

CLASSIFIED
TOP SECRET
CLASSIFIED

CLASSIFIED
絶密
CLASSIFIED

CONFIDENTIAL

Operation name :

渗透因子
INFILTRATORS

RULEBOOK

mission 0

CREDIT

Designer: John Kean & Liam Kean
Game Development: Kitty Wan
Illustration: Man Tsun
Graphic Design: Ryan Chow
Translator: Neptune, Kitty
Editor: Neptune
Proofreader: Neptune

[Special thanks to: Taco Cheung, Keanu Hong, Kk Tang,
Chang Yu-Cheng, Paul Chiang, 譚皓元, 黃聖銘]



栢龍玩具有限公司
Broadway Toys Limited
http://www.broadwaygames.com.hk
domestic@longshore.com.hk
Tel: +852 23631998

Copyright © 2023 Broadway Toys Limited. All Rights Reserved.

Enemy spies have infiltrated The Organization!

It's up to you to work together to expose and eliminate all the traitors before it is too late...

COMPONENTS



70 Cards
(numbered from 2 to 15
in each of 5 different suits)



5 Special Cards
(1 card per suit)



9 Number Tokens from 1-9



1 Marker Pen



4 Arrow Tokens



1 Cardboard Gun



12 Bullet Tokens



1 Gun Tray (insert)



5 Wooden Card Stands



5 Clue Boards/ Player Aid

AIM OF THE GAME

Infiltrators is a mission-based, cooperative game. There are 20 different missions in total, each with a special winning condition. Agents win or lose together. Your goal as an Agent is to identify all the traitors before time runs out, when the traitors will sabotage your organization completely! A story links up all 20 missions. Therefore, we recommend you play all the way through from the beginning to the end. But before you start, there are three short Training Missions to get you started as a team of Agents.

SETUP OF

Training Mission #1

(EXAMPLE OF A 3-PLAYER SETUP)



1. Give each Agent (player) a Wooden Card Stand
2. Shuffle together Cards of Number 2-13, whose colours are in Red , Black , Yellow .
3. Deal each Agent a hand of 5 cards. **NOTE:** Your hand limit is 7 cards.
4. Deal 2 cards face down at the center. These are the Suspects that you must identify!
5. Place the remaining cards face down to form the Headquarters (deck).
6. Take out the insert from the box and place the cardboard Gun on it.
7. Place 5 Bullet Tokens near the Headquarters.

Setup between missions is similar, except using cards 2-15 and some slight variations as described in the Secret File at the end of this rulebook.

THE GAME

Unless a mission specifies otherwise, turns proceed clockwise. Each Agent takes a turn to perform an action until any end game condition is triggered.

On your Turn, you must choose one action from below:

1. NAB A SUSPECT
2. GIVE A CLUE
3. INFORMATION EXCHANGE
4. BIDE YOUR TIME
5. ELIMINATE A TRAITOR

I. NAB A SUSPECT

Draw a Suspect card from the center and secretly look at it, then place it into your Wooden Card Stand, so that only you can see it. You may never have more than one Suspect in front of you.

Then discard 1 card face down from the Headquarters without looking at it.



Other Agents must deduce the suit and number of this Traitor using the clues obtained in later turns.

2. GIVE A CLUE

Play a card from your hand face up next to your Suspect to help identify that Suspect. Clues can be played either vertically or horizontally:

VERTICAL CLUES - Clues played vertically have something to match the Suspect.

HORIZONTAL CLUES - Clues played horizontally do NOT match the Suspect.

A card matches Suspects when

IT IS OF SAME SUIT AS THE SUSPECT

OR

IT HAS THE SAME NUMBER AS THE SUSPECT

OR

ITS NUMBER IS A MULTIPLE OR A FACTOR OF THE SUSPECT'S NUMBER



Special cards are used only to indicate a same suit.

Example:

The Suspect is  6, all card with this  is a match.

 3 is also a match because 3 is a factor of 6.

 12 is a match because 12 is a multiple of 6.

While  4 is not a match.

All factors and multiples of the Suspect's number are listed on the Suspect card.

EXAMPLE OF MATCHING CARDS

ALL 6 CARDS



ALL  CARDS



ALL FACTORS AND MULTIPLES of 6



3. INFORMATION EXCHANGE

Play a card from your hand next to **ANOTHER AGENT'S** Suspect. Then that Agent orients the card according to whether it matches that Suspect, after which you may draw a card from the Headquarters.

4. BIDE YOUR TIME

Discard the top card from the Headquarters face down, then draw up to 3 cards to your hand. You can draw less than 3 if you prefer.

IMPORTANT: An Agent can have at most 7 cards in their hand.



5. ELIMINATE A TRAITOR

If you think you can identify one of the other Agent's Suspects, you may make your guess. Discard 1 Bullet Token, take the Gun from the center, point to the Suspect you are going to guess, and say BOTH its suit and number. That Agent then tells whether it is correct or not.

IMPORTANT: Unless the Gun is taken, any talk is not counted as a guess.

Put the Gun back to the center.

- If you guess correctly, shuffle that Suspect card into the Headquarters and discard all its clues face-up. As a reward for a correct guess, you may also retrieve a card, even a face-down card, from the discard pile to your hand. Good job.
- If you guess wrongly, the Suspect's owner keeps the card hidden. You wasted a Bullet!

CLUE BOARD

The Clue Board is designed as a helping tool. You can place it in front of your Suspect. Every time a Clue is played, use the marker to cross out the suit and number that are eliminated because of that Clue. This can make it easier to keep track of previous deductions. You should not use the Clue Board to write down sentences or words. However, it is fun to challenge yourselves. When you and your teammates are ready to accept the challenge, just put these Clue Boards away. On the other hand, players can always refer to the Player Aid.



COMMUNICATION AND OPEN INFORMATION

Agents can discuss with each other, so long as that information is already disclosed. You cannot disclose your own hand or any of your Suspects, not even an ambiguous hint like: I have good clue to your Suspect. Unless a mission states otherwise, you may also search through the discard pile at any time, but you must not look at any face down cards in the discard pile. It may help to use a Clue Board to mark down known cards and narrow down the list of possibilities.

HAND LIMIT

The limit of your hand size is 7. Discard face up down to 7 if you have more than 7 cards in your hand at the end of your turn.

GAME END

The game ends immediately if either:

- You correctly identify all Suspects in front of all players and the Suspect pile is empty – you WIN. Well done, Agents!
- All cards in the Headquarters and in all hands are used up; OR you have fewer Bullet Tokens than there are remaining Suspects – you LOSE! Headquarters was destroyed. Run for your life, Agents!

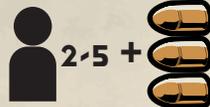
Example:

there are 4 remaining Suspects, but you have only 3 Bullet Tokens. You LOSE because you have insufficient Bullets to shoot all Suspects!

MORE TRAINING MISSIONS

Before you participate in the real mission, there are 2 more training missions for you, so you will not mess up.

TRAINING #2



SUSPECTS:
Equal to
number of
Agents

BULLET TOKENS:
number of
Agents + 3

NUMBER OF SUITS USED:
3 (2-15)

TRAINING #3



SUSPECTS:
Equal to
number of
Agents

BULLET TOKENS:
number of
Agents + 3

NUMBER OF SUITS USED:
4 (2-15)

SPECIAL RULES:

Complete the mission within 15 minutes