

Silent Sabotage: World Tour

Introduction:

Your lifelong goal has been to become a real spy. You have made it through the preliminary trials and the directors have narrowed it down to four contestants for the final job. You are one of them. The final round is four person challenge: whoever wins gets the job, the others will go home. Each potential spy will get assigned two missions to complete somewhere around the world. Whoever completes two missions first, or silently sabotages the other recruits, gets to enter the prestigious business and change their life forever. Good Luck!

Components

- 4 resource placement cards
- 12 supply cards
- 18 mission cards
- 18 board cards
- 4 player pieces
- 3 Dice

Set Up (for print and play, use small objects at your disposal as resource tokens and player pieces)

- Each player gets one resource placement card and one resource token. The resource token must be allocated to one function immediately
- Shuffle all 12 supply cards and place them facedown in the pile on the side of the board in a discard pile
- Shuffle all 18 board cards and lay them in a circle with the location face up
- Shuffle all 18 mission cards and draw one for each player to determine their starting position
- Discard the 4 starting position cards
- Deal 2 mission cards to each player (these missions should remain private)

Goal

- Be the first player to complete two missions
- Ways to complete a missions:
 - Land on your mission location and cash in four resource tokens
 - Sabotage another player by spending three resource tokens to guess the location of one of another player's missions

Gameplay

- Oldest player takes the first turn
- Play proceeds clockwise until one player has completed two missions
- Each player can perform one action per turn
- Possible turn actions:

- **Take one token** from the central supply and immediately place the token in an available space on your resource placement card
- **Roll dice and move**
 - Roll 2 dice (roll 3 dice if you draw that ability from supply card deck)
 - *****If at least one number on the dice corresponds to the number on one of the player's mission cards, then the player has the ability to move their player piece**
 - The player can move up to three spaces in either direction
 - If doubles are rolled, the player can move regardless of whether or not it matches the number on the player's mission card.
 - If a player has the ability to move, they are not required to do so
- **Move up to two resource tokens from one ability to another**
- **Perform action on any supply card** you have drawn
- **Perform any action on the resource placement cards** if you have enough resources
- **Possible resource placement card actions:**
 - Infiltrate:
 - You must fill the infiltrate section of your resource placement card with three resource tokens and spend those to infiltrate your secret mission location
 - You may not spend your resource tokens on the same turn in which you acquired the fourth resource token or landed on the secret location
 - Sabotage:
 - You must fill the sabotage section of your resource placement card with three resource tokens and spend those to guess another player's secret mission location
 - You may not sabotage on the same turn in which you acquired the third resource token
 - Supply Cards:
 - You must fill the supply section of your resource placement card with two resource tokens and spend those to draw a supply card from the top of the deck
 - You may not draw a supply card on the same turn in which you acquired the second resource token
 - Supply cards are mandatory public information
- Note: Alliances are allowed and discussions/information sharing is at each player's discretion

Secret Location Key:

New York: 1

Paris: 2

Cairo: 3

Seoul: 4

Lima: 5

Sydney: 6

Credits:

Game Created by Henry Morgan, Connor Mraz, Cameron Oliver

Special Thanks to Mr. Rumsey, Mr. Kinnell and the entire *Thinking Outside the Box* symposium, held at Packer Collegiate Institute, January 2017.

SILENT SABOTAGE

PRINT AND PLAY!

1. Print out rules
2. Print and cut all cards in this file
3. Gather the following materials:
 - 4 six-sided dice
 - 4 game pieces
 - 32 resource tokens (small cubes)
4. Enjoy the game!

BOARD CARDS – PRINT ON WHITE PAPER

NYC
USA



AIRPORT

1

NYC
USA



UNIVERSITY

1

NYC
USA



PARK

1

PARIS
FRANCE



AIRPORT

2

PARIS
FRANCE



UNIVERSITY

2

PARIS
FRANCE



PARK

2

CAIRO
EGYPT



AIRPORT

3

CAIRO
EGYPT



UNIVERSITY

3

CAIRO
EGYPT



PARK

3

BOARD CARDS – PRINT ON WHITE PAPER

SEOUL
KOREA



AIRPORT

4

SEOUL
KOREA



UNIVERSITY

4

SEOUL
KOREA



PARK

4

LIMA
PERU



AIRPORT

5

LIMA
PERU



UNIVERSITY

5

LIMA
PERU



PARK

5

SYDNEY
AUSTRALIA



AIRPORT

6

SYDNEY
AUSTRALIA



UNIVERSITY

6

SYDNEY
AUSTRALIA



PARK

6

MISSION CARDS – PRINT ON GREEN PAPER

NYC
USA



AIRPORT

1

NYC
USA



UNIVERSITY

1

NYC
USA



PARK

1

PARIS
FRANCE



AIRPORT

2

PARIS
FRANCE



UNIVERSITY

2

PARIS
FRANCE



PARK

2

CAIRO
EGYPT



AIRPORT

3

CAIRO
EGYPT



UNIVERSITY

3

CAIRO
EGYPT



PARK

3

MISSION CARDS – PRINT ON GREEN PAPER

SEOUL
KOREA



AIRPORT

4

SEOUL
KOREA



UNIVERSITY

4

SEOUL
KOREA



PARK

4

LIMA
PERU



AIRPORT

5

LIMA
PERU



UNIVERSITY

5

LIMA
PERU



PARK

5

SYDNEY
AUSTRALIA



AIRPORT

6

SYDNEY
AUSTRALIA



UNIVERSITY

6

SYDNEY
AUSTRALIA



PARK

6

SUPPLY CARDS – PRINT ON RED PAPER

SUPPLY

You may take 2 resource tokens at one turn for the rest of the game

SUPPLY

You may take 2 resource tokens at one turn for the rest of the game

SUPPLY

For 1 turn, you are free to move regardless of your roll

SUPPLY

If you are on a university, you may move to another university without taking a turn

SUPPLY

If you are on a airport, you may move to another airport without taking a turn

SUPPLY

If you are on a park, you may move to another park without taking a turn

SUPPLY

You must swap your game piece's position on the board with another player

SUPPLY

You can force one other player to share one of their locations with you

SUPPLY

You can force one other player to share one of their cities with you

SUPPLY CARDS – PRINT ON RED PAPER

SUPPLY

You can now roll
3 dice on each of
your turns

SUPPLY

You can now roll
3 dice on each of
your turns

SUPPLY

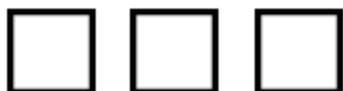
You may switch
the placement of
any two board
cards

RESOURCE PLACEMENT CARDS –
PRINT ON WHITE PAPER

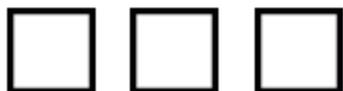
RESOURCE PLACEMENT



SUPPLY



SABOTAGE

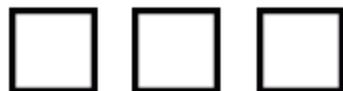


INFILTRATE

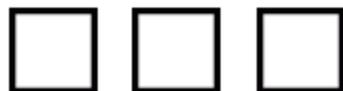
RESOURCE PLACEMENT



SUPPLY



SABOTAGE



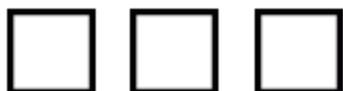
INFILTRATE

RESOURCE PLACEMENT CARDS –
PRINT ON WHITE PAPER

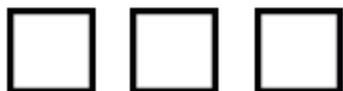
RESOURCE PLACEMENT



SUPPLY



SABOTAGE

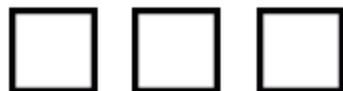


INFILTRATE

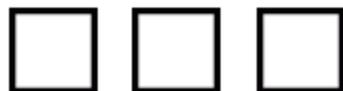
RESOURCE PLACEMENT



SUPPLY



SABOTAGE



INFILTRATE