

THE CANDY SHOPPE
(BERLIN)



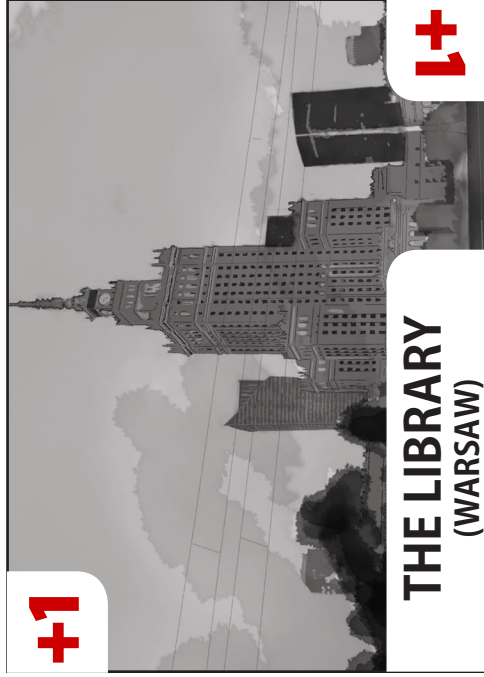
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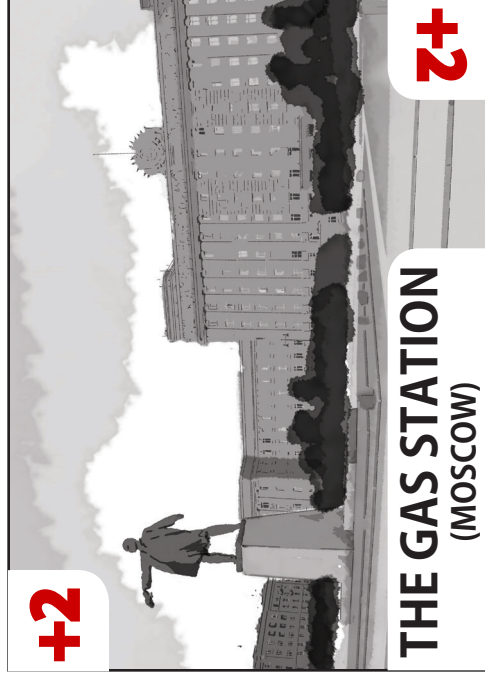
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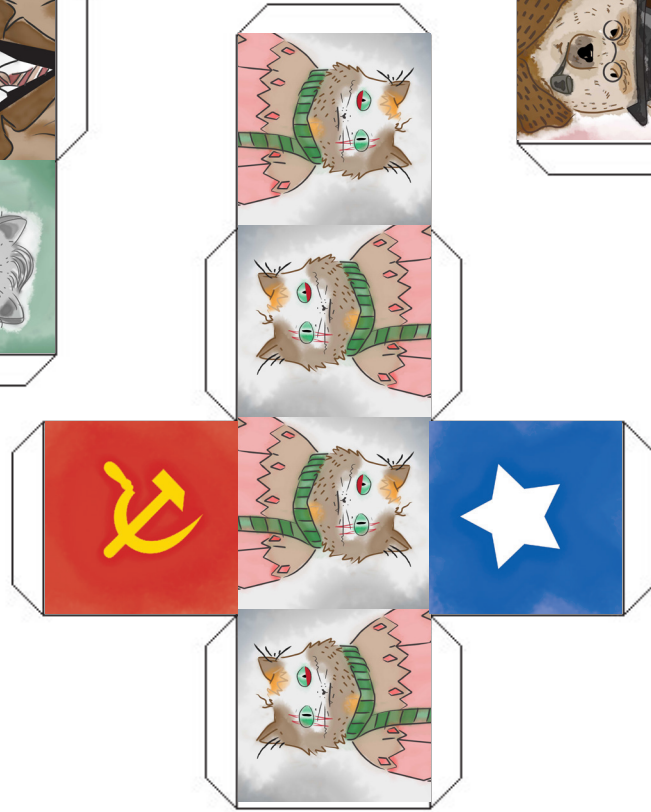
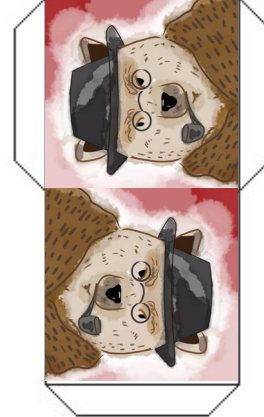
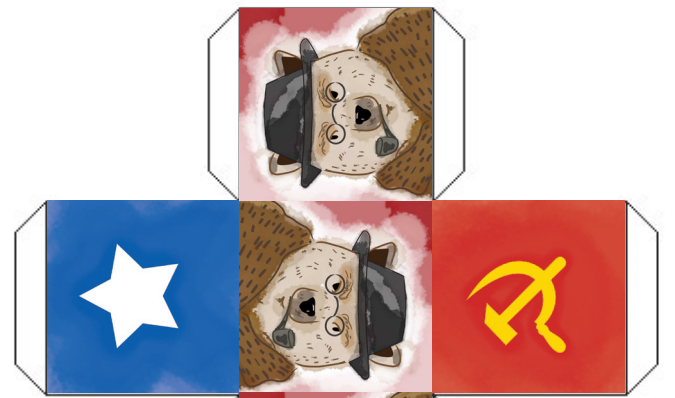
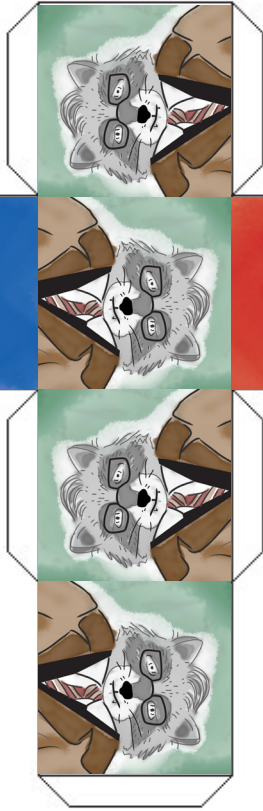
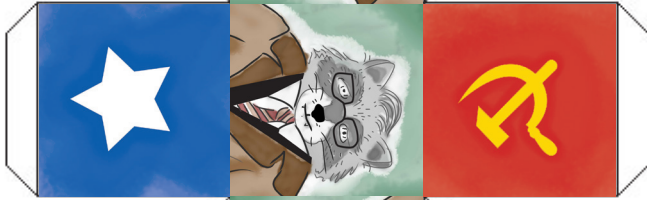
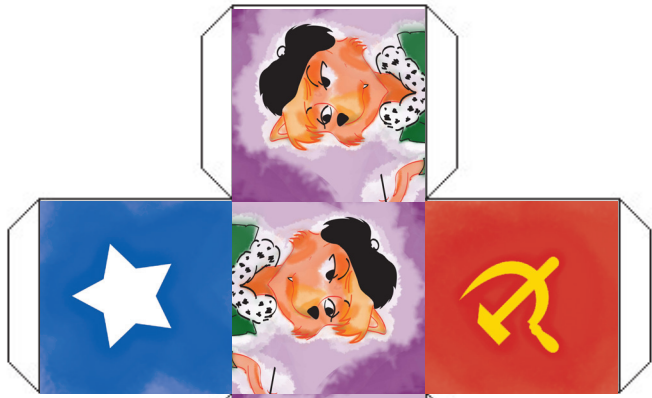
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The Raccoon is at the Candy Shoppe

You are an international Spymaster for a global power during the Cold War. Uses your influence and espionage skills to sway the greatest spies in the world to your cause.

CONTENTS

- 7 Location cards
- 5 Spy Cubes
- 18 Communist tokens (Yellow Hammer/Sickle on Red)
- 18 Capitalist tokens (White Star on Blue)
- 22 Action tokens (Black Symbol on White)

An Alignment Deck (7 cards)

- 3 Red Cards (Communist)
- 3 Blue Cards (Capitalist)
- 1 Black (P.L.A.T.Y.P.U.S.)

A Target Deck (6 cards)

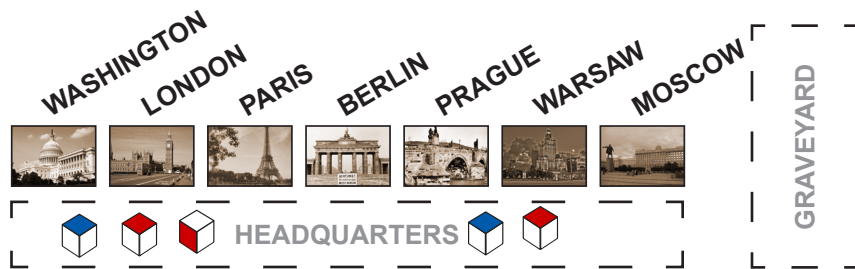
- 1 Sly Fox
- 1 Old Bear
- 1 Nice Kitty
- 1 Lazy Dog
- 1 The Raccoon
- 1 The Raccoon (Double Agent)

SETUP

- Place all Action tokens in a bag
- Create the Alignment Deck

Players	Alignment
3	1R/1B/1Bla
4	2R/2B
5	2R/2B/1Bla
6	3R/3B

- Deal one target card and one alignment card to each Spymaster.
- Create the play map by placing the 7 Location cards in order
- At the beginning of the game and the start of each round give each Spymaster **3 Communist** and **3 Capitalist** tokens and two randomly drawn **Action** token.
- Place The Spies (neutral face up) off to the side in HQ
- Each player inspects their Target and Alignment card



THE GOAL

Have the majority of the spies match your Alignment at the end of the game. As a Spymaster successfully converting your specific target can be used to break any ties.

GAMEPLAY

The Raccoon is at the Candy Shoppe is played over a number of Rounds = to the number of players. Play begins with the oldest player and 1st player status goes clockwise from them.

ROUND SEQUENCE

Phase 1

- Deploy: The active player chooses a Spy from the HQ and places them on the map in any unoccupied location.
- Influence: Each player may place up to 2 tokens, face down, from their pool on the location where a Spy has just been placed.
- If there are any Spies left unassigned play passes to the next player. If there are NO unassigned spies left then the next player begins Phase 2 of the round

Phase 2

- Clean-up: collect all unspent tokens
- Reveal: the player to the left of the 1st player chooses an assigned Spy, shuffles the tokens (if any) at that Spy's assigned location and flips them over to reveal their value.
- Resolve: The active player then resolves the revealed tokens in the order of his/her choice. Spies have their alignment changed dependant on the value of the influence spent at their location. For instance, if a spy is at a location with no alignment value (Neutral) and reveals 3 Communist tokens and 1 Capitalist token then they would rotate their cube **one face** towards Communist (Red face up). If the spy was currently Communist (or Capitalist) in alignment and influence would change their alignment they rotate to neutral. If the combined value of Communist/Capitalist tokens and Location influence is equal then the Spy's alignment is unchanged. When a Spy has been resolved move him/her to the HQ.
- If there are no Spies left unresolved the round ends.


Ending the round:

- return all tokens to the bag. Each player receives 3 Communist, 3 Capitalist and 2 random Action token
- The player to the left of the prior round's starting player is the starting player for this round


WINNING


When the last Round is complete all Spymasters reveal their alignment and Target. The team with the most Spies of their alignment wins. If there is a tie the team who has successfully turned the most Targets wins. In games with an odd number of players a tie results in the perpetuation of the Cold War and the nefarious forces of P.L.A.T.Y.P.U.S. are the victors.


ACTION TOKENS


 **Trapped** The Spy who ends the phase here is kept at this space during the next round. This token is returned to the bag and the spy to the Assignable pool at the end of the next Phase 1.


 **Safe House** The Spy at this location is removed from play at the end of this round. Place this token on top of their cube to signal that this Spy may not be selected for assignment in the next round. Once that round has finished place the spy back in the HQ and the Safehouse token returns to the bag.


 **Ka-BOOM!** At the end of this round, remove this location card from play. Return this location at end of the next Phase 1.


 **Assassinate** Remove the Spy at this location from play. They are dead.


 **Revive** return a Dead Spy to this location. Any unresolved tokens are divided among the two Spies as the resolving player sees fit.


 **Double Cross** When all alignment tokens & influence has been resolved this Spy becomes the opposite alignment (i.e. if Communist has 4 and Capitalist 2 this Spy becomes Capitalist.)


 **Disguise** Switch this Spy with another Spy from the board.


 **Foiled** This token must be resolved first. Cancel the effect of all other action tokens at this location.

 **Brainwash** (Brain) this action counts as +2 Communist influence


 **Escape** (Esc) Move the spy at this location to the closest unoccupied location


 **Bribe** This action counts as +2 Capitalist influence


 **Wiretap** move one token to another space


 **Blackmail** The Spymaster who has this Spy as their target must play all tokens face up next turn.

 **Honeypot** This location has +1 Communist. Leave this token on this location until the end of the next Phase 1

 **Rogue Agent** Change this Spy alignment to Neutral

 **Burn Notice** Kill this Spy if its alignment switches this turn

 **Wealth** This location has +1 Capitalist. Leave this token on this location until the end of the next Phase 1

 **Smuggle** take one unrevealed token from another space and add it to this one.