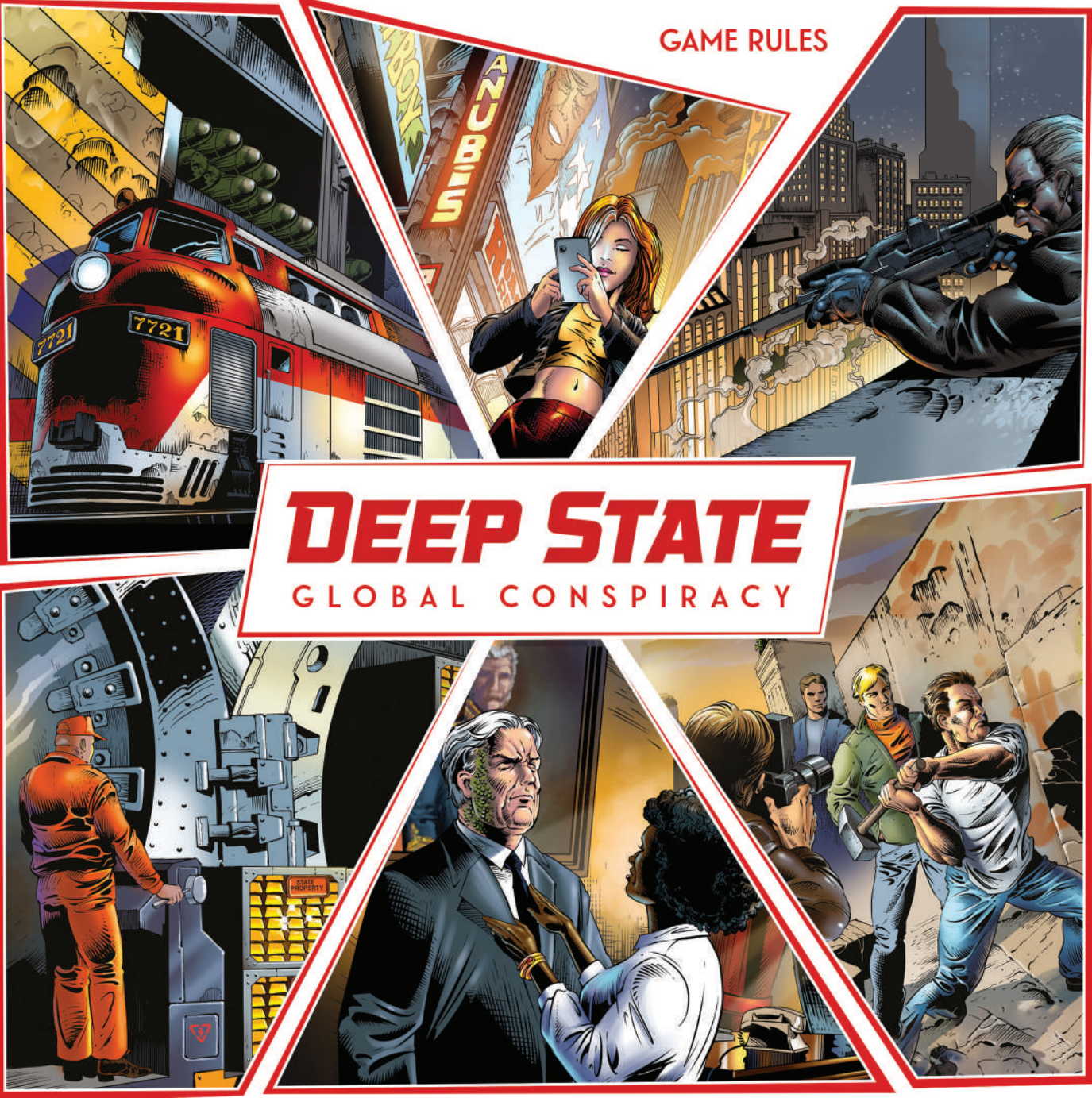# DEEP STATE
GLOBAL CONSPIRACY

The Global Conspiracy is designed to extend your experience of Deep State and consists of modules that you include into the game in any way you like. We would encourage you not to add all possible modules at once. At the end of these rules you will find our recommendations.

Many modules contain Projects and mini-expansions that you may add to the game separately. All modules and mini-expansions (with very few restrictions) work great with each other, yet some work better than others.

We will go through each one of the modules in these rules.

Superiority Doctrine

MODULE CONTENTS

★ **3 World Domination Projects**

Each of the Projects in the Superiority Doctrine module takes the place of a specific Project from the base game.

❯ *Variations: All 3 Projects in the Superiority Doctrine module are compatible with any Deep State module. You may add any one, two, or right away all three Projects to the game. We suggest to add only one or two instead of all 3 Projects at once. It is enough to significantly change the flow of the game.*

To Advance in each of the Superiority Doctrine Projects, you will need Mass Control, Finance, or Science cards (Secondary Objectives count) and Communists, Peacemakers, and Spies emblems.

At Stages II, III, and IV you do not send Agents to the Recruitment pool to Advance, but each active World War card adds the Requirement of 1 Agent and reduces the number of emblems needed.

> → The Superiority Doctrine Projects increase the importance of Secondary Objective cards. And as a result, increases the value of the Treaties that produce them.

GAME SETUP

Step 3. World Domination Projects. Add one, two, or all three Projects from the Superiority Doctrine module.

Each of the Projects takes the place of a Project from the base game.

Base Game Project		Superiority Doctrine Project which replaces it
COMINTERN	›	NUCLEAR POWER
UNIFIED NATIONS	›	WORLD, INC.
SPYWARE	›	WORLDWIDE BANK

NUCLEAR POWER

This Project is aimed at creation of an ultra-efficient army in the hands of a single state, capable of ensuring military superiority through the use of the latest scientific developments. An essential condition for this is the availability of nuclear weapons as a mean of deterrence.

Joining this Project makes it easier for Agents to Infiltrate Objectives in the war and post-war periods, as they are always on the winning side.

PERMANENT BENEFIT	
Nuclear Race I	1 Ghost Agent for each World War card.
Nuclear Race II	2 Ghost Agents for each World War card.
Nuclear Race III and on	3 Ghost Agents for each World War card.

If both World War cards are still in the Objective deck, the NUCLEAR POWER Project gives no Ghost Agents — but you may Advance in this Project if you want to.

As soon as the first World War card comes into play — you get 1/2/3 Ghost Agents, if you have joined the Project. Then, **as soon as the second World War card comes into play, the number of your Ghost Agents goes up to 2/4/6 respectively.** If both World War cards appear in the same round, you immediately get 2/4/6 Ghost Agents.

Example. At Stage II of NUCLEAR POWER you have 2 Ghost Agents at your disposal as soon as the first World War card comes into play, or 4 Ghost Agents when the second World War card is drawn from the deck.

⊕ The benefit of NUCLEAR POWER continues even when the World War card is discarded. ⊕ NUCLEAR POWER allows you to get a maximum of 6 Ghost Agents (not 12 Ghost Agents, following the same rules as COMINTERN where Ghost Agents are not added from previous Stages).

➔ NUCLEAR POWER is unique in that it is much more unpredictable than any other Project in Deep State. You do not know when a World War card will come up. Should you Advance in this Project and compete for Science cards? You never know. Are you ready to take a chance?

WORLD, INC.

This Project provides for signing of international agreements and securing the close cooperation between national governments, followed by the abolition of borders, unified taxes and laws. Once successful, a small group of leaders can dominate the entire world arena.

This Project increases your influence in other World Domination Projects and lets you quickly put infiltrated Objectives under your full control.

IMMEDIATE BENEFIT	
Each Project Stage	Recall all (or some) Agents from your Objective cards to your Active Reserve.

PERMANENT BENEFIT	
Globalization I	2 Influence for each Project where you have a Shady Coordinator.
Globalization II	4 Influence for each Project where you have a Shady Coordinator.
Globalization III and on	6 Influence for each Project where you have a Shady Coordinator.

WORLD, INC. gives you two different benefits.

Immediate benefit: As soon as your Shady Coordinator joins WORLD, INC. or levels up to the next Stage — immediately return all Agents from your Objective cards to your Active Reserve.

You are not required to return all your Agents, if you do not want to, and you can return any of them or none at all.

Permanent benefit: At the end of the game you get 2/4/6 Influence for each Project where you have a Shady Coordinator, including WORLD, INC.

Example. If your Shady Coordinator is at Stage II of WORLD, INC. and you have 2 more Shady Coordinators in 2 other Projects (at any Stages), you get 12 Influence.

WORLDWIDE BANK

This Project's target is the creation of mechanisms for managing the global financial system with the ensuing usurpation of the political power of national governments under the threat of ruining their economies.

Joining in this Project opens access to unlimited credit and allows you to mobilize Agents to organizations that are not available to the competition.

PERMANENT BENEFIT	
Reserve Currency I	All *Corporations* cards in the Infiltration Zone are available for you to Infiltrate.
Reserve Currency II	All Key Connections, Inner Circle, and Supreme Power cards in the Infiltration Zone are available for you to Infiltrate.
Reserve Currency III and on	All Objective cards in the Infiltration Zone are available for you to Infiltrate.

Usually only the first 3 Objective cards in the Infiltration Zone are available for Infiltrating.

However, by joining WORLDWIDE BANK you have more cards available to you. It does not matter where these cards are located in the Infiltration Zone.

Over-Infiltrating: If you have sent Agents to the 4th, 5th, and so on card in the Infiltration Zone, other players can Over-Infiltrate that card only if they have access to it as well — *for example*, if they also participate in WORLDWIDE BANK.

STRONG-ARM TACTICS

MODULE CONTENTS

★ COUNTER-TERRORISM Project
★ Black Operations. XXI Century mini-expansion — 7 cards
★ 3 Treaty cards *(marked with the* SF *tag)*

The COUNTER-TERRORISM Project effectively interacts with Covert Operations from the base game of Deep State. However, the same cannot be said about Black Operations! You either lead a counter-terrorism fight or conduct devastating Black Operations. From a tactical standpoint, we recommend that you choose one of those two directions and work towards that one rather than two at once.

> **Variations:** *You may add the whole module to the game, or just Black Operations, or just the COUNTER-TERRORISM Project.*

→ Black Operations count as Covert Operations for **ALL** game effects and rules.

GAME SETUP

Step 1. Treaties. You may add the *Counter-Terrorism Committee*, *Interpol*, and *OSCE* Treaties to the deck. These Treaties work best both with COUNTER-TER-RORISM and Black Operations.

→ If later you want to play without COUNTER-TERRORISM and Black Operations, you may remove these Treaty cards from the game. You can search for them by name or, even easier, by looking for the ⑤ tag in the lower-right corner. *Alternatively,* you may leave them in the deck and agree that if a player draws one of these Treaties — they remove it from the game and draw the next card.

Step 3. World Domination Projects. You may add the COUNTER-TERRORISM Project as a fifth Project. *Restriction:* this Project cannot be added together with the GLOBAL MEDIA Project.

Step 4. Covert Operations. Separate the Black Operation cards into 3 stacks: *Blackout* (1 card), *Eco Terrorism* (2 cards), and *Cyber Threat* (4 cards). Place all 3 stacks on the table face-up next to the Covert Operation cards.

COUNTER-TERRORISM PROJECT

COUNTER-TERRORISM gives you two different benefits.

Immediate benefit: When your Shady Coordinator joins COUNTER-TERRORISM or levels up to its next Stage, all other players immediately send 1 or 2 Agents from their Active Reserve to their Recruitment Pool — 1 Agent for the first 3 Stages, and 2 Agents for the last 2 Stages. If a player must send 2 Agents to the Recruitment Pool but only has 1, they send 1 Agent.

Agents on cards are not in the Active Reserve and, therefore, are not affected by the COUNTER-TERRORISM Project effect. You cannot send Ghost Agents to your Recruitment Pool.

Permanent benefit: Each time you send 1 or more Agents to Infiltrate (or Over-Infiltrate) an Objective card or to Carry out a Covert Operation (including Black Operations), you may add 1, 2, or 3 Agents (depending on your current Stage) from your Recruitment Pool to that card. You may add less than 2 or 3 Agents or add none at all.

The Agents you send from your Recruitment Pool as a benefit of COUNTER-TERRORISM count like Agents from your Active Reserve that you send to Infiltrate an Objective. *See the report on page 8.*

⊕ You must send at least 1 Agent (meeple) to activate the COUNTER-TERRORISM effect. ⊕ You can use Ghost Agents as you normally would. ⊕ Adding Agents from the Recruitment Pool by the effect of COUNTER-TERRORISM is not Recruiting and, therefore, you cannot draw a Men of Action card instead. ⊕ The COUNTER-TERRORISM effect does not apply to Advancing in a Project or Capturing a Trend card. ⊕ The *Club of Rome*, *International Monetary Fund*, and

Participating in this project expands your ability to recruit agents thanks to the people who have been trained to shoot without asking questions.

This project exploits the people's fear of terrorism and their desire for stability in order to systematically collapse democratic institutions and to concentrate absolute power in the hands of counter-terrorism organizations.

IMMEDIATE BENEFIT	
Special Measures I, II, and III	All other players immediately send 1 Agent from their Active Reserve to their Recruitment Pool.
Martial Law and Military Dictatorship	All other players immediately send 2 Agents from their Active Reserve to their Recruitment Pool.
PERMANENT BENEFIT	
Special Measures I	When sending Agents to Infiltrate an Objective or to Carry out a Covert Operation, you may add 1 Agent from your Recruitment Pool to that card.
Special Measures II	When sending Agents to Infiltrate an Objective or to Carry out a Covert Operation, you may add up to 2 Agents from your Recruitment Pool to that card.
Special Measures III and on	When sending Agents to Infiltrate an Objective or to Carry out a Covert Operation, you may add up to 3 Agents from your Recruitment Pool to that card.

Theosophical Society Treaty effects will activate if you use a total of 4 or more Agent meeples.

Advancing in the Project: Starting from Stage II, you need to discard cards. At Stage II you must discard 1 card, Stage III — 2 cards, and the last 2 Stages — 3 cards. You can discard ANY cards from your playing area, *excluding* Treaties. This includes Objective cards (Secondary Objectives count) and Covert Operations (and Black Operations).

🌐 You may also discard Trend and Reptiloid cards. 🌐 When discarding Covert Operations or Trends, remove them from the game (they do not have a discard pile). 🌐 You discard cards only from the playing area,

and therefore, you *cannot* discard Men of Action cards. 🌐 Objective cards that are attached to *Inner Circle* cards are discarded together and count as 2 discarded cards. 🌐 If there were Agents on your discarded card, they are sent to your Recruitment Pool.

World War cards increase the number of Agents you need to lose when Advancing in COUNTER-TERRORISM, but you do not gain any benefits unlike many other Projects.

➔ Advancing in COUNTER-TERRORISM is not considered a mandatory Action when you have no other Actions available.

REPORT. INFILTRATING CORPORATIONS

5 Agents in your Active Reserve.

2 Agents in your Recruitment Pool.

Your Shady Coordinator is at Stage II of COUNTER-TERRORISM. You have 5 Agents in your Active Reserve, 2 Agents in your Recruitment Pool, and you intend to Infiltrate *Corporations*.

1 Agent left in your Active Reserve.

No Agents remain in your Recruitment Pool.

***Corporations* requires 6 Agents — it's more than you've got in your Active Reserve. Still you may Infiltrate it with the help of COUNTER-TERRORISM. You may send 4 Agents from your Active Reserve and add 2 Agents from the Recruitment Pool, totaling the 6 Agents you need.**

Alternatively, you may send all 5 Agents from your Active Reserve and 1 Agent (or both Agents — to make Over-Infiltration less possible) from your Recruitment Pool.

BLACK OPERATIONS. XXI CENTURY

The XXI Century offensive opened a new chapter in the history of Covert Operations. Black Operations can be carried out by both terrorist organizations and special forces. In the latter case, the involvement of special forces is kept in absolute secrecy, as the slightest suspicion can bring down the prestige of even a leading world state.

It might seem Black Operations have no other purpose than chaos and destruction. In fact, they change the rules. The winner will earn the ruins of the world, but it will be *their* ruins.

Black Operations in all respects are considered Covert Operations and are Carried out by the exact same rules, with 2 differences:

1. If you use your Action to Carry out a Black Operation, you put the card in front of you and put as many Agents (including Ghost Agents) on it as shown in its lower part. Additionally, you discard as many cards as shown. *For example*, to Carry out *Cyber Threat*, you must discard 2 cards.

You may discard any card other than Treaty or Men of Action cards *(see more details in the COUNTER-TERRORISM description)*. You cannot Carry out a Black Operation card if you cannot discard enough cards.

2. You must have a *Cyber Threat* card to Carry out *Eco Terrorism*. You must have an *Eco Terrorism* card to Carry out *Blackout*. *Cyber Threat* has no special requirements.

There is no limit to the number of Black Operation cards you can have. *For example*, at the end of a game you could have 1 *Cyber Threat* and 2 *Eco Terrorism* cards. Or 3 *Cyber Threat* cards.

BLACK OPERATIONS. XXI CENTURY

In a world controlled by computers, the DELETE button and COPY command can be more effective than military invasion.

In total: 4 cards.

A man-made catastrophe not only causes huge losses, but also creates overwhelming negative public response.

In total: 2 cards.

When cities plunge into darkness due to power plant shutdowns – they become a springboard for looters and a reason for tightening down laws.

In total: 1 card.

🌐 If you have a *Cyber Threat* card and both *Eco Terrorism* cards have been taken by other players, you cannot "skip over a step" and take *Blackout*. Likewise, if other players have taken all *Cyber Threat* cards, you

will not be able to Carry out *Eco Terrorism*. 🌐 You may Carry out *Eco Terrorism* by discarding your only *Cyber Threat*. Same with *Blackout*. 🌐 Black Operations count as Covert Operations for ALL cards and effects.

> ➜ Carrying out a Black Operation is not considered a mandatory Action when you have no other Actions available, even if you have the Supervisor token.

STRONG-ARM TACTICS TREATIES

Counter-Terrorism Committee

After discarding a non-Secondary Finance card — take a Secondary Science or Secondary Mass Control card.

2 Finance cards + Covert Operation card

SIMILAR TREATIES	INTERPOL
	OSCE

Conditions. You have at least 2 cards from the Finance group (Secondary Objectives count). You have at least one Covert Operation card (or a Black Operation card).

Effect. Whenever you discard *Banks*, *Valuables*, or *Real Estate* Finance cards, you may (but are not required to) take a Secondary Objective Mass Control or Science card. If there are no such cards remaining in the general supply, then nothing happens.

The Counter-Terrorism Committee effect is not activated when you discard a Secondary Objective from the Finance group.

Fourth Estate

MODULE CONTENTS

★ **GLOBAL MEDIA Project** ★ **Trends mini-expansion — 6 cards**
★ **3 Treaty cards** *(marked with the abbreviation* **FE***)*

Trend cards increase the effectiveness of the GLOBAL MEDIA Project, providing new ways to get Secondary Objective cards.

» ***Variations:*** *You can choose to add the whole module to the game, or just Trends, or just the GLOBAL MEDIA Project.*

GAME SETUP

Step 1. Treaties. You may add the *European Development Fund*, *USIA*, and *Wellcome Trust* Treaties to the deck. These Treaties interact with Trend cards.

> → If later you want to play without GLOBAL MEDIA or Trends, remove these Treaty cards from the game. You can search for them by name or, even easier, by looking for the **FE** tag in the lower-right corner. *Alternatively*, you may leave them in the deck and agree that if a player draws one of these Treaties — they remove it from the game and draw the next card.

Step 3. World Domination Projects. You may add the GLOBAL MEDIA Project as a fifth Project. ***Restriction:*** this Project cannot be added together with the COUNTER-TERRORISM Project.

Last Step. Trends. Shuffle the Trend cards and place them face up as a stack. The top Trend card is visible to all players. No one is allowed to see what card is under it.

GLOBAL MEDIA

GLOBAL MEDIA gives you two different benefits.

Immediate benefit: When your Shady Coordinator joins GLOBAL MEDIA or levels up to its next Stage, immediately take any Objective card belonging to the Mass Control, Science, or Finance group from the Infiltration Zone. This card becomes yours. If there were Agents on the card, they are returned to the Active Reserve of the respective player. This does not count as an Over-Infiltration, so that player does not receive a Treaty card. If there are no suitable cards in the Infiltration Zone, nothing happens (you may not save this effect for later).

Permanent benefit: At the end of the game before the final calculation of Influence, choose one of your Supreme Power cards. This card will generate 1, 2, or 3 Influence more. If you have no Supreme Power cards, this benefit has no effect.

Advancing in the Project: GLOBAL MEDIA is considered one of the most effective Projects in Deep State. However, it has difficult Requirements. When leveling up to Stages II and III, you must discard one Treaty you have already made, and the last two

GLOBAL MEDIA — WORLD DOMINATION PROJECT

This project uses the media to lead the average person to the appropriate points of a view. Public confidence in the information they receive through the media allows for painless reforms and winning elections, followed by governance under the guise of 'democracy'.

Joining this Project allows you to openly attract supporters and resources at the price of cutting off communication with secret organizations.

IMMEDIATE BENEFIT	
Each Project Stage	Immediately take any Mass Control, Science, or Finance Objective card from the Infiltration Zone.

PERMANENT BENEFIT	
Broadcasting I	One of your Supreme Power cards generates 1 Influence more at the end of the game.
Broadcasting II	One of your Supreme Power cards generates 2 Influence more at the end of the game.
Broadcasting III and on	One of your Supreme Power cards generates 3 Influence more at the end of the game.

Stages require you to discard 2 Treaties each. You discard Treaties that you have made, not the ones in your hand.

World War cards increase the number of Agents you need to lose when Advancing in GLOBAL MEDIA, but you do not gain any benefits unlike many other Projects.

➜ Advancing in GLOBAL MEDIA is not considered a mandatory Action when you have no other Actions available.

REPORT. THIRST FOR KNOWLEDGE

In this example, your Universities card generates 24 Influence.

Your Shady Coordinator is at Stage II of GLOBAL MEDIA, it is time for the final calculation of Influence, and you choose your *Universities* card for the effect. This *Universities* card now generates 3 Influence points for each of your Science cards (instead of the original 1).

If *Inner Circle* is attached to *Universities*, the number of generated Influence points increases from 3 to 4. The GLOBAL MEDIA effect only applies to one chosen Supreme Power card — not to all *Universities* cards you may have.

TRENDS

Social-political currents — or simply speaking, Trends — usually originate in a highly influential country, and then like wind spread around the world. Often times it is a powerful institution, preferring to remain in the shadows, that is behind a Trend's rise in popularity.

Such currents are strong enough to break the conventional patterns of actions. They have the ability to both help and harm your plans. Trends should be anticipated and plans adjusted — done neither earlier nor later than necessary.

IMPACT OF TRENDS

At any given moment in a game, there can only be one Trend — the one that is at the top of the stack.

At the end of the Treaty Phase move the top card of the Trend stack to the bottom (do not reshuffle). This opens up the next Trend card (since all cards in the stack are face-up).

The Trend's impact is depicted with icons. Each time a player meets the condition, which is shown left of the arrow, they may, if they want, immediately perform the right side of the arrow.

Example. The *Corruption* Trend is active. The Trend impact activates each time you take a Finance card and it is your 2nd, 4th, 6th Finance card... and so on. In other words, each time you end up with an even number of Finance cards (including Secondary Objectives). *Corruption* has no effect if there are no more Science and Mass Control Secondary Objective cards remaining in the general supply.

🌐 A Trend activates for each person individually. *For example,* if the active Trend is *Corruption* and a player gets an even number of Finance cards, only that player may take an additional Science or Mass Control Secondary Objective card. 🌐 A Trend is active not only in the Action and Takeover Phases, but during the Treaty phase as well. 🌐 Remember to put the top Trend card to the bottom of the stack at the end of the Treaty Phase (which is easy to forget).

Action. Capturing Trend Cards

Capturing Trend cards is a new Action that you can perform on your turn. If you choose to Capture, you cannot perform any other Action (but free Actions are allowed as usual). You may Capture a Trend even when you have the Supervisor.

You can Capture the active Trend — the one that is at the top of the stack. To do this, you must send 10 Agents from your Active Reserve to your Recruitment Pool (as shown on the Trend card). But you send 1 Agent less for each card and emblem you have as specified in the Trend requirements.

Once you have Captured a Trend, place it in front of you. The card becomes yours. This Trend is no longer active — its impact is nullified, and the next Trend in the stack is in effect now.

🌐 You cannot use Ghost Agents to Capture a Trend. 🌐 World War does not affect Trends. 🌐 Emblems on the Treaties you have made are counted when Capturing a Trend. 🌐 All Agents used to Capture a

BREAKDOWN OF A TREND CARD

1 **Trend's name and Influence** it provides if you Capture the card — in other words, if you have subdued the forces behind its development. Each Trend is worth 10 Influence.

2 **Impact of Trend** on the course of the game.

3 **Capturing the Trend card** always requires you to send 10 Agents from your Active Reserve to your Recruitment Pool minus the number of cards and emblems shown at the bottom.

REPORT. GRABBING HOLD OF CORRUPTION

You have 3 Finance cards and 2 Peacekeepers emblems on your cards. Capturing the *Corruption* Trend requires you to lose only 5 Agents instead of 10.

TRENDS

STATE-RUN ECONOMY 10

Impact: each time you get an even number of Mass Control cards, you may take a Secondary Objective card from either the Finance or Science group.

Capture: 10 Agents minus your Mass Control cards and minus Communists emblems on your cards.

HEAVY-HANDED APPROACH 10

Impact: each time you Carry out an even number of Covert Operations, you may immediately make a Treaty from your hand, ignoring its Conditions.

Capture: 10 Agents minus your Covert Operations and minus Spies emblems on your cards.

CORRUPTION 10

Impact: each time you get an even number of Finance cards, you may take a Secondary Objective card from either the Science or Mass Control group.

Capture: 10 Agents minus your Finance cards and minus Peacekeepers emblems on your cards.

NON-CONFORMITY 10

Impact: each time you get an *Inner Circle* card OR attach an *Inner Circle* card to another card, you may Recruit 1 to 3 Agents (or take a Men of Action card instead).

Capture: 10 Agents minus Treaties you have made and minus Peacekeepers emblems you have on your cards.

INNOVATIONS 10

Impact: each time you get an even number of Science cards, you may take a Secondary Objective card from either the Mass Control or Finance group.

Capture: 10 Agents minus your Science cards and minus Spies emblems on your cards.

SOCIAL DISORDERS 10

Impact: each time you Over-Infiltrate an Objective card, you may take a Secondary Objective card from the Mass Control, Finance, or Science (but not Supreme Power) group OR draw a Treaty card.

Capture: 10 Agents minus your Supreme Power cards and minus Communists emblems on your cards.

Trend are immediately sent to the Recruitment Pool (similar to Advancing in a Project). ⊕ If you have 10 or more required cards and/or emblems, you Capture a Trend without losing any Agents (but it still counts as an Action). ⊕ Captured Trend has no effect on you or other players. It is simply worth 10 Influence at the end of the game. ⊕ If the players have Captured all 6 Trend cards, the Trends no longer affect the game's progress.

FOURTH ESTATE TREATIES

EUROPEAN DEVELOPMENT FUND

EUROPEAN DEVELOPMENT FUND 3

🃏 ▶ +2 🃏

Each **Consulates** generates +2 Influence for each **Trend** card.

🃏🃏🃏 / 🃏
3 Finance cards OR Consulates FE
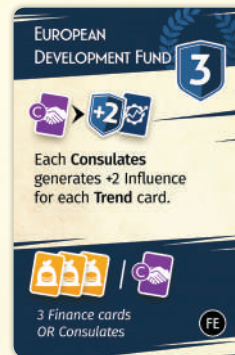
| SIMILAR TREATIES | USIA |
| | WELLCOME TRUST |

WELLCOME TRUST 3
🃏 ▶ +2 🃏
Each Spy Agencies generates +2 Influence for each Trend card.
🃏🃏 / 🃏
3 Science cards OR Spy Agencies card FE

USIA 3
🃏 ▶ +2 🃏
Each Labor Unions generates +2 Influence for each Trend card.
🃏🃏 / 🃏
3 Mass Control cards OR Labor Unions FE

Conditions. You have at least 3 cards from the Finance group (Secondary Objectives count) OR at least 1 *Consulates* card.

Effect. During the final calculation, each of your *Consulates* generates 2 Influence for each of your Trends. Attached *Inner Circle* cards do not affect this calculation.

Reptiloids

MODULE CONTENTS

★ **REPTILOIDS Project** ★ **15 Reptiloid Objective cards** ★ **3 Treaty cards**
★ **3 Contactee cards for the Men of Action mini-expansion**
★ **1 UFO Hysteria Trend card for the Fourth Estate module**
Marked with the ® *tag: Treaty, Contactee, and Trend cards.*

Deep State is based on many real-life conspiracy theories. The existence of Reptiloids is one of the most well-known conspiracy theories and probably the most contentious. There are many people who have heard about the theory of Reptiloids, but only a few take it seriously. Still... who knows! With the Reptiloids module, Deep State takes a step into a fictional aspect of reality... or, maybe, not as fictional as many of us think?

The Reptiloids module consists of a Project, Reptiloid cards, and Treaty cards. Unlike other modules, you cannot use the REPTILOIDS Project and Reptiloid Objectives separately.

The Reptiloids module is compatible with all expansions and modules for the game. We recommend adding the Men of Action mini-expansion (in fact, we recommend using it all the time, but in this case it's especially important). The Trends mini-expansion is required if you want to include the *UFO Hysteria* Trend.

The REPTILOIDS Project takes the place of the DEEP STATE Project from the base game.

GAME SETUP

Step 1. Treaties. You may add the cards *Area 51*, *Babylonian Brotherhood*, and *Project Blue Book* to your Treaty deck. These Treaties interact with Reptiloid cards.

➜ If later you want to play without the Reptiloid module, remove these Treaty cards from the game. You can search for them by name or, even easier, by looking for the ® tag in the lower-right corner. *Alternatively*, you may leave them in the deck and agree that if a player draws one of these Treaties — they remove it from the game and draw the next card.

Step 2. Objectives. Take the Reptiloid Objective cards with no number in the bottom-right corner. Depending on the number of players, add Reptiloid cards with the number '3+' with 3 players, '3+' and '4+' with 4 players, or all cards with 5 players. Return the remaining Reptiloid cards to the game box (2–4 players). Shuffle the Reptiloid cards in with the Objective deck.

Reptiloid Objective cards are placed under regular Objective cards in the Infiltration Zone, so that the Reptiloid card sticks out the top. When laying out the Infiltration Zone, draw cards one by one from the Objective deck as usual, but each time a Reptiloid card comes out — continue drawing and put the next regular Objective card (not a Reptiloid) on top of it. Note that there can be only one Reptiloid card under a regular Objective card.

The illustration shows the order in which the Objective cards were taken from the deck while laying out the Infiltration Zone in a 3-player game. Note the number 14 under the *Universities* card — this means that 2 more Reptiloid cards were drawn before drawing *Universities* (and shuffled back into the deck).

It can happen that you lay out the Infiltration Zone (*for example*, 8 cards for a 3-player game), and the last card is a Reptiloid card. You continue to draw cards, and the next card is a Reptiloid card again. In this case, put that Reptiloid card aside and keep drawing until you get a regular Objective card. Place that card on the last Reptiloid card in the Infiltration Zone. Shuffle the extra Reptiloid card(s) back into the Objective deck (just as you would when a World War card comes out in the first game round).

Step 3. World Domination Projects. Add the REPTILOIDS Project in place of the DEEP STATE Project.

Men of Action (mini-expansion). Randomly remove 3 cards face-up from the Men of Action deck and put them back in the game box. Shuffle all 3 *Contactee* cards into the deck.

Trends (Fourth Estate module). If you decide to add *UFO Hysteria* to the game, randomly remove 1 Trend card face-up and put it back in the game box. Shuffle the *UFO Hysteria* card into the deck.

REPTILOIDS

The ambitions of the Committee on becoming a secret world government have become meaningless since the lizard-like aliens from the planet Nibiru are closer than ever to seizing power on Earth. For centuries of secret coexistence with humans, Reptiloids have learned to take human form, which allows them to effectively replace the heads of countries with their species. Many well-known organizations have long been under their control.

Joining this Project allows you to earn the favor of Reptiloids and take a worthy place in the new world, which will come as soon as the orbits of Nibiru and Earth are once again aligned.

IMMEDIATE BENEFIT

Political Takeover I, II, and III	Take 2 Treaty cards from the top of the deck. Then discard any 1 Treaty card from your hand.
Replacement of Leaders and Day of Nibiru	Take 3 Treaty cards from the top of the deck. Then discard any 1 Treaty card from your hand.

When joining the REPTILOIDS Project or leveling up to its next Stage, draw 2–3 Treaty cards (depending on the Stage) and put them in your hand. Then discard 1 Treaty card from your hand. You can discard any Treaty card, not necessarily the one you just took.

At the end of the game you get Influence according to what Stage your Shady Coordinator is at. However, you get Influence only if your cards have at least as many Special Interest emblems as shown at that Stage.

Example. If your Shady Coordinator is at Stage III in REPTILOIDS, you will get 20 Influence at the end of the game, provided that there are 9 Special Interest emblems (or more) on your cards at the moment of the final calculation.

Advancing in the Project: Starting with the Stage II, you must have as many Treaties you have made as shown (or more). *For example,* in order to Advance to the Stage III in REPTILOIDS, you must have made 4 Treaties.

🌐 Treaty cards in your hand do not count for Advancing in REPTILOIDS. 🌐 Requirements for a Project (any Project, not just REPTILOIDS) must be met only when you Advance. If later you have fewer Treaties than required by your current Stage in REPTILOIDS, nothing happens. 🌐 Special Interest emblems are not required for Advancing in REPTILOIDS. They are only important for getting Influence points at the end of the game.

World War cards increase the number of Agents you need to lose when Advancing in REPTILOIDS, but you do not gain any benefits unlike many other Projects. The final calculation of Influence is not affected by World Wars.

REPTILOID OBJECTIVE CARDS
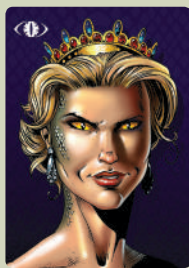
The ability to take the form of specific people allows Reptiloids to replace prominent *politicians*, *security officials*, and even *royalty*.

Acquiring a Reptiloid Objective: When you take an Objective card that has a Reptiloid card under it, you get both cards. Place the Reptiloid card in front of you, separate from the Objective card (with no Agents on the Reptiloid card — they remain on the regular infiltrated Objective card).

Using a Reptiloid Objective: At the beginning of your turn you may discard 2 identical Reptiloid cards *(2 'green' politicians, 2 'red' security officials, or 2 'purple' royalty)* or any 3 Reptiloid cards to Make a Treaty, ignoring its Conditions.

You can Make only 1 Treaty by discarding Reptiloid cards in one turn. You cannot discard 4–6 Reptiloid cards to Make 2 Treaties at once.

🌐 You may discard Reptiloid cards to Make a Treaty even when you have the Supervisor token. 🌐 This does not count as an Action. 🌐 Put discarded Reptiloid cards in the Objective card discard pile, just like regular Objective cards. 🌐 The *Mediator* Men of Action card allows you to take a Reptiloid card from the discard pile for 0 Agents.

When playing with the Men of Action expansion, you may either play a Men of Action card OR discard Reptiloid cards to Make a Treaty. You may not do both in the same turn.
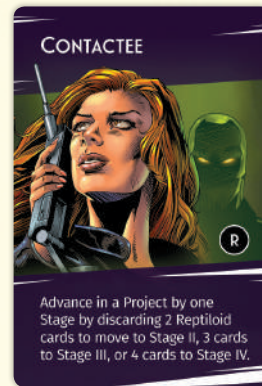
Contactee

Men of Action Card

The telephone numbers she calls are not registered anywhere.

Discard any 2 Reptiloids, then Advance from Stage I to Stage II in any Project where you have a Shady Coordinator. Or, discard any 3 Reptiloids to Advance from Stage II to Stage III. Or, discard any 4 Reptiloids to Advance from Stage III to Stage IV.

> Your Shady Coordinator cannot skip Stages. *For example,* if you discard 3 Reptiloid cards, your Shady Coordinator may level up to Stage III of a Project from Stage II (not from Stage I).

> When Advancing your Shady Coordinator to the next Stage using *Contactee's* effect, ignore ALL Requirements of that Stage (even when a World War is active). You will still receive all the benefits of that new Stage, including the immediate benefits.

REPTILOID TREATIES

Area 51

SIMILAR TREATIES

Babylonian Brotherhood

Project Blue Book

Conditions. You have at least 3 Reptiloid cards. You have no Communists emblems.

Effect. Move your Shady Coordinator from one Project to another where you have no Shady Coordinator already. You may only move your Shady Coordinator to the same Stage, that is from Stage I to Stage I, Stage II to Stage II, or Stage III to Stage III.

Ignore ALL Requirements of this new Project's Stage (even when a World War is active). You will receive all benefits of that new Stage, including the immediate benefits.

You also immediately lose all permanent benefits of the Project your Shady Coordinator just left. *For example,* you lose your Ghost Agents from the COMINTERN or NUCLEAR POWER Projects.

UFO HYSTERIA TREND CARD

Impact: each time you get an even number of Reptiloid cards, you may draw a Men of Action card AND a Treaty card from the top of the respective decks.

Capture: 10 Agents minus your Reptiloid cards and minus the number of Projects where you have a Shady Coordinator.

Playing Solo

The Solo Mode from the base game of Deep State is compatible with all Global Conspiracy Modules and mini-expansions, with certain changes. We assume that you know well how to solo Deep State — the rules below are compact and straight-forward.

Tactically, some Projects and mini-expansions benefit the player mostly, while others may give a huge advantage to HOC. You'll find this out while playing.

Note that expansions often allow you to gather more Influence than is common for the base game. We advise you to add at least 20 Influence points to the results of the 'Game of Influence' to judge how good you were!

SUPERIORITY DOCTRINE

Emblem	Associated Superiority Doctrine Project
>	**NUCLEAR POWER** (replaces COMINTERN)
>	**WORLD, INC.** (replaces UNIFIED NATIONS)
>	**WORLDWIDE BANK** (replaces SPYWARE)

Superiority Doctrine Projects simply take the place of the appropriate base game Projects for ALL effects used by HOC. The Project Order is used as normal.

> Note that HOC may become even more powerful with these Projects.

STRONG-ARM TACTICS

COUNTER-TERRORISM Project

HOC may join COUNTER-TERRORISM while Carrying out Black Operations, yet it is optional — you may play that HOC completely ignores COUNTER-TERRORISM (or maybe you decided not to use Black Operations in this game session). This Project is not as advantageous for HOC as, for example, GLOBAL MEDIA.

HOC uses the **Headhunter** token as his Shady Coordinator in COUNTER-TERRORISM instead of his Agent.

HOC joins COUNTER-TERRORISM after he has Carried out *Cyber Threat*. HOC levels up to the next Stage after he has Carried out *Eco Terrorism* (first time only) and *Blackout*. In total, Black Operations allow HOC to join COUNTER-TERRORISM and then level up twice. Carrying out the second *Cyber Threat* or *Eco Terrorism* does not lead to levelling up in COUNTER-TERRORISM.

› *Starting with the hard difficulty level,* HOC also levels up in COUNTER-TERRORISM when he acquires an Inner Circle card if his Shady Coordinator is already there.

Immediate benefit: Same rules. You send 1 or 2 of your Agents from the Active Reserve to the Recruitment Pool.

Permanent benefit: Same rules, but HOC adds Agents from his Recruitment Pool *only* when he does not have enough Agents in his Active Reserve.

Example. HOC has 3 Agents in his Active Reserve and 5 Agents in his Recruitment Pool, and is going to Infiltrate *Labor Unions* (a minimum of 3 Agents is required). HOC has the Supervisor — this means that HOC wants to put 4 Agent meeples on the *Labor Unions* card. HOC takes all 3 Agents from his Active Reserve and, as he wants to have 1 more on *Labor Unions*, he adds 1 Agent from his Recruitment Pool for a total of 4 Agents.

→ From a strategic point, we recommend not to replace UNIFIED NATIONS with WORLD, INC. while playing against HOC with COUNTER-TERRORISM. Chances are you won't get full use of the COUNTER-TERRORISM benefits in this case, while HOC won't experience any difficulties.

Black Operations

HOC may Carry out a Black Operation, following these rules:

🌐 First, HOC tries to Carry out a Covert Operation from the base game. Only if HOC cannot, he switches to Black Operations.

🌐 HOC discards Secondary Objective cards *only*, starting with Mass Control, Finance, and Science Secondary Objectives and continuing with Supreme Power Secondary Objectives.

When choosing which Mass Control, Finance, and Science Secondary Objectives to discard, HOC first chooses those for which he does not have *Governments*, *Stock Exchanges*, or *Universities*. You may handle the other choices by yourself.

HOC does not Carry out a Black Operation if he does not have enough Secondary Objective cards to discard.

🌐 HOC starts with *Cyber Threat* — same as you. Next, he tries to Carry out *Eco Terrorism*, or Carry out another *Cyber Threat* if it is not possible. And so on, following the Black Operations rules.

🌐 Note that HOC uses Ghost Agents, and Recalls Agents following the same principle as you (UNIFIED NATIONS advantages are applied).

> ➜ HOC plays best with Black Operations at the *ultra-hard* difficulty level, as this level provides for a lot of Secondary Objectives to discard. The female HOC character is also recommended.

FOURTH ESTATE

GLOBAL MEDIA Project

HOC may join GLOBAL MEDIA while Capturing Trends, yet it is optional — you may play that HOC completely ignores GLOBAL MEDIA (or maybe you decided not to use Trends in this play session). Joining GLOBAL MEDIA might significantly increase HOC's chances for winning the game.

HOC uses the **Headhunter** token as his Shady Coordinator in GLOBAL MEDIA instead of his Agent.

HOC joins GLOBAL MEDIA and levels up in it each time he Captures a Trend card.

> ❯ *Starting with the hard difficulty level,* HOC also levels up in GLOBAL MEDIA when he acquires an Inner Circle card if his Shady Coordinator is already there.

Immediate benefit: HOC takes the Mass Control, Finance, or Science card from the Infiltration Zone following his normal priority rules (note that it changes when Reptiloid Objectives are in play).

Permanent benefit: At the end of the game, choose the HOC Supreme Power card that will generate the most Influence, considering you will also apply the GLOBAL MEDIA effect to the card you choose.

TRENDS

HOC benefits from Trends the same way as you do and may Capture them.

Impact of Trends. Each Trend impact activates for HOC the same way as it does for you. *For example,* each time HOC gets an even number of Mass Control cards while the Corruption Trend is active, HOC receives its positive effect.

However, Trends' effects are slightly different for HOC.

Capturing Trend cards. HOC may Capture a Trend at the same time he Carries out a Covert Operation and during the last round.

IMPACT OF TRENDS FOR HOC

HOC chooses the Secondary Objective card following the rules for Infiltrating Objectives: from left to right (as shown on the Trend card), and checks if he has *Governments*, *Stock Exchanges*, or *Universities* first.
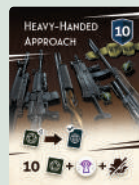
HOC draws the top card from the Treaty deck and immediately Makes that Treaty.

When HOC acquires an Inner Circle card, he Recruits up to 3 Agents (same as you).

However, if he has none to Recruit, he *Recalls* up to 3 Agents from his Objective cards instead.

HOC never attaches Inner Circle cards during the course of the game.

If HOC does not have *Governments*, *Stock Exchanges*, or *Universities*, he draws a Treaty card. Otherwise HOC chooses the Secondary Objective card from left to right (as shown on the Trend card), checking if he has *Governments*, *Stock Exchanges*, or *Universities*.

⊕ First, HOC tries to Carry out a Covert Operation from the base game. Only if HOC cannot, he switches to Black Operations (if you've also added them to the game). Finally, if none of the Operations are available, HOC tries to Capture the active Trend card.

That said, Capturing a Trend may happen during World War or by the effect of the *Emissary* Action card.

⊕ In addition to this, **in the last game round** HOC prioritizes Trends above Mass Control, Finance, and Science cards **AND**, if the World War card is drawn, above Covert Operations (including Black Opera-

tions). The same applies to playing *Emissary* in the last round — HOC prioritizes Trends above Covert Operations.

⊕ HOC follows the rules for Capturing a Trend the same way as you do, but in a different manner. First, he checks if he has *at least* 5 emblems and cards to Capture a Trend. If he does, he sends *exactly* 5 Agents (meeples) from the Active Reserve to the Recruitment Pool to Capture this Trend. HOC does not Capture a Trend if he has less than 5 Agents.

The Trend's requirements for Capturing does not change for HOC. Note that *Non-Conformity's* impact is more effective for you than for HOC, but HOC has an advantage in Capturing it, as he usually has a lot of Treaties made.

REPTILOIDS

In Solo Mode, the Reptiloids module poses a significant challenge for you.

REPTILOIDS Project

Unlike the DEEP STATE Project, HOC may join REPTILOIDS Project.

HOC uses the **Headhunter** token as his Shady Coordinator in REPTILOIDS instead of his Agent. When playing with COUNTER-TERRORISM or GLOBAL MEDIA together with REPTILOIDS, take an Agent of any unused color as HOC's Shady Coordinator for COUNTER-TERRORISM or GLOBAL MEDIA.

➜ Note that adding together the Reptiloids module and Strong-Arm Tactics or Fourth Estate modules is *very difficult to manage* in a solo game! Each module adds new strategies, while HOC is using a set of its own rules in each case. It's not recommended unless you have a lot of experience!

Advancing in REPTILOIDS. Each time HOC gets 2 identical Reptiloid cards *(2 'green' politicians, 2 'red' security officials, or 2 'purple' royalty)* — HOC joins the REPTILOIDS Project or levels up to its next Stage. Then turn these cards 90 degrees to show that they have been used to Advance in REPTILOIDS (they are not discarded).

❯ *Starting with the hard difficulty level,* HOC also levels up in REPTILOIDS when he acquires an Inner Circle card if his Shady Coordinator is already there.

Immediate benefit: HOC draws 1 Treaty card at Stages I, II, and III, or 2 Treaty cards at Stages IV and V. (So HOC receives the same number of cards as you would have after discarding one of your Treaty cards).

At the end of the game HOC gets Influence according to his Stage in REPTILOIDS the same way as you do — if he has enough Special Interest emblems on his Objective cards.

Reptiloid Objectives

During Setup, add Reptiloid cards to the Objective deck as if you were playing a 3-player game.

REPTILOID OBJECTIVES. HOC'S INFLUENCE
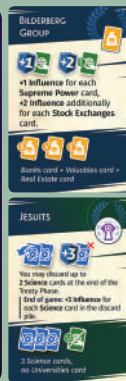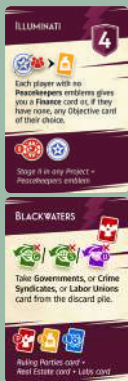
Each **security official** adds Influence for each Treaty with an Immediate effect:
- *normal & hard difficulty* — 1 Influence,
- *ultra-hard difficulty* — 2 Influence.

❯ Security Official also adds Influence for *CIA, KGB,* and *MOSSAD* Treaties (with Persistent effect).

Each **politician** adds Influence for each Treaty with a Persistent effect:
- *normal & hard difficulty* — 1 Influence,
- *ultra-hard difficulty* — 2 Influence.

❯ Politician does *not* add Influence for *CIA, KGB,* and *MOSSAD.*

Each **royalty** adds 1 Influence for each Treaty with an End-of-Game effect:
- *normal & hard difficulty* — 1 Influence,
- *ultra-hard difficulty* — 2 Influence.

❯ Royalty also adds Influence for *Anarchists, Jesuits,* and *Sons of Liberty* Treaties (with 2 effects).

Objective cards with Reptiloids beneath them affect HOC's priorities.

🌐 When choosing between 2 or more Key Connections cards (if they happen to be accessible to HOC at the same time), HOC prioritizes the left-most Key Connections card with a Reptiloids beneath it first. Same happens when HOC is choosing between 2 or more Inner Circle cards. And the same with 2 or more Supreme Power cards.

🌐 HOC prioritizes the left-most Mass Control, Science, and Finance cards with Reptiloids beneath them first. Only then, following the normal Solo Mode rules, HOC checks if he has *Governments*, *Stock Exchanges*, or *Universities*, and if not, he chooses the first left-most Mass Control, Science, or Finance card.

🌐 During World War (and when playing with Trends, including the last round), HOC prioritizes Mass Control, Finance, and Science cards with Reptiloids beneath them first and *only then* switches to Covert Operations (and Trends).

🌐 Unlike the player, HOC never discards Reptiloid Objectives throughout the game.

At the end of the game, Reptiloid Objectives generate Influence for the Treaties HOC has made (*see page 23*).

UFO Hysteria Trend card. The only difference for HOC is in the *UFO Hysteria* Impact — HOC draws and immediately plays an Action card (instead of a Men of Action card).

Contactee Men of Action card. HOC does not have a similar Action card — he has other means for Advancing quickly in any Projects, including REPTILOIDS.

CREDITS