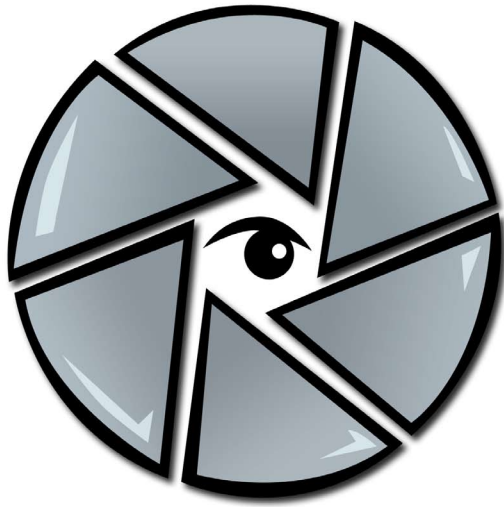


THE WATCHERS



INSTRUCTIONS

Before playing, make sure you have assembled the game from the downloadable kit found at watchersgame.com

You will also need an iPad or computer with internet access.

Getting ready to play

The Watchers is a bit different than other video games or board games you may have played, because it is a little bit of both! The Watchers is played with the BOARD (Basic Operational Analysis, Recon & Deployment) and SCREEN (Secure Communication Relay and Enhanced Examination Network).

How to setup your BOARD:

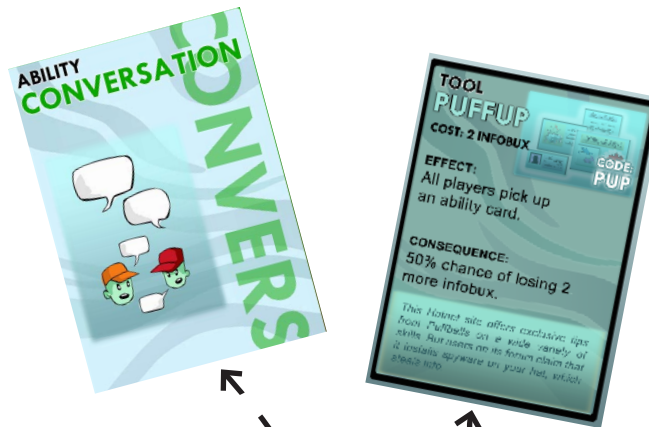
- Each player chooses a Character Card and Player Piece to represent themselves on the BOARD
- Each player puts their Character Piece on The Watchers headquarters, which is the space marked with 18 on the BOARD



- Set aside the Mission 1, Mission 2 and Mission 3 Investigation Cards. At the beginning of the game, the SCREEN will tell you where to place these cards on the BOARD.

How to setup your SCREEN:

- Go to watchersgame.com on your iPad or computer
- Choose the episode you'd like to play. If you haven't played before, start with the first episode.
- Select a character for each player, matching the Character Cards you chose when you set up the BOARD
- Get ready to play! The game introduction will begin and will take you through the next steps of the game.



- Shuffle the Ability Cards and Tool cards, keeping them in separate decks, and put them beside the BOARD
- Put 10 infobox on the BOARD

OBJECTIVE

Your goal, as a team, is to investigate a number of mysterious threats to Union City. Each of these mysteries has three missions, and each mission has 6 investigations. Each investigation reveals a clue about how your team might solve the mystery. You must complete these 6 investigations within a certain number of rounds

(shown on the SCREEN), or you will have to do the mission again.

At the start of each mission, you will be instructed where to place the Investigation Cards for that mission on the BOARD.

URNS

The game is played in turns, going clockwise from the starting player. Once each player has taken a turn, a round is completed.

On your turn, you may do any or all of the following:

- Move, if you wish.
- Complete an investigation with appropriate Investigation Cards.
- Use a Tool Card.
- Trade Ability or Tool Cards with any player who shares the same space on the BOARD

MOVING

- Roll the die, if you wish to move. This is optional if you wish to stay put.
- Move the number of spaces rolled. Doubling back is not allowed.
- After moving, you may spend infobux to move additional spaces forward or backward. The cost of movement is 1 infobux per space.
- After all moving is over, pick up any Ability or Tool Cards as indicated on the space you are on.

COMPLETING AN INVESTIGATION

- If you're on an Investigation Card, and you have the Ability Cards indicated on it, you can complete it. Discard the Ability Cards, and pick up the Investigation Card.
- If there is another player on the same space,

they can also give you their Ability Cards to help complete the investigation.

- Each character also has a special ability which counts towards completing investigations. This is listed on their Character Card. Be sure to keep this ability in mind as you play the game, as it can come in handy when solving the investigations more quickly.
- Once you've completed an investigation, press the ENTER LEAD button on the SCREEN, and enter the code on the back of the card. You will find out the results of your investigation, and get an infobux reward.

TOOLS

Tool Cards have special effects that can help you and your team. To use one, press the USE TOOL button on the SCREEN, and enter the code on the card. Then, follow the instructions on the SCREEN.

Note that using Tool Cards costs infobux. The price will be listed on your card.

ENDING A ROUND

Once all the players have taken their turn, press the END ROUND button on the SCREEN.

ENDING A MISSION

If your team has successfully completed all the investigations in a mission, you've got a choice to make. Each mission offers 3 leads that you can lock in to complete your objective. Your investigations helped you to learn about each lead, but you need to choose one of them to follow. Have a discussion as a team about which option to choose. Each player should take a turn presenting their choice to the rest of the team, providing their reasons. At the end of the discussion, each player should enter their own choice of which lead they think the team should take. The lead with the most votes will win.

WHUFFIE

Just like in real life, the choices you make as a team can influence what people think of you. This is called Whuffie. The game starts with 3 Whuffie and can go as high as 5 or as low as one. If your Whuffie is high (4 or 5), people will treat your team well and good things might happen to you. If your Whuffie is bad (1 or 2), people will treat your team poorly and bad things may happen to you. You can keep track of the team's Whuffie score on the SCREEN.

