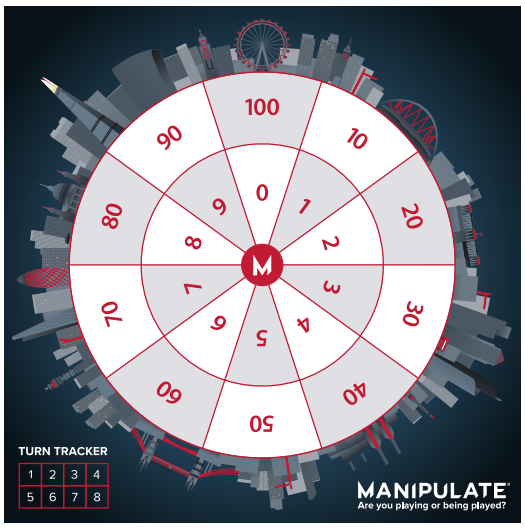
This expansion pack adds 18 new Ventures, Favours and Skeletons (each with a red A in the bottom right) which can be added to the main decks, as well as a new game mode to Manipulate.

To play this expansion, set up Manipulate as normal, then shuffle the **Agents & Advisor cards** and at the end of the first round, deal out three cards **face up** to the **Talent Pool** by the side of the board.

See overleaf for set up example.

From their **second turn onwards**, players may hire **any single card** from the Talent Pool each turn. Cards are generally **hired in the action phase** except through the use of an Agent.





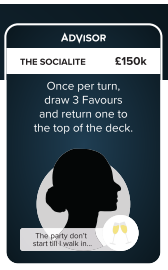


AGENTS



Agents have a red title bar and **can be played at any time**. To hire, pay a **one off fee** to the bank and then **discard** after use.

ADVISORS



Advisors have a white title bar and are **played on your turn**, unless otherwise stated. To hire, pay the salary to the bank immediately **and each subsequent turn you own them**. Salary may be paid in either the income or action phases, but must be paid before being used. If unpaid the card must be discarded.

You may have **up to three** Agents & Advisors cards **collectively** in your hand at any time.

When any card is hired from the Talent Pool, shift all cards from higher positions to fill the gap and deal out a new card.



At the end of each round, remove the card in the top left position 1, shift the cards along and add a new card at the end. Add one extra card to the Pool each round until you reach the number of players, e.g. five cards for a five player game.