

Paul Dirks

# ZOOSPIONAGE: MATTERHORN TECHNOLOGIES



3–8 players



Ages 7+



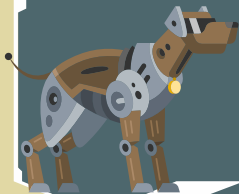
30–45 minutes



Family-friendly

In the near future, technology mega-corporations have taken over the world and governments have little remaining power to stop them or their nefarious plans. One megacorp—Matterhorn Technologies, is suspected of possessing illegal technology which will solidify its control over the entire world. As a spymaster, you have been hired by a secret citizen contractor known to you only as Castellan to break into Matterhorn Technologies, locate the secret tech files, and transmit them back out.

Every round, players take turns drafting robotic animal agents to move one step closer in their approach to the core of the Matterhorn compound. But the Matterhorn strikes back, and you may be sent back a stage if the defenses get you. Infiltrate the core of the Matterhorn compound and conquer one of the Matterhorn Sentinels first to win.



# SETUP

Every player receives

- coloured player token
- 1st approach card (black front), placed face up in front of the player, and 2nd approach card (blue front) placed above it
- 3 credit and 3 power tokens
- Cavalry token for some player counts, which can be used once (usually in an emergency) to take 2 credits, 2 power, or 1 of each.

Randomly select two of the Matterhorn Compound Core cards and place these facing each other in the middle of the play area. Shuffle the Matterhorn Defense and Sentinel cards and place the decks near the centre.

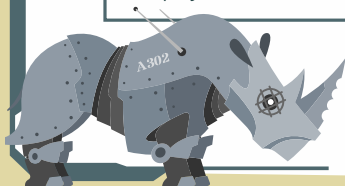
Place the Agent cards face up. These will be drafted by players every round. See chart below for when to include the extra Burglar and Hacker cards based on player count.

Give the 1st player token to the person with the most recent birthday. Players place their player tokens on the title bar at the very bottom of the 1st approach card.

4+ players: put 1 credit & 1 power on each un-drafted agent after rounds

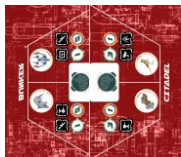
5+ players: give every player 1 cavalry token

6+ players: include the extra 2 agent cards



## Matterhorn Sentinels

## Matterhorn Defense Deck



## Matterhorn Compound Core

## Agents



## 2nd Approach Card (personal)



## 1st Approach Card (personal)



# GAMEPLAY

Each round consists of

- [1] drafting agents, including payment and benefits,
- [2] moving player tokens up approach cards if possible,
- [3] revealing Matterhorn Defense card(s) and applying their effects, and
- [4] placing credit and power tokens on undrafted agents (for most player counts).



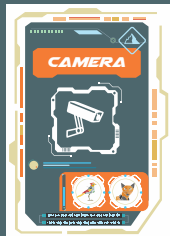
The first player begins the round by drafting an agent and putting it in their play space. Benefits are listed at the top left of the card and may be taken only after the costs (credits and/or power) have been paid. Any credits or power placed on the agent from past rounds may also be used to pay the agent cost.

Agents will normally be selected based on the next stage of the approach. If the player has chosen an agent that is indicated on the next stage of their approach, they place their player token on that agent circle on their approach card. Benefits indicated in the top left of the stage are taken every time the stage is entered. Players must draft an agent if they can. If a player is completely unable to pay an agent (and only then), they miss their turn.



After all players have drafted agents and advanced on their approach cards if possible, reveal a card from the Matterhorn Defense deck. If it matches both the Matterhorn icon on the stage of a player's approach card *and* the Matterhorn symbol(s) on the agent card, they must go back one stage, even if it means moving back to a previous approach card. Reshuffle Defense cards once they are all played. If necessary, place credits and power on agents that were not chosen that round.

Each approach card has three stages. Once players have advanced to the third stage of their 1st approach card, they may turn over the 2nd approach card. From the third stage of the 2nd approach card, a player may move to one of the four quadrants forming the Compound Core. In addition to paying for the agent in the quadrant, the player must also be able to pay the credits and power indicated. If he cannot, he should choose agents which will allow him to move to the Compound Core during a future turn. Once a player is in one of the two sides of the Core no other player may enter that side. Both sides may be occupied at the same time.



## END-GAME

From one of the four Core quadrants players may enter one of the two Core centres where they will face a Sentinel. Players select agents as normal during the round, and *any* agent can be used to get into the Core centre. However, prior to drawing a Matterhorn Defense card for everyone, resolve the action with the player(s) in the Core centre first.

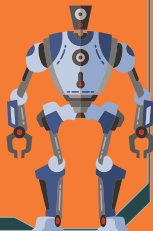
Draw a Matterhorn Sentinel card for the player who first entered the centre. The Sentinel's first attack is a targeted attack, indicated by the circled agents at the bottom of the card. If the player's agent is one of these, the player must retreat to the last stage of the 2nd approach card.

The Sentinel's second attack is by drawing additional Matterhorn Defense cards equal to the amount indicated at the top right of the Sentinel card. If any of these Defense cards target the agent, the player must also retreat, and any other player in the center may attempt to defeat a Sentinel next by drawing another card. If any player survives both attacks, they successfully defeat the Sentinel, transmit the Matterhorn secrets back out to Castellan, and win the game!

### 2nd attack



### 1st attack



# AGENTS



## ***SURVEILLANCE***

Cost is 1 credit or 1 power.



## ***HACKER***

Cost is 1 credit. Take 2 power after paying.



## ***BURGLAR***

Cost is 1 power. Take 2 credits after paying.

## ***SABOTEUR***

Cost is 2 credits. At the end of the round, the player flips an extra Matterhorn Defense card which applies only to the players to their immediate left and right.



## ***MUSCLE***

Cost is 2 power. Players may exchange credits for power or vice-versa (max. 2).

## ***INTELLIGENCE***

Cost is 2 credits and 1 power. Take the 1st player token and draft first next round until the 1st player token is moved.



## ***INFILTRATOR***

Cost is 1 credit and 2 power. The player may place one Matterhorn token on a single agent circle within a stage on an opponent's visible Approach card. If that opponent subsequently moves into that stage by choosing that agent, an extra Matterhorn Defense card will be drawn and its effects applied to them. This Infiltrator Matterhorn token, however, can only be played on an opponent that has already drafted an agent during the round. Matterhorn tokens may not be played onto compound core cards or by those within the core.



## GAME COMPONENTS

- Instruction manual
- Coloured player tokens (8)
- Credit and power tokens (20 each)
- 1st player token (1)
- Cavalry token (8)
- 1st and 2nd approach cards (8 each)
- Matterhorn tokens (10)
- Core compound cards (4)
- Agent cards (9)
- Matterhorn Sentinel cards (6)
- Matterhorn Defense cards (20)



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