

From Beyond

A MegaGame of Epic Proportion



Human Handbook

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When in Doubt,
Ask Game Control



Trust in GameWeavers



Game
Control



Human
Control



Political
Control



Military
Control



Science
Control

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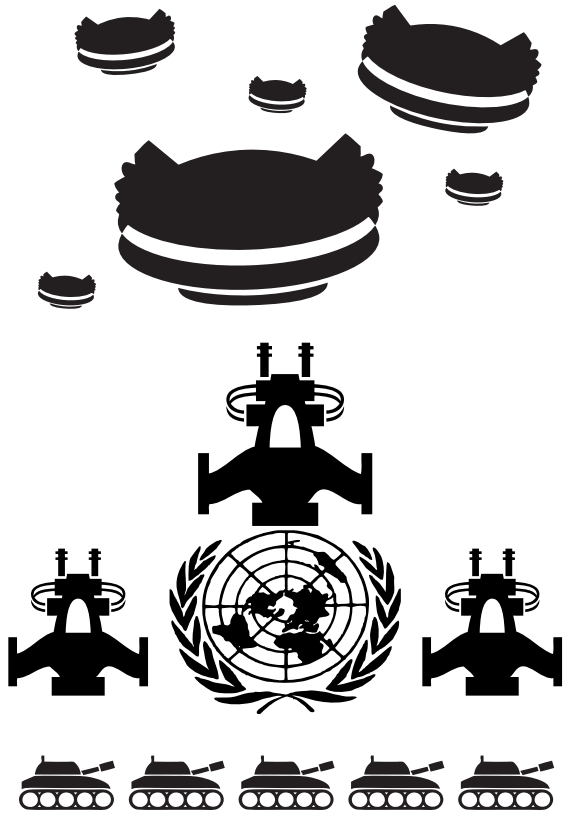
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From Beyond - Game Overview

What's all this then?

Welcome to *From Beyond*, an alien invasion MegaGame. The game is divided into 5 rounds (with a potential sixth bonus round), and players are divided into teams. There are six 5-player human nation teams and a 10-player alien team (with potential extra teams). Each team is charged with the continued existence of their people, as well as a variety of goals. *From Beyond* is played over the course of 6 hours, and at the end of those 6 hours, the fate of the world will be decided.



Background: At the height of the Cold War, something unusual happened that almost caused the destruction of the planet. As mankind was mastering the rocket and landing on the moon, there was a subtle disturbance in the night sky. Suddenly, without warning, thousands of unknown objects simply appeared in ultra-high orbit around the planet. With Sputnik already putting the US government on edge, the appearance of these unknown objects nearly precipitated total nuclear obliteration. Cooler heads prevailed, and even as the Cold War thawed, these alien objects have hung alongside our stars.

Publicly, the objects are classified as the Anomalous Debris Field (ADF), unlikely hitchhikers from the asteroid belt. Their extreme orbit and relatively small size make them pretty indistinguishable from rocks through average telescopes.

However, joint government agencies have been scanning and processing data for over fifty years. They are alien ships; they appeared instantaneously; and while they seem mostly dormant, there have been 12 verified landings on sovereign soil since their appearance.

Their motives, origins, and goals are completely unknown. However, a rumor is circulating throughout the covert intelligence world: the ships are awakening.

The world stands on the brink of a new era, and alien technologies are rapidly disrupting the status quo of international politics. Nations are poised to defend themselves and their people in the face of an unknown threat, and who can say to what lengths the world's governments will go. There are even rumors that alien influence may have reached the upper echelons of foreign governments. Whispers of dark and terrible secrets are in the ear of every intelligence agency, and they ask themselves, is each new catastrophe from the capricious hand of nature, from the evil that lurks in the hearts of men, or is it *From Beyond*?



Set Up

How do we get started?

Before the Game: Tickets go live for a MegaGame roughly a month before the event itself. You can buy tickets for yourself or for a team. Afterwards, you'll be able to fill out a form addressing your group and team preferences. The GameWeavers try their very best to place players with friends and on their top team choice, although this is not guaranteed. You will also be given the opportunity to permit GameWeavers to share your e-mail address with other members of your team, though you are allowed to meet your team for the first time on the day of the game if you prefer.

A week or two before the event, you will receive your team and role assignment and a packet of additional reading materials. The GameWeavers ask that you familiarize yourself with the information in these packets and contact them if you have any questions or concerns.

The Day of the Event: At the designated time for the event, the doors will open and players will be able to situate themselves. Each team has a table, which will be designated by their flag. The alien players will be guided into a separate space that will be shielded from the other players. The rules for the alien players are listed in a separate document.

At the tables, each team will find a briefcase containing a variety of items for individual players. Each player should double-check their documents to ensure that all their components are present.

Once all players are settled, the GameWeavers will gather all the players together to make announcements and begin game instruction.

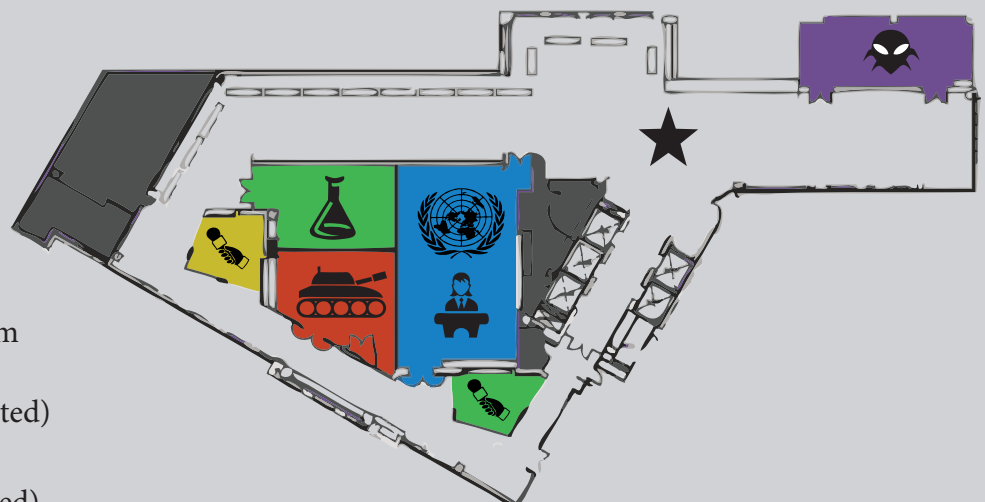
The Microsoft NERD Center

All players will need to sign in on the first floor of the Microsoft Nerd Center, and then ride the elevator to the second floor. All players will need to pick up additional information at the Control Check-in desk marked by the star on the map.

Human Players are allowed in the colored areas listed with the exception of the purple Alien Room.

Players will be encouraged to congregate in the largest conference room (Blue) where the individual nation tables will be located.

-  Nation Tables
-  The UN
-  The War Room
-  The Science Symposium
-  Media Rooms (prohibited)
-  Alien Rooms (prohibited)



Game Schedule

Where does all the time go?

From Beyond has a very rigid schedule to ensure that all players get the most of their experience.

00:00	Doors Open	03:00	Turn in Briefcases
00:05	Instruction Starts	03:00	Games Start (30 min)
00:20	Players Planning and Meeting (Round 1)	03:20	Briefcases Start to Close
00:30	Turn in Briefcases	03:30	Player Planning and Meeting (15 min)
00:30	Games Start (30 min)	03:30	Games End
00:50	Briefcases Start to Close	03:35	Briefcases Return (Round 5)
01:00	Player Planning and Meeting (15 min)	03:45	Turn in Briefcases
01:00	Games End	03:45	Games Start (30 min)
01:05	Briefcases Returned (Round 2)	04:05	Briefcases Start to Close
01:15	Turn in Briefcases	04:15	Player Planning and Meeting (20 min)
01:15	Games Start (30 min)	04:15	Games End
01:25	Briefcases Start to Close	04:25	Briefcases Return (Round 6)
01:45	Player Planning and Meeting (15 min)	<i>Round 6 is a bonus round, and is not always used. It will be announced at Lunch whether or not the 6th round will be played.</i>	
01:45	Games End	04:35	Games Start (40 min)
01:50	Briefcases Return (Round 3)	04:50	Turn in Briefcases
02:00	Turn in Briefcases	05:15	Games End
02:00	Games Start (30 min)	05:15	Wrap Up & Score Tally
02:20	Briefcases Start to Close	5:40	Story Time
02:30	Player Planning and Meeting (15 min)	6:00	End
02:30	Games End		
02:35	Briefcases Return (Round 4)		
02:35	Lunch Break		

Rounds: Each round is roughly structured to be 45 minutes, with 10 minutes between each round for players to regroup as a team and discuss their strategy. Due to the unpredictability inherent in a game of this scale, there may be delays or difficulties in the individual rounds.

Briefcases: Each round, you will receive your briefcase which will have the results of the previous round. After you receive your results, you will be asked to return the Briefcases in a timely fashion; if you are late with your briefcase you won't be guaranteed to receive 100% of your benefits gained from previous rounds.

Five or Six Rounds: From Beyond is played until a satisfying conclusion can be composed from the efforts of all players. Sometimes this means that we may extend time in our rounds until there are only 5 rounds, or we may keep to our schedule of exactly 6 rounds, or we may even wrap up the game in a final "half round". The final decision regarding the last round will be announced during lunch.

Games Start & Games End: The UN, the War Room, and the Scientific Forum all require a certain amount of time to process and prepare for players between each round. As a result they have very specific Start and End times. Players are not required to participate in their respective games, and may spend as much time as they need to prepare, but the games will proceed without them. There is, however, some flexibility when it comes to the UN.

GameWeavers

Keeping the Game Running

GameWeavers are our staff of volunteers who help make this game awesome. They are here to help you and to help make sure the game runs smoothly. They are human and should be treated with respect.

Rules Help

If you have a question about how a specific rule works or a conflict that has appeared in game, feel free to find a GameWeaver. To ensure that the game runs smoothly, not all GameWeavers are available at all times to answer all questions. If a GameWeaver is unavailable or unable to answer your question, find a member of Game Control, labeled with a badge that says Game Control; they will either help you with your question or find a GameWeaver who can help you.

Rules Flexibility

If there is something that you would like to do that is not listed in the rulebook or is otherwise unusual, GameWeavers are happy to give a ruling on how a certain aspect of the game can be played. If you've come up with some novel element that would increase your enjoyment of the game without hindering others, we are more than happy to bend and create new rules to accommodate your own personal way to play. If, however, you are looking for a shortcut to circumvent a difficult element of the game or to undercut another player, we can assure you that GameWeavers are more than happy to give you a route to your goal that is longer or more expensive than you might find elsewhere in the rules.

Code of Conduct & Safer Space Policy

When attending any activity sponsored by MegaGames United, you agree to abide by its rules.

The MGU seeks to create a Safer Space for its guests. Together, we help each other to create a space that feels inclusive, inviting, and overall safe. We do not welcome those who act aggressive, racist, sexist, homophobic, ableist or otherwise biased. Those who repeatedly disrupt the enjoyment of others may be asked to leave.

We would consider it awesome if you:

- Don't act like a jerk.
- Respect the personal space of other players and volunteers.
- Work cooperatively and collaboratively with your team.
- Share the spotlight and help others have fun.
- Approach game rulings with an open mind.
- Clean up after yourself and help us keep the space tidy.

Please consult with a Game Control Member if you feel that someone is disrupting the fun of you or others you have observed, feel unsafe, or otherwise need help. If you are feeling especially unsafe, 911 is your best option. In Boston, the Police Department's Non-Emergency Phone Number is (617) 343-4200.

If somebody offends you, do your best to do the following:

- Inform them that what they have said or done is offensive.
- Try to help them understand how to avoid it in the future.
- If all else fails, ask a Game Control Member to help moderate the situation.

If you say something that is found offensive, and are called out on it, take the following steps:

- Listen to the person speaking and let them speak without interruption.
- Believe what the person is saying and do not attempt to disqualify their points.
- Ask for tips/help with avoiding making the offense in the future.
- Apologize and ask for forgiveness.

If all else fails, ask a Game Control member to help moderate the situation.

Secret Stuff

Pay no mind to the man behind the curtain

CONTROL: This document is set up parallel to the Player Document, but areas labeled “Control” are hidden on the Player Document (usually by pictures and diagrams).

Safety: The primary duty of a GameWeaver is to provide a safe, stable environment for players. This involves resolving minor disputes and encouraging civility. If there is a problem or situation that arises, please reach out to the Game Supervisors to handle the situation. We expect GameWeavers to hold themselves to a very high standard while running the game, so please review the Event Code of Conduct.

Rules: GameWeavers are divided into several Control Groups, where they will oversee very specific elements of the game. It is very important that GameWeavers are knowledgeable of the game as a whole, and an expert on their specific area.

Control Groups: Control Members are split into distinct groups with their own responsibilities and gaming expertise:

Game Control: Responsible for keeping the game running, communicating between Control Groups, and for coming up with fixes for unusual situations and player needs.

Human Control: Responsible for Human players’ briefcases, and the Heads and Deputy Heads of State and the various gameplay surrounding these roles.

Political Control: Responsible for the UN, Foreign Ministers, and their various gameplay.

Military Control: Responsible for the War Room, Military Commanders, and their various gameplay.

Science Control: Responsible for the Science Forum, Head Scientists, and their various gameplay.

Alien Control: Responsible for the Alien Players, see Alien Handbook.

Control Supplements: Each Member of Control receives a more detailed explanation of their responsibilities in a control Supplement.

“Yes, and”: The most important element in a MegaGame is that players are given an incredible freedom in the game. If a player wants to do something that isn’t listed in the rulebooks, we want GameWeavers to give that player the opportunity to do whatever it is they want to do. In general, when a player asks if they can do something, the answer should be “yes, and...”

Obviously, there are many actions that players could take that are very disruptive or damaging to the game as a whole. The premise behind “yes, and” is that approval hinges on the player putting in an amount of effort proportional to the size of the effect. This can be as simple as a cost in MegaCredits, or an additional consequence to the player’s anticipated result.

Human Player Game Overview

Save the Earth



Each Human team is composed of 5 players:

Head of State || Deputy Head of State || Foreign Minister || Military Commander || Head Scientist



Each team has a briefcase, an array of starting components and a number of MegaCredits. At the beginning of each round, players will receive their briefcase and any resources they have gained based on their performances. The Head of State will distribute MegaCredits to the other members of their team, who will each participate in their own games.

The Foreign Minister can participate in the UN.

The Military Commander will be called to the War Room.

The Head Scientist will be called to the Science Forum.

The Deputy Head of State may go wherever Human Players are allowed.







The Head of State must remain in the Nation Room.



The Briefcase:

Each round, the Head of State must return the briefcase by the specified time. Once the round has been processed, National Income and PR have been tabulated, and the briefcases have been filled with goodies, the briefcases will be returned and the next round will begin.

National Goals: Each team is tasked with unique goals that are outlined in their team's National Briefing, and each goal is worth a number of points. Additionally, after the Final Round, a nation's Income Level will be added to points received from accomplishing National Goals, which will result in a Final Score. The surviving nation with the highest Final Score will receive the Leader of the Free World Award at the end of the game if, and only if, that nation manages to survive in one way or another after the end of the game.

-  Foreign Ministers can enter the UN. They receive UN Issues in the Briefcase. 
-  Military Commanders can enter the War Room. They receive operative intel in the Briefcase. 
-  Head Scientists can enter the Science Forum. They receive their Science Portfolio in the Briefcase. 
-  Deputy Heads of State go where they please, and receive sneaky things in the Briefcase.
-  Heads of State remain in the Nation Room. They receive MegaCredits in the Briefcase.

CONTROL: National Goals are outlined in greater detail in the GameWeaver Supplementary Materials.

Global Terror: The world is on the brink of global panic. The severity of public unrest is measured on the Terror Track. The end of the Terror Track represents total anarchy, where governments are completely incapable of governing and there is open chaos in the streets. There are many causes to global terror, primarily rioting and alien landings, and many solutions to mitigating global terror. At pre-marked levels of the Terror Track, horrible surprises are in store for every nation.

GAME CONTROL Terror Levels: When terror reaches certain levels, Human Control will place the corresponding Terror Leaflets in every nation's briefcase, which will describe the negative impact caused by the new level of terror.

Head of State

Who's in charge here?



As the Head of State, you represent your nation on the world stage, and are in charge of giving your teammates the information and resources to succeed.

Setup: As Head of State, you'll receive your nation's briefcase; in it is your Income/PR Tracker, Infrastructure Envelope, Communication Stickers, and a variety of paperwork for both you and your team. You'll turn in your briefcase each turn, so you'll want to remove any items you wish to use during a round.

Income and PR

Your country's economic stability is measured in two levels: your Income Level and your PR Level. Your income represents your country's wealth and will determine how many MegaCredits you receive in a given round. Your income increases and decreases based on your PR level. Your PR level represents how comfortable the people of your nation are with your government, and is influenced by the actions of every member on your team.

PR Cards

PR

Inside your briefcase you will receive a set of PR Cards: a positive and negative PR Card for each other nation. You may distribute your PR cards as you see fit to members of your team. Players may place PR cards in the PR box to increase or decrease that nation's PR Level for the subsequent round. When you spend a PR card, you do not receive a replacement.

Receiving PR Cards: When someone spends a PR card on you, you will receive a PR card of the corresponding type (positive or negative) in your next briefcase. The nation that the PR card corresponds to does not reflect the nation that played a PR card on you. You will be able to use that PR card to influence another nation's PR. This will give you an opportunity to pay it forward.

HUMAN GAME CONTROL: Calculating PR and Income:

Throughout the game, players and Control members can drop positive and negative PR cards in the PR box. During the round, Human Control will tally up the amount of positive and negative PR for each nation to determine a nation's new PR Level.

PR Level: The nation's PR level *increases* by $\frac{1}{2}$ for every piece of **Positive PR** (rounded up) and *decreases* by 1 for every piece of **Negative PR** they receive.

Infrastructure Budget: Each MegaCredit in an Infrastructure Envelope counts as 1 positive PR.

Income Level: A nation's Income Level increases or decreases by half the difference between the PR Level and the Income Level rounded down. If PR = 8 and Income = 5, Income becomes 6.

PR Level: Previous PR level + (Total Good PR + Infrastructure Budget)/2 - Total Bad PR

Income Level: Previous Income Level + (PR Level - Previous Income Level)/2

MegaCredits

Each round, you receive MegaCredits in your briefcase based on your Income Level. All MegaCredits your country receives belong to you personally, as Head of State, but you may give them to the other members of your team. All players use MegaCredits to accomplish goals.



Infrastructure Budget: As the Head of State, you can put MegaCredits back into the briefcase to improve your nation's PR Level in the subsequent round.



Distribute MegaCredits: Talk to your Team Members about what they do and what they would want to use MegaCredits for. Odd rounds use red MegaCredits, even rounds use blue MegaCredits. MegaCredits that do not match the current round are worth half their normal value.

Basic Infrastructure and Income Structure



Head of State

Diplomacy and War



The Head of State uses MegaCredits to create alliances and improve PR through the Infrastructure Budget.



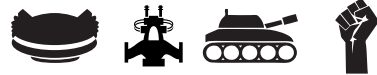
The Deputy Head of State uses MegaCredits to find and purchase Alien Tech and run Special Missions.



The Foreign Minister uses MegaCredits to help the UN pass resolutions with wide-ranging positive impacts.



The Military Commander uses MegaCredits to fight Aliens and reduce Global Terror.



The Head Scientist uses MegaCredits to research Alien Technology and create Scientific Resolutions for various global issues.



Diplomacy & War

The Head of State is responsible for interactions with other nations, mostly through chatting directly with other Heads of State. Talking with other nations has the benefit of sharing information, discussing mutually beneficial strategies, and pondering current events. In a game as large and mysterious as “From Beyond”, you’ll quickly learn the value of information. In addition to talking, there are some very definitive actions you can take.

Declare War: You can declare war on a nation, though it is unpopular and expensive. While at war you will receive PR penalties, but you will be able to purchase War Tokens. Your Military Commander can use War

CONTROL: The Cost of War Tokens

War Tokens are more expensive if Global Terror is high, but are less expensive if a Nation has many allies.



Allies Discount: For every 3 allies a nation has, the nation receives a MegaCredit discount of 1 on War Tokens.

Tokens to occupy regions and neutralize other nations. The cost of the War Tokens and the severity of the PR penalties depend on the State of the World (including your number of allies, which nation you’ve declared war on, and the Global Terror Level). Needless to say, war is very, very expensive.

Alliances

Player Alliances: You may present Control with a signed alliance treaty between player nations. Alliances can decrease Global Terror but can have a mixed effect on your PR. Alliances grant multiple benefits to your Head Scientist and Military Commander. If a nation declares war on you, they also declare war on your allies. Nations that break alliances take PR penalties and increase Global Terror.

HUMAN CONTROL: Certain nations receive additional impacts when allying with another country. See Alliance Sheet for further information about specific alliances.

Positive Alliance Bonuses:

- A nation receives a bonus PR if:
 - The other nation has a higher PR level.
 - The other Nation is Brazil.
 - The nation is Brazil.

Negative Alliance Penalties:

- A nation receives a negative PR if:
 - The other nation has 3 or less PR.
 - The other nation is at war.
- The following alliances result in a negative PR for both nations:
 - China / Japan
 - China / USA
 - Russia / USA

Head of State

Neutral Nations and Technology Trades



Neutral Nation Alliance: Human Control has a list of the many nations and groups of nations of the world not controlled by players, as well as a few organizations and corporations.

Cost: Pay 2 MegaCredits to form an alliance with a Neutral nation. Some nations and organizations have certain requirements in addition to those two MegaCredits. In many cases, you may present a case to Human Control as to why a nation should ally with you, which may mitigate the cost and requirements, at Control's discretion.

Sharing: When you are allied with a player nation, you are also tentatively allied with their Neutral alliances. However, if a player wants to take an action that utilizes another player's nation alliance, they must still ask for permission first.

Stealing an Alliance: You may make a case and offer MegaCredits in an attempt to steal an alliance from another nation. The cost and requirements to do this depend wholly on the relationship between the two countries, at Control's discretion. Beware, attempt to break up a strong alliance and your efforts may be made public.

CONTROL: Neutral Nation Alliances

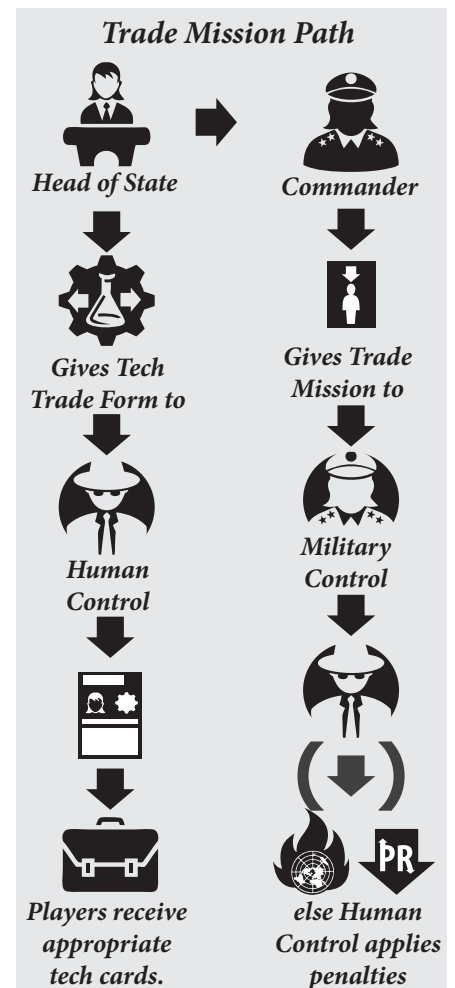
Consult the Neutral Nation Control Form for more information in regards to costs and bonuses associated with specific Neutral Nation Alliances.

Trade Technology: Nations can share technologies they've researched, but the public fears alien tech. So if the trade is known to the people of the world, it can have an adverse effect on your PR and Global Terror. The nation's must fill out a trade agreement, and pass it to Human Control. During the next round, you will receive your own copy of the technology agreed upon by the other nation.

Trade Mission: To make a trade without it negatively impacting Global Terror or your PR, each Nation needs their Military Commander to place an operative in a region and assign it a "Trade Mission". Your Deputy Head of State can help create and deliver the mission to the Military Commander. If the Military Commander fails to successfully complete the mission, you will still receive the technology, but it will also have a negative impact on your PR and Global Terror.

Technology Scam: When trading technology, a nation can promise to trade a technology it doesn't have. When the trade occurs, this nation may receive technology without giving anything. There may be negative consequences to this action.

"Researched" Technologies: A nation may only actually trade technologies that they have "*researched*". When a nation receives a technology card as part of a trade, they receive the benefits of the card, but the technology does not count as "*researched*". A technology can only be researched by the Head Scientist and is noted in their Science Portfolio.



Head of State

Important Bits



Communication

As the Head of State, your team will come to you for MegaCredits. You will be the hub of communication. Oftentimes, the information that the Foreign Minister has is vital to the Head Scientist, etc. Each player will often come across details that will specifically help other members of the team. As Head of State, it's up to you to digest as much information as you can from the other players and share it as best you can with your team.

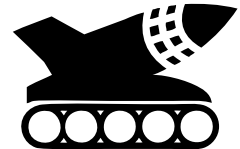
Alien Communication: You will be the best positioned on your team to send and receive messages from extraterrestrials. These communications could prove to be the most significant in the game. Control will direct you where to place messages to send them to the Alien Team. The Alien Team might not speak English, or any other terrestrial language, by the way.

CONTROL: Communication

Communication between Control groups is paramount, and each Control Member will have access to a clipboard and specific forms to record a variety of information. Additionally, players will attempt to send messages, and specific boxes will be set up for messages to be delivered by Control. Pay close attention to where these boxes are, and understand what information needs to go where.

Nuclear Codes

You have half of a code to activate your Nuclear Systems Units. You can give your code to your Military Commander to authorize a Nuclear Strike. Nuclear Strikes do just about what you would expect them to. If Global Terror and PR is a concern to you, authorize a Nuclear Strike only after giving it the utmost consideration.



Prohibited Areas

As Head of State, you are prohibited from attending the UN, War Room, or Science Room while they are in session, unless invited by Control. Your Deputy Head of State may move freely, and you may use him or her as a messenger.



State Secrets

Each nation has a set number of State Secrets, known only to your Deputy Head of State. Should other nations uncover your State Secrets, your PR will be negatively impacted, and other bad things could happen. You might want to ask your Deputy Head of State what your State Secrets are, but then again, maybe it is better for you not to know. In any case, you should try your best to uncover the State Secrets of other nations from other Deputy Heads of State.



National Goals & Leader of the Free World

Each nation has a set of National Goals, listed secretly in their National Briefing. Each is worth a number of points that help determine the success of your nation at the end of the game. In addition, each nation is charged with the survival of their nation by any means necessary. The nation with the most stable economy and infrastructure at the end of the game is given the Leader of the Free World Award. This is determined by your Income and PR Level as well as completion of goals outlined in your National Briefing. Additionally, to win Leader of the Free World, a nation must survive past the end of the game.



Deputy Head of State

Dirty Deeds Done Dirt Cheap



As the Deputy Head of State, you do for your nation what your Head of State cannot; your goal is to gather information and turn it into actionable resources.

Setup: As the Deputy Head of State, you have not but your wits and will to help protect your nation. Familiarize yourself with any secrets in your State Secret Booklet and locate the member of Human Control running the Grey Market.

Facilitation

The Deputy Head of State is the team member with the most freedom, and it is your responsibility to find out what your team members need and how to get it. Physically going from one part of the game to another to share information with your team is critically important.

Transferring Funds: You may carry with you any amount of MegaCredits, and you may distribute them to players who are in the middle of their games. Players may also give you MegaCredits which you can run to other players on your team. You are the only player allowed to move freely amongst all rooms so only you can transfer funds during the round.



Spying

As Deputy Head of State, you are free to enter the War Room, UN, and Science Room, as long as you are not a disruption. You can use this to your advantage to overhear useful information that will become valuable to the rest of your team.



The Grey Market

The other major opportunity for the Deputy Head of State is to locate the Grey Market. The Grey Market is an illicit trade den of some of the most powerful and dangerous technologies, for a price. Locating the Grey Market is a task in and of itself: take note that other members of your team may discover clues that will help you find it.

Finding the Grey Market: Each round, the Grey Market is in a different country and has a different code phrase. You must find the Control member with the Grey Market Pin, and give them both the correct country name and correct code phrase to gain access to the Grey Market.

Search Roll: You may spend a MegaCredit to make a search roll at Human Control. If you're successful, they will tell you a piece of information about the Grey Market. Sometimes you will learn information about the current Grey Market; sometimes you will learn information about future Grey Markets.

Buying at the Grey Market: When you successfully find the Grey Market, you will be offered a number of choices. The items in the Grey Market are the same for everyone who finds it, and the items carry over from one round to the next.

HUMAN CONTROL: The Grey Market

A member of Human Control should have access to the Grey Market Portfolio at all times. To access the Grey Market, players must give the location and pass code of the Grey Market. The pass codes and locations are noted on the Human Control Grey Market Sheet.

Rolling For the Grey Market: (3,4,5) Give player the pass code or location of a future grey market. (6+) Give the pass code or location of the current grey market.

Cards in the Grey Market: The Grey Market starts with 6 cards. Each round, add 3 more cards to the Grey Market. Game Control may add more. If there are ever more than 10 cards, shuffle and discard down to 10.

Deputy Head of State

Sneaky Spy Stuff - Standard Ops



Standard and Covert Ops

Guns and bombs are certainly nice to have, but they can't retrieve secret information or silently manipulate world events. You have a highly trained Intelligence Agency which is quite capable of a wide variety of missions to accomplish a wide variety of tasks.

Standard Operations

Most operatives are handled by the Military Commander in the War Room. He or she can use your nation's existing resources to accomplish various missions. You can use your intelligence network to generate missions for the Military Commander who can complete them using his or her operatives.

Mission Card: To initiate a mission, a Mission Card needs to be filled out, describing the mission and describing the result you want, as well as the location of the mission. You can then give this card to your Military Commander, who can use Action Dice to complete the mission. Depending on the complexity of the mission and whether it has been previously evaluated (see Evaluate Mission below), the results of the mission may not occur until the beginning of the next round.

Evaluate Mission: A mission expert is available at Human Control, who, for the price of a MegaCredit, would be happy to evaluate up to 3 missions for you. They may discuss mission points with you, and they will give each mission a difficulty range. This will help your Military Commander understand what amount of resources they need to dedicate to an operative to accomplish their mission. They may also add risks or complications to your missions.

Leaving a Trail: Normal missions will alert other nations that your nation has done something in a particular region, and the other nations may be able to investigate.

HUMAN CONTROL: Assigning a Mission Value:

When a Deputy Head of State wants a mission evaluated, you will have to assign a difficulty value to the mission: Easy, Standard, or Difficult. You may also assign a Dangerous keyword or any other elements you find appropriate. The mission difficulty value should be consistent, but when in doubt, make the mission more difficult. Additionally, the mission should only be vetted based on exactly what is listed on the mission card (since you may not be the Control member to evaluate the success of the mission).

Mission Results:

Military Control will provide Mission Cards that have been attempted, and will list the number associated with the mission attempt. It's up to Human and Game Control to interpret and resolve various missions: whether or not the missions were successful, and how the effects of those mission are carried out.

Easy (1-5):

Gathering information in a neutral nation.

Uncovering information about a threat on the War Map.

Uncover if a specific nation has researched a specific piece of technology.

Discover a Grey Market code phrase in the right country.

Standard (3-8):

Uncover an Alien Base or a State Secret in the proper region.

Slowing down a terrestrial threat, uncovering an Alien artifact.

Uncover a nuclear warhead in a correct region.

Uncover information about another nation's goals.

Uncover information about another nation's Science, PR, or Income Levels.

Difficult (5-10) :

Uncover a State Secret without the right region.

Sabotage an Alien Base.

Influence another nation's resources.

Uncover a Grey Market location.

Resolve a terrestrial threat.

Provide a bonus to some other part of the game.

Dangerous:

Some missions, regardless of difficulty, carry additional risks should the operative not succeed. An operative who fails while searching for grey market information might reveal a State Secret, or an operative attempting to sabotage an Alien Base could be killed.



Deputy Head of State

Covert Ops and State Secrets



Covert Ops

When you need to accomplish a mission in complete secrecy, you can elect to run a covert operation. When you approach the Military Expert, you can ask to complete a Covert Op. The Military Expert will give you a cost in MegaCredits, which you can pay to begin the operation immediately, without involving the Military Commander at all. The more information you can already provide about the operation and the more specific you are with the result you want, the less expensive the operation will be. The results of a Covert Op will still usually only occur at the beginning of the next round.

HUMAN CONTROL: Covert Missions

Covert Missions are treated like “deluxe” missions. The Deputy Head of State doesn't have to work their way through a string of bureaucracy; they just let you know what they want, and you let them know what it'll cost to get it. Most Standard Covert Ops will start at about 3 MegaCredits. If the Deputy Head of State can make a case why their nation is well-situated to pull off this mission (related technologies, specific locations, superior information), they can receive discounts, or find alternative forms of payment. Feel free to be creative with alternative costs (spending artifacts, destroying tech cards, draining PR, accepting penalties) as long as they relate to the player's goal. Also feel free to inform them of potential repercussions that might occur as a result of the mission.

State Secrets

Each nation has a set number of secrets at the beginning of the game. These secrets are only known to the Deputy Head of State of that nation so that the other players have plausible deniability. If your nation's secrets become known, it will have a negative impact on your nation's PR and possibly trigger an array of negative effects for your nation.

The Value of Secrets: Each nation has a sheet with space to write in State Secrets of any nation. You may submit this sheet along with your briefcase. If you are the first nation to correctly write the State Secret of a nation, you will be rewarded with 2 MegaCredits.

When a State Secret is guessed correctly, it gets written into the corresponding space on every nation's State Secret Sheet. Others will then not be able to score MegaCredits for writing that particular State Secret.

Guessing: If you incorrectly guess a State Secret, you will not be able to use that slot on your State Secret Sheet again, and you may receive a mild PR penalty.

Going Public: You may write in your own State Secrets, going public with the information, trading immediate MegaCredits for reduced PR. You may also use your secrets as currency to leverage other nations and the media.

HUMAN CONTROL:

The impact of State Secrets being found out is listed on the Human Control State Secret Sheet.

The existence of aliens becomes public if 2 or more nations announce the existence of aliens. The media players count as a nation for this.

Gathering Information: Information about other nations' State Secrets is hard to come by, but clever use of operatives and keenly watching the UN will likely turn up some leads. Conversely, if the UN becomes suddenly interested in a region associated with one of your State Secrets, you may want to encourage your Foreign Minister to deflect suspicion away from that area.

The Existence of Aliens: All nations are also keeping the existence of aliens a secret from the public. There are many secret triggers in the game that will reveal the existence of aliens to the public, and each nation has unique problems that will occur if the existence of aliens are made public.

Foreign Minister

Global Cooperation & Yelling



As Foreign Minister, you represent your country in the UN, where you will be presented with a variety of primary issues. You will work with other Foreign Ministers to discuss solutions and decide how to pay for those solutions.

Setup: Inside your nation's briefcase, you should find a name placard; you'll also need to familiarize yourself with the location of the UN. You may also find a number of International Issue Documents with information regarding world events.

The United Nations

The UN will be called to order once per round, and while the UN is in session, delegates must abide by the rules of the UN or risk expulsion from the session.

Discussion in the UN is moderated by diplomatic protocol. You will receive a placard, and if you wish to speak you must raise your placard and be addressed by the UN Chair. Your ability to follow protocol will affect your nation's standing in the UN as well as your prospects for Best Delegate, so treat the UN Chair and your fellow delegates with respect.



Primary Issues

Each nation has the potential to receive International Issue Documents in their briefcase. These documents will outline various positive and negative effects of the issue and some brief background information. It is up to the Foreign Minister to bring these issues to the attention of the UN chair to be added to the agenda **before** the UN session starts by submitting the International Issue Document.

Additionally, delegates are encouraged to create their own International Issue Documents to bring to the UN Chair's attention. They may also share this document with other nations, getting their support to move it higher on the agenda.

Some issues will be given to multiple nations, and some nations will be given multiple issues. Once the UN is in session, the UN Chair will outline the order of issues to be addressed. Issues that have been submitted by multiple nations will be placed higher than other issues. Delegates may propose to reorder the issues to be addressed, and the change can take effect following a successful majority vote.

Delegates may not discuss an issue until its proper time. Delegates may motion to close an issue, wherein the discussion will move onto the next issue following a successful majority vote.

Consequences: The actions of the UN can have far reaching impacts on the game. An issue that is not properly addressed can precipitate into a disaster. Furthermore, UN members can confer a wide range of bonuses to other players throughout the entire game. The cost and effectiveness of bonuses depend on your ability to craft convincing resolutions and arguments for how the UN could spend money to make such bonuses possible.

POLITICAL & GAME CONTROL: Issues

GAME CONTROL: There are 6 possible preset issues in the game, each with a corresponding set of Issue Documents. When an International Issue is decided upon, all the corresponding Issue Documents are delivered to players. The Game Control Issue Sheet may also detail ongoing game effects.

POLITICAL CONTROL: Keep track of issues that have been brought to your attention on the International Issue Control Form, and between sessions ask Game Control to clarify any points you may need addressed.

Foreign Minister Proper Protocol



UN Protocol

Speakers List

Once the agenda has been set, delegates may raise their placards to be added to the Speakers List, the exact order to be determined by the Chair. During formal debate, delegates will be allowed to speak in order as determined by the Speakers List. Speaking time is set at the beginning of the session by the Chair, but may be altered by a motion followed by a majority vote.

While speaking, delegates may discuss the primary issue at hand and end with a motion, or they may yield any excess time they have to the Chair or to another delegate.

Motions

Between speeches by delegates, the Chair may call for motions, and call on those who raise their placard. Motions can restructure the form of the debate or be used to pass resolutions. Some example motions are:

Motion to Caucus: Delegates can suspend the formal debate for a set amount of time to have an informal discussion and work on drafting resolutions.

Motion to Pass Resolution: Delegates can draft resolutions throughout the course of the session, and can motion to put the resolution to a vote. The motion does not allow for discussion, which must be done as part of the formal debate or during a caucus. The Chair will decide if the resolution requires a majority or two-thirds vote.

Motion to be Added to the Speakers List: Delegates are not automatically re-added to the Speakers List. A delegate can motion to be added to the end of the Speakers List.

See the Political Table for more example motions.

Adjourning Debate

Delegates can motion to close discussion on a topic, or to end the session of the UN. Both require a two-thirds vote.

Political Table | Example Motions:

Caucus (Majority Vote): Suspend Speakers List to talk informally for a set period of time.

Formal Caucus (2/3 Vote): Create a new temporary Speakers List to discuss a particular sub-topic for a set amount of time.

Change Time (2/3 Vote): Vote to alter the length of speakers' time or the time allotted for a specific action.

Inquire (Majority Vote): Vote to bring a representative of a country or organization in front of the UN to answer questions.

Add Primary Issue (Majority Vote): Add a new issue to the end of the agenda.

Reorder Issues on Agenda (2/3 Vote): Propose a new order to the issues on the agenda.

Pass a Resolution (Chair Decides): Call for a vote on a particular resolution.

Close Debate (2/3 Vote): Vote to close discussion on a topic and move onto the next topic.

POLITICAL CONTROL: Protocol and Score Keeping

Allow players to be flexible when it comes to the rules of motions and protocols, but whenever it becomes a problem, always err on the side of fairness. Keep track of speakers, and give their speeches a basic score (1, 2, or 3). Each delegate that signs a resolution that is properly funded receives 2 points. Extra points can be awarded for courtesy and respect. The player with the most points at the end of the game receives the Best Delegate award.

Foreign Minister

Security Council and Resolutions



Security Council

The UN Chair may label an issue a Security Council Issue. While the a Security Council Issue is currently being discussed on the agenda, any nation with membership in the Security Council has the power to veto any resolution put to a vote. Players can move to provide or revoke membership in the Security Council with a two-thirds vote, and may move to add or remove “Security Council” status to an issue.

Resolutions

Over the course of the UN session, delegates can draft resolutions and present them as part of their speaking time. Resolutions are things that the UN can do to address the primary issues. They can contain any possible actions that the UN could accomplish and can have a wide impact on the rest of the game.

When a resolution is presented, the Chair will declare the minimum cost of the resolution. Delegates may present technology cards before the Chair declares a cost to decrease the cost of the resolution. The minimum cost is the number of MegaCredits required for the resolution to reasonably accomplish what it wants to accomplish. If a resolution is underfunded or overfunded, it will have a lesser or greater chance of being effective.

Funding Resolutions: While the UN is not in session, delegates may place MegaCredits into folders designated for specific resolutions. All resolutions will take effect at the end of the round, and their success will be determined by the contents of their folder. It is the responsibility of the delegates to ensure that the resolutions are funded properly.

POLITICAL CONTROL:
More Resolution Examples are in the Political Control supplement.

Example Resolutions

Below you will find some general resolutions to give you an idea of the cost and effects of certain resolutions. Depending on the circumstances surrounding the resolutions, the UN Chair may make modifications to these benchmarks as he or she sees fit.

Call for Nuclear Disarmament (3 MegaCredits) : Negative PR to nations with Nukes .

Call for World Peace (4 MegaCredits) : Increase benefits for alliances.

Investigate Rumor (4 MegaCredits) : Operatives receive a bonus for investigating particular things.

Joint Operations (8 MegaCredits) : Military Units receive bonuses within certain regions.

UN Mission (4 MegaCredits) : A mission that can be completed by nation Operatives at much increased effectiveness.

Make Information Public (5 MegaCredits) : Increase PR for participating nations.

Global Consensus (6 MegaCredits) : Reduce costs for Neutral Alliances.

Condemn Acts (4 MegaCredits) : Declare war on a nation without negative penalties.

Provide Aid (6 MegaCredits) : Prevent Riots from forming in a specific region.

Host Solidarity Event (6 MegaCredits) : Raise PR of participating nations.

Build Research Station (8 MegaCredits) : Give benefits to Head Scientists.

Freedom of Information (5 MegaCredits) : Remove obstructions for Scientists.

Scientific Funding (6 MegaCredits) : Reduce the cost of buying new consultants.

Dispatching Authority (8 MegaCredits) : Reduce the difficulty of Head Scientist movement.

Military Commander

Point away from face.



*As Military Commander, you will spend much of your time in the War Room.
You are given control of a variety of Military Units to counter a wide variety of threats.*

Setup: Each Military Commander starts the game with a War Chest in their nation's briefcase. Each War Chest contains 6 action dice and a set number of specific Military Units: Interceptors, Conventional Units, and Operatives. Some countries also start the game with Nuclear System Units. Each type of Military Unit can perform specific tasks, detailed in the Action Dice section.

An Alien Threat

Unfortunately, you know very little about the Alien Ships. They are fast, there is more than one type, and they are impervious to conventional weapons. Occasionally, they seem to use decoy craft to hide their intentions. Once they get to low altitude, they drop off all radar and seem to disappear. No one is exactly sure what happens when the alien ships land, nor do we know where they originate. It was discovered in the early 70's that conventional military units are ineffective at dealing with alien craft. Interceptors were developed in many countries with the sole purpose of fighting an alien threat. Unfortunately, an unknown alien threat is not the only threat facing individual nations.

CONTROL: Each nation's Military Commander will receive a secret objective that they are trying to complete during the game. Often these objectives will involve spying on or interfering with other player nations. However, do not reference these objectives unless approached by the nation as they are secret and meant to breed distrust among the Military Commanders.

War Room Gameplay

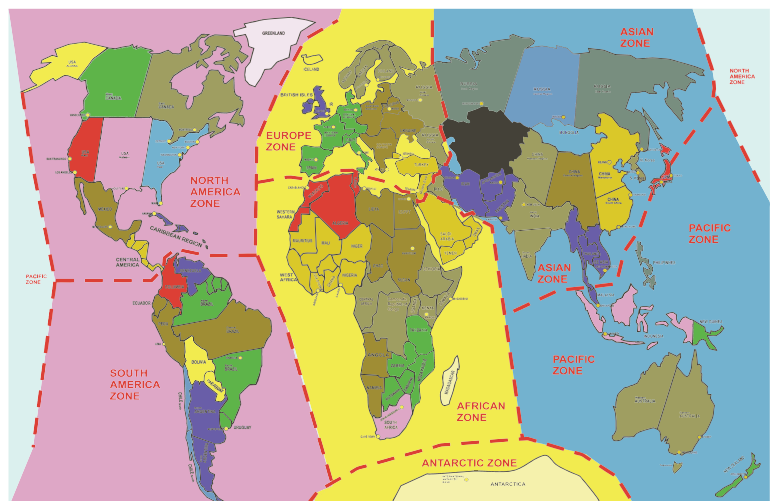
At the beginning of each round, the War Room will open, and Military Commanders will be able to take actions on the War Map for approximately 30 minutes.

The War Room: Dawn, Day, & Night Cycles

The War Room map is separated into 7 zones, and each zone will cycle through Dawn, Day, and Night phases. North America and South America start the game as Dawn zones. Europe, Africa, and Antarctica start as Day zones. Asia and the Pacific start as Night zones.

Each Dawn/Day/Night phase consists of 5 minutes: 3 minutes during which players can interact with the War Map, then 2 minutes for planning and receiving information from Military Control.

Every five minutes, the phase changes for every zone. Every Dawn zone becomes a Day zone, every Day zone becomes a Night zone, and every Night zone becomes a Dawn zone. In this way, Day proceeds from east to west across the War Room map, completing 2 full cycles every round (30 min).



Military Commander

Day, Night, and Dawn Phases



The Day / Dawn / Night Phases

Day: Military Commanders may spend Action Dice to move and/or engage their Military Units originating in Day zones, as detailed in the Action Dice section. Their Day zone actions can be changed until the 3 minute time limit expires, at which point those actions are final.

Night: Military Control will process Military Unit actions in the Night zones. They will resolve all used Action Dice and return them at the end of the Night phase. Military Commanders may not touch units or dice currently in Night zones. They may move additional Conventional Units to Night zones from Day zones, but those units may not have dice attached to them.

Dawn: Aliens may place, move, or remove ships in Dawn zones. Military Commanders may not touch units in Dawn zones. They may move additional Conventional Units into Dawn zones from Day zones, but those units may not have dice attached to them.

The following diagram illustrates one full Day, Night, and Dawn cycle. You can observe the different groups - Aliens, Military Commanders, and Military Control - actively engaged in different regions at different times.



Military Commander

Threats and Terror



Rioters & Terror

Rioters

The Earth is not a peaceful place; inequities and brutalities are unfortunately common, and when the public can't take any more, they riot. Throw an alien threat into the mix, and you have the potential for chaos in the streets.

Military Control will place Rioters on the War Room map at the start of each round to indicate terrestrial or extraterrestrial panic due to unusual activity in certain areas. Military Commanders can use Conventional Units to quell Rioters, which may restore order.

Any Rioters on the War Room map at the end of the round will increase the Global Terror Track. The effort a Military Commander puts into peacekeeping, or lack thereof, may affect that nation's PR.

Global Terror

MILITARY CONTROL:

Military Control will place a Rioter at the beginning of every round will be placed on every secret Nuclear System Unit and every Alien Base. Between rounds, Alien Control will give Military Control an updated list of locations of Alien Bases. Other Rioters may be placed randomly on the War Map. Military Control may want to place Rioters where Alien Ships landed in the previous round.

Generally, we suggest placing ~8 Rioters per zone at the beginning of each round, although it is up to Military Control's discretion. Additionally, Game Control may indicate specific areas to place Rioters throughout the game based on other events occurring during the game.

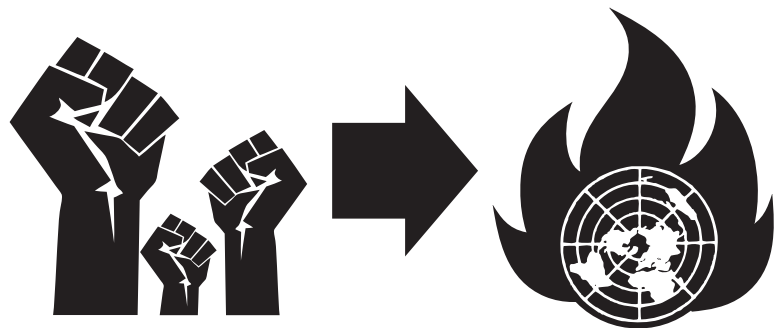
The Global Terror Track keeps track of the world's level of panic and political unrest. As Global Terror rises, the governments of the world will find that they will have an increasingly difficult time governing. The Terror Track is increased primarily by the presence of Rioters across the entire globe.

At the end of the round, the Global Terror Track increases by a set amount based on the number of Rioters on the board.

Whenever a 33rd Rioter would be put on the board, the Global Terror increases by 5 immediately.

Rioter Terror Impact

1-5 Rioters	3 Terror
6-10 Rioters	15 Terror
11-25 Rioters	30 Terror
25-32 Rioters	40 Terror
33rd Rioter	+5 Terror



Military Commander

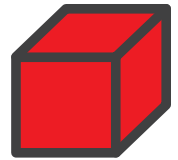
Action Dice & War Room Actions



War Room Actions

Action Dice

Each Military Commander starts the game with 6 d6 Action Dice, which can be used to power Military Units. Military Commanders roll their Action Dice at the beginning of the round and must keep the results face up in their own Dice Bank until a game option allows them to be rerolled or played. Military Commanders may spend Action Dice to take a variety of actions.



When you spend Action Dice, you place the dice either off to the side of the Day zone or with the corresponding Military Unit, and they remain there until they are processed by Military Control during a Night phase.

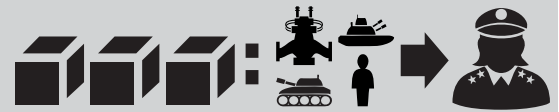
Purchase a New Military Unit: You can purchase an additional Interceptor, Conventional Unit, or Operative by assigning 3 Action Dice to one of the current Day zones. To purchase a new unit, give Military Control the 3 Action Dice, and they will give you a new unit immediately. However, the Action Dice will be processed as part of Night for that zone and returned afterward.

Repair a Damaged Military Unit: You can repair a damaged Military Unit by assigning 1 Action Die to one of the current Day zones. To repair a unit, give Military Control the 1 Action Die, and they will give you the repaired unit immediately. However, the 1 Action Die will be processed as part of Night for that zone and returned afterward.

Backup: Multiple Action Dice can be used for any single action. The values of the dice are added together to increase the effectiveness of that unit's action. Action Dice take effect during the Night phase and are not returned until the end of that Night phase.

Mercenaries: Military Commanders can spend 1 MegaCredit to get 3 Mercenary Cubes. Mercenary Cubes are equivalent to an Action Die with a value of 3. Mercenary Cubes can be spent instead of Action Dice, e.g. for building a new unit, quelling a riot, intercepting, etc. However, once spent, Mercenary Cubes are not returned to you.

Build New



Spend 3 dice to build a new unit and place it immediately in your reserves.

Repair



MILITARY CONTROL: Damaged units are taken from the players and kept in a separate tray.

Spend 1 die to repair a damaged unit and return it immediately to the owner.

Mercenaries



MILITARY CONTROL

Military Control will keep a dashboard with a variety of items to keep track of and give to the players during game actions and between phases. See Military Control Supplement for more information.

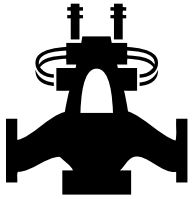
MILITARY CONTROL: Stuff to Keep Track Of

Extra Military Units
Damaged Military Units
Recovered Artifacts
Mercenary Cubes

Info Envelopes
Rioters
Additional Threats
Global Modifiers

Military Commander

Interceptor Actions



Interceptors

Interceptors are designed to intercept Alien Ships. Interceptors hold enough fuel to deal with 1 Alien Ship per Day phase before they must return to the ground. Interceptors are left on the War Room map when that Day zone transitions to Night. Undamaged Interceptors are returned to the Military Commander at the end of the Night phase. Note that unlike Conventional Units, Interceptors do NOT remain on the map after their mission is completed.

Intercept: Place an Interceptor on the War Room map, pointed at an alien threat, with any number of Action Dice. If the combined value of the Action Dice, plus any modifiers, is high enough, it will fend off and damage the Alien Ship.

If Interceptors from multiple countries attempt to intercept the same Alien Ship, the attack priority is determined based on which country has a Conventional Unit closest to the Alien Ship. Interceptors receive a -2 penalty if there is not a Conventional Unit in the same zone.

Artifacts: If you successfully destroy an Alien Ship, you may receive an alien artifact that your Head Scientist will be able to use to create new technologies. The level of the artifact will depend on the Alien Ship that is targeted. Only the player that deals the killing blow receives an artifact.

MILITARY CONTROL:

The strength of the Alien Ship determines the level of artifact the Military Commander receives immediately.

0-6	Nothing	
6-10	Level 1 Artifact	(Alien Debris)
10-14	Level 2 Artifact	(Alien Device)
15+	Level 3 Artifact	(Alien Specimen)

Damaged and Destroyed: If an Alien Ship is damaged, it will attempt to escape immediately, and be removed at the end of the Night phase. However, when multiple Interceptors intercept an Alien Ship, they have the potential to do more damage to a ship before it escapes. Multiple ships working together have the potential to obliterate the alien threat.

CONTROL: If an Alien Ship is damaged twice (by two separate Interceptors) in the same Night phase, it is completely destroyed.

MILITARY CONTROL:

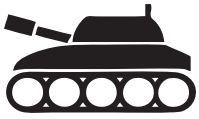
Distance Penalty: When processing Interceptors, make sure to check for that nation's nearest Conventional Unit. If it is not within the same zone, apply a -2 modifier. We suggest checking this while the players are placing the Interceptors by asking them to point out their nearest Conventional Unit.

Phase Summary: During the 2 minute break between zone changes, you will give everyone a brief summary of what happened during the Night zone processing. The summary usually includes which nation's Conventional Units were damaged, which nation's Interceptors were damaged by Alien Ships, and which Alien Ships were damaged. It's important to describe the difference between damaging a Decoy, which may disappear in a puff of smoke, and an actual Alien Ship, which may fly away in flames. The descriptions are left to Military Control but need to be consistent throughout the game and among Control members. The summary may also include information from Game Control about events occurring in the larger game and other Military Commander interactions that are less common.

Record Keeping: Aliens will provide Military Control with a list of Alien Ship IDs, their respective strength value, the attempted landing locations, their landing goals, and their status. (See *Alien Ship Manifest Form*) Military Control must keep a record of the landed Alien Ships and where they landed, as well as the damaged Alien Ships (including Decoys) and which nation damaged them. (See *Alien Ship Log Form*) All of this information must be conveyed to Science Control & Alien Control at the end of each round.

Military Commander

Conventional Unit Actions



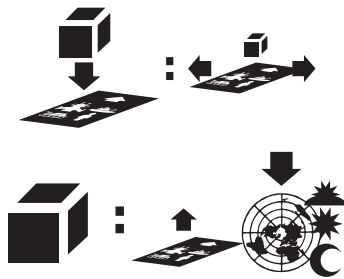
Conventional Units

Conventional Units come in two types, Tanks and Fleets. Tanks may be placed on any country. Fleets may be placed on countries adjacent to an ocean or on oceanic threats. Both operate similarly.



Deployment: Conventional Units needn't be deployed on the War Map, but once they are, they must remain on the map unless damaged. Conventional Units can be safely deployed in the player's nation and allied non-player nations.

International Incidents: Conventional Units can also be deployed in non-allied or player nations with permission from that nation's controller; however, deploying in either of these without permission will cause an International Incident and may have a negative impact on that nation's PR. Permission for Non-Player Countries is handled by Control.



Conventional Unit Actions

Transit: When you place a die on a Conventional Unit, it can move freely from one country to any other country in the same Day zone.

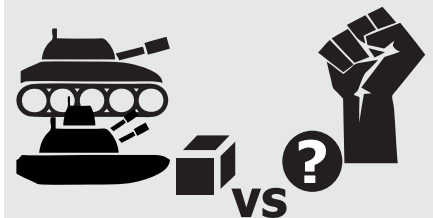
Airlift: Tell Military Control that you want to airlift a Conventional Unit. Place 1 Action Die off to the side in a Day zone to move a Conventional Unit from that Day zone to another Day zone, a Night zone, or a Dawn zone. Dice used for airlifts are not placed on units and will not be used for actions. Units airlifted into a Dawn zone or Night zone may not have dice on them.

Engage: Spend Action Dice to engage a Conventional Unit against a terrestrial threat in the same location, e.g., quelling a Riot, raiding an Alien Base, and if need be, battling another nation. Use the arrow on the unit to indicate the threat you wish that unit to engage.

Quell a Riot: To quell a Riot, place a Conventional Unit near the Rioter's location and assign that unit Action Dice. During the Night phase, any Rioter with a Conventional Unit engaging it is removed. However, each Rioter has a **secret violence value**. If the Conventional Unit has a total Action Dice value less than the Rioter's violence value, the unit is damaged. In a tie, the unit is not damaged.

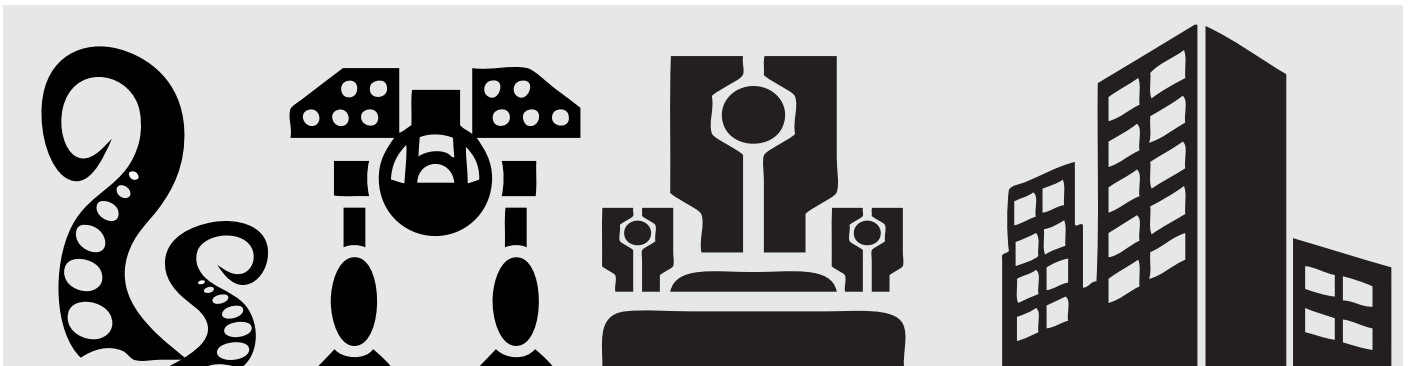
Other Actions: You can point a Conventional Unit at a lot of things. Depending on the Action Dice value assigned to the unit and the value of the target, a variety of things might happen!

Engage a Riot



CONTROL: Riot Value

To determine each Rioter's secret violence value, you can roll a d6 die.



Military Commander

Special Maneuvers and War



Special Maneuvers:

Military units are cunning. Want to attempt a complex action? Write it down and ask a member of Military Control. Below you will find some examples of Special Maneuvers suitable for Conventional Military Units. If it involves the movement of units, interacting with something on the board, or blowing something up, Conventional Units can usually handle it. If you are looking for information or a particularly unusual task, it is usually better suited for your Operatives.



Blockade: Place a Blockade card on a region with a Conventional Unit to prevent other units from moving into that area, unless they spend dice equal to or higher than the value of the blockading unit.



Quarantine: Place a Quarantine card on a region, putting it under intense scrutiny. Any player may add dice to a Quarantine card, which will provide a bonus to operative missions in the area. A quarantine does not allow non-military personnel to leave, and will have a mixed effect on PR.

CONTROL: Quarantine does not effect movement of player pieces, nor does it impact gameplay elsewhere in the game. Some UN issues will benefit from a Quarantine; notify Game Control. Blockades only prevent entrance into a specific country; they cannot prevent moving “through” a country.



Raid a Base: Neutralize an Alien Base and retrieve the artifacts within. The strength and location of an Alien Base is hidden information that Operatives will be able to uncover.

CONTROL: Raiding a base requires a dice value of 10 + 1d6. When a base is successfully raided by a human operative, you may give them an artifact card: Alien Craft Level 4.



Firebomb: Destroy an Alien Base, or anything else with a barrage of explosive artillery. Higher value dice allow a unit to be more precise or devastating.

CONTROL: In general, a player requires about 10 to destroy a target. In close cases, ask a player if they prefer a precise or devastating strike to determine if there is collateral damage or if the target survives.

War

Nations don't always get along and can use their Conventional Units to wage war on one another. Only a Head of State can declare war, and most war-related actions require War Tokens.

Occupation and Neutralization

There are two major reasons to go to war. Either your nation wants to control something in a region controlled by another nation, or your nation wants to pacify another nation. Only a Head of State can declare war. While at war, the Head of State will be able to purchase a number of War Tokens that you can use to occupy regions or neutralize other nations.

War Tokens: You may place War Tokens on a region, and point a Conventional Military Unit at that region. If the region does not have any Conventional Military Units you control at the end of a Night phase, all War Tokens are discarded.

Occupation: Nations with War Tokens in regions they control will receive a major PR penalty. Conversely, a nation may cede control of a region to an invading player. Non-player countries can be ceded by Military Control depending on the nation.

Neutralization: Nations with War Tokens in their capital must place a number of dice in their capital equal to the number of War Tokens on their capital.

MILITARY CONTROL:

If a nation goes to war, be sure to record the location of all War Tokens.

War can really muck things up for the players, and can seem particularly depressing for a losing player.

Make it very clear that maintaining war is very expensive and bad for PR to give nations backed into a corner hope for the future.

Military Commander Operatives



Operatives

Your nation's elite operatives can be used to perform missions outside the normal scope of Military Unit actions. An Operative Mission can be literally anything. Often you'll want to use your Operatives to gather information, but they can also be used to quell riots, raid bases, and sabotage others. Operatives may employ Conventional Units or Interceptors to help complete their missions. The bigger the task, however, the greater the possibility for failure. It is possible for an Operative Mission to partially succeed, which often means the mission is accomplished but the Operative is damaged, bad PR is incurred, or some other inconvenience. Due to the complexity of Operative Missions, it may take a significant amount of time before you receive the mission results.



Assign Missions: When you want to start a mission, place an Operative card on a nation in an active Day zone. Write the name of that nation on the Mission Card (see below) and pass that card to Military Control.

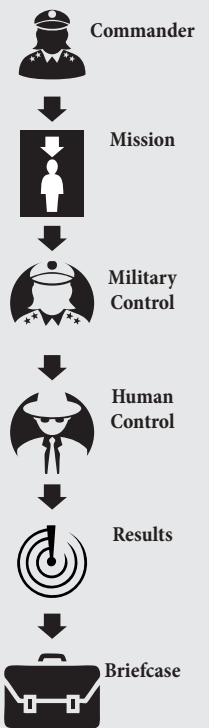
Mission Cards: To complete a mission you must create a Mission Card, and include the name of the nation that your Operative is completing the mission in. Mission Cards can be written by any player, but the Deputy Head of State is the only player who can get a Mission Card "vetted". Vetted Mission Cards will have a listed difficulty range that corresponds to the number you need to beat for the mission to be successful.

Assign Dice: You may place any number of action dice on your Operative to accomplish the mission, which will be processed by Military Control.

Completing the Mission: Once a mission has been processed, Military Control sends the mission to Game Control, who will determine its effects. Due to the complexity of missions, mission results may not be made available until after the end of the military round (though for time sensitive missions, Control will try their best to provide information as quickly as possible). Most often, this information will be placed in your briefcase for the following round.

Failing a Mission: If an Operative does not have enough dice value assigned to it, the Operative can fail the mission. A failure means that the Operative fails to complete whatever task was assigned to them. Furthermore, there can be additional penalties for failure depending on the mission and the dice value assigned to the Operative. Penalties

Standard Mission Path



MILITARY & HUMAN CONTROL: Processing Missions:

MILITARY CONTROL: Normal missions are attempted by Military Commanders who will give Mission Cards to Military Control.

Recording: When Military Control processes an Operative, they write the Operative's dice value on the Mission Card and pass it to Human Control. Investigate and Neutralize missions are an exception, listed below.

HUMAN CONTROL: When Human Control receives Mission Cards, the Mission Cards should list an Operative dice value, a region, and mission text. It is up to Human Control to decide whether or not the mission is successful, and if there are any consequences to the Operative's mission.

Results: The results of the mission should be included in the nation's briefcase.

Mission Values: See the Mission Control Form for examples of missions and their mission values.

Military Commander

Operative Missions & Nuclear Warheads



can be basic PR penalties, damage to the Operative, or even the revelation of State Secrets.

Missions

Deputy Heads of State have access to Intelligence Agencies to understand the difficulty and risks associated with various missions. They will give you a variety of missions and inform you of their priority.

Mission Difficulty: Sometimes Deputy Heads of State will get their missions vetted by a Military Expert (Control Member) who will rate the mission as Easy, Standard, or Difficult. Most missions have a difficulty rating between one and ten; the Military Expert will mark the mission with a difficulty rating that describes other complications and challenges that the mission could have. Unfortunately, you'll never be quite sure the exact number you need for a mission to be successful.

Blind Missions: Deputy Heads of State might not get a mission vetted, and your guess is as good as any as to the difficulty of the mission. Furthermore, as a Military Commander, you may decide to create your own mission without the Deputy Head of State's permission. Do so at your own caution.

Dangerous Missions: Some missions may carry a difficulty beyond the standard missions, or represent extreme risk. This can also be noted by the Military Expert.

Special Missions: Investigate and Neutralize

There are two types of missions that Operatives can carry out immediately to influence the War Map. These will be accomplished during the Night phase, but still require a properly filled-out Mission Card.

Investigate: Often hidden bases, units, and threats can appear on the map. Sometimes they will be represented by facedown cards, but sometimes secrets are not marked on the board. When an Operative investigates a region, a hidden card in that region may be revealed, or Military Control may give you a quick indication of what your investigation turns up. Any information more detailed than that will turn up in your next briefcase.

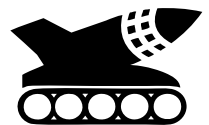
Neutralize: Occasionally, you may encounter threats that are beyond the capacities of your other units. Operatives can, given enough resources, neutralize any threat. Fill out your Mission Card to describe which threat you wish neutralized, and Military Control will assess how successful your Operative is based on the Operative's Action Dice. "Neutralize" can refer to destroying a unit, preventing another

CONTROL: See the Human & Military Control Supplements for more information about handling missions.

player's mission from being successful, or hindering another nation's economy.

Nuclear Systems

Some nations start the game with Nuclear System Units. You may keep their location public on the map, and your honesty will help reduce Global Terror. Alternatively, you can keep them off the board, and each round give Military Control a note with the location of each Nuclear System Unit.



Nuclear Strike: To launch a Nuclear Strike with your Nuclear System Units, you must commit ALL of your nation's Action Dice. Mercenary Cubes may not be substituted in this one instance. Additionally, both you and the Head of State have half a Nuclear Strike launch code; both must be given to Military Control to launch a Nuclear Strike. Lastly, you must provide a written card of the warhead's final destination.

When a nation declares a launch, it will be processed while the Nuclear System is in a Night phase. If the Military Commander successfully provides all the resources, Control will place a Warhead in the corresponding region, and return the player's dice. The Warhead will not launch until it is processed in a subsequent Night phase. Disarming or re-aiming a Warhead, once on the board, is extremely difficult.

Head Scientist

We do what we must because we can!



Fallout: Launching a Nuclear Strike has such far-reaching repercussions we won't go into detail in this rulebook. Suffice to say, most things behave predictably when struck by a Nuclear Warhead.

You are your nation's leading expert on science and technology in an era when innovative breakthroughs are falling from the sky, literally. You'll travel the world, investigating leads and uncovering artifacts. You'll then use those artifacts to develop fantastic new technologies for your nation.

Setup: At the beginning of the game you should receive a Science Portfolio, Action Dice, Science Cubes, Findings Envelope with starting artifacts, and a Science Workbook.

Science Phases

Scientists may take actions in the Science Room during three phases, which Science Control will declare, and ask Scientists to participate in.

Research Science: Where you spend money to develop new technologies.

Action Science: Where you run around the world finding artifacts and clues.

Science Symposium: Where you can invent technologies and solve problems.

Research Science

During the Research phase, you'll receive artifacts from the previous round, look over your Science Portfolio and spend MegaCredits and artifacts to research new technologies.

Science Portfolio: You'll receive your Science Portfolio and any technology cards in your nation's briefcase at the beginning of the round. You'll receive artifacts and information in your Findings Envelope.

Findings Envelope: At the beginning of the research phase you will receive any artifacts and information you gained from the previous Action Science round from Science Control. It is important to note that your artifacts will not appear in your briefcase; however, other members of your team may gain additional artifacts that may appear in your briefcase that you can use for developing technology.

SCIENCE CONTROL:

Findings Envelope: Scientists must leave their Findings Envelope in the Science Forum.

Marking Science Portfolio: Each technology has a space for a player to mark that they want to purchase that technology. There is a separate space for Control to mark when the technology has been paid for.

Paying for Technology: Payment for technologies must be placed in the Findings Envelope and returned to Science Control.

Related Technologies: Each technology has related technologies. When a technology is researched, Control should mark its presence on every other technology that lists it as a related technology.

Research: During the Research phase you will indicate which technologies you wish to purchase on your Science Portfolio and give Science Control the corresponding resources.

Cost: Each technology has a cost. To research a technology you need to pay both MegaCredits and an artifact of the appropriate level.

Related Technologies: Some technologies list other technologies beneath it. For each related technology you've already researched, it reduces the cost of the technology by one MegaCredit.

Research: Mark the technologies you wish to research with a pen, place the corresponding payments in your folder, and hand it back to Science Control.

Receive: When you research a technology, you will receive a special technology card in your briefcase next round.

Scientific Misadventure: If you accidentally fail to give control the correct number of MegaCredits, you'll still receive the technology, but will suffer a Scientific Misadventure, which will have a negative impact on your PR and a dramatically bad consequence for your entire team. If you fail to provide the appropriate artifact, you will not receive the technology.

Head Scientist Research Options



Other Research Phase Actions

Joint Research Venture: You may join other allied nations in Joint Research Ventures. As a team, you may select a technology. Each Head Scientist must provide an alien artifact of the appropriate level, but the team can collectively divide the MegaCredit cost of the technology between Head Scientists. Once agreed upon, each nation successfully researches the chosen technology. Nations must be official allies to engage in a Joint Research Venture.



Recording: When marking the technology, write in the name of the participating countries next to it in your Science Portfolio.

Related Technology: If both nations have the same related technology, the total cost of the technology is only decreased by 1 MegaCredit.

Technology Trade: To further diplomatic relations between nations, sometimes Heads of State will attempt a technology trade. However, Heads of State don't know what technology they need, nor what technologies other nations have. You may want to discuss with other scientists to gain information that will benefit diplomatic relations. When you receive a technology from a technology trade, your nation receives the technology card and the benefits of that technology. However, it does not count as "researched" and does not provide related technology discounts nor increase your science level.

CONTROL: Technology trades occur between Heads of State and only apply to technology cards and their effects. Trading technology doesn't really impact Head Scientists mechanically at all.

SCIENCE CONTROL:

Consultants: Each round, put out 2 additional consultants. There are 3 types of consultants; consult the Science Control Supplement for more information.

Upkeep: Scientists may keep 1 consultant for free.

Discarded consultants are given to Human Control to be placed in the Grey Market.

Consultants

At the beginning of the round, Science Control will uncover a number of Consultant cards which can help you. You may note on the Consultant Sheet inside your Science Portfolio if you would like to purchase a consultant listed on the Consultant Grid. Consultants cost MegaCredits, but give Scientists an edge in locating artifacts and researching technologies.

If multiple Scientists try to purchase the same consultant, the player with the higher Science Level receives the card (the other player will receive their MegaCredits back). A scientist may spend a MegaCredit to temporarily increase their science level by 5 only for the purpose of increasing your likelihood of getting the consultants you want.

At the beginning of the round, you must pay 1 MegaCredit for every two Consultants you already have and want to keep, and give the rest back to Control (rounded down). You may keep one Consultant for free.

Science Level

The Scientist with the highest Science Level at the end of the game will receive the Nobel Prize. Science Level is determined by the combined level of technologies you have researched. If you receive a technology card in a trade, it does not increase your Science Level, but you may still research that technology on your own.

Head Scientist

Action Science! Movement & Research Cubes



Action Science

When the Action Science phase begins, players will collect their Research Cubes, 3 Action Dice, and any Consultant Dice. Players will have a set amount of time to use the dice to move around the world and place Research Cubes. At the beginning of the next Research phase, scientists will receive artifacts and information based on the placement of their cubes.

Each player uses 3 Action Dice (and any Consultant Dice) to take actions. You may roll and reroll any number of dice as fast as possible until the dice show the faces you wish to use. To take an action, you need to pick up a certain number of dice with corresponding faces showing.

Drive (🚗 + 🚗 + 🚗): Move your Scientist to an adjacent country group.

Fly (✈️ + ✈️): Move your Scientist to any country group.

Excavate (🔍 + 🔍 + 🔍) or **Investigate** (🔎 + 🔎 + 🔎): Pick up 1, 2, or 3 dice of the corresponding side to place a cube (either Excavation or Investigation) on the High(3), Medium(2), or Low(1) research slot of your current country group.

Obstruct (🔒 + 🔒): Place an obstruction on a research slot of the country group you're currently in.

Remove Obstruction (🔒 + 🔒 + 🔒): Remove an obstruction cube from anywhere on the board.

SCIENCE CONTROL: In a fast-paced real-time game like this, players must abide by an honor system.

Movement: Country groups are conglomerations of nations grouped together by a common color. When you drive, you may move from one country group to another that shares a border; you may not move across water wider than the base of your player piece. When you fly, you may move to any country group.

Stolen Research: If you move into a nation that has declared war on yours, you have a chance to be detained at the end of the round. At the end of the Action Science phase, if you are left in a nation that is not controlled by you or an ally, you'll lose half your findings from this round.



Excavate & Investigate: You can spend up to 3 🔎 to place an Investigation Cube or up to 3 🔍 to place an Excavation Cube. The number of dice you use allows you to place cubes on higher research slots.

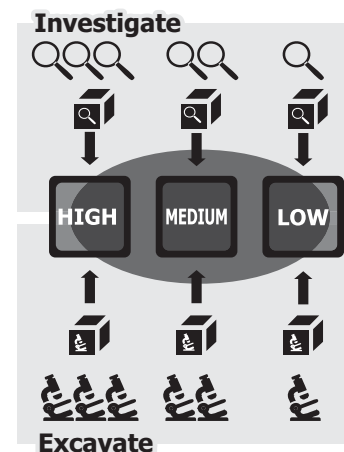
3 Dice : Place a cube on the High research slot (if empty).

2 Dice : Place a cube on the Medium research slot (if empty).

1 Die : Place a cube on the Low research slot (if empty).

You may not place a cube on an occupied slot. You may, however, place more than one cube of your color in a country group.

Findings: Excavation Cubes will reward **artifacts** from the region (if any are present). Investigation Cubes will reward **information** about the region (if there is anything of note occurring in the region). All artifacts and information will be placed in your Findings Envelope.



Head Scientist

Gettin' them Artifacts 'n Stuff



Artifact and Information Portfolios: There are two portfolios, one for artifacts and one for information. Inside each portfolio is a folder that corresponds to every country group on the Science Map. Over the course of the game, Science Control will fill these portfolios with artifacts and information cards based on the performance of other parts of the game. Other members of your team may come across information to help you deduce the contents of certain regions.

Research Slots: If you place a cube on a research slot, you will receive a number of cards from the corresponding country group's folder. If you place a Excavation Cube, you'll receive cards from the Artifact Portfolio and if you place an Investigation Cube, you'll receive cards from the Information Portfolio. When a country group's folder is empty, you will not receive anything from it.

High Research Slot: Receive 2 cards from the country group folder; you receive your cards first.

Medium Research Slot: Receive 2 cards from the country group folder; you receive your cards second.

Low Research Slot: Receive 1 card from the country group folder; you receive your cards last.

Receiving Findings: You will receive your rewards from Excavation and Investigation at the beginning of the next Research phase. Science Control will place them in your Findings Envelope.

Empty Regions: If a region runs out of findings, you will receive nothing from it.

CONTROL: Artifact and Information Portfolio: Over the course of the game, Science Control will need to fill the Artifact and Information Portfolios with artifact cards and information.

Starting Cards: In the Science Control Supplement there is a list of which country group folders start with which cards. Additionally, when the Alien Team has decided where to place their initial bases, you will need to place a Base card in the corresponding folder in the Information Portfolio.

War Map: Military and Alien Control will keep track of every country where an alien ship landed, was damaged, or was destroyed. At the end of each round, you will need to place cards in the corresponding country group based on the type of event(s) that occurred there.

Obstructions

Players and global events can place obstructions on research slots to make it more difficult for other players to find artifacts and information in a region. A player may not place a cube on a slot occupied by another cube of any type.

It takes 2 lock dice to place an obstruction cube on any unoccupied research slot in the country group you're currently in.

It takes 3 lock dice to remove an obstruction cube from any research slot in any country group around the world. You personally keep any obstruction cubes you remove, and keep them in your reserves.

CONTROL: Between rounds, place obstructions on areas with alien activity, as well as a few random ones to mislead players. Game Control can also place obstructions in response to world events, UN Issues, and acts of war.

Artifact Portfolio

Damaged Ship:

- 2 Alien Debris (Lvl 1)
- 1 Alien Device (Lvl 2)

Destroyed Ship:

- 2 Debris (Lvl 0)
- 2 Alien Device (Lvl 2)

Landed Ship:

- 2 Debris (Lvl 0)
- 1 Alien Debris (Lvl 1)

Alien Base:

- 2 Debris (Lvl 0)
- 1 Alien Debris (Lvl 1)

New Alien Base:

- 1 A. Schematics (Lvl 5)

Information Portfolio

New Alien Base:

- Alien Base Card

Game Control may bring additional envelopes to place in the Information Portfolio.

Head Scientist

Scientific Forum



Scientific Forum

Once the Action Science phase is over, remaining time in the round will be open for a Scientific Forum. Scientists may discuss application of technologies and resources to create new technologies and solve problems. Once a technology or solution is proposed, it needs to be written down using a Science Forum Document and submitted to Science Control, who will determine a cost associated with the new technology or solution. Control may have suggestions or make modifications to the documentation to reflect current research. Except where noted below, proposed technologies function the same way as normal technologies. Proposed solutions have to be handled on a case by case basis.

Resources: When drafting a new technology or solution, scientists may denote other technologies or resources that will go into the development of a new technology or solution. If you are able to express in detail how the resources will produce the new technology or solution, the technology will be more effective and less expensive.

Effect: The effect of a technology or solution will be more potent depending on how specific the effect is. A vague effect will have the least effective impact. The effects of the technology or solution can widely vary: everything from new entertainment systems to a lunar-mounted laser designed to destroy incoming asteroids.

Duplicate Effect: If you happen to propose a technology that is already a possibility somewhere on the Technology Tree, the proposed technology will always be more expensive than its counterpart on the Technology Tree.

Related Technologies: Proposed technologies do not provide the bonus of related technologies.

Science Level: Technologies proposed in the Scientific Forum do not increase the Science Level of any nation, and do not count towards Scientific National Goals.

SCIENCE CONTROL:

The Scientific Forum is a chance for scientists to propose solutions to UN Issues as well as create new technologies. Consult the Political Control Supplement for more information about UN Issues. Scientists should consult Control after they have drafted possible technologies and resolutions. Control will then offer insights on those paperwork submitted.

SCIENCE CONTROL:

The cost of a standard solution or new technology should be in the 4-5 MegaCredit range. Discounts below only come after extraordinary effort by players. When in doubt, make it more expensive. See Science Control Supplement.

Science Workbook

Each scientist is provided a Science Workbook, which has a Science Problem that corresponds with each technology on the Technology Tree. If you present a note card to Game Control with the problem number and the correct answer to the problem, they will show you the corresponding technology card and effects.

Furthermore, the Science Workbook contains many mysteries; solving them may provide additional resources. Other clues and mysteries are scattered throughout the rest of the game; talking to your team and other scientists is your best means of revealing them all.



Nobel Prize:

The scientist with the highest Science Level at the end of the game will receive the Nobel Prize, and all the glory that corresponds to it. The Nobel Prize can be awarded posthumously, even if the world has been enslaved or destroyed. Science Level is determined by the combined level of technologies you have researched. If you receive a technology card in a trade, it does not increase your Science Level, but you may still research that technology on your own.

End of the Game

The Grand Finale and Gameplay Awards

End of Game

The game is played in rounds, and Control will be recording the performance of the various players and teams. Furthermore the will be collecting information about how certain issues are handled and resolved. At the end of five or six rounds, the game will wrap up, final actions will be taken, and final scores will be tallied. There is a Narrative ending to the game that is constructed by Game control which will describe the fate of the world based on the trajectory of the players' actions. There is also a score based metric to describe the performance of the players throughout the game, their ability to maintain a stable nation and achieve their individual goals.

Storytime

The narrative ending of the game will answer the big questions of the game, based on the performance of the players, as well as reveal some of the larger mysteries that the game presents. Most importantly the players will learn of the alien's final purpose, the fate of mankind, and which Nation's survive.

Awards

The players who performed best over the course of the game will be given awards to commemorate their outstanding abilities. Players must survive the narrative ending of the game to truly receive their rewards, though notable achievements will be taken into account as well.



Leader of the Free World Award

Each nation has objectives that are worth a certain number of points. If they managed to complete these objectives their score will be added to their final income. The highest scoring nation receives the Leader of the Free World Award.



Best Delegate Award

The Foreign Minister who gave the most stirring speeches and drafted the most successful resolutions is given the award of Best Delegate.



Defender of Earth Award

The Commander who fended off the most alien ships and quelled the most riots receives the Defender of Earth Award.



Nobel Prize

The Head Scientist with the highest Science Level at the end of the game is given the Nobel Prize.

The Joy of the Game

From Beyond is a wacky simulation about the possibility of alien contact in our lifetime. Players will explore the harsh decisions that must be made by policy makers, and will likely make a spectacular mess of world politics. We like to recognize exemplary play and effective strategy, but this game is not built for the overly competitive. Your victories and defeats are not definitive measures of play, and should by no means define your level of enjoyment for this massive day of gaming.

We look forward to bringing you *From Beyond: a MegaGame of Epic Proportion*.