



# MISSILES, FIRE!

A ROLL & WRITE (& ERASE) GAME ABOUT COLD WAR



CLASSIFIED INFORMATION  
(RULEBOOK)

СЕКРЕТНЫЙ МАТЕРИАЛ  
(ПРАВИЛА ИГРЫ)



g a m e s



BYRON RETANA



JOSUÉ GONZÁLEZ

# GAME OBJECTIVE

Each player will represent a great power during the Cold War and their ultimate goal is to become a superpower that rules over the others. To achieve this, each player will try to arm themselves with missiles and win the Cold War.

This game is about not having friends, betrayal and deception, so that every play you make could cost someone their supremacy as the next superpower.

**Items**      **Item description**      **Item cost**      **Parts per item**      **Completed items**      **Activated items**

**BUREAU OF ESPIONAGE**  
KREMLIN - MOSCOW - U.S.S.R. / CAPITOL - WASHINGTON D.C. - U.S.A.  
9:15 A.M. FEB. 21, 1989

ITEMS	COST	PARTS	COMPLETE (MAX. 7)	ACTIVE
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4		○○○○○ ○○○○○ ○○○○○	<input type="checkbox"/>	
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12		○○○○○ ○○○○○	<input type="checkbox"/>	<input type="checkbox"/>

**ITEMS**

**MISSILE:**  
If you have three (3) complete **Missile** item on your sheet, you win the game. Roll the dice for **COLLECTION**; then play one (1) additional complete item.

**MISSILE CRISIS:**  
Delete two (2) complete items on your sheet. Complete one (1) **Missile** item on your sheet.

**SPACE RACE:**  
Choose one (1) incomplete item on your sheet with at least three (3) parts, except **Missile**, **Space Race** or **Counterintelligence**; complete it and then play that item.

**BERLIN WALL:**  
Activate this item. While active, cancel the effects of the **Propaganda**, **Espionage**, **Red Telephone** and **Doomsday Clock** items that would affect you. At the beginning of your next turn, before rolling dice for **COLLECTION**, deactivate this item.

**PROPAGANDA:**  
Choose one (1) opponent; then choose and exchange two (2) complete items on your sheet with two (2) complete items of that opponent's sheet (chosen by him/her).

**ESPIONAGE:** Choose one (1) option.  
• Exchange the values of two (2) incomplete items with at least one (1) part on the sheet of one (1) opponent.  
• Choose one (1) opponent; then choose and exchange one (1) complete item on your sheet with one (1) complete item of that opponent's sheet (you choose it).

**COUNTERINTELLIGENCE:**  
You can play this item only during an opponent's turn. Cancels the effects of one (1) **Espionage** or **Propaganda** item; then roll the dice for **COLLECTION**.

**RED TELEPHONE:** Choose one (1) option.  
• Collect three (3) parts into three (3) different incomplete items on your sheet.  
• Deactivate one (1) **Doomsday Clock** item that is active.

**RUSSIAN ROULETTE:** Choose one (1) option.  
• Delete two (2) complete items on your sheet; then roll the dice for **COLLECTION** two (2) times.  
• If you have at least one (1) complete **Missile** item on your sheet, erase it. Roll the dice for **COLLECTION**. If you can complete one (1) **Missile** item, you win the game. Otherwise, end your turn.

**DOOMSDAY CLOCK:** Choose one (1) option.  
• Activate the three (3) boxes of this item. You can only have one (1) active **Doomsday Clock**.  
• If there is an active **Doomsday Clock** (yours or an opponent's), you can activate or deactivate one (1) box. At the beginning of your next turn, before roll the dice for **COLLECTION**, deactivate one (1) box. If you deactivate the last box of the **Doomsday Clock** item and you have one (1) complete **Missile** item on your sheet, you win the game. Otherwise, end your turn.

# COMPONENTS

- 100 Player sheets • 4 Help sheets •
- 3 6-sided dice • 4 pencils with eraser •

Each element represents the Cold War, both in history and in popular culture. In the description its name and its respective effect are located. If an item in your description box says "Choose an option", that means you can only choose one of the effects shown to play.



## PREPARATION

- Each player takes one (1) **player sheet**, one (1) **help sheet** and one (1) pencil.
- Each player marks the first *complete box* of the **Missile** item.
- Each player rolls the dice for *collection*, two (2) times (see the *Turn Phases section*, to know how to perform this action).

If this is the first game to play, the game owner takes the first turn, as it is considered *Superpower*. Otherwise, the player who won the last game takes the first turn, becoming the new *Superpower*.

## SPECIAL RULES

**Golden rule:** If the effect of an element contradicts the regulation, the effect of the element is respected.

**Real-time espionage:** It is totally allowed to spy on an opponent's player sheet to know what complete or incomplete elements are marked.

**Opponent Effectiveness:** If the effect of an item played is aimed at an opponent, it must not have a Berlin Wall activated. If the item is played by mistake, check the box and play another complete item or perform the Second Collection.

## ELEMENTS

The player sheet is made up of 10 different elements distributed as follows:



- (Cost 02, qty. x3) **Missile:** Win condition.
- (Cost 03, qty. X2) **Missile Crisis.**
- (Cost 04, qty. x3) **Space Race.**
- (Cost 05, qty. X3) **Berlin Wall:** Golden rule  
(remains active after the end of turn).
- (Cost 06, qty. x2) **Propaganda:** Opponent effectiveness.
- (Cost 08, qty. x3) **Espionage:** Opponent effectiveness.
- (Cost 09, qty. x1) **Counterintelligence:** Golden rule  
(played in opponent' turn).
- (Cost 10, qty. x2) **Red Telephone:** Opponent effectiveness.
- (Cost 11, qty. x1) **Russian Roulette:** Win condition.
- (Cost 12, qty. x2) **Doomsday Clock:** Golden rule  
(remains active after the end of the turn),  
win condition.

## Important:

- All elements are composed of five (5) parts. While an item counts from zero (0) to four (4) marked parts, it will be considered incomplete. If all parts of an item become marked, then it will be considered complete.

- If an item has all its parts marked, these boxes must be deleted, then check the box for the complete item.

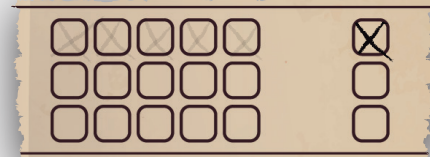
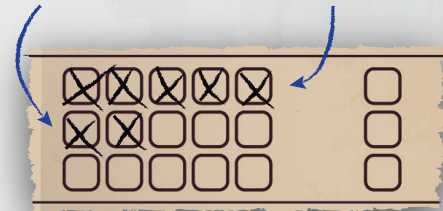
- Within the same item, the parts of a new line cannot begin to be marked until a previous one is complete (1). Likewise, the parts of a line where the complete box is already marked (2) cannot be marked.

## HOW TO PLAY?

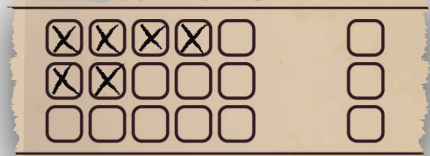
During the game, it's very important to note that after the initial preparation, each player's sheets must be fully visible to all other players, this is because there are items whose effect entails previously checking the boxes marked on an opponent's sheet. This goes hand in hand with the *special rule* **real-time espionage**.

The game is played through a series of turns, starting from the first player (Superpower) and passing the turn to the left (clockwise direction). Each turn is divided into a series of phases that will be played in order:

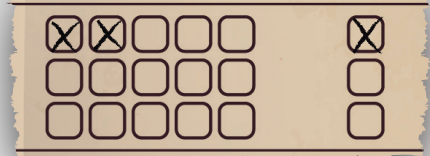
Incomplete Complete



①



②



- 1) Collection
- 2) Decision:
  - a) Attack
  - b) Search



# TURN'S PHASES

## 1) COLLECTION:

- At the turn's beginning, the active player rolls the dice.
- Select two (2) dice, whose sum of their values will represent the cost of the item to be completed.
- The value of the third die will be used to complete the parts of the item.
- Mark with the pencil the amount of boxes of the respective selected item.

### EXAMPLE



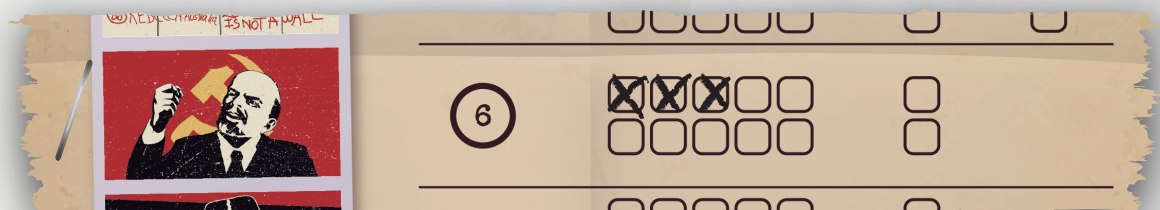
The dice thrown gave as result values 1, 3 and 5.



The sum of any 2 of those dice will let us know the items available to choose from: 4 (Space Race), 6 (Propaganda) or 8 (Espionage).



Having selected dice 1 and 5 to choose the Propaganda item, the remaining die, 3, will be the amount of "Parts" boxes that we can mark.



## Important:

- If the sum of the two dice to choose item is equal to seven (7), both dice must be re-rolled until another value is obtained. If the die to complete parts has a value of six (6), it must be rolled again until another value is obtained.



- If, when marking parts of an item, it's completed and for the value of the die you can still mark more parts, they will not be marked and that extra value will be lost.



## 2) DECISION:

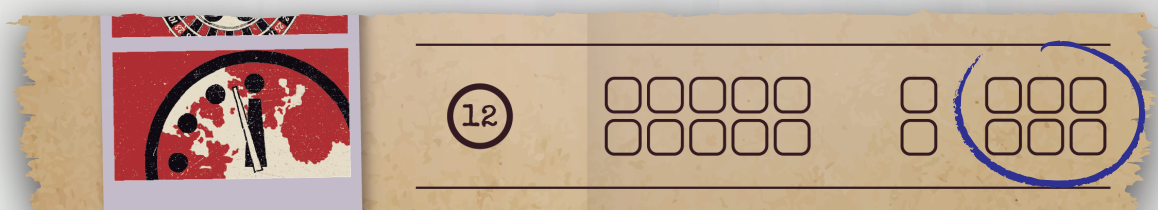
In this second phase you can choose between two (2) subphases: **Attack** or **Search**.

### a) Attack:

- Select a complete item to play.
- Check if this meets all the conditions to be played, including, if applicable, the opponent effectiveness (see special rules).
- If this meets all the conditions, delete the mark in the respective **complete item** box.
- Play the item according to its description on the help sheet.

## Important:

- The **activated item** box is only found on the **Berlin Wall** and **Doomsday Clock** items. In the description of each item its respective use is specified.





### b) Search:

- Make a second *collection phase*, this according to the description given before.

## END OF THE TURN

### Important:

- At the end of the turn, you cannot have more than 7 complete items on your player's sheet. If you have more, proceed to erase the excess marks, keeping the ones you want, until you get the maximum established.



Maximum 7 completed item marks at the end of the turn.

## WINNING THE GAME

Players can win the game by completing one of the following:

1. Having three (3) complete *Missile* items.
2. Successfully resolving the effect of the *Doomsday Clock* item.
3. Successfully resolving the second effect of the *Russian Roulette* item.

### Important:

- If a player has two (2) complete *Missile* items and one (1) *Espionage* item, it's valid to use the Espionage item to get a third Missile from an opponent's player sheet to win the game.
- The winner of the game will be the new superpower.
- If you wish to continue playing, perform the game preparation process again.

# CREDITS

**Development and Design:** Byron Retana.  
**Illustration:** Josué González.  
**Text, layout and production:**  
Byron Retana and Josué González.

**Special thanks:**  
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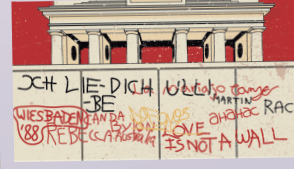








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## ITEMS



### MISSILE:

If you have three (3) complete **Missile** item on your sheet, you win the game. Roll the dice for **COLLECTION**; then play one (1) additional complete item.



### MISSILE CRISIS:

Delete two (2) complete items on your sheet. Complete one (1) **Missile** item on your sheet.



### SPACE RACE:

Choose one (1) incomplete item on your sheet with at least three (3) parts, except **Missile**, **Space Race** or **Counterintelligence**; complete it and then play that item.



### BERLIN WALL:

Activate this item. While active, cancel the effects of the **Propaganda**, **Espionage**, **Red Telephone** and **Doomsday Clock** items that would affect you.

At the beginning of your next turn, before rolling dice for **COLLECTION**, deactivate this item.



### PROPAGANDA:

Choose one (1) opponent; then choose and exchange two (2) complete items on your sheet with two (2) complete items of that opponent's sheet (chosen by him/her).



### ESPIONAGE: Choose one (1) option.

- Exchange the values of two (2) incomplete items with at least one (1) part on the sheet of one (1) opponent.
- Choose one (1) opponent; then choose and exchange one (1) complete item on your sheet with one (1) complete item of that opponent's sheet (you choose it).



### COUNTERINTELLIGENCE:

You can play this item only during an opponent's turn.

Cancels the effects of one (1) **Espionage** or **Propaganda** item; then roll the dice for **COLLECTION**.



### RED TELEPHONE: Choose one (1) option.

- Collect three (3) parts into three (3) different incomplete items on your sheet.
- Deactivate one (1) **Doomsday Clock** item that is active.



### RUSSIAN ROULETTE: Choose one (1) option.

- Delete two (2) complete items on your sheet; then roll the dice for **COLLECTION** two (2) times.
- If you have at least one (1) complete **Missile** item on your sheet, erase it. Roll the dice for **COLLECTION**. If you can complete one (1) **Missile** item, you win the game. Otherwise, end your turn.



### DOOMSDAY CLOCK: Choose one (1) option.

- Activate the three (3) boxes of this item. You can only have one (1) active **Doomsday Clock**.
- If there is an active **Doomsday Clock** (yours or an opponent's), you can activate or deactivate one (1) box.



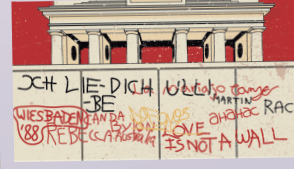




At the beginning of your next turn, before roll the dice for **COLLECTION**, deactivate one (1) box. If you deactivate the last box of the **Doomsday Clock** item and you have one (1) complete **Missile** item on your sheet, you win the game. Otherwise, end your turn.



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## ITEMS



### MISSILE:

If you have three (3) complete **Missile** item on your sheet, you win the game. Roll the dice for **COLLECTION**; then play one (1) additional complete item.



### MISSILE CRISIS:

Delete two (2) complete items on your sheet. Complete one (1) **Missile** item on your sheet.



### SPACE RACE:

Choose one (1) incomplete item on your sheet with at least three (3) parts, except **Missile**, **Space Race** or **Counterintelligence**; complete it and then play that item.



### BERLIN WALL:

Activate this item. While active, cancel the effects of the **Propaganda**, **Espionage**, **Red Telephone** and **Doomsday Clock** items that would affect you. At the beginning of your next turn, before rolling dice for **COLLECTION**, deactivate this item.



### PROPAGANDA:

Choose one (1) opponent; then choose and exchange two (2) complete items on your sheet with two (2) complete items of that opponent's sheet (chosen by him/her).



**ESPIONAGE:** Choose one (1) option.

- Exchange the values of two (2) incomplete items with at least one (1) part on the sheet of one (1) opponent.
- Choose one (1) opponent; then choose and exchange one (1) complete item on your sheet with one (1) complete item of that opponent's sheet (you choose it).



### COUNTERINTELLIGENCE:

You can play this item only during an opponent's turn.

Cancels the effects of one (1) **Espionage** or **Propaganda** item; then roll the dice for **COLLECTION**.



**RED TELEPHONE:** Choose one (1) option.

- Collect three (3) parts into three (3) different incomplete items on your sheet.
- Deactivate one (1) **Doomsday Clock** item that is active.



**RUSSIAN ROULETTE:** Choose one (1) option.

- Delete two (2) complete items on your sheet; then roll the dice for **COLLECTION** two (2) times.
- If you have at least one (1) complete **Missile** item on your sheet, erase it. Roll the dice for **COLLECTION**, If you can complete one (1) **Missile** item, you win the game. Otherwise, end your turn.



**DOOMSDAY CLOCK:** Choose one (1) option.

- Activate the three (3) boxes of this item. You can only have one (1) active **Doomsday Clock**.
- If there is an active **Doomsday Clock** (yours or an opponent's), you can activate or deactivate one (1) box.

At the beginning of your next turn, before roll the dice for **COLLECTION**, deactivate one (1) box. If you deactivate the last box of the **Doomsday Clock** item and you have one (1) complete **Missile** item on your sheet, you win the game. Otherwise, end your turn.