

TOP SECRET



(N) 1612-A01



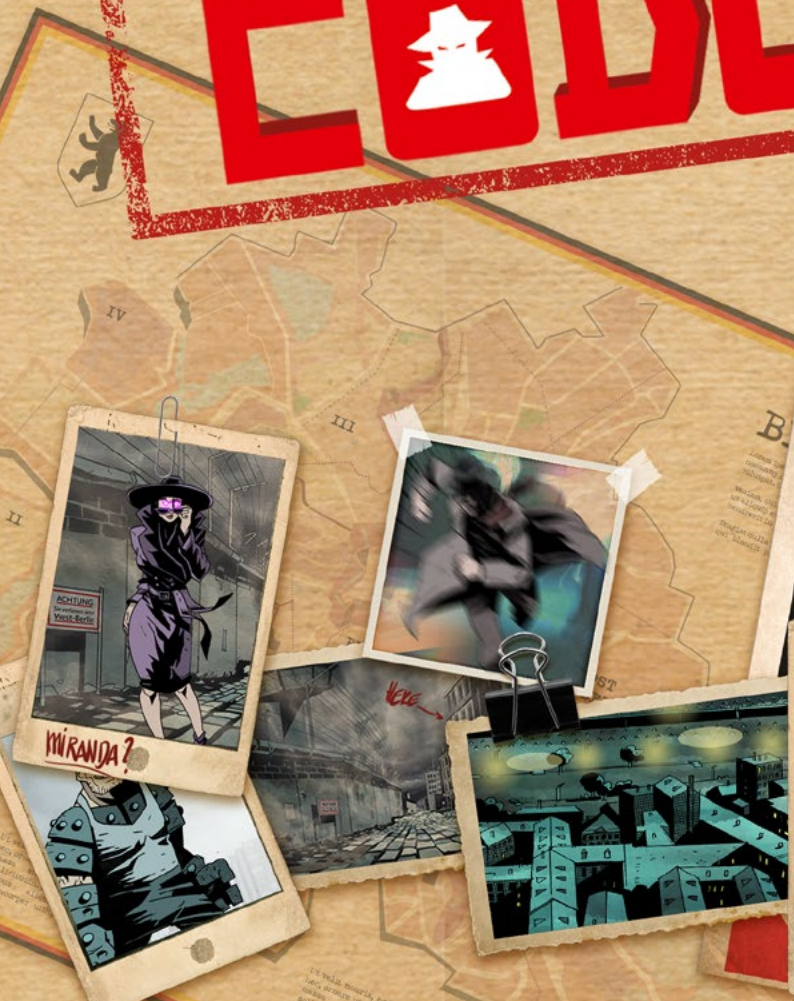
**CO DO BERLIN 63**

LÉANDRE PROUST  
AND JOHANN ROUSSEL

BONES LTD

# CO DO BERLIN 63

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**THE PSY MENACE IS REAL!**



(M)1612-A02

**Conclave of Day One (CoDO)** is a clandestine transnational organization founded in the post-war years by a group of elite scientists, intellectuals, and political figures from both sides of the Cold War. Their aim: to prevent the conflict from escalating and to maintain a balance of power by creating super-spies, who serve as espionage agents. These agents, endowed with extraordinary abilities, are strategically placed in key positions on both sides of the Iron Curtain, yet remain unknown to the general public and most governments.

The construction of the Berlin Wall by communist East Germany in 1961 marked a significant escalation in Cold War tensions, threatening to turn into an open conflict. In response, **Conclave of Day One** devised a plan to activate their agents with a specific phrase, chosen for its potential to be uttered during a globally significant speech. The phrase "Ich bin ein Berliner" spoken by President Kennedy on June 26, 1963, in West Berlin, was selected in anticipation of a historic moment. Subtly influenced by members of the CoDO, Kennedy believed he was bolstering morale and resistance to oppression. In reality, this declaration was designed to trigger the super-agents' operations at a critical time, symbolizing a call to vigilance and action to maintain global peace and balance.

Once activated, these super-spies remember their primary mission: to uphold peace and prevent war. However, they remain loyal to the nation in which they have been placed, creating an intriguing paradox where they must balance their allegiance to their homeland with their duty to CoDO. The use of the phrase "Ich bin ein Berliner" as a pre-programmed psychic trigger ensures that all agents are activated simultaneously, guaranteeing a coordinated and covert intervention worldwide to neutralize or sabotage warlike actions without alerting governments or the public. With these agents working in the shadows, **Conclave of Day One** weaves a secret layer of diplomacy and control, manipulating global events to avert conflict while preserving the anonymity and effectiveness of their interventions.

In the game, each player commands a group of super-spies from one of the two factions, operating on the field to eliminate the opposing group's leader. These super-spies will use their powers to complete their mission, each mission forming part of a larger scheme, where even the players themselves are mere pawns in the hands of **Conclave of Day One**. In this alternate history, we do not yet know who will emerge victorious—if a victor is to be determined at all...

Dive into the heart of the Cold War with **Conclave of Day One: Berlin 63**, a bluff and strategy game for 2 players. Play as super-spies with unique powers, secretly positioned on both sides of the Iron Curtain. Use your super-spies to eliminate the opposing leader or exhaust their reserve. Each turn, move your agents, activate their powers, and sow doubt in your opponent's mind. Bluffing will be crucial: choose the right moment to reveal or conceal your intentions. Victory belongs to those who master the art of deception and strategy.



# Components

- ▲ 1 game board
- ▲ 16 plastic bases (8 red and 8 blue)
- ▲ 16 Super-spy tiles
- ▲ 6 Leader cards
- ▲ 2 double-sided player aids (French and English)
- ▲ 2 rulebooks (one in French, one in English)

## Setup Before the First Game

Prepare the two teams of super-spies. To do this, sort the Super-spy tiles by color (red or blue) and insert them, face up, into the bases of the corresponding color.

## Game Setup

- 1 Place the game board in the center of the table between the two players.
- 2 Each player chooses a color and takes the 8 corresponding super-spies.
- 3 Shuffle the Leader card deck face down and deal one card to each player. This card indicates who the leader of their group is. It must remain secret until the end of the game.  
*For security reasons, JACK STEEL and ADAM QUARK cannot be the leaders of their groups. Therefore, there are no Leader cards featuring them.*
- 4 Each player secretly selects 5 super-spies from their available 8 and places them on the first row of the board, with the illustration facing them. Their leader must be among the 5 chosen super-spies.
- 5 The remaining 3 super-spies form the player's reserve and must remain hidden from the opponent.
- 6 Each player takes a player aid and places it next to them; it will be useful during the first few games.
- 7 Randomly designate the first player.



## Goal of the Game

To win the game, a player must either eliminate the opposing leader **OR** force the opponent to lose a super-spy from their reserve when they have no more left (see *End of the Game* on page 6).

## Gameplay

During their turn, the active player may perform **one** of the following two actions:

### 1. Create an Illusion

The player selects 2 super-spies under their control, either 2 from the board or 1 from the board and 1 from their reserve, and shuffles them under the table. Then they replace them in the same positions, either swapping them or not. **Caution!** Your leader can never be placed in the reserve.



#### EXAMPLE 1

On their turn, the active player selects 2 super-spies from the board (**VERONICA SNAKE** and **LEO STORM**), shuffles them under the table, and then replaces them in their original positions. This action creates doubt in the opponent's mind.

#### EXAMPLE 2

The active player selects 1 super-spy from the board (**VERONICA SNAKE**) and 1 from the reserve (**JACK STEEL**), shuffles them under the table, and swaps their positions. Now, **JACK STEEL** is on the board, and **VERONICA SNAKE** is placed in the reserve.



### 2. Activate a Super-Spy

- ♣ The active player chooses a super-spy on the board and moves them **one space orthogonally**.
- ♣ If they wish, they may also use a power with that super-spy. In that case, the active player clearly announces the power they are activating to their opponent (see *Using a Power* on page 5).  
*Some powers activate after moving, while others can be used during your opponent's turn* (see *Super-Power Codex* on page 7).
- ♣ A super-spy can move to an **empty space** or a **space occupied** by an opposing super-spy. In the latter case, the opposing super-spy is eliminated, and their base is returned to the game box face up.



All super-spies move one space orthogonally

### EXAMPLE 1

On their turn, the active player moves **VICTOR SHADOW** one space orthogonally. They decide not to use any power, so they announce nothing.

### EXAMPLE 2

On their turn, the active player moves **VICTOR SHADOW** one space orthogonally. They inform their opponent that **VICTOR SHADOW** has moved and that they wish to use his power.



### EXAMPLE 3

The active player moves **VICTOR SHADOW** one space orthogonally and lands on a space occupied by an opposing super-spy. The opposing super-spy is eliminated, and their base is returned to the game box face-up.



**Caution!** Certain super-spies, such as **ADAM QUARK** and **JACK STEEL**, won't be eliminated easily. Wait for your opponent's confirmation before removing their base.

## Using a Power

When a player decides to use a power, they announce to their opponent the supposed identity of the super-spy hidden behind the base, whether it is true or not. Then they describe the action they wish to take using that super-spy's power, without ever revealing the character. This is the **core of the game: bluffing and using the right power at the right moment** while planting doubt in the opponent's mind.

*Will your opponent take the risk of challenging your claim?*

After the announcement of a power use, **the opposing player has two options:**

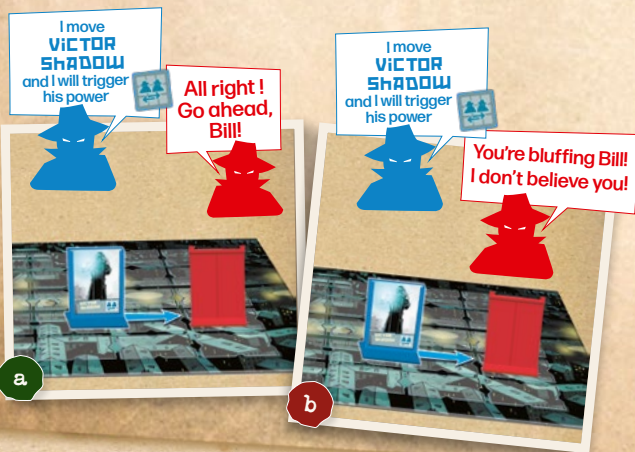
- They can choose to **accept the claim**, and the power activates as described by the active player.
- They can **challenge the active player's claim** if they believe the player is bluffing about the identity of the super-spy behind the base.
  - In this case, they clearly announce their doubt, and two possible outcomes arise:
    - If the super-spy is indeed the one announced**, the active player briefly reveals it, and the power activates as announced. The accuser then loses one super-spy of their choice from their reserve. They place it back in the game box, face up.
    - If the active player was bluffing**, they must briefly reveal the true identity of the super-spy. The power does not activate, and they must eliminate one super-spy of their choice from their reserve. They place it back in the game box, face up.

In case of a challenge, at the end of the turn, the **wrongly accused player(s)** may **create an illusion** including their super-spies activated during this turn.

### EXAMPLE 1

The active player moves **VICTOR SHADOW** one space and decides to use his power. They announce to their opponent that they have moved **VICTOR SHADOW** and wish to use his power.

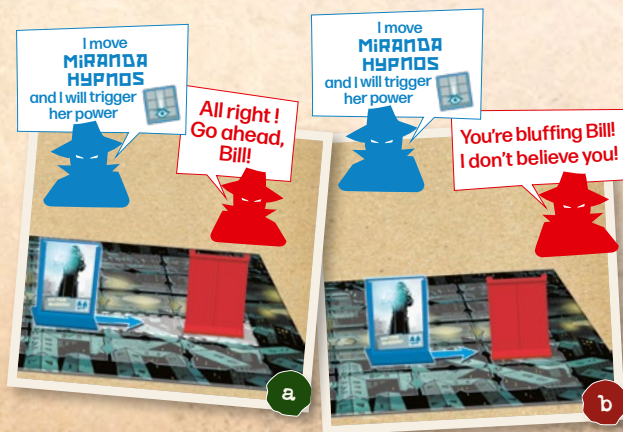
- The opponent chooses to believe them. The active player can perform **VICTOR SHADOW**'s power to create an illusion.
- The opponent thinks they are bluffing and challenges the claim. The active player reveals that it is indeed **VICTOR SHADOW**, and uses his power to create an illusion. The opponent must eliminate a super-spy of their choice from their reserve. This one is placed back in the game box, face up. Since they were wrongly accused, the active player can create an illusion using the super-spy activated this turn and another one of their choice.



### EXAMPLE 2

The player moves **VICTOR SHADOW** one space and wishes to use **MIRANDA HYPNOS**' power. They bluff by announcing to their opponent that they have moved **MIRANDA HYPNOS** and wish to use her power.

- The opponent chooses to believe them. The active player can then perform **MIRANDA HYPNOS**' power to look at the identity of one opposing super-spy within their line of sight.
- The opponent believes it is a bluff and challenges the claim. The active player, caught in the bluff, briefly reveals the true identity of their super-spy and eliminates one super-spy from their reserve. This one is placed back in the game box, face up.



## End of Turn

Once a player has completed their action, if neither player has won the game, it is the next player's turn.

## End of the Game

- ▲ If a player eliminates their opponent's leader, the opponent must announce it and loses the game immediately.
- ▲ If a player must lose a super-spy from their reserve (due to a challenge) but has none left, they lose the game immediately.
- ▲ If a player has only one super-spy (their leader) remaining in play, they lose the game immediately.
- ▲ If both players are left with only their leaders on the board, the game is declared a draw.

We recommend playing your games in a best-of-three format.



# Super-Power Codex



## Leo Storm

With his energy-manipulating powers, Leo Storm can push opponents out of his way. After his movement, you can move an opposing super-spy in his line of sight to a free space in any orthogonal direction.

## Lilly Hopper

When moving, Lilly Hopper can leap high and move diagonally. This diagonal move replaces her normal movement. If the space is occupied by an opposing super-spy, she captures it as in an orthogonal move.



## Miranda Hypnos

Miranda Hypnos can pierce illusions and discover the true nature of her opponents. After her movement, she can unmask an opposing super-spy within her line of sight. Your opponent must reveal the identity of the super-spy by briefly turning the base towards you.



## Ray Dash

After his normal movement, Ray Dash can continue running and make an additional move in the same direction.



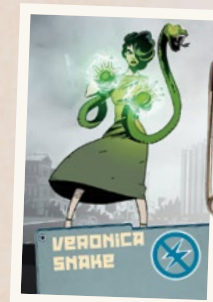
## Victor Shadow

After his movement, Victor Shadow can create an illusion (see *Gameplay*). He doesn't have to be one of the two super-spies chosen for the switch.



## Veronica Snake

By freezing her opponent, Veronica Snake can prevent the use of their power. When an opposing super-spy in her line of sight activates a power (after the challenge phase), she can choose to cancel it. **Caution! You can use Veronica Snake's power at any time, during your turn or your opponent's turn.**



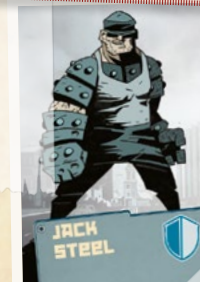
## Adam Quark

When an opposing super-spy moves onto his space to eliminate him, Adam Quark can use his final strength to explode. Adam Quark, the opposing super-spy, and all others – ally or enemy – on the 8 adjacent spaces are eliminated.



## Jack Steel

When an opposing super-spy moves onto his space to eliminate him, Jack Steel can take on his metallic form and cancel the attack. The opposing super-spy returns to the space they moved from, and their movement ends.





**What is the line of sight?** The 4 orthogonal directions from the super-spy's space. A base does not block the line of sight.

**If I capture Adam Quark with Veronica Snake and he explodes, can I cancel his power?** No, because the line of sight is considered to start from one space away from each base.

**How do I eliminate Jack Steel?** There are two methods: place him within the explosion radius of **Adam Quark** or cancel his power with **Veronica Snake**.

**How do I counter Jack Steel or Adam Quark with Veronica Snake?** If I move one of my super-spies and eliminate an opposing super-spy, my opponent may declare that the super-spy is **Jack Steel**, making them invulnerable. Instead of doubting this claim, I can check if the supposed **Jack Steel** is within the line of sight of my **Veronica Snake**. If so, I announce that I trust their claim but counter **Jack Steel's** power with **Veronica Snake's**. My opponent may also choose to disbelieve me. If they are wrong, they will lose two super-spies: one from their reserve because it is indeed **Veronica Snake**, and the supposed **Jack Steel** because he will be eliminated.



**Do I have to activate Adam Quark's power if he is eliminated?** No. Like all the other powers, its use is optional.

**If my opponent cancels Lilly Hopper's power with Veronica Snake, can I still move in a straight line?** No. If **Lilly Hopper** wants to jump to a diagonal space and **Veronica Snake** is in her starting row/column, she fails and does not move.

**When can I cancel Ray Dash's power with Veronica Snake?** **Ray Dash's** super speed activates after his first movement. **Veronica Snake** must have line of sight with him at that moment.

**Can I pass through another super-spy when moving with Ray Dash?** No. Even if the super-spy is one of yours.

**Can Ray Dash eliminate two super-spies in the same turn?** Yes. If your opponent has aligned two of their super-spies in front of **Ray Dash**.

## Credits

Game by Léandre Proust and Johann Roussel  
Illustrations by Bones  
Graphic Design by Ulric and Tia

Fluff by Emmanuel Beltrando  
Production by Marine Nouvel and Emmanuel Beltrando  
Translation by Emmanuel Beltrando  
3D Bases by Dominique Breton

## Thanks

Dominique Breton  
(www.3dzeblate.com), Yoann and Noé, the Conclave of Day One (you never know).

