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Game: **THE X-FILES**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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THE X-FILES

SETUP

One player is the **Syndicate** player and all the other players are Agent players. The Agent players are working together against the Syndicate player and either win or lose as a group.

Separate the **Agent**, **Syndicate**, and **X-Files cards** into separate decks and shuffle them. Place the 3 decks facedown on their spaces on the board.

Place the **Evidence tokens** (not including the **Cigarette tokens**) in the **Evidence Bag** and shake it up.

Separate the **Influence tokens**, **Progress tokens**, **Jigsaw Puzzle Piece tokens**, and **Wound tokens** into piles, and place them where all players can reach them. Place both the **Agent** and **Syndicate token** on their appropriate trackers on the board.

Draw a number of **X-Files cards** equal to the number of Agents and place them in their respective regions on the map. The Northeast, West, and Midwest regions can contain only 1 X-Files card each; the South can contain 2 X-Files. If a region is full and you draw another X-File belonging to that region, discard that card facedown on the bottom of the deck and draw again.

Syndicate Player Setup Place the **Syndicate screen** in front of you with the **Cigarette tokens** behind it. Draw **5 Syndicate cards**, and take **Influence tokens** equal to the number of Agents. You may place any or all of your cards facedown onto the board in the Syndicate spaces connected to the X-Files cards in play.

Agent Player Setup Choose an Agent and place the Agent's **credentials** in front of you. Place your corresponding **pawn** in the Northeast region space of the board. Draw a hand of **5 Agent cards** and take **3 Influence tokens**.

In a 2 player game, the Agent player plays 2 Agents, keeping their Influence and hands of cards separate.

Play begins with the Agent player seated to the Syndicate player's left (Mulder is most useful to the Agents early in the turn, while Scully is better later). After each player completes their turn, play passes to the left.

AN AGENT'S TURN

1. Move or Consult Another Agent

You may either (you don't have to do either):

- Move** your Agent pawn, or
- Trade** 1 card with another Agent in your current region.

Moving

Place your Agent pawn in a region that is touching the region it is currently in. In general, you may move from any region to any other region except from West to Northeast, and vice versa.

Consulting Another Agent

Choose another Agent player whose pawn is in the same region as yours. Give that player 1 card from your hand; that player must give you 1 card from their hand. Agents may show each other their hand of cards at any time. You cannot force another Agent to trade with you – they must agree to do so.

2. Plan or Act

You may either:

- Plan**, collecting 3 Influence tokens, or
- Act**, playing a card from your hand.

Planning



Collect **3 Influence tokens** from the pile of Influence tokens. If there are fewer tokens available, take all those remaining from the pile. If there are none left, you cannot collect any more until a player spends some.

If your Agent is injured, you may **heal wounds** instead of collecting Influence.

Acting

Select **1 of the cards in your hand**, pay for it, read it aloud, carry out its effects, then discard it facedown in an Agent card discard pile.

The cost to play a card is normally 1 Influence; however, each Agent card is keyed to one of 5 **skills**. Your Agent is **strong** in 2 skills (one is always the *General* skill) and **weak** in 1 skill.

When you play a card keyed to a skill your Agent is *strong* in, it costs you 0 Influence.

When you play a card keyed to a skill your Agent is *weak* in, it costs you 2 Influence.



Conflict



Paranormal



Political



Science



General

3: Replenish

Draw 1 Agent card from the Agent deck and add it to your hand.

You may have any number of cards in your hand. If the Agent deck runs out of cards, shuffle the discards to form a new deck.

SYNDICATE PLAYER'S TURN

1: Conceal Evidence



Draw 1 Evidence token from the Evidence Bag for each unsolved X-File on the map, concealing the tokens faceup behind your screen.

As you conceal Evidence tokens, you must update the Agents of your progress by using the tracker on the board.

Drawing Cigarette tokens from the Evidence Bag



If you draw a **Cigarette token** from the bag, set it aside and draw again. Cigarette tokens do not count against your Evidence token draws and are returned to the Evidence Bag once you've finished drawing evidence.

Adding Cigarette tokens to the Evidence Bag

If you draw 1 or more Evidence tokens from the bag on your turn, afterwards add 1 Cigarette token from behind your screen to the Evidence Bag, unless all of the Cigarette tokens are already in the bag. Only add 1 Cigarette token to the Evidence Bag per turn.

Step 2: Replenish X-Files

If there are fewer unsolved X-Files cards on the map than there are Agents, draw new X-Files from the X-Files deck until there are X-Files in play equal to the number of Agents.

New X-Files are placed in their appropriate region on the map. The Northeast, West, and Midwest regions can only 1 X-File card each, while the South can contain 2 X-Files.

If a region is full and you draw another X-File belonging to that region, discard that card facedown on the bottom of the deck and draw again.

Step 3: Refill Hand

If you have fewer than 5 Syndicate cards in your hand, draw cards from the Syndicate deck until you have 5 cards in hand.

If you already have 5 or more Syndicate cards in your hand, skip this step. If the Syndicate deck runs out of cards, shuffle the discards to form a new deck.

Step 4: Collect Influence

Collect Influence tokens equal to the number of Agents.

If there are Influence tokens available, take all those remaining from the pile. If there are none left, you cannot collect any more until a player spends some.

Step 5: Play Syndicate Cards

You may play any of the Syndicate cards from your hand

facedown on the map into the Syndicate spaces connected to the X-Files. You may only play 1 Syndicate card into each space.

You may only play Syndicate cards into spaces attached to X-File spaces that currently contain an X-File card.

Playing Syndicate cards from your hand is free – you do not pay the Influence cost of a Syndicate card until you reveal it when an Agent investigates the X-File it is attached to. You may peek at Syndicate cards you've already played at any time.

You may not discard any Syndicate cards from your hand. However you may, as often as you like, swap out a Syndicate card already on the map for one in your hand (even the same one, if you wish to bluff) by paying 1 Influence.

INVESTIGATIONS



To investigate an X-File in the same region as your pawn, play an Agent card that says **Investigate** followed by a number, and place that number of **Progress tokens** on the X-Files card. Follow any extra directions on the card.

Syndicate Cards and Investigations

Each time you investigate an X-File that has 1 or more facedown Syndicate cards attached to it, the Syndicate player has the option to reveal any or all of those attached cards.

The Syndicate player pays Influence equal to the number in the center of the Syndicate card, turns it faceup, and resolves its effects. The card is then discarded facedown into a Syndicate deck discard pile.

No Effect The *Hiding the Truth* card has no effect and costs nothing to reveal. It is a bluff card; sometimes the Syndicate player may want to reveal it to gloat, but often it is left unrevealed, to be discarded facedown when the attached X-File is solved, leaving the Agents wondering what it was.

Cancel an Investigation The most common Syndicate cards cancel an investigation of a particular type. If the current investigation was caused by an Agent card with a matching symbol, the Syndicate player may reveal the card to prevent the Agent from adding any Progress tokens to the attached X-File. This does not cancel any other effects of the played Agent card.

Inflict Wounds These cards inflict wounds on the Agents.

Ally Cards These cards are played face up into the **Ally** space on the map once revealed. An Ally card's effects last as long as it remains in play. When another Ally card is played or revealed, the previous Ally card is discarded, and the new Ally card's effect comes into play.

Solving an X-File

If you add Progress tokens to an X-File and **the total number of Progress tokens on it is greater than or equal to its difficulty** (the large number on the bottom of the card), the X-File is **solved**.

Immediately draw Evidence tokens from the Evidence Bag equal to the number in the upper right corner of the X-Files card.

These tokens are turned faceup and kept by the map in a pool to be spent on puzzle pieces. Each Cigarette token you draw is returned to the Syndicate player, who places it behind his screen.

The X-Files card is then turned facedown in its space. It has now been added to the case archives in that region (cards may refer to the number of cases that have already been solved there).

Only discard an X-File from a region (facedown on the bottom of the X-Files deck) if specifically told to do so.

AGENTS AND EVIDENCE

At the end of any Agent player's turn, the Agent may choose to assemble a piece of Mulder's *I WANT TO BELIEVE* poster.

Each piece of the puzzle costs 1 point of evidence per Agent.

Return the spent Evidence tokens to the Evidence Bag (if you overpay, you do not receive any change), take a piece of the puzzle, and assemble it next to the map.

Also update the Agent tracker on the board to show how many pieces of the puzzle the Agents have assembled.

The Agents do not have to immediately spend evidence that they've drawn from the Evidence Bag. However if many Cigarette tokens are in the Evidence Bag, it's best to spend evidence quickly in order to 'pad out' the number of tokens in the bag.

WOUNDS



When your Agent suffers a wound, place a **Wound token** on your credentials. **For each wound on an Agent, that Agent adds 1 less Progress token to X-Files when investigating.**

An Agent may never have more than 5 wounds. After that, the Agent cannot voluntarily or involuntarily suffer any more wounds until they've healed some of their previous wounds.

For each wound an Agent heals, remove 1 Wound token from their credentials. In addition, each time an Agent would receive Influence tokens (from an Agent card or from planning), for each Influence the player chooses not to receive, the Agent heals 1 wound. Agents cannot spend Influence they already have to heal.

Chase This card initiates an investigation of 2, but the Agent adds 1 for each wound on the Agent's credentials instead of subtracting 1 for each wound.

Firefight This card initiates an investigation of 3, plus 1 for each wound the Agent voluntarily suffers after the investigation is over.

AGENT SPECIAL ABILITIES

Each Agent may use the special ability on their as they see fit.

Fox Mulder At the start of his turn, and only once per turn, Mulder may pay 1 Influence to look at a facedown Syndicate card of his choice on the map. You cannot use this ability if you have no Influence to spend or if there are no facedown Syndicate cards on the map. Mulder player may tell the other Agent players what the Syndicate card was.

Dana Scully Whenever Scully draws 1 or more Evidence tokens from the Evidence Bag, she draws 1 extra token. Scully's player then looks at the tokens drawn and chooses 1 to return to the bag.

Walter Skinner When Skinner starts his turn, he immediately collects 1 Influence token. As usual, Skinner may choose not to receive this Influence in order to heal 1 wound.

Alex Krycek When Krycek is investigating an X-File, he may choose another Agent to suffer 1 wound in order to boost the investigation by +2. The chosen Agent cannot refuse to be wounded, and Krycek cannot choose an Agent that already has 5 wounds on their Agent credentials. Krycek may only use this ability once per turn.

WINNING

If the Agent players assemble all 9 pieces of the poster, they win the game as a group.

If the Syndicate player ever conceals 25 total evidence, the concealed evidence is revealed and the Syndicate player immediately wins.

THE X-FILES

AN AGENT'S TURN

1. Move or Consult Another Agent

You may either (you don't have to do either):

- Move your Agent pawn, or
- Trade 1 card with another Agent in your current region.

Moving

Place your Agent pawn in a region touching the region it is currently in.

Consulting Another Agent

Choose another Agent player whose pawn is in the same region as yours. Give that player 1 card from your hand; that player must give you 1 card from their hand.

2. Plan or Act

You may either:

- Plan, collecting 3 Influence tokens, or
- Act, playing a card from your hand.

Planning



Collect **3 Influence tokens** from the pile of tokens.

If your Agent is injured, you may **heal wounds** instead of collecting Influence.

Acting

Select **1 of the cards in your hand**, pay for it, read it aloud, carry out its effects, then discard it facedown in an Agent card discard pile. The cost to play a card is normally 1 Influence; however:

When you play a card keyed to a skill your Agent is *strong* in, it costs you 0 Influence.

When you play a card keyed to a skill your Agent is *weak* in, it costs you 2 Influence.



3: Replenish

Draw 1 Agent card from the Agent deck and add it to your hand.

SYNDICATE PLAYER'S TURN

1: Conceal Evidence



Draw 1 Evidence token from the Evidence Bag for each unsolved X-File on the map. Update the tracker on the board.

Drawing Cigarette tokens from the Evidence Bag



If you draw a **Cigarette token** from the bag, set it aside and draw again. Cigarette tokens do not count against your draws and are returned to the Evidence Bag once you've finished drawing.

Adding Cigarette tokens to the Evidence Bag

If you draw 1 or more Evidence tokens from the Evidence Bag on your turn, afterwards add 1 Cigarette token from behind your screen to the Evidence Bag.

Step 2: Replenish X-Files

If there are fewer unsolved X-Files cards on the map than there are Agents, draw new X-Files from the X-Files deck and place them in the appropriate region(s) until there are X-Files in play equal to the number of Agents.

Step 3: Refill Hand

If you have fewer than 5 Syndicate cards in your hand, draw cards from the Syndicate deck until you have 5 cards.

Step 4: Collect Influence

Collect Influence tokens equal to the number of Agents.

Step 5: Play Syndicate Cards

You may play any of the Syndicate cards from your hand facedown into the Syndicate spaces connected to the X-File spaces that currently contain an X-File card (1 per space).

You may, as often as you like, swap out a Syndicate card already on the map for one in your hand (even the same one, if you wish to bluff) by paying 1 Influence.

INVESTIGATIONS



To investigate an X-File in your region, play an Agent card that says **Investigate** followed by a number, place that number of **Progress tokens** on the X-Files card, then follow any extra directions.

Syndicate Cards & Investigations

Each time you investigate an X-File that has 1 or more facedown Syndicate cards attached to it, the Syndicate player may reveal any or all of those attached cards.

The Syndicate player pays Influence equal to the number in the center of the Syndicate card, turns it faceup, and resolves its effects. The card is then discarded.

Solving an X-File

If you add Progress tokens to an X-File and the total number of Progress tokens on it is greater than or equal to its difficulty, the X-File is solved (turn it facedown).

Draw Evidence tokens from the Evidence Bag equal to the number in the upper right corner of the X-Files card, and keep them faceup by the map in a pool to be spent on puzzle pieces. Each Cigarette token you draw is returned to the Syndicate player, who places it behind his screen.

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Each piece of the puzzle costs 1 point of evidence per Agent. Also update the Agent tracker on the board.

WOUNDS



For each wound on an Agent, that Agent adds 1 less Progress token to X-Files when investigating. An Agent may never have more than 5 wounds.

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