

# SHADOW NETWORK

## CODE OF CONDUCT



## BLACK TALON

- 1953 -



Taken from the first printing of the Code of Conduct written by Rafael Rosario in the year 1943.  
Teachings and exerts pulled from the Shadow Network manifesto authored by the Dark Triad  
Organization founder of the Underground global syndicate.

# SHADOW NETWORK

*A worker-placement, resource conversion, & recipe fulfillment game by Ralph Rosario,  
for 1-5 players, ages 14+*

The Cold War era is upon the world. In the dark shadows, agencies are gathering intelligence on financial institutions, political figures, military installations, and top-secret technological advancements. However, where one agency thinks they have exclusive access on intel, leaks within the network cause information to spill around the world. Which agency will be able to gather enough intel on their high profile targets and at what costs? Who will have built the best Shadow Network?

## COMPONENTS



Game Board



Player Board



Contracts



Black Market Cards  
x12



Intelligence



Agents



Starting Handlers  
(red picture frame)



Handlers



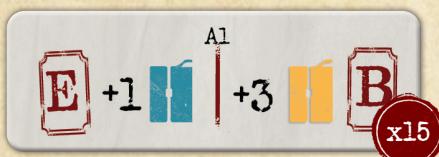
Inbox Overlay



Locked  
Tile



Secret Data Tiles



Leaked Data Tiles



Influence



Player Aid



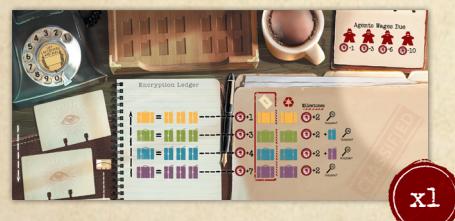
Black Market  
Token



Round Token



First Player  
Token



Lone Syndicate Solo Board



Lone Syndicate Action Cards

# GAME SETUP

- 1 Place the Game Board on the table.
- 2 Place the Influence and Intelligence next to the board in reach of all players to form the supply.
- 3 Shuffle the Contracts, place them face down in the top left of the Game Board and reveal two Contracts below the deck.
- 4 Place the Round Token on the box marked “1” on the film strip in the bottom left of the Game Board.
- 5 Place the 12 Handlers on the Game Board face-up (*keep the 10 Starting Handlers to the side. They will be used during Player Setup*).
- 6 Depending on player count, remove cities from the Black Market Card deck and place them in the box. They will not be used this game.



2-player: Remove Lima, Casablanca, Antananarivo, New Delhi, and Hong Kong

3/4-player: Remove Casablanca, Antananarivo, and Hong Kong

5-player: No cities removed

Shuffle the remainder of the Black Market Cards and place them in a face-down stack near the Game Board.

- 7 Depending on player count, place Locked Tiles, covering up cities on the Game Board:



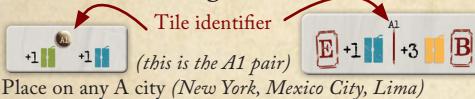
2-player: Cover up Lima, Casablanca, Antananarivo, New Delhi, and Hong Kong

3/4-player: Cover up Casablanca, Antananarivo, and Hong Kong

5-player: No cities covered

*Locked cities are meant to tighten up the board for certain player counts. Locked cities are not used during the game. Return any unused Locked Tiles to the box. They will not be used this game.*

- 8 Sort the Secret Data Tiles and Leaked Data Tiles into pairs by their tile identifier (A1, A2, A3 etc). Randomly choose a pair and place them on a city on the Game Board with a matching letter (A,B,C,D,E) that doesn’t have a Locked Tile and doesn’t already have a pair of tiles on it. Do this until all cities in play have a pair of tiles. Return any unused Secret Data Tiles and Leaked Data Tiles to the box. They will not be used this game.



- 9 Depending on player count, place Black Market Tokens next to the Black Market Card deck.



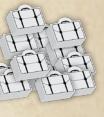
Solo: 2 tokens

2-player: 3 tokens

3/4/5-player: 4 tokens

Return any unused tokens to the box. They will not be used this game.

4-player game shown



# PLAYER SETUP

- ① Give each player a Player Board and Player Aid.
- ② Choose an Agent color and place 2 on the phone on your Player Board and the other 2 on the ②-6 and ②-10 of your Player Board.
- ③ Place a Inbox Overlay on your Player Board covering 6 of your inbox slots.
- ④ Shuffle the 10 Starting Handlers and deal 2 to each player. Place the others back in the box. They will not be used this game.
- ⑤ Deal 3 Contracts to each player.
- ⑥ Each player will now discard 1 Starting Handler and 1 Contract. From the supply, take the two Intelligence shown in the top left of your discarded Contract and place them in your inbox ⑥a. Return any discarded Starting Handlers and Contracts to the box. They will not be used this game. Place your Starting Handler in the first spot under your phone ⑥b. Keep your Contracts in your hand or face-down on the table.
- ⑦ Randomly choose a first player and give them the First Player Token and 2 Influence. Give each other player 1 Influence.

Place the Contract deck FACE-UP on the Game Board. There should be a market of three Contracts, including the face-up card on top of the deck.

You are now ready to begin playing Shadow Network!



# GAMEPLAY OVERVIEW

Shadow Network is a turn-based game played over four rounds. Each round has three phases: Black Market Reset, Espionage & Analysis (*worker placement & resource conversions*), and Upkeep. During Espionage & Analysis, players will be placing Agents onto cities on the Main Board to gather Intelligence, recruit new Agents, gain more Contracts, and hire new Handlers. Analysis takes place in between turns where players will be using their Handlers to piece together the Intelligence they've gathered to convert into valuable briefcases of information. These briefcases are used to complete Contracts and earn Influence (victory points). The player with the most Influence at the end of four rounds will be the winner of Shadow Network!

## GAME PHASES

1. BLACK MARKET RESET
2. ESPIONAGE & ANALYSIS
3. UPKEEP

### 1. BLACK MARKET RESET

A. Remove all Black Market Tokens from cities on the Game Board (*except for 1st round*).

B. Depending on player count and round, reveal Black Market Cards and place a Black Market Token on the Game Board on each city shown on the revealed cards. Then return revealed Black Market Cards to the bottom of the deck. Use the chart below to determine how many cards to reveal.

Round				
1	2	3	4	5
1	2	2	2	2
2	3	2	2	2
3	4	3	3	2
4	4	3	3	2
5	4	4	4	3

#### Example:

*You are starting round 4 in a 3-player game. First, remove the 3 Black Market Tokens from the Game Board that were used in round 3. Then, reveal two cards from the Black Market Card deck. The revealed cards are Moscow and London. Place a Black Market Token on Moscow and London. For this round, these are the cities where you can perform Black Market Actions (page 8).*

**Additional 2-player rules.** Follow steps A & B above but before you return the revealed Black Market Cards to the bottom of the deck, place Intelligence onto the cities shown on the cards. *This card is saying to place a yellow Intelligence onto London and a green Intelligence onto Lima on the Game Board.*



### 2. ESPIONAGE & ANALYSIS

Starting with the player who has the First Player Token, each player must take the Espionage Action by placing an Agent onto a city on the Game Board and resolving that Agent. Then the next player in clockwise order will take the Espionage Action. Players will keep doing this until they are out of Agents. (*Depending on how many Agents a player has, it's possible to take two turns consecutively*). Once between each turn and also after you have taken your last Espionage Action for the round, you may take Analysis Actions (page 9).

#### ESPIONAGE ACTION

Follow steps **A-E** in order.

- A. Place Agent
- B. Collect Leaked Data
- C. Collect Secret Data
- D. Leak Data
- E. Black Market Actions (circumstantial)

**A. Place Agent.** Place an Agent from the phone area of your Player Board (known as “On-Call Agents”) onto a city on the Game Board. You must place onto a city on that doesn’t have a Locked Tile and doesn’t already contain one of your Agents. If one or more Agents are already present at the city you placed your Agent, you must pay each opponent present, 1 Influence.

**B. Collect Leaked Data.** You must collect any physical pieces of Intelligence or Influence on the city. Physical pieces of Intelligence or Influence on a city are considered “leaked Intelligence” and “leaked Influence” respectively. Place the leaked Influence near your Player Board. Place the leaked Intelligence in an open slot in your inbox (*you start the game with space for 8 Intelligence*). If you don’t have space for any/all of the leaked Intelligence, take what can, leave the rest on the city.

**ESPIONAGE ACTION CONT.** **NOTE**

Anytime during your turn you may pay 4 Influence to the supply to remove the **Inbox Overlay** on your Player Board. This will instantly give you 6 more inbox spaces to hold Intelligence.



**C. Collect Secret Data.** Collect any Intelligence and/or Influence shown on the Secret Data Tile (*top of city*) from the supply. Place any Influence near your Player Board. Place any Intelligence in an open slot in your inbox. If you have no open slots, take no Intelligence. If you have space for some, take your choice of the Intelligence shown.



This Secret Data Tile shows you would collect 1 green Intelligence and 1 blue Intelligence from the supply.

**D. Leak Data.** Leak Intelligence and/or Influence shown on the Leaked Data Tile (*bottom of city*), onto cities with a matching letter (*A,B,C,D,E*), taking the Intelligence and Influence from the supply.



This Leaked Data Tile shows you would place 1 blue Intelligence onto any E city of your choice, (*Tokyo, Hong Kong, Sydney*) as long as the city doesn't have a Locked Tile. And also 3 yellow Intelligence onto B cities or city of your choice (*London, Rome, Casablanca*). You may split up the 3 yellow Intelligence among the B cities however you wish or place all on a single B city. City letters are located in the top left of each city on the Game Board .

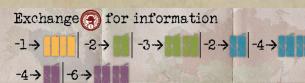
**Espionage Action example:**

Jade places one of their yellow Agents onto New York. Jade pays the player with the brown Agent 1 Influence because they were already at the city. Jade collects the purple leaked Intelligence on New York and places it in their inbox. Jade also collects the leaked Influence and places it near their Player Board. From the supply, Jade collects the 1 green and 1 blue Intelligence shown on the Secret Data Tile and places them in their inbox. Next, Jade leaks 1 blue Intelligence, taken from the supply, onto an E city, placing the Intelligence onto Sydney. Then they leak 3 yellow Intelligence, taken from the supply onto B cities, placing 1 on London and 2 on Rome. There is no Black Market Token on New York so Jade's turn is now complete. The next player in clockwise order with an Agent on their phone will take a turn. Jade is now free to start taking Analysis Actions (page 9).

**E. Black Market Actions.** If there is no Black Market Token on the city where you placed your Agent, skip this step, your turn ends now and you may proceed to taking Analysis Actions. If there is a Black Market Token, you may now take Black Market Actions. You may take each of the four actions ONE time. You may also take no Black Market Actions. The actions are summarized on your Player Aid. Your turn ends after you take Black Market Actions. Then you may proceed to taking Analysis Actions (page 9).

**BLACK MARKET ACTIONS** **1. Exchange Influence for Intelligence**

Pay a number of Influence to gain Intelligence. The amount of Influence you pay and the color of Intelligence you gain are on your Player Aid. Gained Intelligence must be placed in your inbox. You may make each transaction one time whenever you visit a black market city.



Pay 1 Influence to gain 2 yellow Intelligence, 2 Influence for 1 green Intelligence etc.

**2. Recruit an Agent**

Pay 1 Influence and place the leftmost Agent from the "Agents Wages Due" section on your Player Board to your phone section. The newly recruited Agent will be ready to use on your next turn. You may do this action one time whenever you visit a black market city.

**3. Draw a Contract(s)**

Take 1 of the face-up contracts into your hand. You may take a second contract by paying 1 Influence. Replenish the Contract market at the end of your turn. You may do this action one time whenever you visit a black market city.

**4. Hire a Handler**

Pay 1 Influence and take any one Handler from the Game Board and place it in an open spot on the left of your Player Board. You may have a maximum of three Handlers at any one time. If you hire a Handler and you already have three, remove one and put the new Handler in its place. You may do this action one time whenever you visit a black market city.

**NOTE**

When removed from your Player Board, Starting Handlers (red border) are returned to the box and are not used for the rest of the game. All other Handlers are returned to the Game Board.



## ANALYSIS ACTIONS

Each time you complete the Espionage Action you may perform Analysis Actions. This can be done immediately, (while the next player takes their turn), or at the beginning of your next turn before you take another Espionage Action.

Analysis Actions are the main ways you will be scoring Influence (victory points) in Shadow Network. Analysis Actions are free form and can be taken in any order. They are:

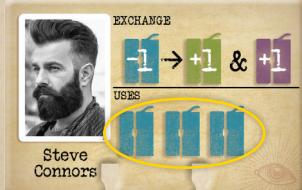
- A. Use Handlers**
- B. Make Briefcases**
- C. Cross Milestones**

**A. Use Handlers.** Handlers are used to convert certain colors of Intelligence to other colors of Intelligence. You may use each of your Handlers ONE time per Analysis Action phase. Each Handler has a total number of times you may use them until they must be returned to the Game Board at the end of your turn (or to the box if they



are a Starting Handler). To use this Handler, spend 2 yellow Intelligence from your inbox by placing them into the supply, then take 1 green & 1 blue Intelligence from the supply and place them into your inbox. Then take a yellow Intelligence from the supply and place it on an empty slot under the “Uses” section of the Handler. This shows you have used this Handler one time and you may use them one more time before they must be returned to the Game Board at the end of your turn.

When you have filled the “Uses” section of a Handler, that Handler is considered the be exhausted and must be removed from your Player Board and returned to the Game Board at the end of your turn.



This Handler may be used up to three times before they are considered exhausted and must be returned to the Game Board.



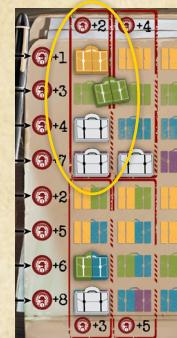
This Handler may be used up to two times before they are considered exhausted and must be returned to the Game Board.

**B. Make Briefcases.** The “Encryption Ledger” part of your Player Board shows the color and amount of Intelligence needed to make a briefcase. For example, the top row shows to make a yellow briefcase you need 3 yellow Intelligence  $\text{Yellow} = \text{Yellow Yellow Yellow}$ .

The next row down shows to make a green briefcase you need 3 green Intelligence etc. When you make a briefcase you gain Influence shown to the right of the row after the arrow  $\rightarrow +1$ . Yellow briefcases earn you 1 Influence, green 3 Influence, blue 4 etc.



To make a yellow briefcase, take 3 yellow Intelligence from your inbox, place 1 in the supply, place the other 2 on the leftmost available briefcase spot in the corresponding row. Then take 1 Influence from the supply. You now have 1 yellow briefcase which may be used to fulfill a Contract. You may make any number of briefcases each turn. You are only limited by the amount of Intelligence you have.



When you fill an outlined column with briefcases, you gain the Influence bonus shown at the top or bottom of the column you filled. This player is about to fill out the top left column which would earn them 2 bonus Influence (shown at the top of the column) in addition to the 3 Influence for making a green briefcase (shown to the left of the green briefcase row).

**NOTE** White briefcases may be included when you fill a column of briefcases .

**NOTE** Whenever you place the last yellow briefcase in the row, immediately remove the one you just placed and the one next to it. Return them to the supply and gain 2 Influence. You may do this multiple times during the Analysis Actions phase.



**C. Cross Milestones.** As you make briefcases you will cross Milestones. Milestones are represented by dashed lines on briefcase rows. Whenever you place a briefcase that crosses over a Milestone you get to take 1 Milestone action.



Milestone actions are summarized on the bottom right of your Player Board: Collect Influence, Discard a Contract, Complete a Contract.

### Collect Influence

Gain 3 Influence from the supply.

### Discard a Contract



Discard 1 Contract from your hand and gain the Intelligence shown in the top left of the Contract and place them in your inbox. *If you discarded this Contract you would gain 1 purple and 1 blue Intelligence. Discarded Contracts may be placed on the Game Board to right of the Contract deck.*

### Complete a Contract

If you have the required briefcases you may complete 1 of your Contracts. The Contract below requires 2 yellow briefcases, 1 purple, and 1 green/blue. To complete this contract, remove the leftmost required briefcases from your Player Board, return them to the supply and replace them with white briefcases (*white briefcases on your Player Board show a briefcase has been used to complete a Contract*). Place the Contract face-down next to your Player Board. It will be worth the maximum amount of Influence, 11, during end game scoring.



### Contract Scoring



Contracts will gain you Influence or subtract Influence from your final score at the end of the game in one of three ways:

Turn In, Game End, Penalty.

### Turn In

If you completed the Contract during the game with a Milestone action you will score the maximum amount of Influence at the end of the game (17 in this case).

### Game End

If you have the required briefcases at the end of the game but didn't complete the Contract with a Milestone action you will score the middle number of Influence (13 in this case).

**NOTE** *Each briefcase may only be used to score one Contract.*

### Penalty

If you have a Contract you did not complete during the game and don't have the required briefcases to complete it at the end of the game, you will lose Influence for each incomplete Contract you have (3 in this case).

## 3. UPKEEP

After all Agents have been placed and all players have completed their Analysis Actions, follow the steps below to complete the Upkeep phase.

### A. Incentivize

### B. Return Agents & Pay Wage

### C. Pass First Player Token

### D. Advance Round Token

**A. Incentivize.** Place 1 Influence on every city on the Game Board with no Agent present.

**B. Return Agents & Pay Wage.** All players take back their Agents from the Game Board and place them back on their phone. Pay

Agents in Influence according to how many Agents you have. Pay Influence to the supply in the amount shown under the rightmost open Agent space on your Player Board (*this player would need to pay 6 Influence to the supply because they have 3 Agents on their phone*).

**B. Return Agents & Pay Wage cont.** If you don't have enough Influence to pay for your Agents, you must pay with Intelligence to make up the difference. **2 Intelligence is equal to 1 Influence.** If you don't have enough in Intelligence to pay for your Agents you must return Agents to the right-side of your Player Board to reduce the amount owed. Return Agents until you can pay for them or until you have 1 Agent remaining on your phone.

**C. Pass First Player Token.** Pass the First Player Token clockwise around the table to the next player.

**D. Advance Round Token.** Slide the Round Token to the next available space on the film strip. If you just completed round 4, proceed to Endgame Scoring, otherwise go back and repeat Game Phases 1-3.

## ENDGAME SCORING

The game ends at the end of the Upkeep phase in round 4. Reveal completed Contracts and add their Influence value to any Influence you gained during the game. *At this time, if you have the required briefcases to complete a Contract(s), you may complete them in the same way you complete a Contract during the game. They will score the "Game End" value of Influence.* Subtract Influence from any Contracts that were not completed. The player with the most Influence is the winner of Shadow Network! In the rare chance a tie occurs, the player with the most Influence from Contracts is the winner. If there is still a tie, the player with the most valuable Contract is the winner. If there still is a tie, replay the game and break the darn tie.



26 Influence  
Gained during the game



23 Influence  
Contracts completed  
during the game



15 Influence  
Contract completed  
at game end

### INTELLIGENCE TYPES

 Political Intelligence is the easiest to come by and is yellow in color. You should be able to earn a fair amount of Political Intelligence during the game as well as leaked Political Intelligence. You will still need a fair amount of political tid bits of information to get the job done.

 Military Intelligence is green in color and is still in abundance around the globe. Military Intelligence will help to know what is going on around the world and how the nations of the globe have deployed their forces and the strength of those forces.

 Technological Intelligence is blue in color and is more rare than both Military and Political Intelligence. Technology can help countries to grow and improve their financial position. If your network can grab Technological Intelligence you should do so.

 Top Secret Intelligence is purple in color and is the hardest to come by in the world. It is significantly more rare and high profile buyers will pay top dollar for Top Secret Intelligence. Many high influence Contracts will need Top Secret Intelligence in order to be completed.

 Dossiers. When players remove briefcases from their Player Board to complete a Contract, they will place dossiers down in place to show that the briefcase was used to complete a Contract.



-3 Influence  
Contract incomplete

Total Influence 64

Penalty Influence -3

Final Score 61

# SOLO PLAY

In solo play, you compete against a rival interest known as the “Lone Syndicate”. You must outscore the Lone Syndicate in order to win!

## GAME SETUP

Setup a 2-player game with the following exceptions:

1. Instead of placing all 10 Handlers onto the Game Board, randomly choose 2 yellow, 1 green, 1 blue, & 1 purple Handler. *Purple Handler shown.*



This is a purple Handler

## PLAYER SETUP

1. Setup a Player Board for yourself as usual (page 6).
2. Instead of setting up a second Player Board, use the Lone Syndicate Solo Board in place of a second Player Board.
3. Shuffle and place the 10 Lone Syndicate Action Cards face-down to the right of the Lone Syndicate Solo Board.
4. Choose a player color for the Lone Syndicate and place 2 Agents on the phone area of the Lone Syndicate Solo Board and 2 on the Game Board on the 2 and 3 space of the film strip round tracker.
5. Place 6 Influence near the Lone Syndicate Solo Board.
6. Randomly choose 1 Starting Handler and place it on the Lone Syndicate Solo Board in the appropriate space.  
*Note: the Lone Syndicate does not receive any Contracts to start the game.*
7. Randomly determine a start player and give that player the First Player Token.

## GAMEPLAY OVERVIEW

Turns will alternate back and forth between you and the Lone Syndicate as in a 2-player game. Your turns work exactly the same as in a multi-player game (pages 7-10). The game will last 4 rounds as usual.

## GAME PHASES

- 1. BLACK MARKET RESET**
- 2. ESPIONAGE & ANALYSIS**
- 3. UPKEEP**

### 1. BLACK MARKET RESET

The Black Market Reset phase remains unchanged from the multi-player game. Don't forget to follow the additional rules for 2-players.

### 2. ESPIONAGE & ANALYSIS

Your turns remain unchanged from the multi-player game. When the Lone Syndicate takes a turn, follow the rules below.

#### LONE SYNDICATE TURN

- 1. ESPIONAGE ACTION**
- 2. ANALYSIS ACTIONS**

##### TURN OVERVIEW

If the Lone Syndicate has an Agent on their phone, reveal the top card of the Lone Syndicate Action Card deck. If the deck is empty, gather the cards from the discard pile and reshuffle them to form a new deck before revealing a card. Then, resolve the Lone Syndicate's Espionage Action as shown on the card and place the card face up in a discard pile. Finally, check for any Analysis Actions (page 14). The Lone Syndicate's turn is now over. If the Lone Syndicate has no Agents on their phone, it will continue to pass its turn until the round is over.

##### 1. ESPIONAGE ACTIONS

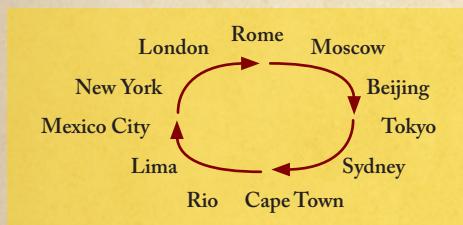
- Place Agent
- Collect Leaked Data
- Collect Secret Data
- Leak Data
- Black Market Actions (circumstantial)

**ESPIONAGE ACTION CONT.**

**A. Place Agent.** The top section of the revealed Lone Syndicate Action Card shows a city. Starting with this city and moving from city to city clockwise around the Game Board, place an Agent on the first city encountered that has 3 or more leaked Intelligence and/or Influence. If no city has 3 or more leaked Intelligence and/or Influence, place the Agent on the city shown on the top of the card.

**Place Agent Example:**

*The Lone Syndicate has at least 1 Agent on their phone so you reveal the top card of the Lone Syndicate Action Card deck. The city shown on the top section of the card is Moscow. Moscow only has 1 leaked Influence so you check the next city in clockwise order on the Game Board which is Beijing. Beijing has 1 leaked Intelligence so you check the next city, Tokyo. Tokyo has 2 Intelligence and 1 Influence so you place the Agent on Tokyo because it's the first city in clockwise order from the starting city that has 3 or more Intelligence and/or Influence.*



**B. Collect Leaked Data.** After placing an Agent, the Lone Syndicate will collect leaked data in the exact same way you collect leaked data on your turn.

**C. Collect Secret Data.** The Lone Syndicate will collect secret data in the exact same way you collect secret data on your turn.

**D. Leak Data.** The Lone Syndicate will leak Intelligence and/or Influence onto two of the cities shown on their current Syndicate Action Card, (A-D). Using the Syndicate Action Card above and this Leaked Data Tile as an example, you would place 1 blue Intelligence onto Tokyo, and 3 yellow Intelligence onto Rome. Tokyo and Rome are the E and B cities respectively on this particular Lone Syndicate Action Card.



**E. Black Market Actions.** If there is no Black Market Token on the city with the Lone Syndicate Agent, skip this step and move on to Lone Syndicate Analysis Actions. If there is Black Market Token, they will take the two Black Market Actions shown on the Lone Syndicate Action Card.



**1. Recruit an Agent:** If the Lone Syndicate already has four Agents, skip this action. The Lone Syndicate pays 1 Influence to the supply and takes the leftmost Agent on the film strip round tracker and places it on the phone section of the Lone Syndicate Solo Board.

**2. Hire a Handler:** The Lone Syndicate pays one Influence to the supply and hires a Handler. Use the priority listed on the action card (Purple > Blue > Green > Yellow) to determine which Handler it hires. If the Lone Syndicate already has two Handlers it immediately uses one before placing the new one. The player must choose one of the Handlers to use. Use the Handler then return that Handler to the Game Board and place the new one on their player board. (See Use a Handler, page 14).

**Hire a Handler Example:**

*The Lone Syndicate is in a black market city and has just recruited an Agent so now they will hire a Handler. They pay 1 Influence to the supply and take a Handler from the Game Board. On the Game Board there is a blue and yellow Handler. They must take the blue Handler since it has priority over yellow. The Lone Syndicate Solo Board already has two Handlers so you choose one and use it, then place it on the Game Board and place the new one in its place.*

## LONE SYNDICATE TURN CONT.

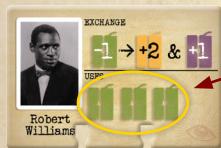
### 2. ANALYSIS ACTIONS

#### A. Use 1 Handler

#### B. Make Briefcases

After performing Espionage Actions, the Lone Syndicate will use 1 Handler and make briefcases.

**A. Use 1 Handler** . *If the Lone Syndicate has no Handlers, skip this step.* If it only has one Handler, use the Handler and return it to the Game Board. If the Lone Syndicate has two Handlers, choose one and use it, then return it to the Game Board. When the Lone Syndicate uses a Handler, take Intelligence from the supply according to the color and amount shown on the bottom section of the Handler. Then place the Intelligence in the Lone Syndicate's inbox. *Note: when the Lone Syndicate uses a Handler, the top Exchange section is ignored.*



#### Use Handler Example:

To use this Handler, take 3 green Intelligence from the supply and place in the inbox on the Lone Syndicate Solo Board. Then return this Handler to the Game Board.

**B. Make Briefcases.** Making a briefcase requires 3 matching Intelligence of the same color. First, move Intelligence from the Lone Syndicate's inbox to the ledger, adding as many Intelligence as possible (there are a total of 12 spaces for Intelligence on the ledger, 3 for each color). If the Lone Syndicate has more Intelligence than it can place in a single section, the remaining Intelligence stays in the inbox.

Next, the Lone Syndicate attempts to make briefcases in a specific order, starting with purple, then blue, then green, then yellow. If a ledger row has three Intelligence, gain Influence from the supply in the amount shown to the right of the row. Then return 1 of the Intelligence to the supply, place the other 2 as a briefcase in the left-most available matching column. If the first column already has a briefcase, place the new briefcase in the second column, perform the Lone Syndicate's special milestone action, then return the briefcase in the second column to the supply.

Once the Lone Syndicate has attempted to make 1 briefcase in each color (purple, blue, green, yellow), and completed any milestones, the Lone Syndicate will once again add any Intelligence from the inbox to the ledger. The Lone Syndicate makes one last attempt to make briefcases following the step above.

**Lone Syndicate Milestones.** Each time the Lone Syndicate earns a milestone (*places a briefcase in the second column*), it will gain additional bonuses and may be able to complete a Contract. First, gain the bonus(es) shown to the right of the briefcase you just placed. In the yellow row the bonus is 2 additional Influence. In the green row, 2 additional Influence and 1 blue Intelligence which is placed into the inbox.

After gaining any bonuses, check to see if the Lone Syndicate will complete a Contract. The Lone Syndicate will complete a Contract if the first column on their player board is full of briefcases (1 yellow, 1 green, 1 blue, and 1 purple). Return the four briefcases to the supply and take one Contract from the Game Board and place face down near the Lone Syndicate Solo Board. This pile of Contracts will score points at the end of the game for the Lone Syndicate. Use the Contract icon at the bottom of the current Lone Syndicate Action Card to determine which Contract the Lone Syndicate takes. In the example to the left, the Lone Syndicate would take third Contract which is the one furthest from the Contract deck.

After completing a milestone, return the briefcase in the second column to the supply.

#### Milestone Example:



The Lone Syndicate has just placed all of their Intelligence onto their ledger. Next they begin to make briefcases on any row that contains 3 Intelligence, starting from the bottom of their ledger. The purple row is skipped because it only has 1 Intelligence. There are 3 Intelligence in the blue row so they put 1 Intelligence in the supply and use the other 2 to make a briefcase on the blue row gaining 4 Influence when they do so. Next is the green row which also has 3 Intelligence so they make a briefcase in the same way as before. This time there was already a green briefcase in the first column so the briefcase is placed in the second column, triggering a milestone (continued next page).

**Milestone Example cont.**

First the Lone Syndicate collects 3 Influence as usual when making a green briefcase. Next they collect a bonus 2 Influence as part of the milestone. Next they gain 1 blue Intelligence which is placed in their inbox. Then they complete a Contract if they have a complete column of briefcases which they do because of the recently placed blue briefcase. The Lone Syndicate Action Card for this turn shows a II on the bottom left so they take the second Contract of the three on display from the Game Board and place it face-down near their player board. Next they return the complete column of briefcases to the supply. Lastly they return the green briefcase in the second column to the supply.

**NOTE**

After placing a briefcase in the second column and gaining the milestone, that briefcase is immediately returned to the supply.

**3. UPKEEP**

After all Agents have been placed and both players have completed their Analysis Actions, follow the steps below to complete the Upkeep phase.

- A. Lone Syndicate Bonus Analysis Actions**
- B. Incentivize**
- C. Return Agents & Pay Wage**
- D. Pass First Player Token**
- E. Advance Round Token**

**A. Lone Syndicate Bonus Analysis Actions.** The Lone Syndicate takes Analysis Actions an extra time.

**B. Incentivize.** Place 1 Influence on every city on the Game Board with no Agent present.

**C. Return Agents & Pay Wage.** You and the Lone Syndicate take back your Agents from the Game Board and place them back on your phones. Pay Agents in Influence according to how many Agents you have following the same rules as the multi-player game. If the Lone Syndicate ever needs to return an Agent, place it on the 4 section of the film strip round tracker.

**D. Pass First Player Token**

**E. Advance Round Token.** Slide the Round Token to the next available space on the film strip. If the Lone Syndicate has an Agent on that space, place the Agent on the phone area of the Lone Syndicate Solo Board. If you just completed round 4, proceed to Endgame Scoring, otherwise go back and repeat Game Phases 1-3.

**ENDGAME SCORING**

The game ends at the end of the Upkeep phase in round 4. The Lone Syndicate scores the “Turn in” Influence on each Contract in its score pile. Next, add in any Influence the Lone Syndicate gained over the course of the game. The Lone Syndicate will not have any penalties.

Your score is calculated in the same way as in a multi-player game (page 11).

The player with the most Influence is the winner of Shadow Network! In the rare chance a tie occurs, the player with the most Influence from Contracts is the winner. If there is still a tie, the player with the most valuable Contract is the winner. If there still is a tie, replay the game and break the darn tie.

# ROUND SUMMARY

## 1. BLACK MARKET RESET

Round				
1	2	3	4	
1	2	2	2	2
2	3	2	2	2
3	4	3	3	2
4	4	3	3	2
5	4	4	4	3

## 2. ESPIONAGE & ANALYSIS

- A. Place Agent
- B. Collect Leaked Data
- C. Collect Secret Data
- D. Leak Data
- E. Black Market Actions\*

## ANALYSIS ACTIONS

- Use Handlers
- Make Briefcases
- Cross Milestones

## 3. UPKEEP

- A. Incentivize
- B. Return Agents, Pay Wage
- C. Pass First Player Token
- D. Advance Round Token