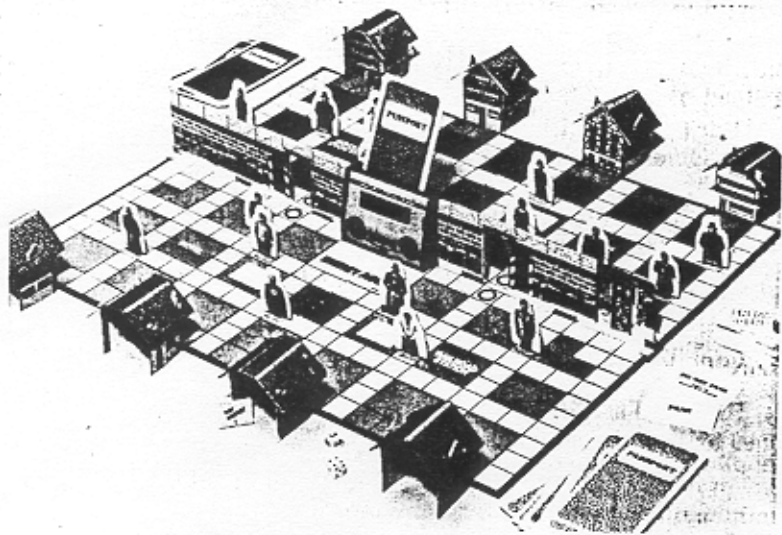


ENEMY AGENT™

DIRECTIONS



INTERNATIONAL ESPIONAGE . . . INFILTRATION . . . INTRIGUE
and deception are used by the Players as they go through the
Border Wall into a Foreign Area to locate and bring back their
Opponent's Master Plan.

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General Rules for Playing the Game

The Players divide their 6 Travelers into 3 Secret Agents and 3 Tourists, and select matching Passports that will be used throughout the game.

With throws of the dice, the Travelers are moved from the Hotel or Railroad station toward the Wall. If a Player wishes, he may include moving one or two Inspectors in the same turn instead of only Travelers.

After passing through the Checkpoint, which can cause delays, the Travelers are moved toward the Opponent's Buildings to locate his Master Plan.

When found, the Master Plan is picked up and rushed Back through a Checkpoint or Over the Wall.

The First Player to do this Wins the Game.

Starting the Game

PASSPORTS:

1. The Red Passports are used by the Red Player and the Blue ones by the Blue Player.
2. For each Traveler there are Two Passports, one as a "Tourist" and the other as a "Secret Agent". To the eye, they are identical, but each Passport has a coded area near the bottom which, when placed in the "Scanner", shows whether the "Traveler" is a SECRET AGENT or TOURIST.



FIGURE 1

3. Before a game starts, each Player secretly determines which three of his Travelers will be Secret AGENTS and which three will be TOURISTS. As there are two possible Passports for each Traveler, the Player, using HIS side of the Scanner, sorts out the corresponding 6 Passports to be used in this game. For example, if Traveler #2 is an AGENT, he uses the #2 AGENT Passport and Travelers #5 is a TOURIST, his #5 TOURIST Passport would be used. The six unused Passports are put aside and not used at all in the game. A Player should remember by their Numbers, which of HIS Travelers are SECRET AGENTS and which are TOURISTS. He may however, examine his own Passports at any time during the play of the game.

PLAYING THE GAME:

1. High roll on the Regular Dice plays first.
2. In a turn, a Player rolls Both Dice. The COLORED Dice indicates the number of People that can be moved. The REGULAR Dice indicates the number of Squares each Person can be moved. Tourists, Agents, Inspectors or any combination of them may be moved in a turn. For example: 3 on the Colored Dice and 5 on the Regular Dice means that three People (Inspectors and/or Travelers) can be moved 5 Squares each.

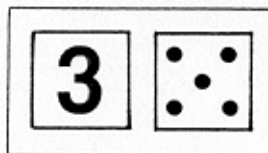


FIGURE 2

3. Travelers and Inspectors may leave their starting space by any of the adjoining Gray Squares. All may move in any Direction and MUST move the full count on the Regular Dice. If the Square at the end of a full count is occupied by any of your People, move to the next empty Square. . . . The same piece may not be moved over or stop on the SAME Square TWICE in one turn.

PLAYING THE GAME CONTINUED, AND CHECKPOINTS

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- Travelers and Inspectors may move over one or more Occupied squares, counting these squares as they go.
- Only two OPPOSING (one Red and one Blue) pieces may occupy one square. A SENTRY BOX square is an exception to this rule; any number of pieces may wait there.

CHECKPOINTS:

The Circled Squares at the Doorways in the Wall.

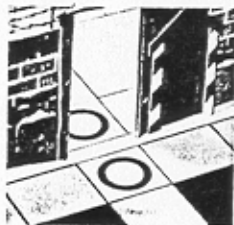


FIGURE 3

- In order to get to or leave the Opponent's area, Travelers must be moved through a Checkpoint. (EXCEPTION: Special rule pg. 7).
- All Travelers must STOP on the Checkpoint space BEFORE going through a Doorway in the Wall, whether they are going into or leaving the Opponent's area.
- If the throw of the Dice would move his Traveler through the Wall, it stops on the circled Checkpoint square and the Player IMMEDIATELY draws a Checkpoint card. If it says PASS, the Traveler moves on through the Wall entrance the remaining number of squares left on his throw. If a DO NOT PASS card is drawn, he moves only to the Sentry Box square and that turn ends.
- If the throw of the Dice moves a Traveler to a Checkpoint square by exact count, the Traveler waits there.
- In a following turn, when a player wishes to move a Traveler from a Checkpoint Circle or Sentry Box square through the Wall, he throws the Dice and takes the top Checkpoint card.

CHECKPOINTS CONTINUED, AND LOCATING THE MASTER PLAN

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- If it says PASS, he moves that Traveler through, and continues as in any regular throw.
 - If the card says DO NOT PASS, he moves the Traveler to the square in front of the Sentry Box, (or leaves it there), and moves other pieces as in a regular throw. A Traveler in the Sentry Box square stays there until a PASS card is drawn in a following turn.
- Inspectors are not allowed to go through a Checkpoint and may not remain on a Circled Square more than one turn.

LOCATING THE MASTER PLAN

- Players move their Travelers (Agents or Tourists) so that they land on EITHER one of the 2 Shaded Squares in front of one of his Opponent's Buildings by EXACT count.



FIGURE 4

- The Player may ask immediately, or at the beginning of a following turn, if the Master Plan is in THAT Building.
- When the inquiry is made, the Opponent then asks to see that Traveler's Passport. He puts it into his side of the Passport Scanner, which will show whether the Traveler is a Tourist or a Secret Agent.
- If it is a Tourist Passport, the Opponent should not divulge any information.
- If it is a Secret Agent's Passport, the Opponent must tell the Player whether the Master Plan IS or IS NOT located in THAT Building.

LOCATING THE MASTER PLAN CONTINUED, AND INSPECTORS AND ARRESTS

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6. If the Plan IS NOT there, nothing happens.
7. If the Plan IS in THAT Building, the Opponent must give it to the Player, who will place it in the slot under that Secret Agent's arm.
8. In the same or following turn, the Player then moves that Agent toward the Wall and back into his own area (if possible) before being arrested by an Opponent's Inspector.

INSPECTORS AND ARRESTS:

1. An Inspector may arrest any of his Opponent's Travelers (Tourists or Agents) in a regular turn. This is done by landing on the same square as the Traveler by EXACT COUNT.

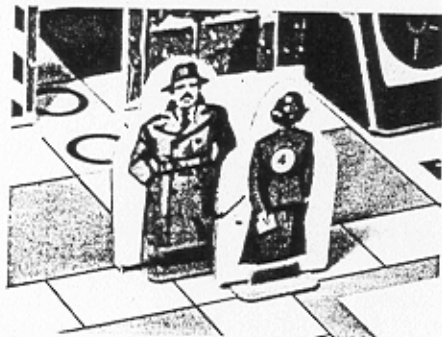


FIGURE 5

2. Upon being arrested, the Traveler must show his or her Passport. It is put into the Scanner.
3. If the arrested Traveler is a TOURIST, the Passport is returned and the Tourist stays where he or she is. That Inspector, having made an EMBARRASSING FALSE ARREST, is immediately sent to his Jail to do "guard duty" for Two Turns. After two turns the Inspector may leave from there. If two false arrests are made by the same Player, the Inspector who made the second arrest is REMOVED from the game. . . . Likewise, if two additional "False" arrests are made, the remaining Inspector is REMOVED from the game.

INSPECTORS AND ARRESTS CONTINUED, AND WINNING THE GAME

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4. If the arrested Traveler's Passport shows an Agent has been arrested, the Agent and his or her Passport are out of the game.
5. If the arrested Agent is carrying the Master Plan, it is put back in the SAME Building as before and the game continues.

NOTE: It may be advisable, near the beginning of the game, not to make too many arrests. A Player without Inspectors for protection is severely handicapped.

WINNING THE GAME:

After he has picked up the Opponent's MASTER PLAN, the Secret Agent hurries back with it.

An Agent returning with the plan may go thru a checkpoint (6A) OR use this SPECIAL RULE:

When he is near the wall and throws doubles, 1-1, 2-2, or 3-3 on the dice, he may go OVER-THE-WALL, (6B) if the count of the two dice added together will take him there. For example, if he throws 2-2, he must reach the path of squares along the wall by the count of 3 or less and go OVER-THE-WALL with the extra count. If he is on the path along the wall, any doubles thrown will get him there.



FIGURE 6A



6B

The Player whose Secret Agent successfully returns with his Opponent's Master Plan first, WINS THE GAME!

Strategy

The more often you play Enemy Agent the more intriguing the game gets. After one or two games against an alert Opponent, you can become an expert in deceptive play. Below are a few suggestions.

Try to get your Opponent to make one or more False Arrests, by quickly advancing a couple of Tourists towards his row of buildings.

Keep your Inspectors near your buildings, so that when the Scanner Identifies an Opponent's Secret Agent you can immediately start after him for an arrest!

SPECIAL SITUATIONS

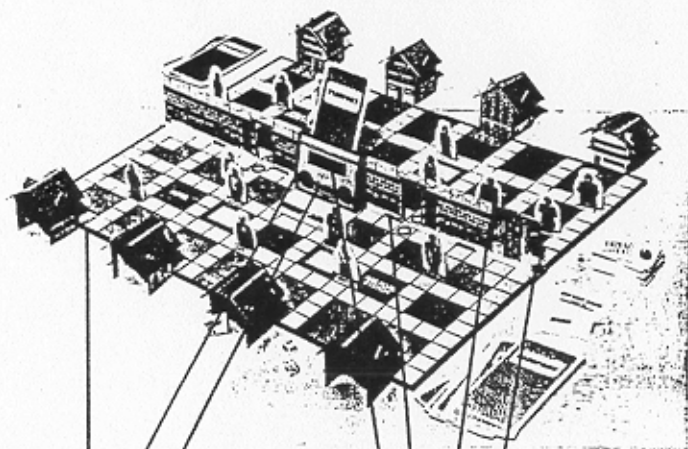
1. If you lose both of your Inspectors, don't give up. You can now concentrate on your Agents eluding the Opponent's Inspectors. Be sure to use the OVER-THE-WALL rule when nearing the Wall.
2. Keep playing, even when your three Agents are arrested and out of the game. Your Inspector(s) may be able to eliminate your Opponent's Secret Agents before one of them is successful. This would make the game a "Draw", with NO WINNER as Tourists never become Secret Agents, leaving no one to find the Master Plan.
3. If one Player loses both his Inspectors and all three of his Agents and his Opponent has one or more Agents left on the board, the Opponent Wins the game without any further play.
4. When all four Inspectors are out of the game, two from each side of the Wall, the Game then becomes a race to see who can get back to his area with his Opponent's Master Plan FIRST!

ENEMY AGENT™

ASSEMBLY DIRECTIONS

Contents:

- 8 Buildings—4 Red and 4 Blue with matching Roofs
- 16 People—Inspectors and Travelers (which are numbered)
- 16 Plastic People bases—8 Red and 8 Blue
- 24 Passports with descriptions of the Travelers, two for each Traveler (12 Blue and 12 Red)
- 2 Dice—one Regular and one Colored
- 2 Master plan cards—marked "Top Secret"
- Contents continued—as shown in Fig. #1



- 1 GAME BOARD
- 1 PLASTIC SCANNER BODY
- 2 SCANNER INSERTS
- 2 TRANSPARENT RED PLASTIC FILTER FILMS
- 2 STRIPS OF 'ADHESIVE TAPE (ON THE BACK OF SCANNER INSERTS)
- 2 PLASTIC WALL BASE ENDS
- 2 WALL SECTIONS
- 4 PLASTIC WALL BASES

TO SET UP THE GAME:

1. Decide who will be the Red and Blue Players and place game board on a flat surface between them.

2. Assemble Scanner
 - A. Separate the 2 "Inserts" from the flat sheet and remove the waste from the holes.

- B. Place the Red Film over the hole on the black side of each Insert. Remove the backing from a strip of adhesive tape and press it over the TOP edge of the Red film to hold it in place, as shown in Fig. #2.

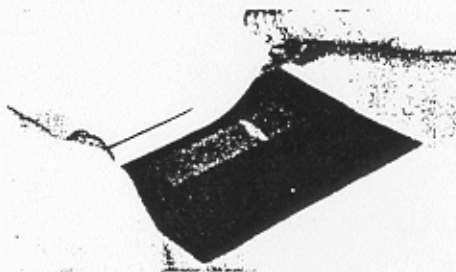


Figure #2

- C. Slide the assembled Inserts DOWN into the Front and Back of the Scanner Body—as shown in Fig. #3.



Figure #3

3. Now remove the waste from the slots in the center of the Game Board, and push the 4 Plastic Wall Bases into the line of slots from the back of the Board, as in Fig. #4.



Figure #4

4. Open the Board and attach the 2 Plastic Wall Base Ends to the edges of the Board, in line with the 4 wall bases, as in Fig. #5.

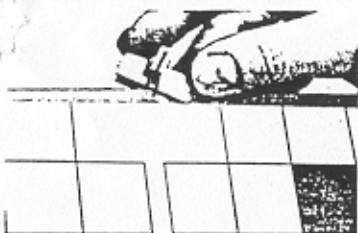


Figure #5

5. Locate the Scanner in the center, with one base extension through the large end of each hole, as in Fig. #6. Then slide the Scanner toward the slot end of the holes to keep it in place.

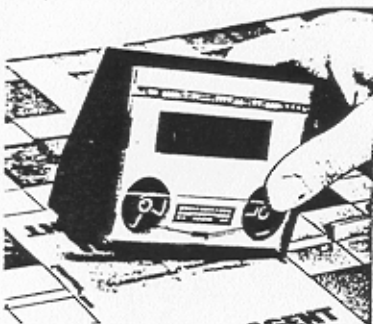


Figure #6

6. The Tab end of each Wall Section is inserted into the slot in the end of the Scanner, and the bottom edge of the Wall is pushed down into the Bases and Ends, as in Fig. #7.

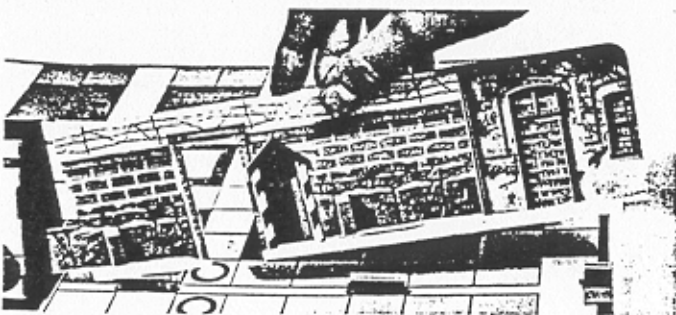


Figure #7

7. Separate Buildings and Roofs carefully from large sheets and fold along indicated lines. Put Blue Roofs on the Blue Buildings and Red Roofs on the Red Buildings (Figure #8).

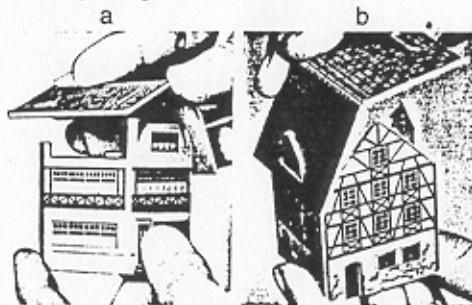


Figure 8

8. Place 4 Buildings against each long edge of the board. The Front of each Building should face a pair of Shaded Squares. The OPEN END of the Buildings face the Player (Figure #9). The Roofs (Red or Blue) should match their side of the board.



Figure 9

INSPECTORS AND TRAVELERS:

9. The 16 People are divided: Numbers 1, 2, 3, 4, 5, 6 and the two Men wearing Blue hats and coats are inserted into Blue Plastic Bases. Numbers 7, 8, 9, 10, 11, 12 and the two Men wearing Tan hats and coats use Red Bases.

a. The men wearing hats are Police Inspectors. At the start of each game, place one in each Yellow Square on their side of the board.

b. The Numbered People are Travelers. They start from their Hotel and Railroad Station, three in each location.



Figure 10