

STEP 1: MAKE CONTACT

STARTING AT 1, END ON ONE OF THE SAFE HOUSES WHILE AVOIDING EVEN-NUMBERED BUILDINGS. SAFE HOUSES: 7, 17, 23

STEPS 2 & 3: INFILTRATE CONSPIRATORS

ROLL THE DIE TO RECEIVE A CORRESPONDING TASK 1-6 IN THE LEFT-COLUMN. WHEN COMPLETED, REPEAT THE SAME PROCESS, BUT USE THE RIGHT-COLUMN INSTEAD.

1. END ON A SAFE HOUSE, MUST'VE ROLLED A 1 OR 3.
2. END ON THEATER (9), AND THEN ROLL A 5 OR 6.
3. ROLL AND RECORD DIE VALUE AS POINTS. YOU NEED TO ACCUMULATE AT LEAST 18 POINTS.
4. END ON AT LEAST 8 EVEN-NUMBERED BUILDINGS.
5. END ON THE FOLLOWING LOCATIONS IN ANY ORDER: 1, 2, 3, 4, 21, 22 AND 23.
6. END ON 3, THEN LAND ON 1, 15 13, 23 THEN 14. IT MUST BE IN THAT EXACT ORDER.

STOP BOOTH

BASED ON TIME, ROLL THE DICE AND INSIDE THE REQUIRED VALUE RANGE:

4:00-5:00 ROLL 3-6 6:00-7:00 ROLL 4-6 8:00-9:00 ROLL 5-6

IMPEDIMENTS (INCURRED ON AN EVEN-NUMBERED VISIT. ONE ROLL PER "X")

ROLLING A 1-4, ONE HOUR ELAPSED.

ROLLING A 5, THE POLICE APPREHENDED YOU. YOU MUST ROLL A 1 OR 6 BEFORE MOVING AGAIN. EACH FAILED ATTEMPT IS ONE ELAPSED HOUR. ROLLING A 6 TWO TIMES MEANS YOUR COVER IS BLOWN. ONCE YOUR COVER IS BLOWN, ROLLING A 6 COUNTS AS ONE ELAPSED HOUR.

RE-ROLL

AFTER VISITING A STRETCH OF BUILDINGS, YOU EARN A RE-ROLL.

BUILDINGS 1-9 ○ BUILDINGS 10-16 ○ BUILDINGS 17-23 ○

STEP 4: RENDEZVOUS WITH BOOTH

BASED ON THE TIME, YOU CAN FIND BOOTH AT ONE OF THE FOLLOWING LOCATIONS:

4:00-5:00 (17) 6:00-7:00 (7) 8:00-9:00 (9)

1. END ON 2, THEN ROLL AN EVEN NUMBER. THEN LAND ON 6, AND ROLL AN ODD NUMBER.
2. ROLL A 5 THREE TIMES, DOES NOT NEED TO BE CONSECUTIVE.
3. ROLL TWO ODD NUMBERS TWICE IN A ROW.
4. END ON 8, THEN 22, IN THAT ORDER, TWICE.
5. ROLL THE SAME NUMBER TWICE IN A ROW.
6. VISIT TWO SAFE HOUSES IN A SINGLE TURN.

bilbao board games presents

APRIL 14th

1865

COVER BLOWN: IF COVER IS BLOWN, YOU CAN ONLY FIND BOOTH BY ROLLING DICE AND GETTING VALUES 1-6. YOU CANNOT MOVE ON TO THE NEXT NUMBER UNTIL YOU ROLLED THE ONE BEFORE IT. ONCE COMPLETED, JUMP TO "STOP BOOTH" INSTRUCTIONS TO WIN.



TIME

(4:00) (5:00) (6:00) (7:00) (8:00) (9:00)

ALLEY

UNLOCKED ONCE ALL BUILDINGS HAVE BEEN VISITED. CONNECTS BUILDINGS 1, 3, 9, 13, 15, 21 AND 23. COUNTS AS A SPACE, BUT YOU MAY NEVER END YOUR TURN ON IT.

