
ANDROID™
UNIVERSE
INFILTRATION™
RULES OF PLAY

The World Changed…



"The old-timers love to go on about how the world has changed, but crime has not. They're wrong about the second part. Crime isn't about money anymore, at least for those pursuing higher aims than a hand-to-mouth existence. It's about information. The right data can buy you anything."—Mr. White

CyberSolutions, Inc. *is on the brink of a new discovery in synthetic humanoids. If successful, they could threaten powerful megacorps Haas-Bioroid and Jinteki, who have a stranglehold on the artificial labor market. Unfortunately for CyberSolutions, Inc., their New Angeles branch office has been compromised.*

A career criminal known only as "Mr. White" has gathered together a gang of thieves to infiltrate the CyberSolutions, Inc. facility. The heavily guarded building will prove difficult to enter and navigate, but the valuable research data makes this heist worth the risk.

Mr. White's personal contract with a certain megacorporation makes the job even more profitable for him. Unfortunately for Mr. White, he's not the only one on his team with a personal agenda.

Now the infiltration is underway and there is no honor among thieves. With the first layer of security bypassed, Mr. White's group splits up. The alarms have been triggered, private security mercs are on their way, and it's every man, woman, and bioroid for themselves. Who will escape with the most data? And who will be left behind to take the fall?

Game Overview

In ***Infiltration***, two to six players control futuristic thieves, known as operatives, infiltrating a highly secure corporate facility to steal digital files. Each operative attempts to outwit his counterparts and collect the most data. But most importantly, each operative must escape the facility before the security mercs arrive.

At the end of the game, the operative who escapes the CyberSolutions, Inc. facility with the most zettabytes of data wins the game.

Component List

- 38 Large Cards, consisting of:
  - 32 Room Cards
  - 6 Operative Cards
- 76 Small Cards, consisting of:
  - 30 Action Cards (5 types – 6 of each)
  - 35 Item Cards
  - 6 Special Cards
  - 5 NPC Cards
- 149 Game Tokens, consisting of:
  - 6 Operative Markers
  - 117 Data File Tokens
  - 13 Lab Worker/Tech Lock Tokens
  - 13 Interface Tokens
- 6 Plastic Stands
- 1 Security Tracker (with 1 faceplate, 3 dials, and 3 pairs of plastic connectors)
- 1 Six-sided Die
- This Rulebook

The Golden Rule

Some item cards and room cards have abilities that contradict the text in this rulebook. In such cases, the text on the card always takes precedent.

Component Overview

This section describes all of the various components in detail.

Room Cards



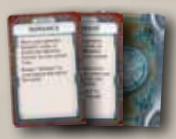
These cards represent the various rooms inside the CyberSolutions, Inc. facility. They are divided into first-floor rooms, second-floor rooms, and secret rooms. Each room can contain data files, tech locks, NPCs, and other unexpected encounters.

Operative Cards



These cards explain each operative's motivation to infiltrate the facility. The card face shows the operative's healthy status (blue), while the card back shows the operative's wounded status (red).

Action Cards



Each of these cards explains one basic action that an operative can perform during his turn.

Item Cards



These cards represent items that operatives use inside the facility. Each item enables an operative to do something unique, such as take extra movement or destroy a lock.

Special Cards



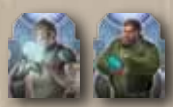
These cards represent special objects and situations that can be found in the facility.

NPC Cards



These cards represent non-player characters (NPCs) that operatives can encounter inside the facility.

Operative markers and Plastic Stands



These markers indicate each operative's location inside the facility. The art on the marker matches the art on the corresponding operative card.

Data File Tokens



Data file (DF) tokens represent digital information from the CyberSolutions central server. They come in denominations of one, two, and three zettabytes.

Lab Worker/ Tech Lock Tokens



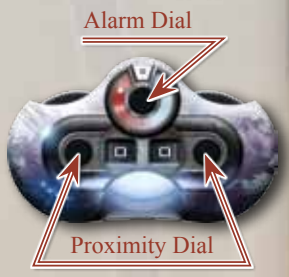
These double-sided tokens represent obstacles that operatives encounter inside the facility. One side of each token represents a lab worker (yellow), while the other side represents a tech lock (red).

Interface Tokens



These tokens indicate that a player can activate a room's **Interface** function, which varies depending on the room.

Security Tracker



The security tracker displays two different dials: a proximity dial and an alarm dial. The proximity dial tracks the progress of the security mercs' advancement, while the alarm dial tracks the number of alarms that the operatives have triggered inside the facility. Also, the player who currently holds the security tracker is the first player during that round.

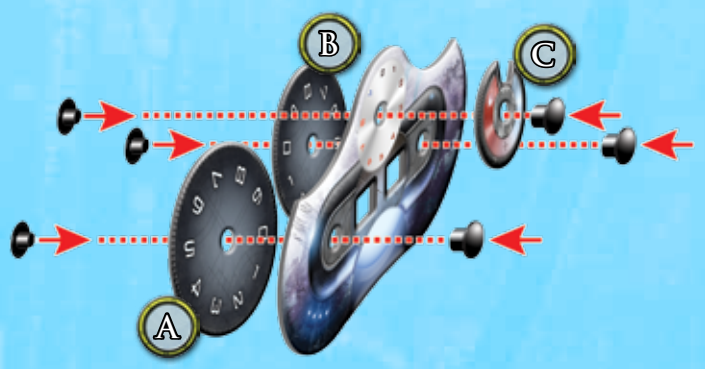
Die



This standard six-sided die is used to determine how far the security mercs travel as they get closer to the facility.

Security Tracker

Assemble the security tracker as shown in the diagram. Each dial is labeled with a letter and must be connected to the portion of the security tracker that matches its letter (i.e., dial "A" connects to the "A" side of the tracker).



Setup Instructions

For a game with three to six players, set up the game as follows. (For a game with two players, see "Playing with Two Players" on page 10.)

1. **Determine First Player:** Give the die and the security tracker to the youngest player. He will be the first player during the first round of the game. Set the proximity dial to "00" and the alarm dial to "0."
2. **Build the Facility:** Shuffle the first-floor room cards (indicated by the blue light) and deal six cards facedown. Shuffle the second-floor room cards (indicated by the yellow light) and deal six cards facedown. Shuffle the secret room cards (indicated by the red light) and deal one card facedown (for examples of what room cards look like, see "Room Card Anatomy" on page 8). Return the unused room cards to the game box. Arrange both floors of room cards and the secret room as shown in the diagram below.
3. **Sort Interface and Lab Worker/Tech Lock Tokens:** Sort the supply of tokens by type and place them in separate piles near the facility. Note that lab workers and tech locks are two different sides of the same tokens.
4. **Create the Server Pool:** Place all DF tokens facedown (number-side down) near the facility and mix them together to form the server pool.
5. **Prepare the Special Card Pool:** Separate the "Blackmail File," "Sludge," and the four "Prototype" cards and place them faceup near the facility.
6. **Prepare the NPC Cards:** Place the NPC cards faceup near the facility.
7. **Determine Operatives:** Deal one operative card to each player. Each player places his operative card in his play area with the healthy (blue) side faceup and takes the matching operative marker.
8. **Distribute Action Cards:** Unless using the "Data File Extraction" advanced rule, return all "Extract" cards to the game box. Give each player one of each action card ("Advance," "Retreat," "Interface," and "Download"). Return all remaining action cards to the game box.
9. **Deal Starting Item Cards:** Shuffle the item cards and deal each player four item cards facedown. Each player's four item cards, along with his four action cards, form his hand of cards. Place the remaining item cards facedown near the facility to create the item deck. Leave space beside the item deck for a discard pile.
10. **Place Operative Markers:** Reveal the first-floor entry room (see "Setup Diagram" below). Place each player's operative marker on this room card. Follow the directions for revealing a room, including any **Reveal** and/or **Enter** functions on the entry room (see "Revealing a Room" on page 9).

Setup Diagram (3-player game)



The Game Round

Infiltration is played over a series of game rounds. Each game round consists of four phases, which are:

1. **Selection Phase**
2. **Resolution Phase**
3. **NPC Phase**
4. **Security Phase**

Each phase is completely resolved in the above order. At the end of the Security Phase, the current round ends and a new round begins, starting with the Selection Phase.

1. Selection Phase

In the Selection Phase, each operative selects one action or item card from his hand that he wishes to play this round and places it facedown in his play area. After all operatives have chosen their cards, the Selection Phase ends and play proceeds to the Resolution Phase.

Note: Operatives who are delayed cannot select "Advance" or "Retreat" actions (see "Delayed Operatives" on page 10).

2. Resolution Phase

In the Resolution Phase, each operative plays and resolves the action or item card he chose in the Selection Phase. The first operative plays and resolves his chosen card by flipping it faceup. Then, the operative to his left plays and resolves his chosen card. Repeat this process until all operatives have played and resolved their chosen cards. Most actions and items interact with various rooms in the facility (see "The Facility" on page 8).

After all operatives have resolved their chosen cards, the Resolution Phase ends and play proceeds to the NPC Phase.

Action Cards

These cards detail the basic actions an operative can perform during his turn. All action cards except "Extract" are immediately resolved when played. After an action card is resolved, it remains faceup in its owner's play area until the end of the round, when it is returned to its owner's hand.

Advance: This card moves the operative forward one room in the facility (see "Movement Direction" on page 9). If the room an operative enters has an **Enter** function, it is immediately resolved. If an operative enters a facedown room, he flips the room card faceup to reveal it (see "Revealing a Room" on page 9). If an operative is already in the deepest room of the facility, his "Advance" card has no effect.

Retreat: This card moves the operative backward one room in the facility (see "Movement Direction" on page 9). If the room the operative enters has an **Enter** function, it is immediately resolved. If an operative is in the entry room when he plays "Retreat," he escapes the facility (see "Escaping the Facility" on page 10).

Interface: This card activates the **Interface** function listed on a room card (see "Room Card Anatomy" on page 8), provided there is also an interface token on that room. This card has no effect if played in a room that does not contain both an interface function and an interface token.

Download: The "Download" action card allows the operative to collect a number of DF tokens from the available DF token space in the room he currently occupies. If he is the first operative to resolve his "Download" card in his current room during the round, he collects up to two available DF tokens; otherwise, he only collects one available DF token. This card has no effect if played in a room with no available DF tokens.

Note: The "Extract" card is only used with the "Data File Extraction" advanced rule (see page 11).

Item Cards

Each item card enables its owner to do something unique, such as gain extra movement, destroy a tech lock or lab worker, or play an additional action or item card. Item cards are immediatley resolved when played, unless otherwise specified.

Some item cards, such as "Remote Spyware," instruct a player to play the item in his current room. Such items remain in the room for the rest of the game unless otherwise specified on the item card.

After they are resolved, most item cards remain faceup in their owners' play areas until the end of the round. Then, they are either discarded to the item discard pile, returned to their owners' hands, or returned to the game box; each item card specifies what happens to it at the end of the round.

3. NPC Phase

During the NPC Phase, all of the non-player characters (NPCs) in the facility are activated. Starting at the entry room and continuing forward through the facility, the first player resolves the text of each **faceup** NPC card in the facility, if any. If two or more NPCs are in the same room, the first player chooses the order in which the NPC cards are resolved.

After all faceup NPC cards in the facility have been resolved, the NPC Phase ends and play proceeds to the Security Phase.

Revealed Adjacent Rooms

Some item and room cards affect adjacent rooms. An adjacent room is only affected if it has been revealed. If the room has not been revealed, then an item or room card has no effect on it.

NPC Cards

Operatives may encounter NPCs inside the facility. NPC cards appear in the facility as a result of **Reveal** functions on certain room cards. When an NPC appears, place its card on the specified room as instructed by the **Reveal** function. Note that some NPCs are added to a room faceup, while others are added facedown. Each NPC card contains text that explains how that NPC behaves during each NPC Phase.

Some card effects can target and destroy NPC cards. In this case, it does not matter whether the NPC card is faceup or facedown. If an NPC is destroyed, return its card to the game box.

4. Security Phase

During the Security Phase, the hired security mercs en route to CyberSolutions, Inc. get closer to the facility. Their distance is represented by the proximity dial on the security tracker. The first player rolls the die. The current alarm dial value is then added to the die result and the proximity dial is increased by the resulting sum. When the proximity dial reaches "99," the game ends (see "Winning The Game" on page 10). If the game has not ended, the first player passes the die and security tracker to the player on his left, who becomes the new first player. The Security Phase and the current round both end, and the next round begins with the Selection Phase.



The Security Tracker

The security tracker contains two different dials, each with its own purpose. The proximity dial measures how close the security mercs are to the facility; the closer the number is to "99," the closer the mercs are to arriving at CyberSolutions, Inc. The alarm dial measures how many alarms the operatives have triggered by their activity inside the facility.

Note: The alarm dial only goes up to "8." If the alarm dial is already at "8" and a card ability would increase it, leave the alarm dial at "8."



Selection Phase Example



During the Selection Phase, Hugo Cash's player is the first player. He is deciding which card to play:

1. If he plays his "Frictionless Slippers" item card, he moves backward up to two rooms.
2. If he plays his "Retreat" card, he moves backward one room.
3. If he plays his "Download" card, he collects two DF tokens from his current room.
4. If he plays his "Interface" card, he activates the **Interface** function in his current room (in this case, he would flip his operative card to its healthy side).
5. If he plays his "Advance" card, he moves forward one room and reveals it.
6. If he plays his "Jump Pack" item card, he moves forward up to two rooms and reveals both rooms, if able.

Resolution Phase Example



During the Resolution Phase, each player reveals his chosen card:

1. The first player, playing as Hugo Cash, reveals his "Advance" action card and moves Hugo Cash forward one room. He reveals that room card by flipping it faceup.
2. Upon revealing the room, there is a **Reveal** function listed on the room card. Hugo's player places the "James Harris" NPC card on "Security Checkpoint."
3. He also places an interface token and a tech lock token on their respective token spaces.
4. He randomly draws six DF tokens from the server pool and places them facedown on the available DF token space.
5. The second player, playing as "Marilyn" 7Y3T9D, reveals his "Circuit Talon" item card. He destroys the lab worker in the adjacent room and removes its lab worker token.
6. Then he randomly draws four DF tokens from the server pool, placing them facedown on the available DF token space.
7. To finish resolving "Circuit Talon," he plays his "Download" card in the same adjacent room, collecting two DF tokens.
8. The third player, playing as Gabriel Correa Santiago, reveals the "Neuro Spike" item card. The first part of his card does nothing because there is no longer a lab worker in his room, but he can still resolve the second part and play his "Interface" action card.

NPC Phase Example



During the NPC Phase, the first player resolves each NPC card by following the card's text. "James Harris" is the only NPC card currently in the facility, so the first player resolves his text:

1. He flips Hugo Cash's operative card to its wounded side.
2. He increases the proximity dial by 5 to "27."
3. He moves the "James Harris" NPC card backward one room.

Security Phase Example



During the Security Phase, the first player rolls the die and obtains a "4." He adds this result to the current alarm value of "2" for a total of 6. He increases the proximity dial by 6, raising it from "27" to "33."

The Facility

The CyberSolutions, Inc. facility consists of 13 different rooms (including the secret room), each represented by a different room card. Since there are 32 different room cards, the facility's layout is unique for each game.

Operatives, lab workers (represented by tokens), and NPCs (represented by cards) can occupy various rooms throughout the facility. Some item cards can also occupy rooms.

Room Anatomy

Each room contains specific elements that operatives can interact with, such as heavy machinery, locked compartments, and employees working after hours. Operatives can interact with the room's elements by activating the appropriate function on the room card. The following information can be found on room cards throughout the facility:

1. **Room Title:** Each room card has a unique title.
2. **Room Type:** Each room card is colored to indicate the floor of the facility on which the room appears. First-floor rooms have a blue light, second-floor rooms have a yellow light, and secret rooms have a red light.
3. **Available DF Token Space:** DF tokens on this space are available for operatives to collect using their "Download" (or "Extract") action. The number printed in this space indicates the number of DF tokens from the server pool that are placed on this space when this room is revealed. All DF tokens must be placed **facedown** in this space.
4. **Enter Function:** Some rooms contain elements that react when operatives enter them. Each time an operative enters a room with an **Enter** function, that player immediately resolves that function.
5. **Reveal Function:** Some rooms have a **Reveal** function, which is a special one-time effect that happens immediately when the room is revealed (see "Revealing a Room" on page 9).

6A. Interface Function: All rooms in the facility have equipment such as surveillance monitors or computer terminals that operatives can choose to use. When an operative reveals his "Interface" action card during the Resolution Phase, he resolves the text under the room's **Interface** function. A room's **Interface** function can only be resolved if the room has an interface token on its interface token space (see below).

6B. Interface Token Space: All rooms with an **Interface** function also have a corresponding interface token space. An interface token is placed on this space when the room is revealed. The text of many **Interface** functions instructs a player to remove the interface token from the room and return it to the supply. If a room's interface token space does not contain an interface token, the **Interface** function in that room can no longer be resolved.

7A. Tech Lock Function: Tech locks represent locked compartments that often hold valuable data. If a room has a tech lock token on its tech lock token space (see below), the room's tech lock is still functioning. Tech locks can be destroyed with various items to access secure DF tokens or to activate certain room effects.

Room Card Anatomy



When an operative destroys a tech lock, he resolves any effects specified under the **Tech Lock** function related to the tech lock being destroyed. He then takes a number of DF tokens from the server pool equal to the secure DF tokens amount listed above the Tech Lock token space and adds them to the room's available DF token space.

7B. Tech Lock Token Space: All rooms with a **Tech Lock** function also have a corresponding tech lock token space. A tech lock token is placed on this space when the room is revealed; it serves as a reminder that the room's tech lock has not been destroyed. When an operative destroys a tech lock, he removes the room's tech lock token and returns it to the supply.

8. Lab Worker Token Space: This represents a lab worker who is running tests late into the night. A lab worker token is placed on this space when the room is revealed. Lab workers can be a vauable source of DF tokens if they are destroyed. Many items allow operatives to destroy lab workers.

When an operative destroys a lab worker, he removes the lab worker token from the room and returns it to the supply. He then takes a number of DF tokens from the server pool equal to the secure DF token amount listed above the lab worker token space and adds them to the room's available DF token space.

9. Secure DF Tokens: This number shows the quantity of DF tokens in a room that are secured by either a tech lock or a lab worker. To gain access to these DF tokens, an operative must destroy the tech lock or lab worker.

10. Advance Function: A few rooms have a special **Advance** function that can be resolved if an operative plays his "Advance" action card while in that room.

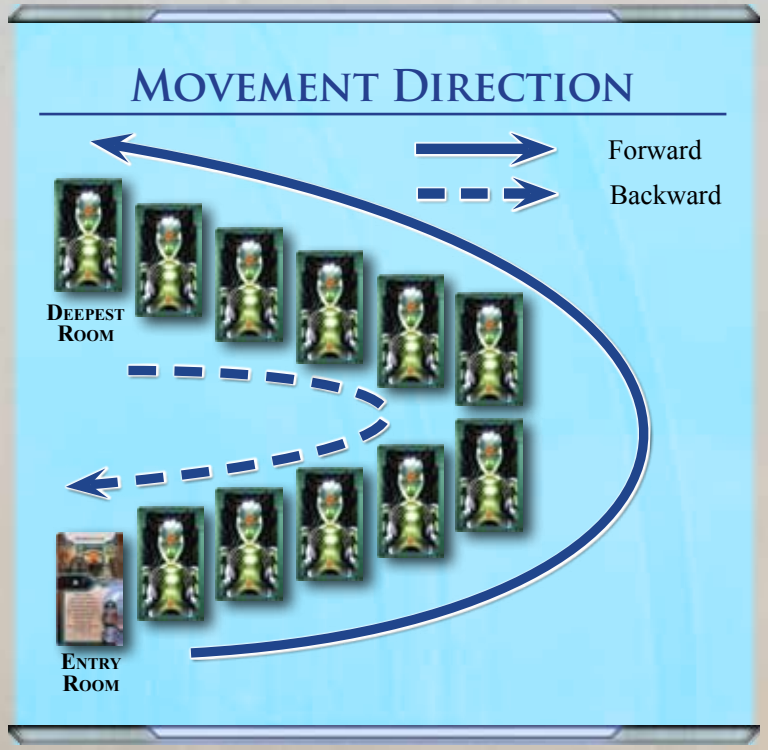
11. Retreat Function: A few rooms have a special **Retreat** function that can be resolved if an operative plays his "Reteat" action card while in that room.

Revealing a Room

Any time an operative enters a facedown room card, that player reveals it by flipping the room card faceup. He then follows these steps in order:

1. Resolve any **Reveal** functions shown on the card.
2. Resolve any **Enter** functions shown on the card.
3. If the revealed room has an interface, lab worker, or tech lock token space, place a corresponding token on each of those spaces.
4. Randomly draw DF tokens from the server pool equal to the number shown in the available DF token space. Without looking at them, place them **facedown** on the available DF token space.

Note: Most item and room cards only affect revealed rooms.



Secret Room

The secret room card represents a special hidden room within the facility. Operatives can access the secret room by activating the **Interface** function in the "Research Admin Office" or the "Halo Conference Room." If neither of these rooms are revealed, then operatives cannot enter the secret room.

When an operative enters the secret room, he flips it faceup and follows the instructions for revealing a room (see "Revealing a Room" on this page). To leave the secret room, an operative must either play his "Retreat" card to enter the "Research Admin Office" (if it is revealed) or play his "Advance" card to enter the "Halo Conference Room" (if it is revealed).

Note: The secret room is **not** adjacent to any room in the facility. Item and room cards that affect adjacent rooms have no effect on the secret room. Item cards played in the secret room have no effect on other rooms in the facility.

Winning The Game

The game ends immediately if either of the following conditions occur:

- All operatives escape the facility (see "Escaping the Facility" below).
- The proximity dial reaches "99." Each operative still in the facility at that time is captured by the security mercs and eliminated from the game.

When the game ends, each operative (excluding those eliminated) calculates his final score by flipping his collected DF tokens faceup and adding their values; this is the total number of zettabytes of data the operative collected. Some cards, such as "Prototype" can also affect this total. The operative with the most zettabytes of data wins the game. If only one operative escapes the facility, he automatically wins the game regardless of how many zettabytes of data he collected.

In case of a tie, the tied operative with a "Prototype" card wins the game. If there is still a tie, the tied operative with the most DF tokens wins the game. If there is still a tie, the tied operative with the "Blackmail File" card wins the game. If there is still a tie, the game ends in a draw.

Additional Rules

This section explains a few additional rules not previously explained.

Escaping the Facility

To have a chance at winning the game, operatives must escape the facility before the proximity dial reaches "99." The most common way for an operative to escape the facility is to play his "Retreat" card while he is in the entry room (see "Setup Diagram" on page 4). An operative also automatically escapes the facility if he is in the entry room and is forced to move backward by a game effect. Some rooms list **Interface** functions that allow players to escape the facility. After an operative escapes the facility, he cannot re-enter the facility and does not participate further in the game until final scoring.

Wounded Operatives

Some card effects can wound operatives. When an operative becomes wounded, the player flips his operative card to its wounded side. Wounded operatives ignore further wounds, but remain wounded until an item or room card effect instructs the player to flip his operative card to its healthy side While wounded, after a player resolves either his "Advance" or "Retreat" card during the Resolution Phase of a round, his operative becomes **delayed**.

Delayed Operatives

An operative can become delayed by various effects in the game. When an operative becomes delayed, he tips his operative marker on its side. During the Selection Phase, a delayed operative cannot select his "Advance" or "Retreat" action card. At the end of the Selection Phase, the operative returns his operative marker upright to indicate that he is no longer delayed.

Special Cards

The "Blackmail File," "Prototype," and "Sludge" cards represent special elements that operatives can find in the facility. Certain rooms list functions that either allow players to take one of these cards or place the card on a room.

Cards with Multiple Effects

Many item cards such as "Data Code Breaker" allow an operative to play and resolve additional action or item cards. An operative must resolve each effect in the order listed on the card, if able. However, if an operative cannot resolve one of the effects, he may still resolve other effects on the card.

For example, "Data Code Breaker" reads: "Destroy 1 tech lock in your current room. Then play your 'Interface' card." If there is no tech lock to destroy when this card is resolved, the operative can still play and resolve his "Interface" card.

Open and Hidden Information

A player's action and item cards form his hand of cards, which is kept hidden from other players. A player's collected DF tokens are also kept hidden from other players, but he may look at his own collected DF tokens at any time. All players may look at NPC cards at any time, even if they are facedown.

The DF tokens in the server pool and on room cards are always kept facedown and players cannot look at the values on those tokens. If one or more tokens are returned to the server pool for any reason, shuffle all of the tokens in the server pool.

Playing with Two Players

In a two-player game, each player controls two operatives. During setup, apply the following changes:

- Deal **two operative cards** to each player.
- Distribute one of each action card to each **operative** (not player). Do not distribute the "Extract" action cards unless playing with the "Data File Extraction" advanced rule.
- Deal four item cards to each **operative** (not player).

Note: Players must keep each operative's hand of cards and collection of DF tokens separate. Items and DF tokens cannot be traded between operatives.

During the Selection Phase, each player selects one card from each of his operative's hand of cards and places it facedown in the corresponding operative's play area. During the Resolution Phase, beginning with the first player, each player flips and resolves both of his selected cards, one at a time. The player chooses the order in which he resolves his two cards.

When the game ends, each operative (excluding those eliminated) flips his collected DF tokens faceup. Each player combines the total values of DF tokens that his escaped operatives collected over the course of the game. The player with the most zettabytes of data wins the game.

Advanced Rules

The following advanced rules are designed to provide players with a more strategic game. They are recommended if all players have played at least one game of ***Infiltration***.

Data File Extraction

As a data-protection measure, CyberSolutions, Inc. has installed data transfer reduction software to limit multiple access points in each room of the facility. As a result, operatives must use advanced techniques to extract files, and when other operatives attempt to access data in the same room, download speeds slow down.

During the "Deal Action Cards" step of setup, deal each player one "Extract" action card and return all "Download" cards to the game box. "Extract" action cards allow an operative to collect a number of available DF tokens from his current room.

At the end of the Resolution Phase, starting with the first player and proceeding clockwise around the table, each operative resolving an "Extract" card collects available DF tokens from his current room. The number of available DF tokens he collects is based on the number of operatives in his current room that are resolving (or have resolved) an "Extract" card this round.

If an operative is the only one resolving an "Extract" action in his current room that round, he collects up to four available DF tokens. If he is one of two operatives resolving an "Extract" action in his current room this round, he collects up to two available DF tokens. If he is one of three or more operatives resolving an "Extract" action in his current room this round, he collects up to one available DF token.

Item Card Draft

Before heading to the facility, the operatives rummage through Mr. White's private stash of equipment. During the "Deal Starting Item Cards" step of setup, follow this procedure:

1. Deal each player four cards from the item deck. Each player chooses one item card in his hand to keep. Then, he passes the other three cards to the player on his left.
2. Each player takes the three cards passed to him, adds them to his hand, and chooses **any two cards** in his hand to keep. Then, he passes the remaining cards to the player on his left.
3. Each player takes the two cards passed to him, adds them to his hand and chooses **any three cards** in his hand to keep. Then, he passes the remaining card to the player on his left.
4. Each player adds the passed card to his hand, for a total of four items.

Note: If this rule is combined with the "Specialists" optional rule, players can pass any of their item cards.

Variants

This section explains several variant rules that players may freely use in any combination to customize the game to their liking. Before each game begins, players must agree on which of these variants to use, if any.

Labyrinthian Facility

This variant further randomizes the layout of the facility and creates potential for very unusual interaction between rooms. During the "Build Facility" step of setup, shuffle **all** the first floor and second floor room cards together into one deck and deal 12 cards facedown from this deck. Arrange the room cards in a straight line as if the facility has only one floor consisting of 12 rooms. Then shuffle the secret room cards, deal one card facedown, and position it separately from the other rooms (remember, the secret room is not adjacent to any other room). Return the remaining room cards to the game box.

Scattered NPCs

In this variant, when a room card function instructs a player to place a specific NPC card in a room, the player instead randomly determines which NPC is placed. To do this, he gathers all NPC cards not currently inside the facility, shuffles them under the table, randomly chooses one, and places it in the room.

Sensitive or Faulty Alarm

For a shorter game, set the alarm dial to "1" before the game begins. For a longer game, set the alarm dial to "–1" before the game begins.

Specialists

Each member of Mr. White's team was picked for his special set of skills. This variant grants specific starting items to each operative to reflect his specialty. Before items are dealt out or drafted during setup, follow this procedure:

1. Each player takes the following item cards based on the operative he is playing:

   Gabriel Correa Santiago: "Disrupter Laser" and "Remote Drone"

   Hugo Cash: "Call for Backup" and "Sledgehammer"

   John "Animal" McEvoy: "Diesel" and "Gauss Pistol"

   "Marilyn" 7Y3T9D: "Slider" and "Qianju PT"

   Monica Singh: "Flechette Pistol" and "Movement Tracker"

   Mr. White: "Informant" and "Secretaries"

2. Shuffle the remaining item cards to create the item deck. Deal each player two item cards facedown. Then, place the item deck facedown near the facility.

Credits

Game Design: Donald X.Vaccarino

Producers: Frank Mark Darden with Christopher Hosch

Editing & Proofreading: Mark Pollard with David Hansen and Mark O'Conner

Graphic Design: Michael Silsby

Cover Art: Anders Finér

Interior Art: John Ariosa, Bruno Balixa, Ralph Beisner, Lee Carter, Trudi Castle, Carmen Cianelli, Alexandra Douglass, Tim Durning, Carolina Eade, Stéphane Gantiez, Saskia Gutekunst, K.R. Harris, Mauricio Herrera, Fabien Jacques, Andrew Mar, Mike Nesbitt, Michael Rasmussen, Emilio Rodriguez, Julian Totino Tedesco, RC Torres, Tiernen Trevallion, Emerson Tung, Yue Wang, Drew Whitmore

Managing Art Director: Andrew Navaro

Art Direction: Zoë Robinson and Andy Christensen

Production Manager: Eric Knight

Production Coordinator: Laura Creighton

Managing Game Producer: Steven Kimball

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Rufus Bavgents, Chris Beck, Pedar Brown, Daniel Lovat Clark, Scott Clifton, Andy Fischer, Nate French, Michael Gernes, Molly Glover, John Goodenough, Scott Hankins, Jesse Hickle, SarahEllen Hickle, Joseph Houff, Tim Huckelbery, James Kniffen, Rob Kouba, Andy Liberko, Lukas Litzsinger, Dallas Mehlhoff, Nick Mendez, Brian Mola, Christie Mola, Mark O'Connor, Brady Sadler, Michael Silsby, Damon Stone, Jason Walden, Christian Williams, Lynell Williams, Nik Wilson, and Peter Wocken

FANTASY FLIGHT SUPPLY 2 PROTECTIVE CARD SLEEVES

FANTASY FLIGHT GAMES

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DF Token Quantities

1	2	3
58	41	18

Lab Worker	Tech Lock	Interface