

**TOP SECRET**COLLECTION DECK

① 1<sup>st</sup> round: each player discards all collection problems & draws until they have full deck level of **5**

**Rule** → Increase & Decrease cards can't move difficulty below 1 or higher than 10

**Rule** → Contested cards are discarded  
Cards no longer valid if a decrease/increase is difficulty are discarded

PLAYTEST 1: Draw 1, drop problems on field, play as messy as you like  
 • a lot of problems on field  
 • after first round, nobody has techniques at all you get on automatically go after level 1 problems

• Progress when captured 3 & 2 pts  
 in first round had advantage

scores

5/5 / 10 / 8

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Play Test 4

- Search out Problem Cards
- Create a ~~Field~~ 10 card

Field

- at end of Round, Refresh Field to 10
- 5 card start / ~~card~~ not out
- draw 1 if play as many

CARD

LEVEL IPS say "Tier"

I	2	3	4
II	III	II	II

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Playlist 5

- ① IP field /10 at a time
- ② 6 card leads refiled
- ③ ~~no card stays~~
- ④ Rotate play order

1	2	3	4

- ⑤ Rotate reaction

CARD



→ collection → collect

(b)(1)

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Playtest Ⓢ

- ① IP field of 2x players
- ② 6 cards reshuffle
- ③ Rotate play order
- ④ Action - Counter - Reaction (x1)
- ⑤ Dump option

①	2	3	4
<del>    </del>	<del>    </del>		<del>    </del>

2 rounds

Thresh Deck 1.5 times

Practically balanced

~~not~~ Rarely unbalanced CS prods  
manip techniques & dupes

turnout is

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Playtest #7

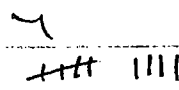
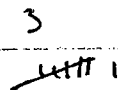
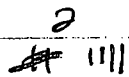
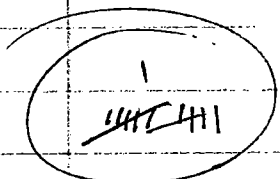
instruction sheet: rde difficulty scale

Types and aspects

Arrows pointing to graphic

Feeling on Technique Card

Color the cards



Underground facilities as booster

not clear on using boosters

Bold level of Probe

Color code cards

CARD

Type on FME

New name for Boosts

→ "REACTIVITY CHECK"

skipped at beginning of Round 4

Visualization

Political Disputes - Allies in Afghanistan?

Rud. Coup  
Civil Military Prob.

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Challenge reduce - 1/round

D. brackets also text & limitation text

Difficulty vs level - demand for early expectations  
↳ level

points (3) techniques

(Priority)

HIGH (3) pts  
MEDIUM (2) pts  
LOW (1) pts

HIGH HIGH (2)  
3 PTS  
MEDIUM  
2 PTS

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