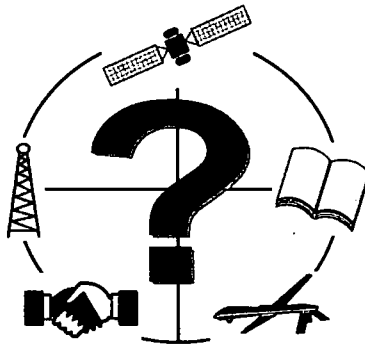


# COLLECTION!

A Game of Influence and Collaboration



## RULE BOOK

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## 1. Introduction

COLLECTION is a collaborative training game designed to teach how analysts and collectors in the Intelligence Community work together against a variety of challenges. Players play the roles of analysts working together as a team. The object of the game is to engage intelligence collectors to drive reporting, providing policymakers with enough information to simultaneously manage several international scenarios.

## 2. Roles & Components

A game of COLLECTION can be played with 3 to 7 people, and contains the following materials:

- 1 game board
- 7 PLAYER ROLE CARDS
- 12 SCENARIO CARDS
- 80 COLLECTION CARDS
- 1 container each of small blue, red and green ENGAGEMENT / REPORT GEMS
- 1 container of 18 COLLECTOR COINS, containing three coins each for DH, DO, NGA, DO, OSE, and STATE.
- 3 large red CRISIS GEMS
- 10 ten-sided dice
- Several player tokens of varying colors, including red, green and blue.
- A spare copy of this rule book.

### 2.1 Player Roles

Players chose between seven different analytic roles, three mandatory (POLITICAL ANALYST, MILITARY ANALYST, ECONOMIC ANALYST) and four optional (COLLECTION ANALYST, LEADERSHIP ANALYST, SCIENCE, TECHNOLOGY AND WEAPONS ANALYST, TARGETING ANALYST). In a game with only three players, each player must choose one of the mandatory roles. In a game with four players, the fourth player is

assigned the COLLECTION ANALYST. If there are five or more players, the remaining players can choose from the remaining optional roles. There can be only one of each kind of analytic role in each game. Each analytic role has different advantages and disadvantages in the game (see the PLAYER ROLE CARDS or DETAILED PLAYER ROLES annex in this rulebook for specifics):

- The POLITICAL ANALYST, MILITARY ANALYST AND ECONOMIC ANALYST are highly effective at driving reporting for their particular discipline, but are unable to drive other kinds of reporting.
- The COLLECTION ANALYST and TARGETING ANALYST can drive multiple kinds of reporting, but face limitations when doing so.
- The LEADERSHIP ANALYST drives and uses political reporting like the POLITICAL ANALYST, but provides different collaboration bonuses to other players.
- The SCIENCE, TECHNOLOGY AND WEAPONS ANALYST drives and uses military reporting like the MILITARY ANALYST, but provides different collaboration bonuses to other players.

All players also provide collaboration bonuses to each other when they are collocated on the game board (identified on the PLAYER ROLE CARDS and the DETAILED PLAYER ROLES annex in this rule book).

### 2.2 The Game Board

The game board depicts elements for three simultaneous scenarios that the players will be working against. Each scenario is isolated except for the fact that the players will be moving between

scenarios to manage them – what happens in one scenario generally does not affect the others, with a few exceptions. Each scenario on the board contains the following elements (depicted in the ANNOTATED GAME BOARD annex of this rulebook):

**Crisis Ladder:** The crisis level of each scenario is depicted by the position of a large red gem on each scenario's CRISIS LADDER. The higher the crisis level, the more unmanageable the scenario is becoming. If any scenario reaches a crisis level of 10, the game is over and the players have lost.

**Collector Spaces:** During the game the players will move between the COLLECTOR SPACES in each scenario at the bottom of the board, representing analytic contact with a specific intelligence collector. Each COLLECTOR SPACE is colored two different colors, representing the kinds of reporting that collector has an affinity for: political (blue), military (red), or economic (green).

**Response Ladder:** A collector's position on the RESPONSE LADDER – represented by their COLLECTOR COIN – indicates how much effort they are putting against that scenario. The higher the collector is on the ladder. The easier it will be for players to get them to generate reporting. Collectors move up and down the ladder through the effects of COLLECTION CARDS.

**Reports Circle:** As the players get the collectors to generate reporting on each scenario, they will place those reports (represented by REPORT GEMS) in this circle, helping policymakers to strategically manage the scenario. Each scenario requires some mix of 10 political, military, and economic reports, as identified by the SCENARIO CARDS.

## 2.3 Cards, Gems, and Coins

Each game set has two card decks:

- **SCENARIO:** Each SCENARIO CARD represents an intelligence problem that the players are facing, and tells them what mix of reporting – political, military, and economic – they need to solve the scenario. The game starts with one active scenario, but additional ones will become active as the game is played, for a total of three scenarios over the course of the game.
- **COLLECTION:** Each player draws a COLLECTION CARD at the end of their turn; COLLECTION CARDS can negatively or positively affect the scenarios and the players' ability to engage collectors. Red labeled cards must be played immediately, Blue labeled cards can be played immediately, or held and played later in the game. Players can only play held COLLECTION CARDS during their own turn.

Colored gems are used in the game to track scenario crisis levels, player engagement with collectors, and reports provided to policymakers.

- **CRISIS:** The large red Crisis Gems are used to track the crisis level of each scenario via its CRISIS LADDER on the game board.
- **ENGAGEMENT:** Every turn the players will have a chance to place small ENGAGEMENT GEMS on a collector space; the gems represent how much effort the player has made to reach out to that collector in that scenario. There are three kinds of engagement: political (blue), military (red), economic (green). The kind(s) of ENGAGEMENT GEMS the player can place are dictated by

their analytic role. A player must be located on a collector space in order to place an ENGAGEMENT GEM there, and once a gem has been placed on a particular space, it cannot be moved elsewhere.

- **REPORT:** When a collector successfully generates an intelligence report, the player places a small gem of the corresponding color – blue for political, red for military, green for economic – in the REPORTS CIRCLE for that scenario. Once a gem has been placed in the REPORTS CIRCLE, it cannot be moved elsewhere.

COLLECTOR COINS are used to track where a collector is on the RESPONSE LADDER in each scenario.

### 3. Set Up

Each player chooses their analytic role, keeping in mind that you must have one POLITICAL ANALYST, one MILITARY ANALYST, and one ECONOMIC ANALYST, and that there can only be one of each type of analyst in a game.

Shuffle the SCENARIO and COLLECTION card decks and place each one face down next to the game board.

Choose the top SCENARIO CARD, place it in the SCENARIO CARD space on Scenario A, and place a large red CRISIS GEM at level one of the CRISIS LADDER for Scenario A.

Play begins with whichever player wants to go first, and continues around the board clockwise, following the **Sequence of Play** rules in the next section.

### 4. Generating New Scenarios

The game starts with one active scenario at set up, but two additional scenarios may become active over the course of the game. The first time that a "Crisis Expansion" COLLECTION CARD is drawn that expands the crisis in a scenario which is not active, players must draw a new SCENARIO CARD, place it on the game board in the scenario identified on the COLLECTION CARD, and place a large red CRISIS GEM at level one on the CRISIS LADDER for that scenario.

### 5. Victory / Defeat

The game ends when the players have filled the REPORTS CIRCLES of all active scenarios on the board (victory!) or when one of the scenarios reaches 10 on its CRISIS LADDER (defeat!)

## 6. Sequence of Play

Each player can take two actions on their turn, choosing from three possible actions: MOVE, ENGAGE, or ROLL FOR REPORTING. They can take any combination of the three types of actions (e.g. taking two MOVE actions) as long as they only take two actions.

- **MOVE:** As a single action, players can move between two different COLLECTOR SPACES in the same scenario (for example, from NSA in Scenario A to OSE in Scenario A), or between the same collector in two different scenarios (for example, from DH in Scenario A to DH in Scenario C).
- **ENGAGE:** As a single action, players can place one ENGAGEMENT GEM on the COLLECTOR SPACE where they are currently located. The color of ENGAGEMENT GEM they can place is determined by their ANALYST ROLE, per their PLAYER ROLE CARD and the DETAILED PLAYER ROLES annex of this rulebook.
- **ROLL FOR REPORTING:** As a single action, players can roll dice to see if the collector on whose COLLECTOR SPACE they are currently located generates a report of interest, per the instructions in the section 6.2.

At the end of their turn, each player draws a COLLECTION CARD and follows the directions on the card, playing it immediately if it has a red label, or choosing to play or hold the card if it has a blue label. A player may play a held COLLECTION CARD at any time during their turn.

## 6.1 Engaging Collectors

The first time that an ENGAGEMENT GEM (of any color) is placed on a COLLECTOR SPACE in a scenario, place the collector's COLLECTOR COIN on the RESPONSE LADDER for that scenario. The coin is placed at the current crisis level or three, whichever is lower.

Once placed, an ENGAGEMENT GEM cannot be moved to a different COLLECTOR SPACE. Players are not limited by the number of ENGAGEMENT GEMS they can place on a COLLECTOR SPACE over the course of a game, but they can only place one ENGAGEMENT GEM per action (two actions per turn).

## 6.2 Rolling for Reporting

Players roll a number of ten-sided dice to determine whether a collector they have engaged provides a report of interest. Players get to roll one die for each ENGAGEMENT GEM of the same color as the kind of report they are trying to generate (blue for political, red for military, green for economic). If any one of the dice rolled is less than the collector's level on the RESPONSE LADDER, the collector provides a report of interest to the analyst.

- Different analysts may be limited in the kinds of reporting they can roll for or the number of dice they get to roll for reporting, as indicated on the PLAYER ROLE CARDS and the DETAILED PLAYER ROLES annex of this rulebook.
- The number "0" on a ten-sided die counts as a 10, and is always a failure.
- No matter how many successes players get on their dice roll, only one report is generated per action.

- Being collocated with other analysts can provide bonuses to the number of dice that players can roll or the collector's response level, as indicated on the **PLAYER ROLE CARDS** and the **DETAILED PLAYER ROLES** annex of this rulebook.

### Example of Rolling for Reporting

Sarah, a political analyst, is currently located on the **DO** space in Scenario A, where she has 4 blue Engagement Gems. **DO** is currently at a collector response level of 6 on the Scenario A Response Ladder. Sarah gets to roll four dice; if any of them is below a 6, she gets a report from the **DO** for use in Scenario A.

### 6.3 Using Reports

When a collector has generated a report of interest, most players have a choice as to how to use it. They can either use the report to place an appropriately colored **REPORT GEM** (blue for political, red for military, green for economic) in the **REPORTS CIRCLE** for the scenario where the report was generated, or they can use the report to reduce the crisis level on the scenario's **CRISIS LADDER** by one, to a minimum of four.

- Once a report has been placed in the **REPORTS CIRCLE**, it cannot be removed (i.e. it can't later be used to decrease the crisis level).
- Once a scenario's crisis level has gone above four on the **CRISIS LADDER**, reports cannot be used to reduce it back below four.
- **COLLECTION ANALYSTS** can only use reporting to fill the **REPORTS CIRCLE**, as indicated on the **PLAYER ROLE**

**CARDS** and the **DETAILED PLAYER ROLES** annex of this rulebook.

## 7. Completing Scenarios

Once the reporting requirements for a scenario have been met and the **REPORTS CIRCLE** for that scenario has been filled, take the following actions:

- Turn the **SCENARIO CARD** over.
- Reduce the crisis level on the **CRISIS LADDER** down to level one.
- Reduce all collector responses on the **RESPONSE LADDER** by three.

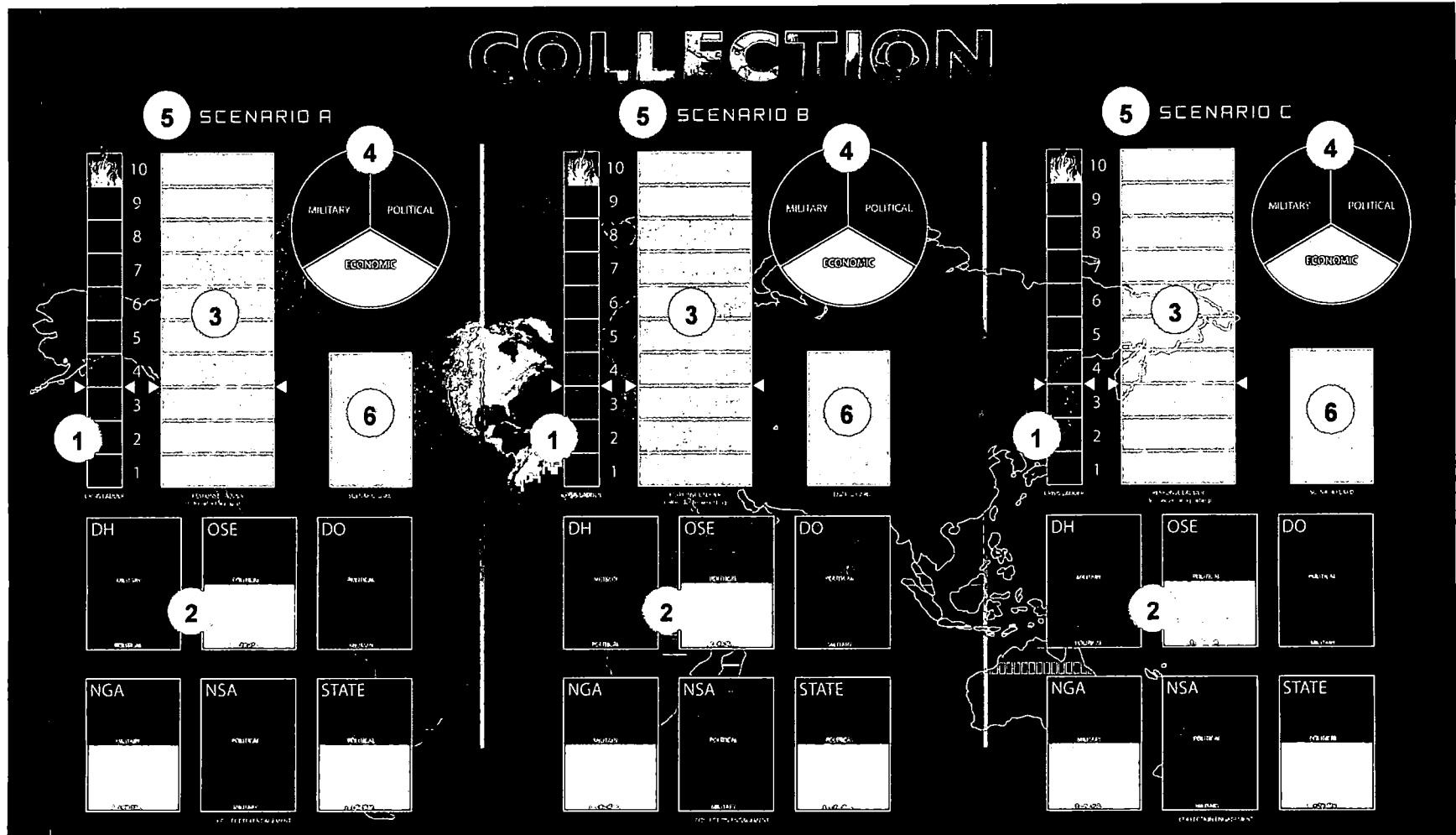
Fill the **REPORTS CIRCLES** for all active scenarios and the game is won!

- **COLLECTION CARDS** can still affect completed scenarios, so players should keep an eye on them, just in case.

### Annex 1: Detailed Player Roles

ROLE	ENGAGEMENT	REPORTING	COLLABORATION BONUS
POLITICAL ANALYST	Can only place blue (political) ENGAGEMENT GEMS.	Can only roll for political reporting, but can use reports to reduce CRISIS LADDER level or fill REPORTS CIRCLE.	Players collocated with the POLITICAL ANALYST can add one die when rolling for reporting if there are any blue ENGAGEMENT GEMS on the COLLECTOR SPACE.
MILITARY ANALYST	Can only place red (military) ENGAGEMENT GEMS.	Can only roll for military reporting, but can use reports to reduce CRISIS LADDER level or fill REPORTS CIRCLE.	Players collocated with the MILITARY ANALYST can add one die when rolling for reporting if there are any red ENGAGEMENT GEMS on the COLLECTOR SPACE.
ECONOMIC ANALYST	Can only place green (economic) ENGAGEMENT GEMS.	Can only roll for economic reporting, but can use reports to reduce CRISIS LADDER level or fill REPORTS CIRCLE.	Players collocated with the ECONOMIC ANALYST can add one die when rolling for reporting if there are any green ENGAGEMENT GEMS on the COLLECTOR SPACE.
COLLECTION ANALYST	Can place any color ENGAGEMENT GEMS.	Can roll for any kind of reporting, but only counts 50% (round up) of relevant ENGAGEMENT GEMS towards the number of dice being rolled, and can only use reports to fill the REPORTS CIRCLE.	Players collocated with the COLLECTION ANALYST benefit from a temporary +1 to any collector's level on the RESPONSE LADDER when rolling for reporting.
LEADERSHIP ANALYST	Can only place blue (political) ENGAGEMENT GEMS.	Can only roll for political reporting, but can use reports to reduce CRISIS LADDER level or fill REPORTS CIRCLE.	Players collocated with the LEADERSHIP ANALYST benefit from a temporary +1 to OSE's or STATE's level on the RESPONSE LADDER when rolling for reporting.
SCIENCE, TECHNOLOGY AND WEAPONS ANALYST	Can only place red (military) ENGAGEMENT GEMS.	Can only roll for military reporting, but can use reports to reduce CRISIS LADDER level or fill REPORTS CIRCLE.	Players collocated with the ST&W ANALYST benefit from a temporary +1 to NGA's or NSA's level on the RESPONSE LADDER when rolling for reporting.
TARGETING ANALYST	Can place any color ENGAGEMENT GEMS.	Can roll for any kind of reporting, but only counts 50% (round up) of relevant ENGAGEMENT GEMS towards the number of dice being rolled; can use reports to reduce CRISIS LADDER level or fill REPORTS CIRCLE.	Players collocated with the TARGETING ANALYST benefit from a temporary +1 to NSA's, DO's or DH's level on the RESPONSE LADDER when rolling for reporting.

## Annex 2: Annotated Game Board



- 1. CRISIS LADDER
- 2. COLLECTOR SPACES
- 3. RESPONSE LADDER

- 4. REPORTS CIRCLE
- 5. SCENARIO LETTER
- 6. SPACE FOR SCENARIO CARD