MIND MGMT™

The Psychic Espionage "Game."



Players: 2-5
Age: 13+
Time: 60 minutes
But your skewed perception makes this seem relative.
Ask yourself: Is this a rulebook or a set of strongly worded suggestions?

Game by Jay Cormier & Sen-Foong Lim. Art by Matt Kindt

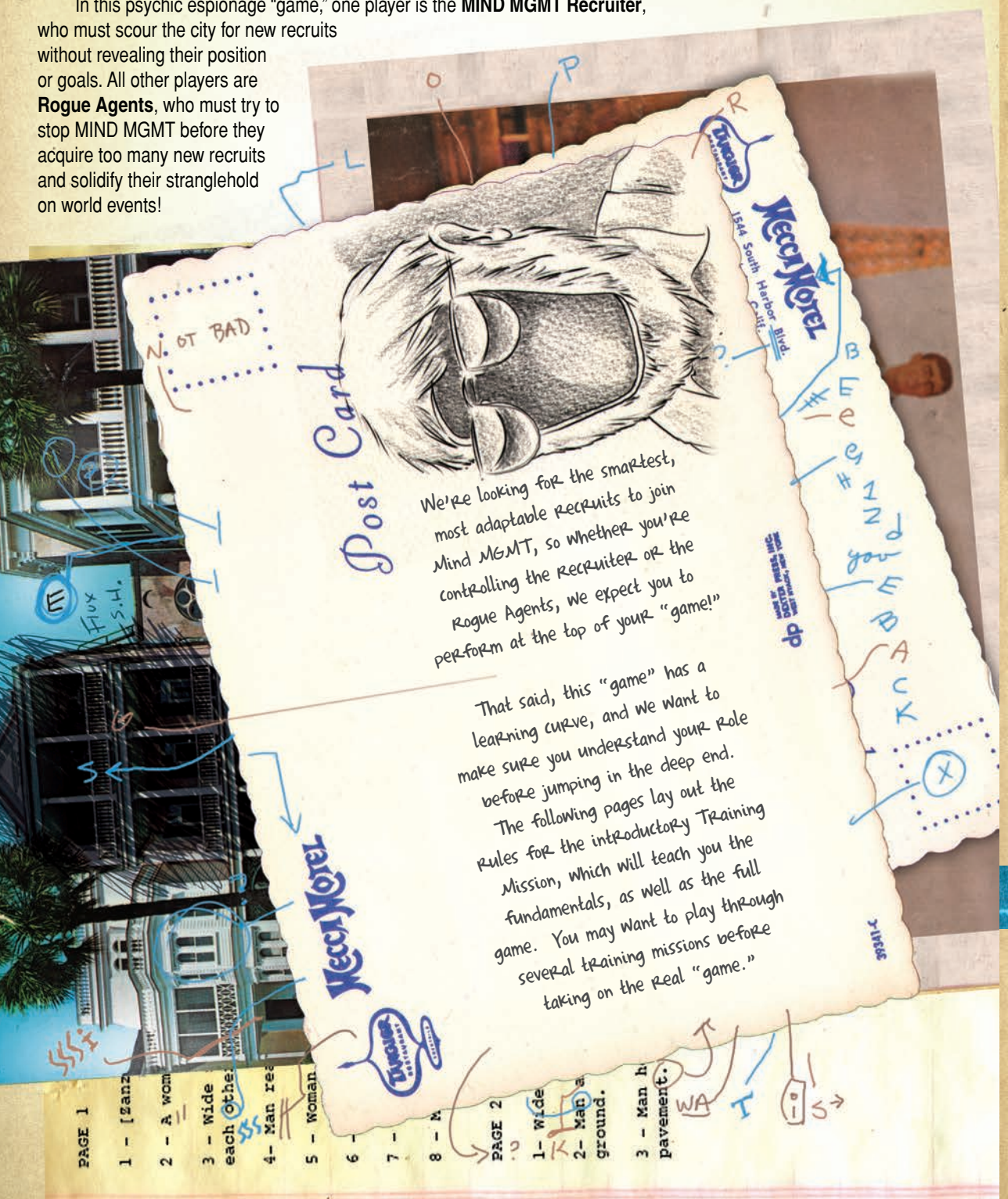
Complete agent testing and activation kit. There's no going back now.

What have you gotten into?

Working from the shadows, and living in the edges of your subconscious, MIND MGMT has been using psychically-powered agents to stop global crises since before you were born. Pandemics? World Wars? Trust us, it could have been much worse. MIND MGMT is always there and we are always looking for new agents. We have deployed covert operatives around the world to recruit individuals who display psychic aptitude that is... above average. If you have opened the box and you can read this? If you have opened the box and can read this, and the materials inside don't look like pieces from a forgotten board game of yesteryear, then you have the aptitude that we are looking for.

Unfortunately, some *rogue agents* want to put an end to MIND MGMT. These rogue agents think they know what's best for the world and they are now using their own psychic abilities to prevent us from achieving our benevolent, world-saving goals.

In this psychic espionage "game," one player is the **MIND MGMT Recruiter**, who must scour the city for new recruits without revealing their position or goals. All other players are **Rogue Agents**, who must try to stop MIND MGMT before they acquire too many new recruits and solidify their stranglehold on world events!



Components & assets for you to manipulate.


1 Game Board


1 Mental Screen


1 Secret Map


1 Double-sided Setup Reminder card


1 Ally card


5 Rogue Agent Action cards
(Move, Ask, Reveal, Shakedown, Capture)


4 Agent cards (double-sided)

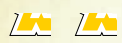

16 Feature cards


2 Recruiter Action cards
(Step, Move Immortal)

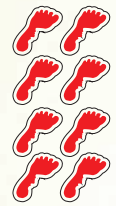

4 Agent figures


2 Recruiter cards


2 Potential Recruiter cards


2 Mind Slip Tokens


1 Time Token


8 Step tokens


4 Immortal figures


5 Mayhem tokens


12 Recruit tokens


2 dry-erase markers


15 Mental Note tokens


14 SHIFT™ packages

Training Mission

If this is your first time playing the game, then follow along using the Training Mission side of the Setup Reminder card and read the core rules plus any section marked with the **TRAINING MISSION green highlight,** and skip over any of the **FULL GAME rules (in the orange highlight)** throughout this rule book. Once you're ready to try the full game, then follow along using the Setup Reminder card and read the core rules and any section marked with the **FULL GAME highlight** and skip over any of the **TRAINING MISSION** rules.

IMPORTANT: *It is important to set up the Game Area, the Recruiter, and the Rogue Agents in the correct order. This is to ensure that players have the correct information they need to make setup decisions.*

Game Area Setup

Training Mission | Full Game

A. One player volunteers or is randomly selected to play as the **MIND MGMT Recruiter**. All other players are **Rogue Agents.**

B. Place the **game board** face-up on the table. The board should be oriented so the **Recruiter's side** is closest to the Recruiter (see diagram). The opposite side is the **Rogue Agents' side**.
IMPORTANT: The game board shows a map of the city of Zanzibar. It is divided up into square **locations**, each of which has **2 Features**.

C. **Mayhem Tokens:** 5 Mayhem tokens will be added to the board. A Mayhem token is placed between any 2 locations on the board. No one may place a Mayhem token such that it touches another Mayhem token (either an "L", or in a long line). The Recruiter places 1 Mayhem token first, then going clockwise, each player places 1 Mayhem token until they are all placed.

D. Place the **Time Token** next to "01:00-05:00" on the **Time Track.**

E. Place each of the Rogue Agents' Action cards under the appropriate labels on the **Rogue Agents' side** of the game board, so that the action's description is visible to everyone. Then do the same for the MIND MGMT Action card(s) on the **Recruiter's side.**

F. Place the **Mental Note tokens, STEP tokens**, and **Recruit tokens** in a supply off to the side.

G. Use **1 Recruit token** to cover each of the "15:00" and "16:00" spaces of the Time Track. (This is to show the Training Mission is 2 turns shorter than the full "game.")

H. You should now have a total of **9 Recruits** in the supply.

There should be a total of 12 Recruits in the supply.

RECRUITER SETUP

I. The Recruiter takes the **Secret Map**, **Mental Screen**, and **1 dry-erase marker**. They place their Secret Map **behind** their Mental Screen, orienting it to **match** the game board.
IMPORTANT: True to its name, the Secret Map should **never** be shown to the Rogue Agents at any time during the game.

J. **Mark Mayhem:** Before choosing their starting location, the Recruiter marks the location of all Mayhem tokens on their Secret Map. They may not pass through any Mayhem tokens during their first STEPs.

K. The Recruiter takes **1 MIND SLIP token** and places it in front of their Mental Screen, visible to the Rogue Agents.

L. The Recruiter either chooses or randomly draws 1 **Recruiter card**, secretly looks at it, and places it behind their Mental Screen where the Rogue Agents cannot see it. They return the card that was not selected to the box (being careful not to show it).
IMPORTANT: The **Recruiter cards** (with the blue background) are used by the Recruiter, whereas the **Potential Recruiter** cards (with the brown background) are used by the Rogue Agents to try to identify the Recruiter. (See below)

M. The Recruiter chooses a **starting location** by writing "1" on **any** location on their **Secret Map** (NOT on the game board!)
IMPORTANT: Unless you're feeling really tricky, it's a good idea to choose a starting location that's not on the outside edge of the board, which is where the Agents will start.

N. The Recruiter reveals their starting location to the Rogue Agents. They do this by taking a Mental Note token from the supply, flipping it to its "Confirmed" (green) side, and writing a "1" on it. They place the token on the location on the game board that corresponds to the "1" they wrote on their Secret Map.

Hidden Starting Location: When the Recruiter chooses their starting location, they do not reveal it to the Rogue Agents.

O. The Recruiter shuffles the **Feature cards** and draws 3 at random. They secretly look at them and place them face-up behind their screen where the Rogue Agents cannot see them. On their **Secret Map**, the Recruiter circles **every Feature** that **matches** any of their 3 cards.

P. The Recruiter then performs **4 STEP Actions** and marks them on their secret board (as "2," "3," "4," and "5").
IMPORTANT: If this is your first time playing, make sure you first read how to do a STEP Action on page 7 of this rulebook. Remember, you may only visit each location once and you cannot step through Mayhem tokens.

Q. The Recruiter collects **Recruits** during their starting STEPs by visiting locations with **circled Features**. After the first 4 STEPS are complete, the Recruiter counts the number of circled features on locations marked 1 through 5 and places that number of **Recruit tokens** from the supply next to the "01:00-05:00" space on the **Time Track**.

R. **Place Immortals:** The Recruiter places **4 Immortal figures** on the game board, obeying the following restrictions:
- Each Immortal must be placed in a **different** location.
- Immortals may not be placed at locations on the **outside edges** of the game board (where the Agents will start).

ROGUE AGENTS SETUP

S. The Rogue Agents take **1 dry-erase marker** to share. Then they distribute the **4 Agent cards** as evenly as possible between their players:
2-player game: The lone Rogue Agent controls all 4
3-player game: Each of the 2 Rogue Agents controls 2 Agents.
4-player game: Each of the 3 Rogue Agents controls 1 Agent. The 4th Agent is controlled by all Rogue Agents.
5-player game: Each of the 4 Rogue Agents controls 1 Agent.

Each Rogue Agent places their Agent card(s) in front of them, with the side that does not have any printed abilities face-up.
Note: On the Training Mission, Agent cards do not have special abilities, so it does not matter how players select them.

Choose Agents: When the Rogue Agents choose Agents to control, they place their Agent cards with the ability text face-up. They may either choose Agents randomly, or choose them based on their abilities.

T. Each Rogue Agent takes the **Agent figure(s)** matching their Agent card(s), and places them in any location(s) on the outside edge of the game board.

U. Place both **Potential Recruiter cards** under the **POTENTIAL** label on the Rogue Agents' side of the board. This is so the Rogue Agents know which special abilities the Recruiter might have.

V. **Ally Card:** The Rogue Agents place any Ally cards they have access to face-up under the ALLIES label. (The Rogue Agents start with 1 ally, Black Ops Dolphin, but may unlock others in SHIFT packages.)

W. **Place 2nd MIND SLIP:** The Rogue Agents choose a location on the board that is **orthogonally or diagonally adjacent** to one of the **Temples**, and place the Recruiter's **2nd MIND SLIP token** there.

X. The Recruiter then draws an additional **2 Feature cards** from the deck and places them **face-up** under the **IMMORTAL RECRUITING** label on their side of the board.

Y. Start the game with the Recruiter's first turn!



Overview

TM Training Mission FG Full Game

Recruiter's Objective

During the "game," the Recruiter secretly moves around the board, marking each location they visit on their Secret Map. They must **evade detection** by the Rogue Agents, while visiting specific Features to contact **Recruits**.

TM

The Recruiter can win in either of 2 ways:
- Contact and reveal a total of **9 Recruits**
- Reach **14:00** without getting captured

If the Recruiter **reveals** that they have collected a 9th Recruit, they win immediately. Alternatively, if the **Time Token** reaches 14:00 (the last space on the Time Track), the Rogue Agents run out of time and the Recruiter wins (even if they have not collected **any** Recruits).

IMPORTANT: The Rogue Agents do not get to take a turn after the Time Token reaches 14:00.

FG

The Recruiter can win in either of 2 ways:
- Contact and reveal a total of **12 Recruits**
- Reach **16:00** without getting captured

If the Recruiter reveals that they have collected a 12th Recruit, they win immediately. Alternatively, if the Time Token reaches 16:00 (the last space on the Time Track), the Rogue Agents run out of time and the Recruiter wins (even if they have not collected any Recruits).

IMPORTANT: The Rogue Agents **do not** get to take a turn after the Time Token reaches 16:00.

Rogue Agents' Objective

The Rogue Agents' job is to investigate locations and attempt to track down the Recruiter before time runs out. They win if they successfully capture the Recruiter.

To capture the Recruiter, an Agent must perform the CAPTURE action while they are in the same location as the Recruiter (page 14). If the Recruiter is captured, the Rogue Agents win immediately.

Round Overview

During the game round, each side will take a total of 2 turns, in the following order:

1. **1st Turn - Recruiter:** The Recruiter takes 1 action and advances the Time Token.
2. **1st Turn - Rogue Agents:** The Rogue Agents activate any 2 of their Agents.
3. **2nd Turn - Recruiter:** The Recruiter takes 1 action, advances the Time Token, and resolves an Alert icon.
4. **2nd Turn - Rogue Agents:** The Rogue Agents activate their remaining 2 Agents.
5. **Round End:** Stand up each of the Agent figures on the board and begin the next round.

Recruiter's Turn

TM

The Recruiter must do the following, in any order:
- Take **1 action**
- Advance the **Time Token**

FG

The Recruiter must do the following, in any order:
- Take **1 action**
- Move 1 Immortal
- (Optional) Place **1 STEP token** to move **1 Immortal** again

The Recruiter then completes their turn by doing the following, in this order:
- Draw new **Immortal Feature cards**
- Advance the **Time Token**



Recording Hidden Movement

As the Recruiter, you do not have a figure to move around on the board. Instead, you secretly track your movements on your Secret Map.

Each time you visit a new location, you write a number on that location on your Map. The number that you write always follows the previous number you wrote. This will create a numbered path around the board.

For example, at the start of the game, you will have the numbers "1" through "5" written on your Map. When you move to a new location on your first turn, you will write a "6" there.

Recruiter Action

You have 2 available actions: **STEP** or **STEP using your MIND SLIP.**

STEP action

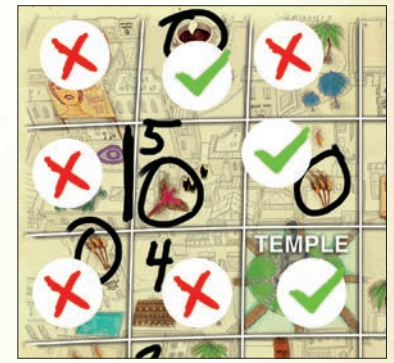
When you use the STEP action, you may move to any orthogonally adjacent location on your Secret Map and write down the number that follows the previous number you wrote. This number also indicates the time that you were on this location and will always match where the Time token is by the end of your turn. You must obey the following movement rules:

- You may **not** move diagonally (unless you are moving to or from a Temple (see below.)
- You may **NOT** move to a location you've **already visited** (a location with a Time already written on it).
- You **may** move to a location occupied by an Agent (and you do not have to reveal that you've done so!)

FG
- You may not move through Mayhem.

MPORTANT:

- You may visit each location only once each game. This means there can only ever be a single number on each location. If there is already a number written on a location, you can't move there, whether you're using STEP or MIND SLIP!
- In the rare event that you become totally boxed in and have no way to move to any location that you have not already visited, the Rogue Agents immediately win!



EXAMPLE 1: *For the Recruiter's 6th move, they can move to any location with a green check mark but they cannot move to any location with a red X.*

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Mayhem

Mayhem changes the layout of the game board by blocking certain routes. Neither the Recruiter, the Immortals, nor the Agents may move through Mayhem tokens. (However, the Recruiter can jump over Mayhem using MIND SLIPs.)

IMPORTANT: *Mayhem tokens only block orthogonal movement. Diagonal movement (from Temples or with Immortals) is never blocked by Mayhem.*

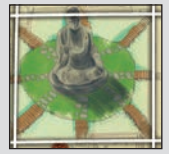
Contacting Recruits



Whenever you visit a location that has 1 or more circled Features matching any of the 3 Feature cards behind your screen, you automatically contact 1 Recruit for each circled Feature. However, as you'll see when you get to Advance Time Token, you only indicate the total number of Recruits you have contacted once per round, when the Time Token reaches an Alert icon on the Time Track.

In Example 1, the Recruiter contacted 1 Recruit on their fifth move, and if they either move up or move to the right, they'll contact one more Recruit.

Temples



Temple locations are special in that they allow the Recruiter or Agents to move diagonally. A player may move to a Temple from any diagonally or orthogonally adjacent location. If a player is at a Temple, they may move to any location that is diagonally or orthogonally adjacent to it.

In Example 1, the Recruiter could move diagonally into the Temple on their 6th move if they want.

MIND SLIP action

Instead of a regular STEP action, you can discard your MIND SLIP token to use the special MIND SLIP action detailed on your Recruiter card. Each Recruiter card has a different MIND SLIP ability.

When you use a MIND SLIP:

1. Write the next number on your new location on your Secret Map (as with a STEP). Do not write a number on any locations between your old location and your new one.
2. After you advance the Time Token, place your discarded MIND SLIP token on the Time Track beside the Time Token to show the Rogue Agents when you used it. (See example 2.)

IMPORTANT:

- When you MIND SLIP, you "jump over" any intervening locations without visiting them. You may not contact any Recruits in locations you jump over, but you may jump over locations you've already visited. This can get you out of a tight spot!
- If you place your MIND SLIP token on the Time Track, you must use your MIND SLIP to its full extent. You may not pretend to use, or only partially use, a MIND SLIP to try and trick the Rogue Agents.

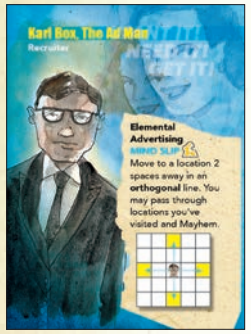


EXAMPLE 2



EXAMPLE 3: *For the Recruiter's 6th move, they could use their Mind Slip to slip through the crowds and skip over a location. This example shows how Karl Box, The Ad Man uses his Mind Slip.*

Recruiter Cards



Karl Box, Ad Man
MIND SLIP:
Elemental Advertising

Move to a location 2 spaces away in a straight orthogonal line. You may pass through locations you've visited and you may pass through Mayhem tokens.



Pipe Girl
MIND SLIP:
Smoke Screen

Move to a location 2 spaces away in a straight diagonal line. You may pass through locations you've visited and you may pass through Mayhem tokens.

FG

2nd MIND SLIP

During Setup, the **2nd MIND SLIP token** is placed on the game board by the Rogue Agents. If you are able to **retrieve** this token, you may use it to take a 2nd MIND SLIP action.

To retrieve the MIND SLIP token, you must visit the location where it is placed. When you visit it, leave it on the game board, and do not tell the Rogue Agents you have visited it.

Once you have visited the token, on any subsequent turn you may discard it from the board to take a MIND SLIP action. Place the discarded token next to the Time Track as normal.

IMPORTANT: You do not have to reveal to the Rogue Agents that you have retrieved the MIND SLIP token until (and unless) you actually use it!

FG

Immortals

As the Recruiter, you control 4 Immortals you can use to help contact Recruits and disrupt the Rogue Agents.

While an Immortal is in a location with an **Agent**, the Immortal **prevents** the Agent from using **ASK**, **REVEAL**, or **CAPTURE** actions. Additionally, while an Immortal occupies a location, the Agents may not ASK about **any** Features in that location (regardless of where the Agent is on the board). Immortals can also **contact Recruits** by visiting the Features shown on the Immortal Recruiting Feature cards, though they must visit **at least 2 matching Features** at the same time (see below.)

Immortal Move

Before or after taking an action on your turn, you may **move 1 Immortal** of your choice. You must obey the following rules:

- An Immortal **may** move to an **orthogonally or diagonally** adjacent location (even if they are not at a Temple).
- An Immortal **may** move to a location the Recruiter has visited.
- An Immortal **may** move to a location occupied by an **Agent**.
- An Immortal may **not** move to a location occupied by **another Immortal**.
- An Immortal may **not** move through a **Mayhem token.**

TIP: We recommend that you place each Immortal in the **top left corner** of their location, so the **Features** on that location remain visible to all players.

Immortal Recruiting

Like the Recruiter, the Immortals have **Feature cards** showing where they can contact Recruits. However, the Immortals' Feature cards are **visible** to the Rogue Agents.

In order to contact a Recruit, your Immortals must occupy **2 different locations** (at the **same time**) that **both** have a Feature shown on 1 of the Feature cards under **IMMORTAL RECRUITING**.

Once your Immortals are in position, **immediately reveal** a contacted Recruit by placing **1 Recruit** from the supply on the matching **Feature icon** at the top right of the game board. Then discard that **Feature card** from the Immortal Recruiting area, leaving it face-up for the Rogue Agents to see. Your Immortals may not contact Recruits at this Feature again.

As soon as a Recruit is contacted by your Immortals, it is counted towards the total of **12 Recruits** that you need to win.

IMPORTANT:

- The Recruiter may use their Immortals to contact Recruits at **any time** on their turn, and may contact Recruits **up to twice** per turn (once per Feature card).
- Immortals may **not** use the **Recruiter's** Feature cards (the 3 cards behind their screen) to contact Recruits. They may only use their own IMMORTAL RECRUITING cards.
- Normally the Recruiter can only win by contacting their 12th Recruit when the Time Token is moved to an Alert Icon, however, it's possible to win the game by using Immortals. After an Immortal contacts a Recruit, if there are now 12 Recruit meeples on the Feature icons and Time Track, then the Recruiter wins immediately.
- There is only **1 copy** of each Feature in the Feature card deck, which tells the Rogue Agents that any Feature card that appears under IMMORTAL RECRUITING is not one of the **Recruiter's 3** Feature cards.





EXAMPLE 4: *On the Recruiter's first turn, after taking a STEP action, she moves 1 of her Immortals onto a Dream Bus. She already has another Immortal at a Dream Bus location at the bottom right of the board. Since her Immortals are on 2 different Dream Bus, and the Dream Bus Feature card is under IMMORTAL RECRUITING, she may immediately contact a Recruit.*

The Recruiter takes a Recruit from the supply and places it on the Dream Bus at the top right of the game board, and then discards the Dream Bus Feature card face-up.

Oops! Recruiter Mistakes

The Recruiter may occasionally make a **mistake**, *such as making an illegal move, placing a STEP token on the wrong location, or revealing the wrong number of Recruits.*

If the Recruiter **notices** *a previous mistake they made, they must announce to the Rogue Agents that a mistake was made. If they can fix it without changing the current game state (for example if they need to remove 1 previous revealed Recruit), they must immediately do so.*

If too much has happened since the mistake was made, the Recruiter must count the **number of turns** *since the mistake, and place that many* **Confirmed Mental Notes** *on locations they've visited, marked with the* **Time** *they were there. They may* **choose** *which locations they reveal this way.9*

Extra Immortal Move

After you move an Immortal for the first time on your turn, you may choose to **reveal a location** you've visited in order to make a **second** move with an Immortal of your choice. This can be a good way to contact an extra Recruit or protect an important location, as long as you feel confident that you won't give away your position.

To make an extra Immortal move:

1. Place **1 STEP token** on any **location** you have visited that does not already have a STEP token or Confirmed Mental Note.
2. Move **1 Immortal** of your choice, obeying all rules for moving Immortals.

IMPORTANT: The Recruiter may only make an extra Immortal move once per turn.



EXAMPLE 5: *Continuing from Example 4, the Recruiter realizes she can contact a second Recruit if she moves her Immortal at the top of the board to an adjacent Faraday Mind Tree location since she already has an Immortal at one other Faraday Mind Tree location. With an extra move, she can do it this turn!*



In order to make an extra move, she must place a STEP token. She decides to place it on her position on turn 3. This allows her to move her Immortal to a 2nd Faraday Mind Tree location and place a new Recruit meeple at the top right of the game board.

Draw New Immortal Feature Cards

After you take an action and your Immortal(s) move, if you have **fewer than 2 Feature cards** under IMMORTAL RECRUITING, draw new Feature cards until you have **2**. These are now the Features your Immortals may use to contact Recruits. You cannot use your Immortals to recruit from these new Feature cards until your next turn.

IMPORTANT: If there are no Feature cards left in the deck, you may **not** draw new cards for your Immortals. If you have no Feature cards under IMMORTAL RECRUITING **and** the deck is empty, your Immortals can **no longer contact Recruits!**

Advance Time Token

At the end of your turn, move the **Time Token** one space forward on the Time Track. (The Time Track should now match the **Time** you wrote on your **Secret Map.**)

If the token reaches a **white even-numbered space**, your turn is now over.

If the token reaches an **odd-numbered** space with a **red Alert icon**, you must now **indicate** how many Recruits you have contacted **this round**. Count all **circled Features** that you visited on **both** your turns this round, and place that many Recruit meeples from the supply next to the Time Token. You do not specify at which time each Recruit was contacted.

TM If you have revealed your 9th Recruit, you immediately win! If not, your turn is now over.

FG If you have revealed your 12th Recruit, you immediately win! If not, your turn is now over.

EXAMPLE 6: *On her first turn, the Recruiter visits a location with 1 circled Feature. She writes a "6" on that location on her Secret Map, and then moves the Time Token to "06:00." Because there is no Alert icon on this space, she doesn't reveal that she has contacted a recruit.*





On her second turn, the Recruiter visited a new location with another circled feature, writes a "7," and then moves the Time Token to "07:00." This space has an Alert icon, so she must now reveal how many Recruits she's contacted this round.



The Recruiter counts the total number of circled Features on the locations marked "6" and "7" and places 2 Recruit meeples next to "07:00." The Rogue Agents now know the Recruiter has visited 2 Features this round, but do not know which locations she visited, or exactly when she visited them.



Rogue Agents' Turn

TM Training Mission FG Full Game

TM As the Rogue Agents, you must activate any 2 Agents who have not yet acted this round. Each Agent you activate may do any of the following, in any order:

- Move up to 2 spaces
- Take 1 action

FG Each Agent you activate may do any of the following, in any order:

- Move up to 2 spaces
- Take 1 action
- (Optional) Use a free action ability (if the Agent has one)
- (Optional) Use and discard an Ally card

After an Agent has been activated, knock their figure over to indicate that they may not activate again until the following round.

Agent Movement

Your Agent may move to a new location up to 2 spaces away, obeying the following movement rules:

- Each move must be to an orthogonally adjacent location. You may not move diagonally (unless you are moving to or from a Temple (see page 7.)
- You may change direction during your movement.
- You may move to a location occupied by another Agent.
- As soon as you take an action, your move is over. You may not use your action during your move.

FG
- You may move onto or through a location with an Immortal.
- You cannot move through a Mayhem token.



EXAMPLE 7: *Here are all the legal moves Bill can make by moving 1 or 2 spaces. Remember, Bill can move in AND out of the temple diagonally or orthogonally.*

Agent Action

TM Each Agent has 3 available actions: ASK, REVEAL, and CAPTURE.

FG Each Agent has 4 available actions: ASK, REVEAL, SHAKEDOWN, and CAPTURE.

ASK action

When you take an ASK action, choose one of the **Features** in your location and ask if the Recruiter has **visited** any location with that Feature.

FG If you are at a location with one of the **Immortals**, you may **not** use the **ASK** action. Additionally, you may **not** ASK about **any** Feature in **any** location that is occupied by **any** Immortal.

The Recruiter must consult their Secret Map to see if they have visited 1 or more locations with that Feature. If they have, they must reveal **1 such location** by placing a **STEP token** on it on the **game board**.

The Recruiter **must** choose a location that does **not** already have a **STEP token** or **Confirmed (green)** Mental Note on it, if possible. (They may, however, place a STEP token on a location with an **Unconfirmed (white)** Mental Note.)

If the Recruiter has **not** visited any locations with the Feature, or if all locations they've visited with the Feature **already** have tokens, the Recruiter declares that they cannot place a new token.

IMPORTANT:

- A **Temple** is not a Feature and cannot be asked about.
- Whenever the Recruiter is ASKed about a Feature, they only need to reveal **1 location**, regardless of how many they have visited with that Feature. They should be careful not to tell the Rogue Agents whether they have multiple options to choose from!

FG ***EXAMPLE 8:*** *Dusty is on a location with C-4 K-9 Assassination Dogs and Thought Couriers. However, an Immortal elsewhere on the board occupies a location with C-4 K-9 Assassination Dogs, and a 2nd Immortal occupies a different location with Thought Couriers. This means he cannot ASK about either of these Features. He must move to a different location in order to ASK about a Feature that the Immortals are not occupying.*

EXAMPLE 9: *Bill's Agent figure is on a location with a Flux Coffee Shop. He asks the Recruiter, "Have you ever been to a Flux Coffee Shop?"*





The Recruiter checks her Secret Map and sees that she has been to 2 Flux Coffee Shops so far. She chooses the location numbered 2, since this is furthest from her current location. She places a STEP token on the matching location on the game board.

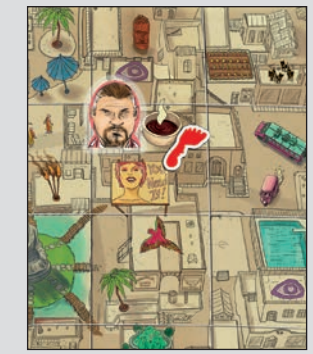




EXAMPLE 10: *Bill is on a location with a Subliminal Billboard, and decides to ASK if the Recruiter has ever been to one.*



The Recruiter looks at her Secret Map and sees that she has visited 2 locations with Subliminal Billboards. However, one of these locations already has a STEP token on it, so the Recruiter cannot place a new token there.



She is forced to place a STEP token on the location she visited on turn 7, which is dangerously close to her current location!

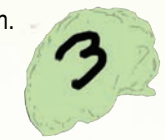
Mental Notes

Mental notes help the Rogue Agents keep track of information they've discovered and when they discovered it. As they place and confirm Mental Notes on the board, the Agents will start to see the Recruiter's path take shape!

Each Mental Note has an Unconfirmed (white) side and Confirmed (green) side:

Unconfirmed Mental Notes
These are used for tracking information the Rogue Agents suspect to be true. The Rogue Agents may place, move, or remove Unconfirmed Mental Notes anywhere on the game board at any time and may write any information they think is relevant on them using a dry-erase marker.

Confirmed Mental Notes
These are for tracking information that the Recruiter has given. The Recruiter must place a Confirmed Mental Note when the Rogue Agents use a REVEAL action (see page 14.) Once a Confirmed Mental Note is placed, it cannot be changed or removed from the game board.





EXAMPLE 11

Other than placing Mental Notes, the Rogue Agents may not take notes or otherwise record information they've received. A total of 15 Mental Note tokens can be on the board, so the Rogue Agents must use them wisely.

EXAMPLE 11: When the Recruiter places a STEP token on the game board, it is often a good idea to place an Unconfirmed Mental Note next to it with the Time when it was ASKed about. This tells you the latest possible turn that the Recruiter visited that location since they can't return to a location they've already visited.

No New STEP Token

*If the Recruiter cannot place a new STEP token in response to an ASK, this can still provide valuable information! It means that the Recruiter **hasn't** visited any locations on the Map that have that Feature but don't have a token.*

*You should track locations the Recruiter hasn't visited by placing Unconfirmed Mental Notes there and writing an **X** as well as the **Time** when it was ASKed about. If the Recruiter later places a STEP token on one of these locations, you will know they were there **after** the Time on your note!*

EXAMPLE 12: At 07:00, Meru asks the Recruiter if she's been to a Subversion Bookstore. The Recruiter replies that she can't place a STEP token. None of the Subversion Bookstores have STEP tokens, so Meru and the other Rogue Agents can safely conclude the Recruiter did not visit any of them in her first 7 moves.



EXAMPLE 12

REVEAL action

If your Agent is on a location with a STEP token, you may discard the STEP token to ask the Recruiter when they were in that location.

FG If you are at a location with one of the Immortals, you may not use the REVEAL action.

The Recruiter must consult their Secret Map and place a **Confirmed Mental Note** on that location with the specific **Time** that they visited it.

FG SHAKEDOWN action

You may use the **SHAKEDOWN** action to gather information from Immortals.

An Agent must be at a location with an **Immortal** to use SHAKEDOWN. The Agent may either start their turn in the Immortal's location or use their move to go there. (An Agent may not use SHAKEDOWN in the **middle** of their move.

When you use SHAKEDOWN:

1. Choose **any Feature on the board** and ask the Recruiter if it it matches any of the **3 Feature cards** behind their screen.
2. If you correctly identify one of the Recruiter's cards, the Recruiter must immediately **reveal** it and place it **face-up** beside the game board. The Recruiter may **no longer** use this Feature to contact Recruits.
3. You may **push** the Immortal from your location to any **orthogonally adjacent** location. You must obey all Immortal movement rules (see example 14.) You may push whether or not you correctly identified one of the Recruiter's Feature cards.

IMPORTANT:

- You may ask about **any** Feature on the board, not just Features at your location. (Remember Temples are not Features.)
- When a Recruiter's Feature card is **exposed**, they should draw an **"X"** through each matching circled Feature in all locations they have **not yet visited**, to indicate they can no longer contact Recruits there. (Since this does not affect any **Recruits** that were **already** contacted, they do not need to worry about crossing out locations they **have** visited.)
- You may not push an Immortal through **Mayhem**, or push them to a space with **another Immortal**. If there is no legal move for an Immortal, you may not push them.

CAPTURE action

You may use a CAPTURE action at your location to attempt to capture the Recruiter.

If you are at a location with one of the **Immortals**, you may **not** use the **CAPTURE** action.

The Recruiter must consult their Secret Map. If they are currently at your location, they declare the CAPTURE is a HIT. They are captured, and the Rogue Agents win!

If the Recruiter is not currently at your location, they declare that the CAPTURE is a **MISS**, and play continues.

TIP: Use Unconfirmed Mental Notes to mark missed captures!



EXAMPLE 14: *Meru is in the same location as an Immortal and she decides to perform the Shakedown action. She chooses Thought Shield Umbrellas as her guess, and the Recruiter indicates that it is one of their 3 Feature cards. The Recruiter reveals the Thought Shield Umbrella card and then puts an X on the Secret Map on every Thought Shield Umbrella that she has yet to move onto. Finally Meru pushes the Immortal one space away.*

EXAMPLE 13: *Bill reaches the STEP token the Recruiter placed on Turn 9. He discards the STEP token and asks the Recruiter, "When were you here?"*



The Recruiter checks her Secret Map and sees that she visited that location on turn 7, so she writes a "7" on a Confirmed Mental Note and places it on that location.



The Rogue Agents are hot on the trail…



FG Agent Abilities

Each Agent card has a unique ability that they may use **once per activation.**

Some abilities are **actions**, which means using the Agent's ability counts as their **1 action** for the turn. Other abilities are **free actions**, which means the Agent can use the ability **before** or **after** they move or take an action. (They may not use a free action **during** their move or action.)

- **Meru: Psychic Crosshairs**
  As an action: Ask the Recruiter if they are currently **within 2 spaces of you** in a straight orthogonal line (including your current location). The Recruiter must respond "Yes" or "No" truthfully (but does not have to place a STEP token). This action may not be used when in a location with an **Immortal**.
- **Henry Lyme: Mental Block**
  Always: Immortals may **not** contact Recruits in your location **or** any location orthogonally adjacent to you.
- **Bill Falls: Detect Weakness**
  As a free action: Before or after your move, you may move **1 Immortal** that is orthogonally adjacent to you 1 space in any orthogonal direction. You must obey all Immortal movement rules. You may not move an Immortal that is IN your location.
- **Dusty: Neuro Rhythm**
  As a free action: You may move any Agent 1 space, plus 1 additional space for each of the Recruiter's Feature cards that have been exposed by SHAKEDOWNs. (For example, if 2 Feature cards have been exposed this game, you can move 1 Agent up to 3 spaces.) You must obey all Agent movement rules.



Meru's Psychic Crosshairs



Lyme's Mental Block

Ally Abilities

During their activation, any Agent may use an **Ally card ability**. After using an Ally, it is **discarded**. (This means each Ally can only be used once per game.)

TIP: In your first full "game," the Rogue Agents will have only **1 Ally**. They may unlock more in SHIFT™ packages over the course of several games (see page 16.) If the Rogue Agents have multiple Allies, an Agent may use more than one in the same turn.

- **Black Ops Dolphin**
  When taking an **ASK** action, before the Recruiter answers, activate this Ally to force the Recruiter to place STEP tokens on **all** locations they have visited with the specified Feature (that do not already have a STEP token or Confirmed Mental Note). Then discard this card.

End of Round

After all 4 Agents have activated, the round ends. **Stand** all Agents upright and begin the next round with the **Recruiter's** next turn.

Game End

The Rogue agents win the game if they CAPTURE the Recruiter, or if the Recruiter cannot make a legal move.

TM The Recruiter wins if the Time token makes it to 14:00. They have evaded capture! The Recruiter can also win if they have contacted 9 Recruits.

FG The Recruiter wins if the Time token makes it to 16:00, or if they have contacted 12 Recruits.

You can keep track of up to 4 sets of games on the back page of the rules. Fill in the name of the player controlling the Recruiter and each of the agents. For each game played between this set of players, fill in the date and the Recruiter's character (Ad Man, Pipe Girl…). If the Rogue Agents win, fill in the round in which they won. If the Recruiter wins, write an R (for Recruits) or E (for Evade) where (R)ecruits means they won by contacting the required number of recruits and (E)vade means they evaded capture for the entire game.

GAME A
RECRUITER PLAYER

MERU	BILL
LYME	DUSTY

	DATE	RECRUITER	TURN AGENTS WIN	RECRUITER WINS (R/E)
1				
2				
3				
4				
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14				

The SHIFT System

The SHIFT™ System helps balance the game between groups that play in the same roles over multiple sessions (which we highly recommend). After a game, the losing side gets to open a SHIFT™ package, which will give them additional abilities to increase their odds in the next game.

In this box, you will find 14 mysterious packages, known as SHIFT™ packages, that contain extra content for the "game."

The Recruiter for MIND MGMT and the Rogue Agents each have 7 numbered SHIFT™ packages. At the end of each full "game," the side that lost opens their next SHIFT™ package, starting with 1 and proceeding to 7.

SHIFT™ Packages contain 2 kinds of components:

- SHIFT™ Modules are optional gameplay modes that use the components listed on the back of the comics contained inside the SHIFT™ Packages. Between games, store any SHIFT™ Module components in their respective Package so that they are separate from the base game components.
- Standard Components are not listed on the back of the comic books and are permanently added to the full "game" after the package is opened. Store all standard components in the main game box.

IMPORTANT: Unlike Legacy games, content from the SHIFT™ Packages is intended to be added or removed depending on how you want to play but are never destroyed.

Opening SHIFT™ Packages

When you open a package, read all of its content carefully. Some content may need to be kept hidden from your opponents, or given to your opponents before the start of the game.

Some SHIFT™ content may override rules established in this rulebook. In all cases, the new content supersedes the rulebook.

Visit the Flux Safe House for Content Clarification

Whenever you see three wavy lines ⦚ before a word on any component, you can go to www.fluxsafehouse.com and enter that word to learn more about those rules. Try it out now with this: ⦚ RULEBOOK

Using SHIFT™ Modules

SHIFT™ Modules help balance the challenge of playing as the Recruiter or Rogue Agents. For example, if the Recruiter wins a game, the Rogue Agents open a SHIFT™ Module that they can use in the next game, giving them a new edge.

Once you have opened multiple SHIFT™ Modules, you'll need to decide which Modules you want to use at the start of each game. Before setting up the game, lay out all the Modules you have opened, and then choose them as follows:

1. First, the side that lost the previous game chooses any number of Modules to use (this could be zero, some, or all of the Modules previously opened).
2. Next, the side that won the previous game gets to choose which Modules they want to use. The number they may choose is limited by how many Modules their opponents chose, and how many games they have won in a row:
   - If they won the previous game only, they choose 1 fewer SHIFT™ Modules than their opponents.
   - If they won the last 2 games, they choose 2 fewer SHIFT™ Modules than their opponents.
   - If they won the last 3 or more games, they choose 3 fewer SHIFT™ Modules than their opponents.

Again, this side may choose to use no Modules at all and cannot choose unopened Modules. They may not be able to choose the number of Modules allowed because they have not opened that many Modules. This is fine - it means they have not lost much!

NOTE: Record which side wins or loses each game on the back of this rulebook to help. If you are playing with different game groups, or your players want to switch sides, you can use the back of the rulebook to record multiple "campaigns" at the same time.

Packing up the SHIFT™ System

Each SHIFT™ Package contains an original mini-comic by Matt Kindt. On the back cover of the comic is a diagram of all the components that belong to that SHIFT™ Module (it does not show new standard components, as those are packed away in the main game box). When you put away the game, place the mini-comic back into the package with the back cover showing, so you can easily see what's in that Module. This will help you when deciding which Modules to play with in your next game!

All Packages Unlocked

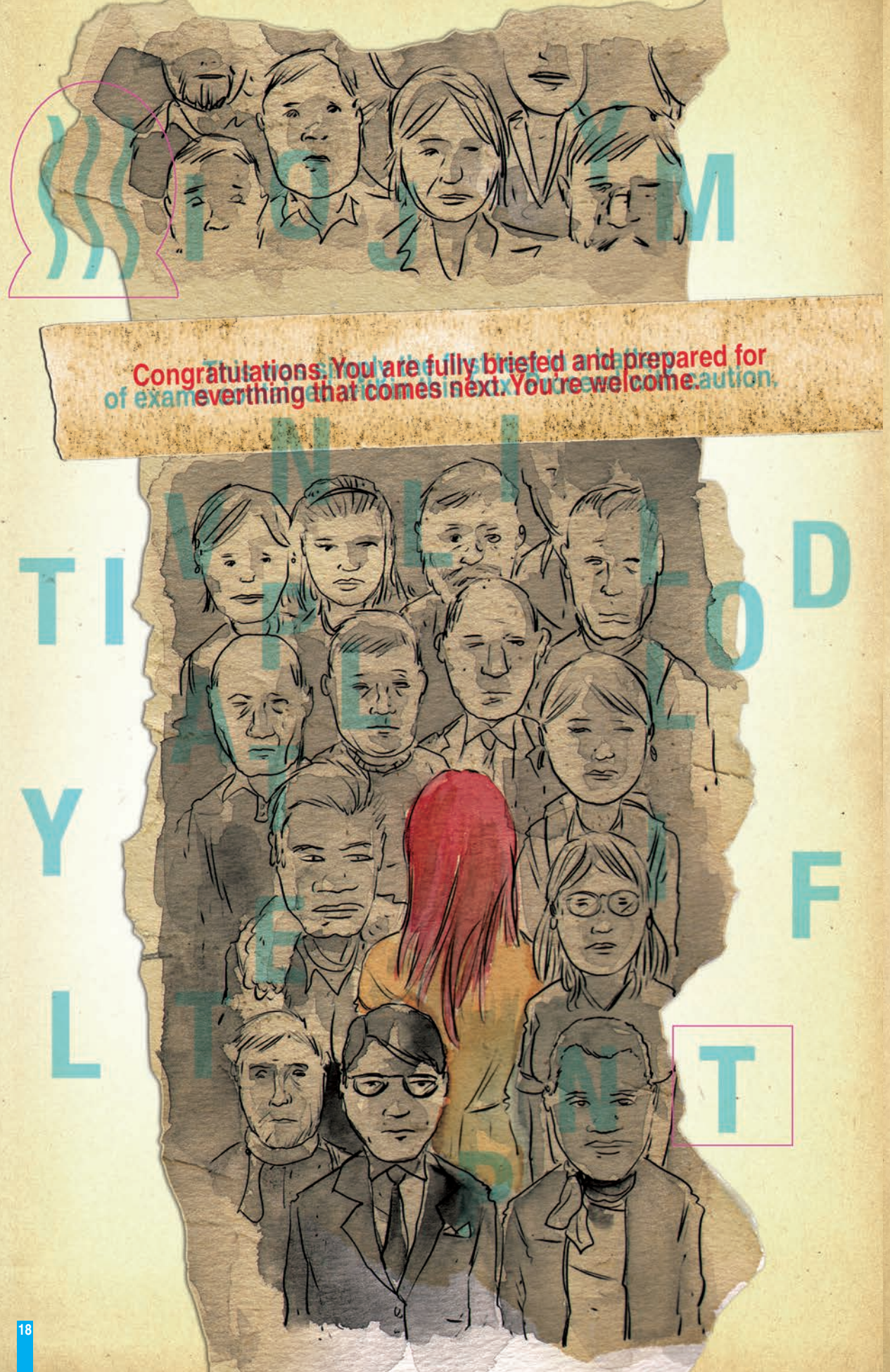
Once all SHIFT™ packages have been opened, you're free to play with them however you like. Some options you might consider:

- "Reset" all of the SHIFT™ Modules (by placing each mini-comic back in the package with the front cover facing out), then start a new campaign with players on opposite sides.
- Have each side's opponents choose which SHIFT™ Module(s) they get to play with.
- Have players bid to be the Recruiter, using the number of SHIFT™ Modules they will grant to the Rogue Agents.

Solo and Co-op

To play the Solo or Co-op game you're going to need to download the free app.
Go to www.offthepagegames.com/mindmgmt or scan this QR Code.
While the app will walk you through the setup steps, it will not teach you how to play the game, so it is recommended that you play the competitive game before trying the solo or co-op game.





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Scenarios 1-4. Chart of aberrant behavior organized by real name, alias, "recruiter" and the dates of observed evasiveness, general secretive attitude, and outsized desire to "win" at all costs. Really. What's up with that?

GAME A

RECRUITER PLAYER

MERU	BILL
LYME	DUSTY

	DATE	RECRUITER	TURN AGENTS WIN	RECRUITER WINS (R/E)
1				
2				
3				
4				
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6				
7				
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9				
10				
11				
12				
13				
14				

GAME B

RECRUITER PLAYER

MERU	BILL
LYME	DUSTY

	DATE	RECRUITER	TURN AGENTS WIN	RECRUITER WINS (R/E)
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

GAME C

RECRUITER PLAYER

MERU	BILL
LYME	DUSTY

	DATE	RECRUITER	TURN AGENTS WIN	RECRUITER WINS (R/E)
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

GAME D

RECRUITER PLAYER

MERU	BILL
LYME	DUSTY

	DATE	RECRUITER	TURN AGENTS WIN	RECRUITER WINS (R/E)
1				
2				
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11				
12				
13				
14				

if you write in pencil you can always erase it later. no one needs to know

the [illegible] you?