

# Rendezvous

Rendezvous is a game about high stakes cold war espionage. for 2-4 players. Where your goal is to secure a meeting - rendezvous, with your two agents.

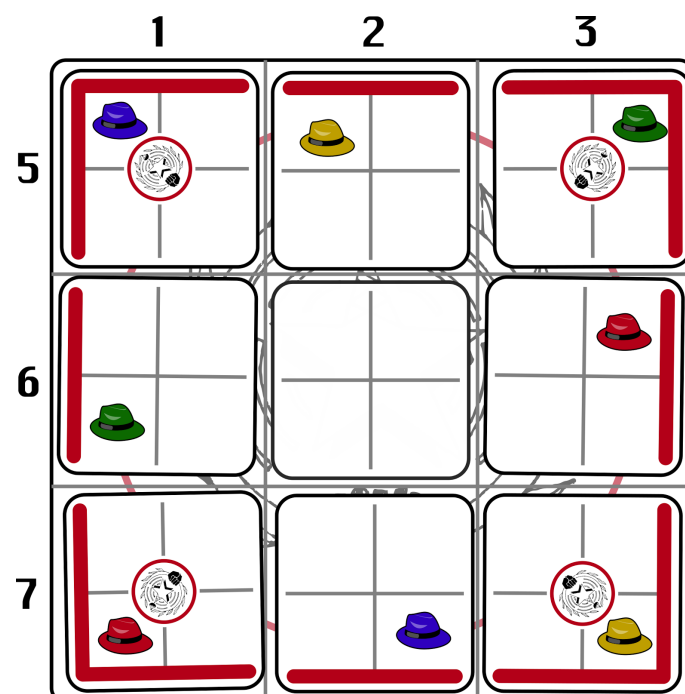
## 1. Game components

- 1x game board
- 9x Operations tiles
- 2x agents per player
- 2x 8-sided Operations dice
- 1x 6-sided Agent die
- 1x Operations reference card

## 2. Game Setup

2.1 Place the 9 Operations tiles on the game board, such that the red “walls” on the tiles line the outer edge of the game board.

2.2 For each player choose 2 agents of the same color. For each player, place an agent in a corner of the game board, and another agent on an opposing middle-tile in an “L” shape.



2.3 Determine play order. Roll one of the Operations dice until a highest roll is determined. Player with highest roll takes the first turn. Turns proceed clockwise from this player.

## 3. Playing a turn

3.1 Roll the Operations dice.

3.2 If you rolled doubles, you may choose to execute the Special Operation (rotate 1 tile to any position). If you do this, skip to 3.4.

3.3 Choose one of the Operations that matches one your Operations dice rolls. (Refer to the Operations chart)

3.4 Execute the Operation. The executed operation cannot be reversed on the following player's turn.

3.5 After executing your Operation, if any 3 Global Ops -symbols are aligned vertically or horizontally, execute a Global Operation. Global Operation rotates all Operations tiles 90 degrees clockwise or counter-clockwise. The player in turn decides the direction.

3.6 Roll the Agent die. If you rolled a 1-2 or 3-4, you can give an Order to one of your agents.

Agent Order moves the agent by 1 space either horizontally or vertically. Agents cannot move across any of the red lines on the board.

3.7 Turn ends

## 4. Winning the game

4.1 The game is won if your 2 agents are on the same Operations tile at the end of your turn.