



AGENT AVENUE

DIVISION M

RULES LEAFLET

The Division M expansion is fully compatible with Agent Avenue.

A brand new Agent has arrived in the neighborhood: **Division M**. These special agents bring a danger zone around your home space, raising the tension and excitement in **Agent Avenue**. Also included are 15 unique Black Market cards, each adding fresh twists and unpredictable opportunities to every game.

Components

6 new agent cards



2 Division M pieces



15 new black market cards (*advanced mode only*)



Simple Mode

Make the following additions to the simple mode rules of the base game.

GAME SETUP

- Each player takes the Division M piece of their own color and puts it in front of them. They will be added to the board during the game.
- Shuffle the 6 new agent cards with all other agent cards.

GAME TURN

STEP ②: RECRUIT

The new agent cards feature new icons:



Take the Division M piece of your color and put it on your *home space* on the board (the starting space of your color with a home icon).



Move your Division M piece up to 1 space either forward or backward (it can also remain on its space).

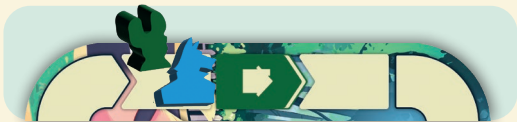


Move your Division M piece up to 2 spaces either forward or backward (it can also remain on its space).

STEP 3: END

At the end of each turn, check this additional win condition:

- D** If the opponent's meeples is **exactly** on the same space as your Division M piece, you win the game.



CLARIFICATIONS

- When you recruit a Division M agent card, wait until you see both agent cards face up before you decide how to move your Division M piece.
- If you move your Division M piece and it exceeds the position of the opponent's meeples, this does not make you win the game, as they are not exactly in the same space.
- The opponent cannot *catch* your Division M piece, and it cannot be removed from the board.
- In the rare case when both agent cards recruited require the players to make a choice (for example with Division M cards), the player whose turn it is (the active player) performs their choice first.

Advanced Mode

Make the following additions to the advanced mode rules of the base game.

GAME SETUP

Shuffle the 15 new black market cards with all the other black market cards. If you play this expansion for the first time, it is recommended to play with the new cards only.

ADDITIONAL CLARIFICATIONS FOR BLACK MARKET CARDS

- When you take a card with an ongoing ability, it is active from now on, not retroactively. For example, if you recruit a *Sentinel*, move to a black market space, and take *No-Fly Zone*, its ability does not trigger yet, because that Sentinel has already been recruited.
- When a card refers to a *move* of a player, it refers to their meeple, not their Division M piece, unless indicated otherwise. The same rule applies when a card says that they *cannot move*.

Credits

Game Design

Christian Kudahl, Laura Kudahl

Art Direction

Dominik Lorenz

Illustrations

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Graphic Design

Maximilian Gotthold

Game Development

Alexandre Guignard, Marvin Hegen,
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Rulebook

Alexandre Guignard