

6 AGENT TOKENS



6 COLORED DICE



17 GUARD TOKENS



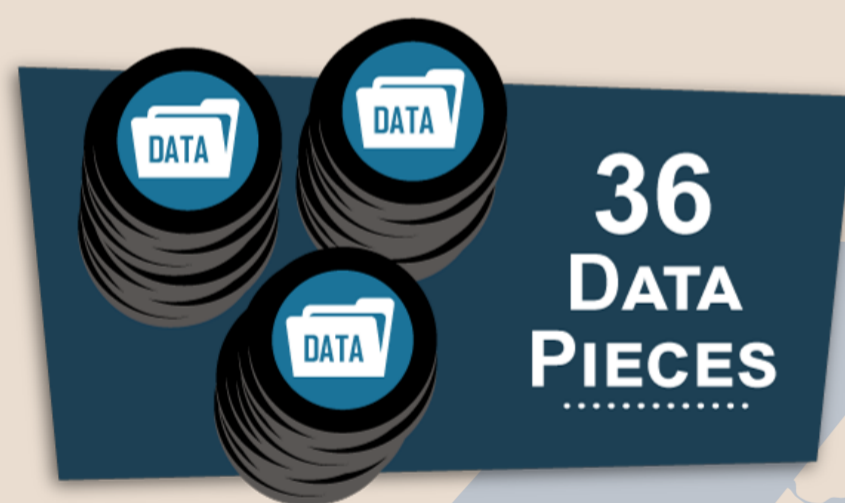
40 EVENT CARDS



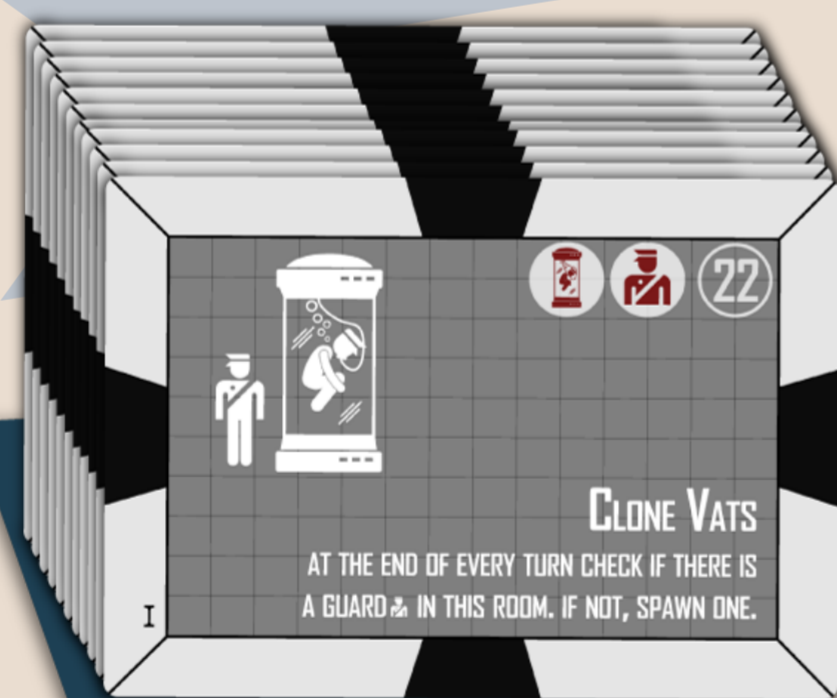
32 AGENT CARDS



113 OPS CARDS



36 DATA PIECES



38 ROOM CARDS



8 TOP SECRET CARDS



18 WILD PIECES



6 LOCK PIECES



1 COUNTDOWN TRACKER



3 WILD TOKENS



21 WILD CARDS

A NOTE FROM THE GAME DESIGNERS

When we created Facility 07 our intent was to make a game with high replayability that was simple enough that we could play with our non-gamer friends or even our parents, while still being complex enough to be engaging for serious gamers. The rules are straightforward, but each card has a tweak or expansion to those rules, so complex strategies will slowly build as more and more cards are put into play. This slow build is key to making Facility 07 a game that everyone can enjoy without being overwhelmed by rules. We hope you have a great time playing!

-Trevor & Alyssa Scott



INTRODUCTION



The evil genius Professor Norwood has developed a method of flash-cloning which he is using to create an army of fiercely loyal (if a bit stupid) clones! Espionage and intelligence agencies across the globe have called an uneasy truce and joined forces in an unprecedented show of cooperation, all to destroy Professor Norwood's cloning facility before he uses it to doom all of Humanity.



MISSION BRIEFING



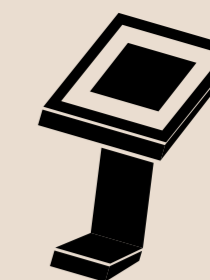
Agent, your mission is to infiltrate one of the facilities housing Norwood's flash-clone vats. It's called Facility 07, just like all of his other facilities... Norwood is a dangerous fanatic, obsessed with spy movies and pop culture. He started out creating his own versions of powerful gadgets from his favorite movies and shows, and now he's created an unstoppable army of clones. You'll be working alongside Agents from across the world, so set aside your professional grudges until you start the self-destruct countdown. After that, it's every Agent for themselves, and we wouldn't mind if you took a few of them out. And while you're in Facility 07, gather as much data as possible vis-a-vis the construction of the cloning vats. Our agency may be able to... make use of it.

This rulebook will self-destruct in 3... 2... 1...

[If rulebook did not self-destruct, please destroy it yourself]



GAME OVERVIEW



In Facility 07 players take on the role of Secret Agents who infiltrate an evil genius' lair to stop him from destroying the world! It's a semi-cooperative Battle Royale, Spy-Style! There are two Phases: the Exploration Phase, and the Battle Phase.

During the Exploration Phase, Agents explore the facility, searching for the Mainframe and collecting Data (victory points). The goal of this Phase is to discover the Mainframe by exploring all of the Room Cards in the Room Deck. During this phase Agents may not attack other Agents with fists or weapons, but they can still Daze, steal from, and harass each other! As Agents add new Room Cards to the game board they will face Clone Guards and dangerous Event Cards. Once the Mainframe is added to the board it is vulnerable to being hacked, and the Exploration Phase is nearly over.





The Battle Phase begins when an Agent hacks the Mainframe, starting the Self Destruct Countdown. During this final Phase, Agents are free to attack other Agents, and all Connection Nodes can be hacked to gain Data. This is a fast paced Secret Agent brawl and whoever escapes the facility with the most Data wins the game. When the Self Destruct Countdown reaches 0, anyone still inside is burnt bread!



GAME CARDS



Facility 07 is a game made up of hundreds of cards. These cards are used to build the facility, they define each player's Agent Identity, they are the special moves and items the Agents use during their mission, and they are the random events that make up Professor Norwood's security system.

In an effort to help players understand a card's functions at a glance, we've included icons like these:    . These icons are meant to supplement the text of a card, not to replace it. When in doubt, follow the words on the card!

Any time a gendered pronoun is used ("he" or "she") it's non-binding. Meaning a card that refers to "she" can be used by or against a person of any gender, regardless of the pronouns they identify with. These terms are meant to be used inclusively, not to exclude ♥



WILDCARDS



WE ALL KNOW FACILITY 07 HAS HIGH REPLAYABILITY, BUT WHAT IF IT HAD EVEN HIGHER REPLAYABILITY? WHAT IF WE INCLUDED A “WILDCARD” VERSION OF EVERY CARD TYPE AS WELL AS A WILDCARD GAME PIECE AND WILDCARD TOKENS?

WONDER NO MORE, BECAUSE WE DID JUST THAT! AFTER SOME EXCITING EXPERIMENTATION, WE FOUND THAT FACILITY 07’S RULESET IS SO ROBUST THAT YOU CAN ADD JUST ABOUT ANY CRAZY RULE, ITEM, OR ENEMY THAT YOU WANT WITHOUT BREAKING THE GAME.

THESE WILDCARDS ALLOWED US TO CREATE CUSTOM GAME VARIANTS LIKE “BONE, JAMES BONE,” “A CHRISTMAS CAPER,” “SHARK ATTACK!” “ZOMBIE SPOOKTACULAR,” AND MANY MORE.

AND WHAT’S MORE, YOU CAN MAKE YOUR OWN CUSTOM GAME VARIANTS. IT’S TONS OF FUN TO EXPERIMENT WITH, SO WE INVITE YOU TO JUMP IN HEAD FIRST AND GET YOUR HANDS DIRTY.

WE’VE INCLUDED ONE OF OUR FAVORITE GAME VARIANTS AT THE END OF THE RULEBOOK, AND YOU CAN FIND MORE ON OUR’S SOCIAL MEDIA!

THE BASE GAME RULES DO NOT USE THE WILDCARDS, SO JUST KEEP THEM IN THE GAME BOX UNTIL YOU ARE READY TO GET WILD.

AGENT CARDS

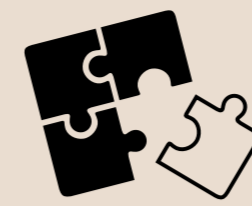
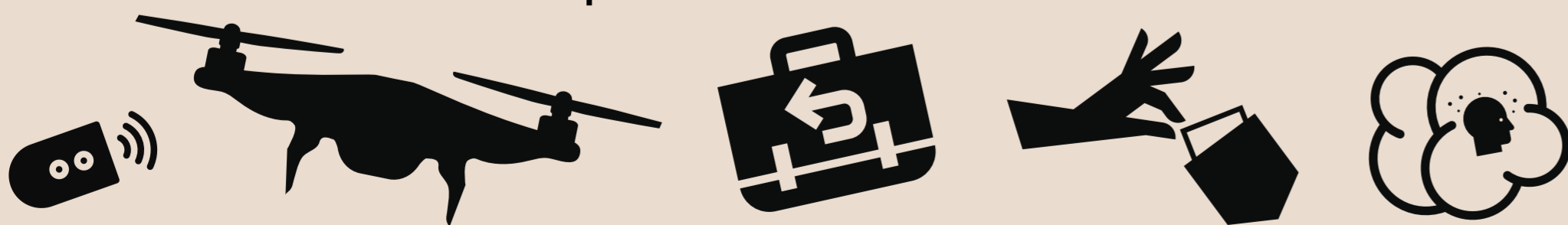


Agent Cards are each Players’ identity. Each Agent has a set of Skills: Speed, Insight, Strength, and Finesse. Agents make Skill Checks by rolling a six sided die (see **Skill Checks** on pg 6). Rolls must be equal to or lower than the skill value to succeed, so try to roll those 1s!

Each Agent has a unique Agent Ability. Some Agent Abilities are passive and always in effect while others must be activated. Activated Abilities may only be used once per turn.



Agents in Facility 07 are based on iconic spies & action heroes, though the names have been changed to protect the innocent.



OPS CARDS



Agents will draw and play Ops Cards every turn. They can be Actions, Gadgets, or Covert Cards. Agents draw two Ops Card at the end of each turn and must immediately discard down to the hand limit of 5. At any time during her turn an Agent may return her equipped Gadgets or Covert Card to her hand. Ops Cards have no max range unless written on the card, no matter how ridiculous it may seem (these are highly trained Agents, after all!).

ACTION CARDS



Action Cards are played directly from your hand and are discarded after use. They may only be played during your turn unless specified on the card. Agents use them to hinder their enemies and protect themselves!



GADGET CARDS



Gadget Cards are reusable equipment. To Equip a Gadget Card place it face up on the table below your Agent Card. Gadgets must be equipped before they can be used, and once used may not be unequipped that turn. Each gadget may be used once per turn, but only a single weapon may be used on a turn.



You may have three Gadgets Equipped at once

COVERT CARDS

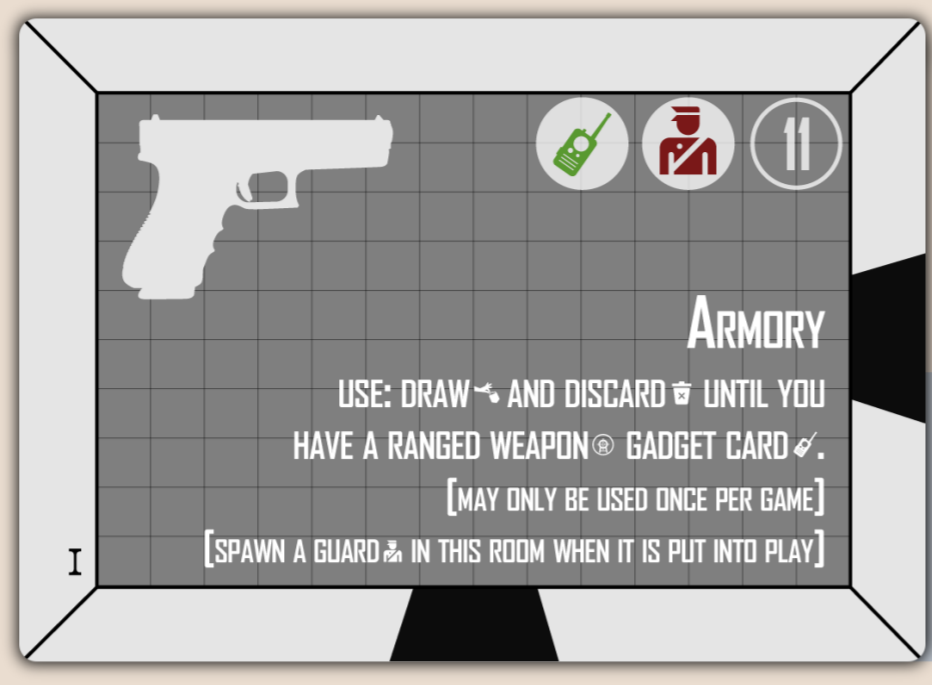


Covert Cards are powerful “trap cards” with specific Triggers and are discarded after being Played. To equip a Covert Card place it face down on the table next to your Agent Card. A Covert Card must be Equipped before it can be Played. To Play simply flip the card over and say “not so fast!”. When a Covert Card is Triggered you may choose to Play it immediately or wait to Play it until it’s Triggered again later.



You may have one Covert Card Equipped at once

ROOM CARDS



Rooms Cards are drawn and placed on the table as the Agents Explore Facility 07. Most Rooms have special Abilities written on the Room Card. An Agent must be inside a Room to Use the Room's Ability, and Using it ends the Agent's turn. Room Abilities may not be used if a non-Dazed Guard is in the Room. During the Battle Phase, an Agent can choose to prevent another Agent from Using a Room's Ability, which usually leads to a fight! (See *Exploring New Rooms* on pg. 5 for more info)

BUILDING THE ROOM DECK



To set up a new game you must first build the Room Deck. Start by separating the Entryway, Prison, Mainframe, and Connection Nodes from the other Room Cards, then shuffle the remaining Room Cards.

4 ROOMS,	1 CONNECTION NODE	60 MIN GAME
6 ROOMS,	2 CONNECTION NODES	90 MIN GAME
8 ROOMS,	3 CONNECTION NODES	120 MIN GAME

It's up to you how many Rooms to use! Each additional Card in the Room Deck adds about 12 minutes of play time. Games with new Players will take a bit longer. Once the Room Deck has been assembled, shuffle the selected Connection Nodes into the Room Deck and place the Mainframe on the bottom. Place unused Room Cards back in the game box.



TOP SECRET CARDS



Written on each card are two secret objectives that Agents can complete or ignore. Keep them hidden! When the game ends, Agents reveal their Top Secret Cards and report on the status of their missions. Agents gain +1 Data for each mission completed. There is no penalty for failure!



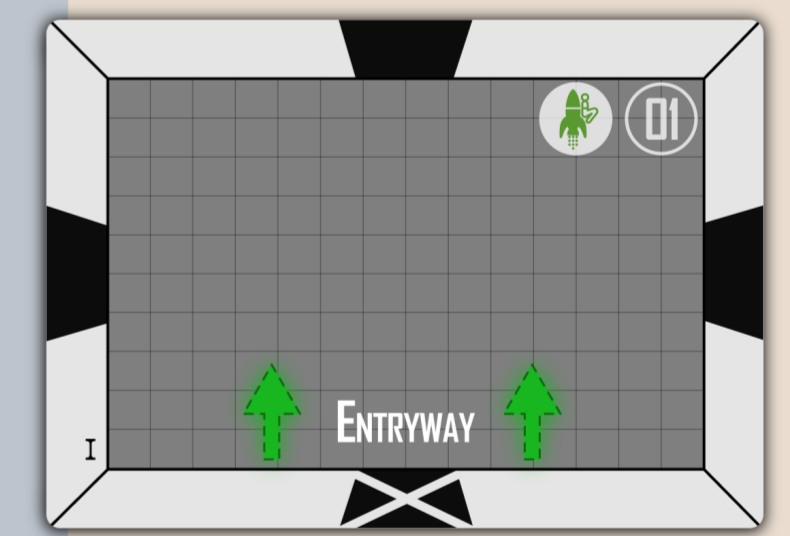
- OPTIONAL RULE -
TOP SECRET-ER EACH TOP SECRET MISSION COMPLETED AWARDS TWO DATA



SET UP



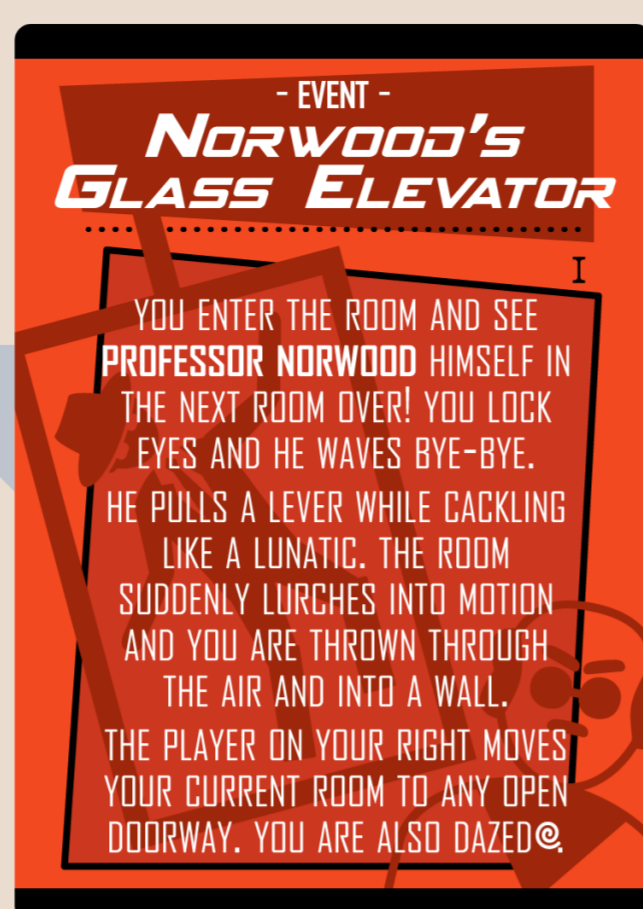
- Build the Room Deck:** See the graphic to the left.
- Top Secret Briefing:** Each Player draws one Top Secret Card. Keep it secret, keep it safe!
- Assign Agent Identities:** Each Player draws two Agent Cards and picks one to use as their Agent Identity. Return all unused Agent Cards to the game box.
- Choose Agent Tokens:** Each Player chooses an Agent token, attaches it to a stand, then takes a colored die and a Rules Reference Card.
- Place Entrance and Tokens:** Place the Entrance Card on the table and Agent Tokens inside.
- Set Up Decks:** Separately Shuffle the Room, Event, and Ops decks and place them on the table in separate face-down piles.
- Draw Ops Cards:** Each Agent draws five Ops cards and may equip Gadgets and Covert Cards as they like.



Agent Log #04
 We breached the main entrance together. Never thought I'd be working with members of... well, any other agency. Not really my bag. It's true that Norwood is a serious threat to the entire world, but I'll have a hard time turning my back on my "teammates."



EVENT CARDS



When a new Room is Explored, the exploring Agent draws an Event Card. These cards describe a reward or challenge facing the Agent. Once the Event Card is resolved, the Agent's turn is over. Place the resolved Event Card into the discard pile.

- OPTIONAL RULE -

EVENTFUL MISSION

AGENTS DRAW AN EVENT CARD AT THE END OF EVERY TURN



MOVEMENT



Rooms only count as Adjacent to one another when their doorways touch and line up perfectly.

An Agent can move into an Adjacent Room a number of times equal to her Speed Skill. E.g. if an Agent's Speed Skill is 3, he can move into 3 explored Rooms on his turn. Moving into an unexplored Room ends his turn (once he draws and resolves an Event Card).

Movement does not need to be used all at once, so an Agent can move, act and move again however he likes.

Movement is blocked by non-Dazed Guards, and can be blocked by Non-Dazed Agents during the Battle Phase if they so choose. Dazed enemies are no obstacle!

- OPTIONAL RULE -

MOVE OUT!

THE SPEED STAT FOR ALL AGENTS IS INCREASED BY 1



SNEAKING



An Agent can attempt to sneak through a Room containing an enemy by rolling a Finesse Skill Check. Success means the Agent bypasses the Room entirely, using 1 movement. But a failed roll means the Agent is spotted and is Dazed. If a Guard is present in the Room when the Sneak check fails, the not-so-sneaky Agent is immediately sent to Prison. Agents may only sneak past other Agents during the Battle Phase, and must roll for EACH Agent they try to bypass.



WHILE DAZED



Dazed Agents are vulnerable to certain Ops Cards, and they will immediately be sent to prison if they are ever in the Room with a Non-Dazed Guard (unless you are playing with the 1v1 Me Bro Optional Rule!). A Dazed Agent's Speed is cut in half (round down), she may not sneak past enemies, use a Room's Ability, Explore a new Room, or attack an Agent or Guard.

When a Guard is Dazed he is not a threat and does not block movement. A Guard will automatically un-Daze himself at the end of any Agent's turn, but only if there are no Agents in the Guard's Room.

When an Agent or Guard is Dazed knock their token over.

Dazed Agents will automatically become Non-Dazed at the beginning of their turn!

- OPTIONAL RULE -

FIGHTING SPIRIT

AGENTS MAY ATTACK WITH WEAPON GADGETS WHILE DAZED



SKILL CHECKS



Skills refer to an Agent's Strength, Finesse, Insight, and Speed. When a Skill Check is called for, Agents roll their colored die and compare the result to the Skill being tested. To succeed the Skill Check, the roll must be equal to or less than the Agent's Skill. For example, if a Finesse Skill Check is rolled and the Agent has 4 Finesse, she must roll 4 or less to succeed, as a 5 or 6 results in failure.

Agent Log #15

These clones are the laziest guards I've ever seen. All they do is hang around and eat sandwiches. That is, until you wind up in a room with them and they suddenly spring into action! Can't forget they're a threat, no matter how stupid they look. If I get my hands on a rifle I could take them out from another room while they still have a mouthful of po boy. I probably should have brought one...



LOCK DOWN



When a Room is Locked Down place a Lock Down piece onto it. No one can move into or out of Locked Down Rooms, and they block line of sight, ranged weapons, and Fingerlongerers. When a Card causes a Room to be Locked Down, the Agent responsible for the card should place it face up next to their Agent Card, as a reminder of the turn on which the Lock Down expires.



PRISON



Professor Norwood's clone Guards only do one thing really well: throw Dazed Agents into Prison. If an Agent ever finds himself Dazed and in a Room with a non-Dazed Guard, he is immediately moved to Prison. If the Prison Room isn't already on the board, the player to the right of the prisoner places it on any available doorway.

When an Agent is sent to Prison the Guards frisk him and he must randomly discard **all but one** equipped Gadgets. If an Agent ends up in prison before his turn is over, he can attempt to escape - if he rolls a 3 or less, he's out! Otherwise he is stuck in the cell, but will automatically escape at the start of his next turn, easy peasy.

- OPTIONAL RULE -
1v1 ME BRO

THE ONLY WAY A GUARD CAN SEND AN AGENT TO PRISON IS IF THE AGENT IS DAZED BY HIM, AND HIM ALONE



AGENT BLOCKING

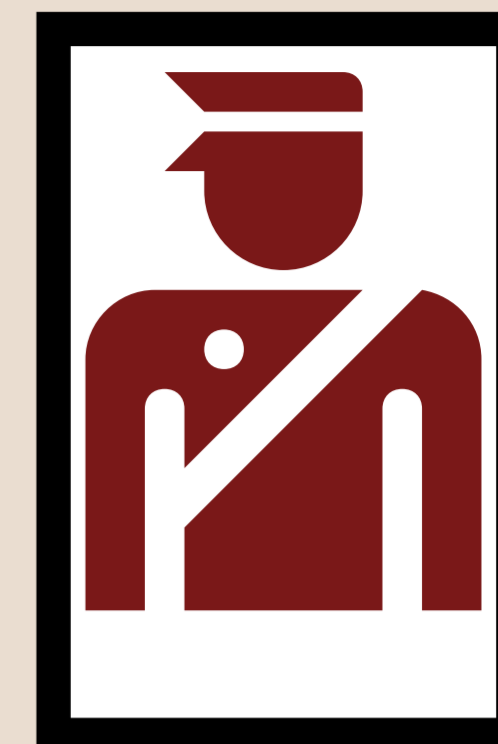


During the Battle Phase, Agents can block each other's movement in the same way as a Guard. An Agent can stand in the way of other Agents trying to enter, exit, or use the Room Ability of any Room he occupies. He can also choose not to block another Agent if he's feeling generous (or in exchange for a favor?).

If someone is Agent Blocking you, the only thing to do is Daze them or just sneak past. A Dazed Agent is no obstacle. Of course, neither is a dead one!



CLONE GUARDS



Professor Norwood's clone Guards are strong, fast, and really good at throwing Agents in Prison. Fortunately, Norwood didn't get the clone recipe quite right and all of his clones came out aggressively lazy. Guards are spawned by various Rooms and Cards. If a Room has a non-Dazed Guard inside, an Agent cannot enter the Room, leave the Room, or use the Room's Ability.

To Daze a Guard an Agent can attack him with fists or use one of many exciting anti-Guard cards in the game. Dazed Guards remain Dazed as long as an Agent is in their Room. A Guard will become non-Dazed if there are no Agents in his Room at the end of any Agents turn.

Being naturally lazy, Norwood's Guards will only get in an Agent's way if they happen to be in the same Room.

Clones fresh out of the vat are weak at first - When a Guard Spawns as a result of a Room being Explored, the Guard can't do anything until the Exploring Agent's turn is over.

- OPTIONAL RULE -
CLONE HYPNOSIS

AGENTS CAN MOVE A GUARD UP TO TWO ROOMS EVERY TURN



Agent Log #16

Who the hell keeps sand in their pocket? I ambushed him with a samurai sword I found in a display case, but he was ready for me with a handful of sand. I guess it's standard issue these days. To make it worse, he hacked my PDA while I was dazed and stole some of my data! My handler is not going to like this... I'd better get some more Data before I make like a tree and GTFO.

FIGHTING: FISTS & WEAPONS

AN AGENT MAY ONLY USE ONE WEAPON PER TURN, EVEN IF SHE POSSESSES SEVERAL.

AGENT VS GUARD

When an Agent is in the Room with a Guard, she may attack him with her fists by making a Strength Check. If she succeeds the Guard is Dazed and will not block movement or prevent the use of the Room's Ability. If she fails she is Dazed and immediately goes to Prison. This is a good time to avoid being Dazed!

When an Agent fires a Ranged Weapon at a Guard and misses the shot, the targeted Guard will move one Room closer to the Agent. If a Guard ever moves into a non-Dazed Agent's Room, the Agent must fight him with fists or a weapon.

An attack against a Dazed Guard always succeeds with no Roll required!

AGENT VS AGENT

** Not Until the Battle Phase simmer down **

Before the Battle Phase, Agents may not directly attack other Agents, but they can still Daze, steal from, and harass each other!

When an Agent attacks another Agent with his fists, both must make a Strength Skill Check (or another Skill if using a non-Strength based Melee Weapon). If either Agent succeeds this Roll they Daze the other Agent (both Agents might end up Dazed!).

If an Agent attacks another Agent with a Ranged Weapon and is in a different Room, the Agent being attacked cannot fight back unless she also has a Ranged Weapon equipped.

When a Dazed Agent is hit by a Lethal Weapon, she can avoid being killed by giving Data to her attacker. If she has no Data or just wants to spite her attacker, she is killed (see *Agent Death* on this page for more info). Attacking a Dazed Agent with fists or a non-lethal Weapon has no effect.

**- OPTIONAL RULE -
BEAT DOWN**

WHEN AGENTS OUTNUMBER GUARDS IN A ROOM, THE GUARDS ARE DAZED



AGENT DEATH



When a Dazed Agent is Attacked with a Lethal Weapon he is Killed and is out of the game entirely. All cards are discarded, all Gadgets self-destruct, and all Data is erased.

But wait! An Agent who would be Killed can choose to give one Data to his attacker to avoid being killed (for now). Of course, he could also choose to die a glorious death and take his Data to the grave.

**- OPTIONAL RULE -
I AM INEVITABLE**

WHEN AN AGENT IS KILLED SHE ROLLS A DIE. ON A 1 SHE INSTEAD SURVIVES & DAZES HER ATTACKER



DATA



Data tokens represent the blueprints and schematics for Professor Norwood's super-advanced cloning technology. Data is most reliably collected by using Connection Nodes and the Mainframe, though there are certain Event Cards, Rooms, and Ops Cards that can give an Agent Data.

An Agent's Data Tokens must be left in plain sight - no hiding them! During the Battle Phase, the Agent who escapes from Facility 07 with the most Data wins the game. So it would be best if the other Agents didn't make it out with any data. Or at all.

If there is a tie, whoever escaped first is the winner!

**- OPTIONAL RULE -
BRAIN SUCK**

WHEN AN AGENT DIES, PLACE ONE OF THEIR DATA TOKENS ON THEIR CORPSE. AN AGENT MAY END HER TURN IN THAT ROOM TO COLLECT THIS DATA.

Agent Log #23

I've collected several petabytes of Norwood's precious clone data. Medical records, blueprints, chemical formulas... It's all here and it's all encrypted. The eggheads back at HQ will have a field day with it if I can just get out of here alive...



CONNECTION NODES



Connection Nodes may not be used until Battle Phase has begun. Once the Mainframe is hacked, an Agent can gain Data from a Connection Node by using the Room's Ability, and each Connection Node can be used once per game per Agent.



- OPTIONAL RULE - SCORTCHED EARTH

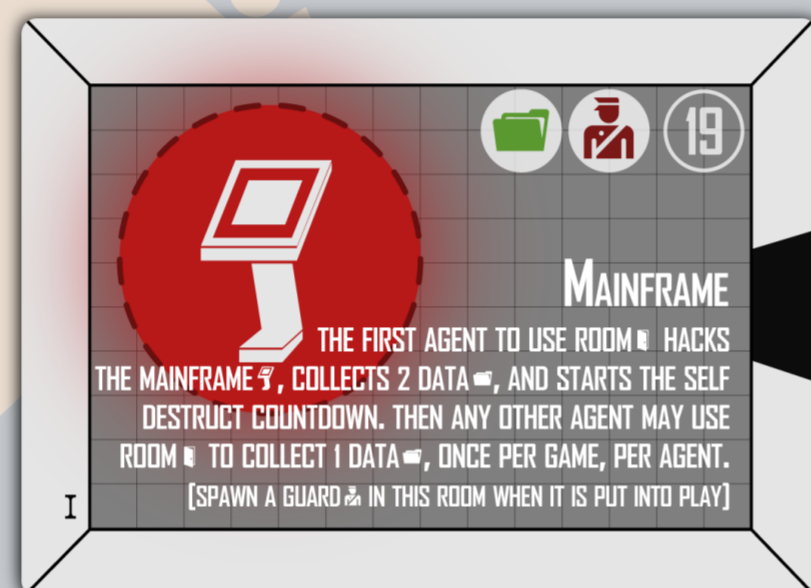
ONCE A CONNECTION NODE IS USED IT CANNOT BE USED AGAIN



THE MAINFRAME



Hacking the Mainframe in order to start Facility 07's Self Destruct Countdown is your primary mission objective. It's the only way to stop Professor Norwood from taking over the world with his army of clones! Hacking the Mainframe is a climactic moment signaling that the Battle Phase is almost here and things are about to get very dangerous in Facility 07!



To hack the Mainframe an Agent must use the Mainframe's Room Ability (remember, Exploring the Room doesn't "Use" it!). Once the Mainframe is hacked, the Exploration Phase ends and the Battle Phase begins. All Connection Nodes become active, the Self Destruct Countdown begins, and the "truce" between Agents is broken. Weapons and fists may be used against other Agents, and Agents can even be killed!

- OPTIONAL RULE - REINFORCEMENTS

WHEN THE MAINFRAME IS HACKED, SPAWN GUARDS IN ALL ROOMS WITH A GUARD ICON



SELF DESTRUCT



When the Mainframe is hacked the Self Destruct Countdown begins. Watch out, Facility 07 will blow sky high when the countdown reaches zero! Whichever Agent hacked the Mainframe is now known as "The Hacker" and is in charge of tracking the Self Destruct Countdown. Set the Countdown Tracker to 6. At the end of each of The Hacker's turns she reduces the countdown by one until it finally reaches 0, whereupon the entire facility explodes, killing anyone left inside. gg.

The main way out of Facility 07 is through the Entryway. An Agent must spend one Movement to move from the Entryway to the outside world. Agents who escape the facility can't be touched!

- OPTIONAL RULE - RUN FOR IT!

INSTEAD OF USING THE COUNTDOWN TRACKER, ROLL A DIE AT THE END OF EACH OF THE HACKER'S TURNS. ON A 6 THE FACILITY EXPLODES.



GAME OVER



After all Agents have escaped Facility 07 (or died), it's time to flip over your Top Secret Cards and see who the real winner is! Tally up your Data - whoever has the most (and is still alive) is the victor!

If there is a tie, whoever escaped first wins.

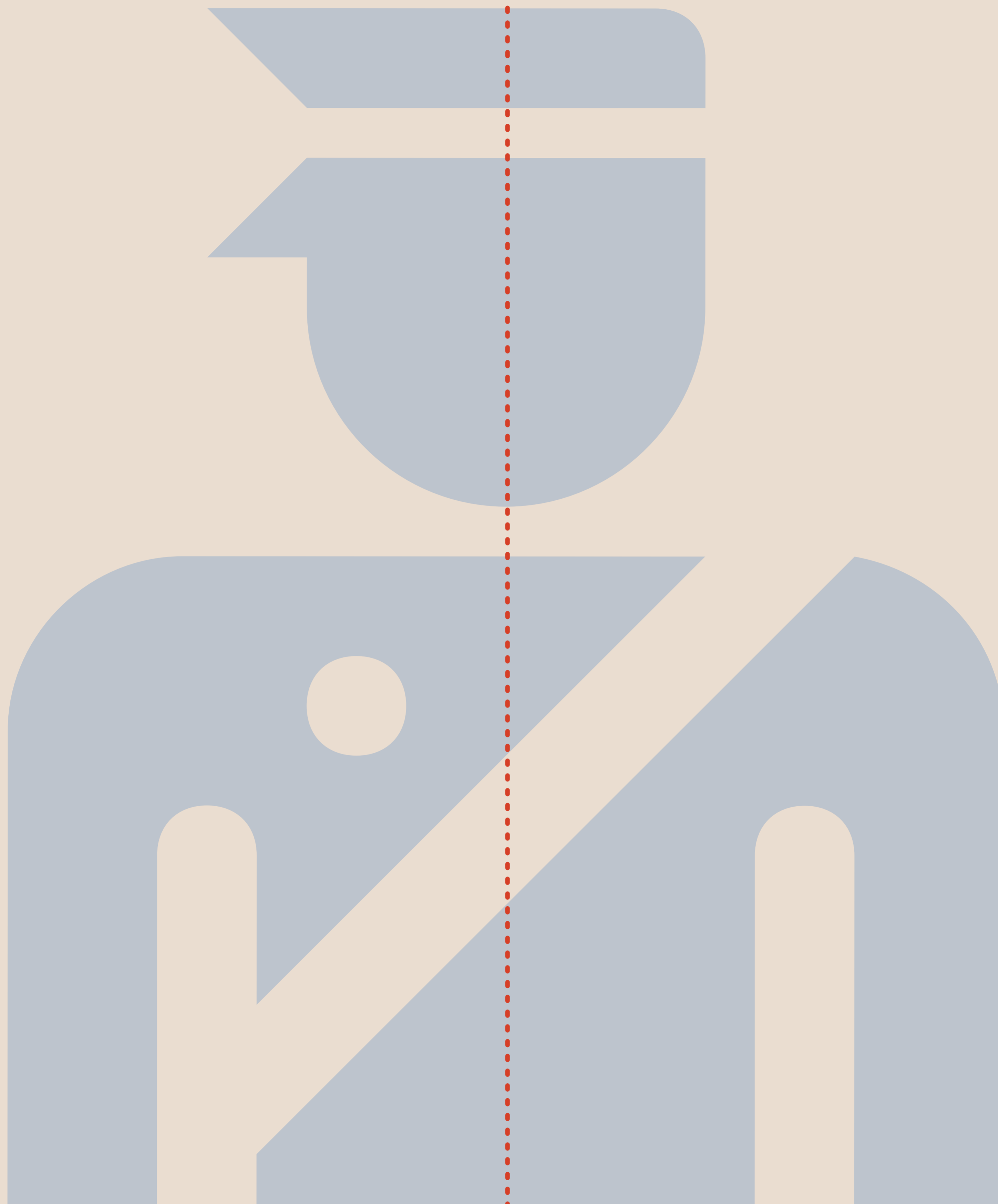
- OPTIONAL RULE - YOU EARNED IT

WHEN THE GAME IS OVER THE AGENT WITH THE LEAST DATA MUST MAKE THE WINNER A SANDWICH

Agent Log #42

The self destruct countdown was blaring and I was losing a lot of blood from a shoe-knife wound to the gut. I barely made it to the Entrance and just managed to escape the facility before the whole thing blew sky high. I nearly died, but I made it out with two high value pieces of Data! I wonder what the Agency will do with it...

★ MISSION ACCOMPLISHED ★





MORE OPTIONAL RULES



DEAD MAN SWITCH

When an Agent dies he will automatically transmit **HALF** of his Data to his handler, rounded up. A dead Agent will also get credit for any Top Secret missions he completed. Death is now nothing but an inconvenience!

FREE FOR ALL

Agents may attack each other directly at any time, rather than waiting until the Battle Phase. If an Agent is killed, she Discards all of her cards and Data, then draws five Ops Cards and a new Agent Card and places her token in the Entrance Room. Go go go!

EXTENSIVE SURVEILLANCE

Lay out all Rooms in the Room Deck before the game begins. After the Room Deck is built, each Agent takes turns drawing a Room Card and placing it on any available doorway. Next place an Event card face down on each of the Rooms to hide it. Once all Rooms have been placed, the game begins as normal. When an Agent enters a Room covered by an Event Card, he flips over the Event Card and follows its instructions.

MADHOUSE

Professor Norwood likes to change things up from time to time, and so now Facility 07's Rooms can move. Whenever an Agent Explores a new Room, she must move it to the available doorway of her choice. Rooms can only be moved in this way immediately upon being Explored, and then never again. It's a madhouse!

TIT FOR TAT

When an Agent loses a Fight with a Guard he is Dazed, but can choose to avoid being sent to Prison by bribing the Guard with a random Equipped Gadget. The Gadget is Discarded, and the Agent stays put. If the Agent has no Gadgets he is sent to Prison.

CREDITS

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PUBLISHER: NEVER ENGINE GAMES

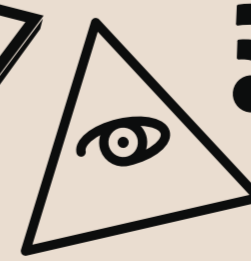
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