

## Required Materials

- Paper
- Writing Implements
- Deck of Candy Land™ cards with double-colours and special cards removed
- Pile of poker chips or other tokens

## Field Office Creation

At the top of their page, each player must name their Field Office and pick a location.

Name a top agent for each department: RED (physical actions), BLUE (social actions), and YELLOW (technological solutions).

Players also choose a specialty for their Field Office and name another agent to that specialty.

## Game Mechanism

‘Control’ will set a task for the Field Offices to complete. Starting from Control’s left, the first Field Office will declare an action, assign an agent, and draw a card from the deck.

If the card matches the colour of your agent’s department – Success! Control narrates the success and you gain a success chip.

If the card is a secondary colour of your department – Minor Success! Control narrates the success, but there is a minor setback.

If the card is another primary colour – Fault! Control narrates a failed action, but there is a minor benefit.

If the card has no connection to your department – Major Fault! Control narrates the failure you must either burn that Agent or discard a success token.

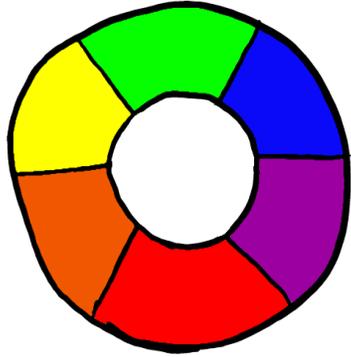
Play then passes to the Field Office to your left.

Once the task has been completed to Control’s satisfaction, Field Offices can convert success tokens to new agents and assign them to departments. Field Offices without agents are closed.



By Geoff Lamb

A Game of Covert Management



**AGENTS OF SPECTRUM**

## AGENTS OF SPECTRUM

There is a secret world behind the real. A world of the Great Game – filled with covert agents, double-crosses, and attacks against humanity.

You and your friends prevent this from spilling over to the real world. Not as suave, highly-trained agents, but as their handlers.

SPECTRUM is looking for a new Control. Will you prove your agents superior to the others?

Become the next Controller for the

**Operation Tarball**

Task List:

Viktor Keegan, a Rogue Agent within a party at the Venezuelan Embassy. FOS must identify him and recover a chip.

The chip identifies an oil rig in the Gulf of Mexico. FOS need to investigate the rig & discover the submarine underneath.

The submarine’s maps detail an underwater base deep in the Gulf of Mexico. FOS must infiltrate the base.

The terrorists have developed an enzyme that will coagulate the US Strategic Oil Reserves. FOS must prevent the release of the enzyme at all costs.

**Example of Play**

Field Offices are attempting to thwart the theft of a computer chip. FO Spokane assigns Agent Lazenby from BLUE to gather information on the heist. Spokane draws a purple card and Control narrates Lazenby turning one of the rogues and finding out how they plan to take the chip. FO Houston assigns Agent Culp from RED to try and take the chip before the criminals. Houston draws a green card and must burn Agent Culp. Control narrates Culp falling prey to improved security procedures.