

SYNDICATE

A GAME OF STRATEGY AND CONTROL IN THE WORLD OF INTERNATIONAL CRIME

Object of the Game

Players must battle against each other using a combination of abilities and agents to collect resources and territory.

The game is won when one player either captures every city on the board, or by eliminating and preventing the other player from having any agents in play at the start of their next turn..

Developed by Ashley Edwards, Sophie Engeman, Sean Graefen, and Taylor Pope.

Art by Anushay Qureshi and Sanye Yip.

A game for 2 players.

Game Components



AGENT CARDS

Each player has a total of 4 Agent Cards that can be employed. Agent Cards are placed beneath a Role and are assigned that role's abilities. Each player begins the game with two agents in play.



RESOURCE TOKENS

There are a number of Resource Tokens included with the game, representing Silver and Influence. Silver is gained through control of map tiles, while Influence is gained by capturing territory, clearing road blocks, and killing enemy players. Resource Tokens can be spent to buy abilities and more agents.



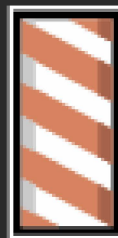
TERRITORY TOKENS

Each player has Territory Tokens that correspond to their color. Territory Tokens are placed on the board to represent a claimed city or mine. On the backside is a Sabotage Marker, which is flipped if a Saboteur attacks a location.



ROADBLOCKS

Roadblocks can be purchased by the player using Resource Tokens. Roadblocks prevent all players from moving through that connection, and can only be removed by a Saboteur.



ROLE CARDS

The five different role cards are displayed on boards for the player to see. Placing an agent card below a card denotes its role. Role cards provide a brief description of what each role can do.

AGENT MARKERS

Each player has a total of 4 Agent Markers. These numbered tokens correspond with the Agent Cards of the same number, which are secretly assigned a role.



Set Up

STARTING AGENTS

Players start at opposing spawns, marked by team colors. **PLAYERS EACH START WITH TWO AGENTS** at spawn and with nothing else. Players decide amongst themselves which player goes first and second. The example set up to the right is inserted into the wooden card holders provided, creating a type of screen.

Play begins when both players have secretly assigned each of their agents a role, by placing the Agent Cards in front of the Role Card they choose.

Basics

ACTION POINTS

Syndicate uses a system called Action Points to regulate player abilities. On a turn, a player has **4 ACTION POINTS** to spend. Moving a space, using an Agent Ability, and using an item all cost an action point. Action points are based on the player, not the agents. Moving one Agent 3 spaces means you only have 1 available point to spend on the others. Agents cannot move after using a non-passive ability.

PASSIVE ACTIONS

There are a few actions that a player can take on their turn that do not spend an action point. Purchasing a new Agent and assigning that agent a role does not cost an Action Point.



SILVER



INFLUENCE



THIS PLAYER HAS ASSIGNED THEIR AGENT 1 AS A COPYCAT AND THEIR AGENT 2 AS A POLITICIAN. THIS IS UNKNOWN TO THE OPPOSING PLAYER.

TILES & TERRITORIES

The board is broken up into a variety of Tiles, Territories, and Roads that connect the map together. **TERRITORIES ARE MARKED BY EITHER A BRIEFCASE OR BIRD SYMBOL AND CAN BE CLAIMED BY PLAYERS.** Roads lines that connect the various tiles and mark the only routes of movement. **CROSSING ONE ROAD TAKES ONE ACTION POINT.** The Airport is a uncontrollable Tile, as it has no resource marker. Blank tiles cannot be claimed.

RESOURCES

There are two types of resources that can be gained and spent throughout play: Influence and Silver. Claimed Territories provide Silver, while Influence is earned in other ways. If a player has captured a Territory, which is done using a Politician Agent, they gain 1 Silver per territory at the start of each of their turns. Agents have different abilities that can alter resource outputs. Killing an opposing agent nets 3 influence, capturing a territory grants 1, and clearing a roadblock grants 1. Influence can also be used to purchase agents and a different list of equipment.

Agents

There are five possible agent types. An agent is assigned a role at spawn and can only be one type at a time. An agent type can be changed if the agent is returned to spawn.

Agents can be purchased during a player's turn without using an action point, all other purchases require the use of one. An agent may be purchased by either using 10 silver or 5 influence. Starting a turn with no agents, and the inability to purchase another ends play. Some equipment can be bought with silver, and some with influence. A player may only purchase one of each type of equipment per turn.



FIRST AGENT

SECOND AGENT

THIRD AGENT

FOURTH AGENT

Roles



SABOTEUR

Saboteurs have two abilities in their arsenal. As an action point, a Saboteur can either clear a Roadblock that they are within 1 tile of, or they can sabotage a territory belonging to the opposing player. Sabotaged territories inflict a -1 of a resource instead of a +1 until the territory is repaired. The player who inflicted the sabotage gains one silver from the sabotaged enemy territory every turn until it is repaired. The Saboteur cannot move on their turn after using this ability.



MANAGER

Managers increase resource output from specific locations. If a Manager stands on a territory claimed by their player, that player receives a +2 bonus to whatever resource that territory provides. This is a passive ability, and the Manager does not have to spend an action point to increase the output.



POLITICIAN

Politicians are the only agent type able to capture territory. As an action point, a Politician can capture a mine or city that they stand on. Once a Politician captures a territory, they cannot move for the rest of that turn. Politicians are also the only type able to fix sabotaged areas. This too takes an action point.

BRUISER

Bruisers are able to attack other agents and take them out of play. As an action Bruisers can attack opposing player's agents, removing them from play. They cannot move on their turn after using this ability.

COPYCAT

The Copycat has no abilities of their own, but is able to copy the ability of whichever allied agent they have shared a space with last. When a Copycat moves past another agent they can mimic their agent type without spending an action point. The Copycat retains this type until they pass over another agent.

Capturing and Clearing

CAPTURING TERRITORY

Players can only capture territory through the use of a Politician Agent. A player must use 1 Action Point to move their Politician to the Territory space, and 1 Action Point to claim the Territory. The player then marks the Territory with one of their flag tokens. The resource pay-out does not come into effect until the beginning of the player's next turn.

CLEARING TERRITORY

Any type of Agent can clear claimed Territories. It takes 1 Action Point to move onto the space, and 1 Action Point to clear the other player's flag. Politicians can Clear and Reclaim in one Action, but all other agent roles can only remove the opposing flag.

Equipment

PURCHASING EQUIPMENT

On their turn, a player can purchase equipment with the resources they have collected. When purchasing equipment, the player must use it right away. This takes one action point total.



TRAVEL TICKET - 5 SILVER

Transport an agent from one allied territory to another

ROADBLOCK - 6 SILVER

Block off a road for both players

AGENT - 10 SILVER

Purchase a new agent

PISTOL - 15 SILVER

Turn any agent into a weapon-Attack an enemy agent from one square away



EXTRA ACTION POINTS - 4 SILVER

2 Extra Action points for use that turn

AGENT - 5 INFLUENCE

Purchase a new agent

ROADBLOCK CLEAR - 6 INFLUENCE

Clear all roadblocks from the board or purchase 3 roadblocks

SNIPER RIFLE - 8 INFLUENCE

Kill a single enemy player anywhere on the map

BIOWEAPON - 15 INFLUENCE

Kill all enemy players on the map

Winning the Game

If a player is able to claim all Cities on the board, **OR** they eliminate all opposing agents AND the opposing player does not have the funds to purchase another agent on their next turn, they have won the game.