

**MIND
MGMT**

SECURITY LEVEL

CLASSIFIED

OPERATION

ESCORT DUTY

MISSION DETAILS

Location: MIND MGMT SHIFT Module 7

Includes: 8 cards (3 Decoy, 1 Animal Girl, 1 Immortals Attempt Elimination, 1 Recruiter Attempts Elimination, 1 Make Inquiries, 1 Witness Protection)

- It is highly recommended that you don't play with any other SHIFT Modules when you first play with Escort Duty, as it's a brain bender!
- One agent will randomly have the Animal Girl card. All Rogue Agents should know which agent has Animal Girl. Of course, the Recruiter should NOT know! Keep it secret!
- When you are in the same location - or orthogonally adjacent locations (which includes diagonally if one agent is in a temple), you MAY swap your Escort Duty cards. It is recommended that you collect both cards and make it impossible for the Recruiter to know if you swapped or not. You cannot do this if there is Mayhem between the 2 agents. Mayhem cannot prevent agents from swapping cards if one of them is on a temple.
- Instead of moving an Immortal, the Recruiter can get some intel on Animal Girl's whereabouts. The agents must look at the 2 features that are on the location where the agent that has the Animal Girl card is located. If either of these 2 features are also on ANY location with ANY of the Immortals, then the agents answer YES. If none of the 2 features can be found on ANY of the location with Immortals, then the agents answer NO.
- If the Recruiter Steps onto a location that they believe has the Animal Girl card, then the Recruiter can attempt to eliminate Animal Girl. If that agent is holding the Animal Girl card, then the Recruiter wins the entire game! Otherwise, if that agent does not have Animal Girl, then the Recruiter places a Confirmed Mental Note token on their current location with the current time on it.
- If an Immortal moves onto a location with an agent, the Recruiter can have the Immortal attempt to eliminate Animal Girl. If that agent is holding the Animal Girl card, then the Recruiter wins the entire game! Otherwise, if that agent does not have Animal Girl, then the Recruiter places a Confirmed Mental Note token on their current location with the current time on it.

Place all 8 cards back in sealed package once the game is over.