

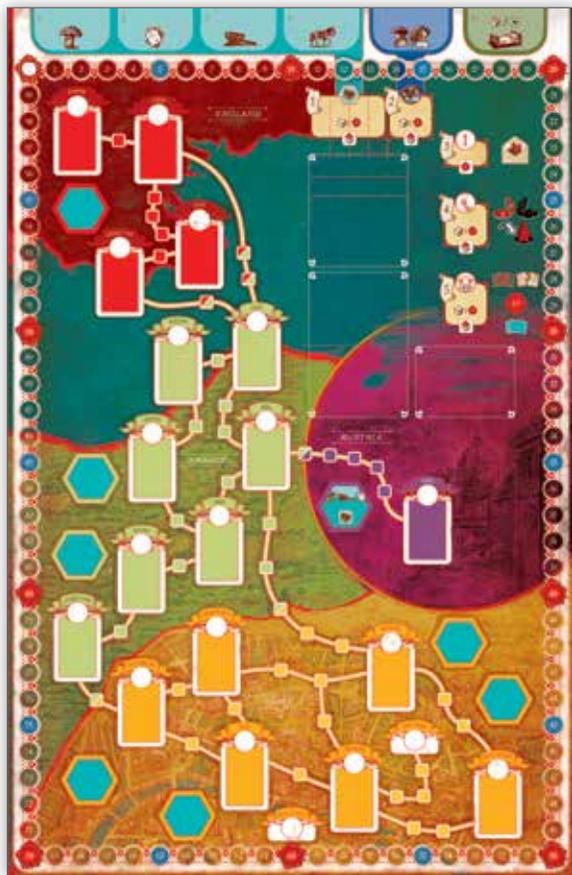
The Scarlet Pimpernel

The year is 1793. France cowers under the Reign of Terror, and not even the innocent are safe from the Committee of Public Safety and their precious guillotine. In the midst of this turmoil, one man uses courage and cunning to fight the brutality: the mysterious Scarlet Pimpernel. Along with his League of followers, the Scarlet Pimpernel rescues the innocent from under the very noses of the Committee, leaving behind only a card showing a small pimpernel flower. But the man behind the moniker, Englishman Sir Percy Blakeney, must keep his identity a secret from all but his closest associates while there is yet good to do.

In the Scarlet Pimpernel board game, you play as members of the League helping the Scarlet Pimpernel accomplish seven missions rescuing the innocent from the guillotine. No mission will be as important as the last as you save the young Dauphin, heir to the French throne, by whisking him away to Vienna. You have a supply of resources at your fingertips, use them wisely. Although players are all working toward the same objectives, only the player with the highest score at the end of the game will become the Scarlet Pimpernel's most trusted advisor.



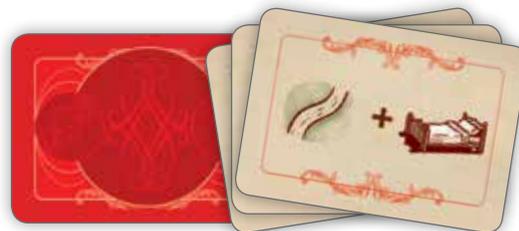
Game Components



GAME BOARD x1



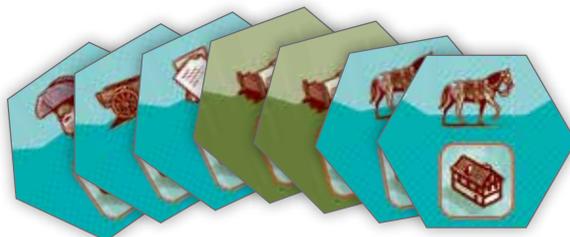
SPECIAL FAVOR TILES x6



SPECIAL FAVOR CARDS x18



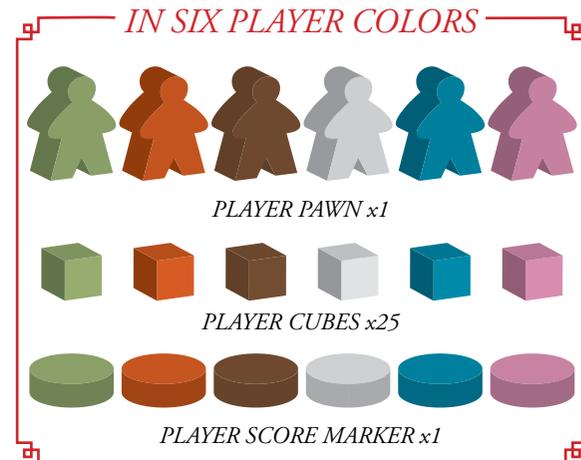
LOCATION CARDS x18



BUILDING TILES x7



PLAYER BOARDS x6



SCARLET PIMPERNEL
PAWN x1



CHAUVELIN
PAWN x1



MISSION MARKERS x8



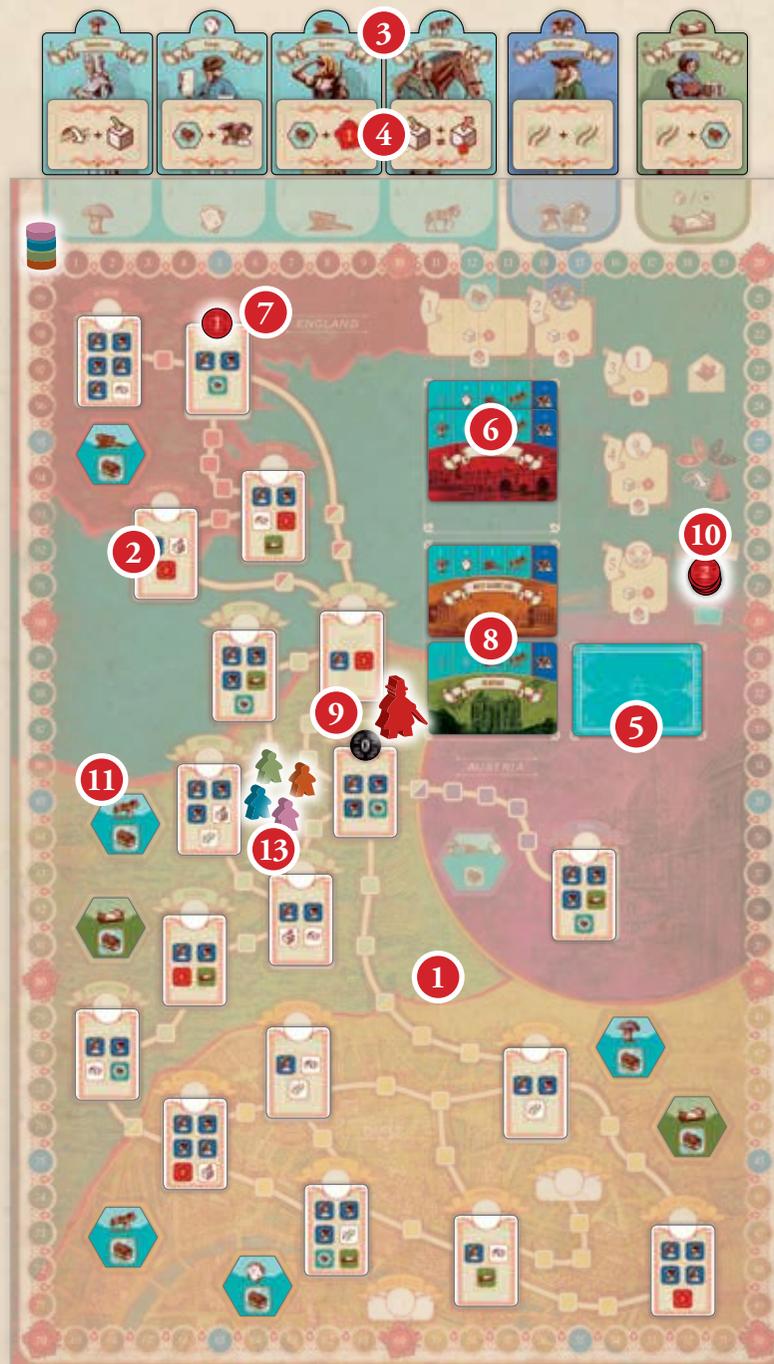
FIRST-PLAYER MARKER x1



MISSION CARDS x18

Game Setup

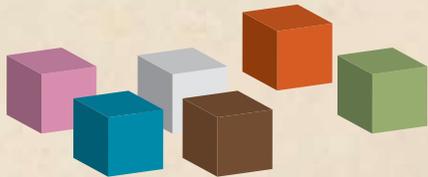
- Place the board in the center of the table.
- Shuffle the **location cards** and randomly place one face up on each location on the board (except for “**House of Justice**” and “**Temple Prison**”).
- Place the six **special favor tiles** off the top of the board above their corresponding planning areas at the top of the board.
- Shuffle the **special favor cards** and randomly place one card on each of the **special favor tiles** in the provided area. For the first game, use the six **special favor cards** with a star at the bottom. Place the remaining **special favor cards** back in the game box as they will not be used for the rest of the game.
- Remove the **Vienna card** from the **mission cards** and place it face down on the space provided. Shuffle the remaining cards and randomly remove two to put back in the game box. Place the remaining **mission cards** face down on top of the Vienna card in the area provided to form the **mission card draw deck**.
- Draw one card from the **mission card draw deck** and place it in the **current mission card area**. Draw a second card and place it on top of the first card so the supporters and resources section at the top are visible on both cards. These two cards constitute the first “**current mission**.”
- Place the “1” **mission marker** red-side up on the location on the board that corresponds to the **current mission card**.



- Draw one **mission card** from the **mission card draw deck**; this will be the starting location for the **Scarlet Pimpernel**. Place the “0” **mission marker** black-side up on the corresponding location on the board, then place the drawn card in a discard pile off the side of the board. Place the red **Scarlet Pimpernel pawn** next to the placed “0” **mission marker**.
- Stack the **mission markers** numbered “2” through “7” red-side up in ascending order (with the 2 on top) and place them on the corresponding **mission markers area**.
- Shuffle the seven **building hex tiles** and randomly place them face up on the seven empty building hex areas on the game board.
- Each player selects a color and takes the **player pawn**, **cubes** (see table below), **score marker** and **player board** in that color. Players place their **score marker** on the “0” space of the **score track** (at the top left of the board) and their cubes on their **player board**. The number of cubes each player has is public information throughout the game.

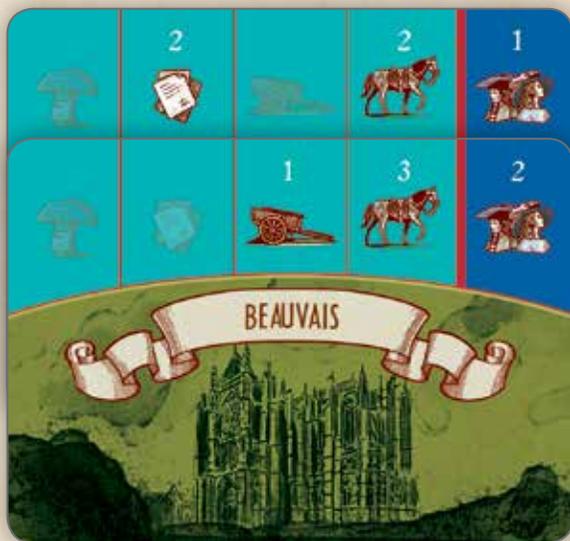
# of Players	2	3	4	5	6
Cubes/player	25	20	15	12	10

- All players place their pawns in the same colored **region** as the **Scarlet Pimpernel**. Pawns do not need to be placed in a specific spot, just in an empty place in the same colored **region**. There are four colored regions on the game board; England (red), France (green), Paris (yellow) and Austria (purple).
- Randomly select a player to receive the **first-player marker**.



Cubes

Cubes are used to represent many things. For example, when placed on a route or location space, the cube represents your time and efforts in securing the route or location so the Scarlet Pimpernel may accomplish his mission. When placed in a supporter or resource planning area, the cube represents a supporter, horse, cart, papers or disguise needed to fulfill the mission.



EXAMPLE: The current mission location is Beauvais and requires 2 papers resources, 1 cart resource, 5 horse resources, and 3 supporters. This mission requires no disguise resources.



EXAMPLE: The blue player has placed a cube on a route space in the same region as her pawn.

Objective

Each round one of the Scarlet Pimpernel's missions is revealed as the "current mission". Each mission has a location and required number of supporters and resources. The location of the mission is shown on the top current mission card. The required supporters and resources are calculated by adding the numbers on both cards.

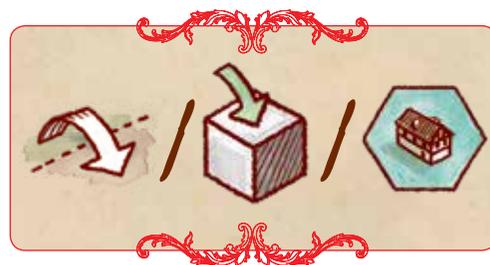
As a member of the League of the Scarlet Pimpernel, you help carry out missions by securing the route and location, obtaining the required number of supporters and resources (horses, carts, papers and disguises), and filling the five mission spaces. This is done by placing your cubes in various locations on the board to score points. Although players are all working toward the same objectives, only the player with the highest score at the end of the game will become the Scarlet Pimpernel's most trusted advisor.

Gameplay

Game play starts with the player who has the first-player marker and proceeds clockwise. On your turn, you must either take an action or pass. You may additionally use a rest cube. Each of these is explained in more detail below. The round ends when each of the five mission spaces has a cube on it OR all players have passed in succession. You then move on to completing the mission (see "End of the Round - Completing a Mission" on page 8).

Take an Action

On your turn, you must **take an action** or **pass**. Actions available to you on your turn include the basic action on your player board **OR** actions listed on any ONE special favor tile you have collected. The basic action on your player board allows a choice between three actions separated by the "/" symbol. The three basic actions you may choose from are "**Move Your Pawn**", "**Place a Cube**", or "**Use a Building**" as described below. Special favor tiles give you two actions joined by the "+" symbol.



Move Your Pawn

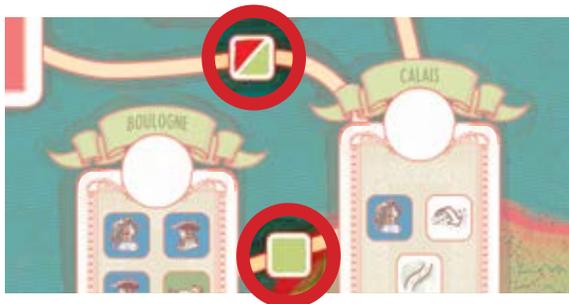


Move your pawn from one region to an adjacent region. Pawns may only move to adjacent regions connected by routes. The English Channel (water between England and France) is not considered a region, so a pawn may move directly from England to France or from France to England. Paris and Austria are not considered to be adjacent because they are not connected by a route.



Place a Cube

Place one cube from your player board onto the main board. Cubes may be placed on a **route space**, **location space**, or **leader space** as described below.



Place a Cube on a Route Space

This represents the player preparing a safe route for the Scarlet Pimpernel during his mission. Routes are the paths that connect locations. You may place a cube on an unoccupied route space on a route **in the same region as your pawn**. Cubes may be placed on a route space that is on the border of two regions or in the water between regions while your pawn is in either adjacent region.



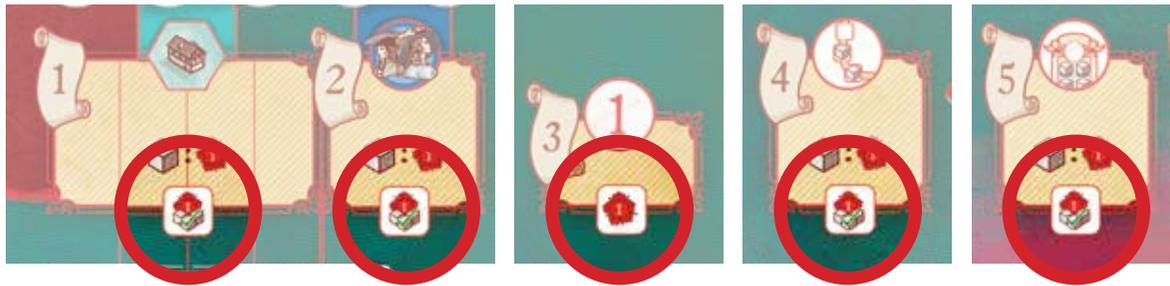
Place a Cube on a Location Space

This represents players performing various tasks to aid the Scarlet Pimpernel in the locale of his current mission. Location spaces are the square spaces on Location cards, placed all over the board. Most have icons inside their space.

You may place a cube on an unoccupied location space in a location **in the same region as your pawn**. If you place a cube on a location space with an icon you may immediately take the corresponding action (see “Additional Actions” on page 6). Cubes do not have to be placed in any specific order on a location.

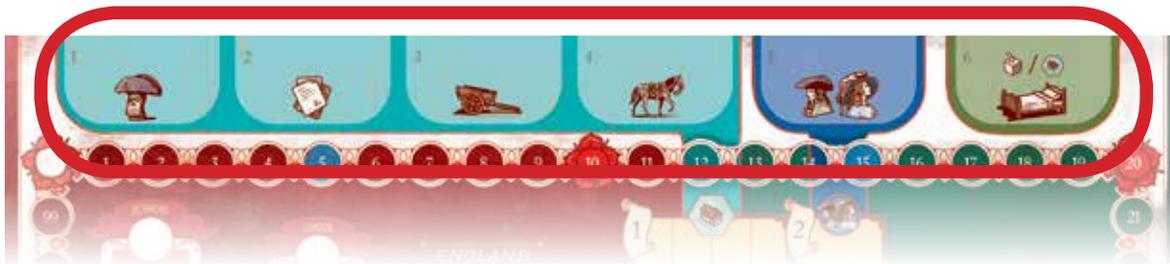
Place a Cube on a Leader Space

This represents a player stepping up and claiming leadership over an aspect of the mission, allowing them control over certain elements. The Scarlet Pimpernel will acknowledge their leadership if the mission is successful. There are five mission completion areas marked by scrolls with the numbers “1” through “5”. You may place a cube on **any** unoccupied leader space at the bottom of a mission completion area **regardless of what region your pawn is in**. The requirements for the mission (as displayed on the mission cards) **do not** need to be completed before placing a cube on leader spaces (see “End of the Round - Completing a Mission” on page 8 for more information on mission spaces).



Use a Building

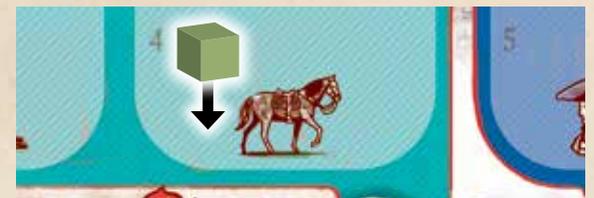
This represents the network of crafts and trades people that will help the Scarlet Pimpernel complete his mission, by giving the players access to the various resources often required. You may place a cube on an unoccupied or occupied building space **in the same region as your pawn** OR if you already have a cube on a building space **anywhere** on the board, you may instead place a cube in the planning area that corresponds with that building tile (either a disguise, papers, cart, horse, supporter or rest, as indicated on the Building tile) even if your pawn is no longer in that region. Planning areas are found at the top of the board, shown below.



You may place a cube on a building space in the same region as your pawn that already contains another player’s cube. First, you place the other player’s cube in the planning area that corresponds with the icon on the building tile, then place your cube on the building space.



EXAMPLE: The orange player has placed a cube on a location space in the same region as his pawn. Because the chosen location space contained a supporter icon, he additionally places a cube in the supporter planning area.



EXAMPLE: The green player placed a cube on the “Stables” building space on a previous turn while his pawn was in that region. On the current turn he places a cube directly in the “horses” resource planning area, even though his pawn is no longer in the region of the building.



EXAMPLE: The pink player wants to place a cube on the “Stables” building space in the same region as her pawn. She first moves the green player’s cube to the “horses” resource planning area, then places her cube on the building space.

Additional Actions

Placing your cube on location cards, as well as special favor cards, can give you additional actions as follows:



Place on a Route

You may place a cube on a route in a route space as described under “Place a Cube on a Route Space” on page 4.



Take One Point

Move your score marker one point ahead on the score track.



Place a Disguise, Papers, Cart or Horse Resource

You may place a cube in the disguise, papers, cart or horse resource planning area.



Place a Supporter

You may place a cube in the supporter planning area. **Note that while there is a male and female supporter icon used, there is no difference between the two.**



Place on Rest

You may place a cube in the rest planning area. **If you do this action, you may not use a rest cube this turn** (see “Use a Rest Cube” below).



Remove a Cube

Remove any one of your cubes currently on the game board and place it in your cube supply area. You may not remove a cube on the same turn it was placed. **You may not remove cubes placed on a “Take One Point” symbol.**

Pass

If you are out of cubes or do not wish to take an action, you may pass. **After passing, you are not out of the round and may continue to take actions on future turns if you are able.**

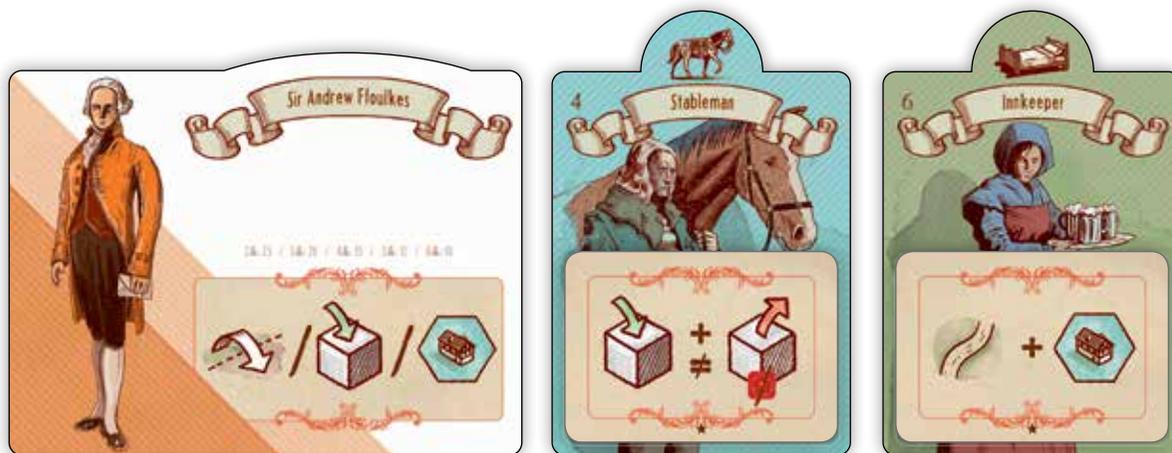
Use a Rest Cube



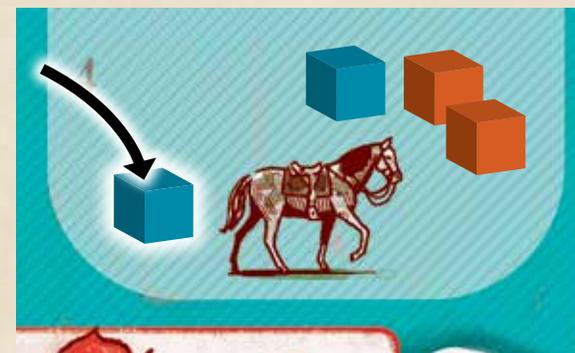
This represents careful planning for the future, allowing players to make better use of their time on a later turn. Placing a cube in the rest planning area is like resting up for a future turn. Once per turn, after taking any action **other than “Place on Rest” action**, you may remove one of your cubes from the rest planning area and use it to “Place a Cube” or “Use a Building” as described above. **A cube may be placed in or removed from the rest planning area on your turn, but not both.**

Special Favors

Special favors represent the network of contacts that will help the Scarlet Pimpernel to fulfill his mission. They will help players by allowing them to perform more powerful combinations of actions. When a cube is first placed in any of the six planning areas, the player placing the cube takes the corresponding special favor tile and attached special favor card and places it to the right of his or her player board. The characters on the tiles you possess grant you “special favors”, which are enhanced actions you may take instead of the actions on your player board. You may only take one of the available basic actions on your player board OR the two actions listed on any ONE special favor tile you have collected. Actions on the special favor tiles may be taken in any order and players must take both actions shown.



You keep special favor tiles until another player establishes a clear majority of cubes (not tied) in the corresponding rest, supporter or resource planning area. The player who establishes clear majority immediately takes the special favor tile and attached special favor card. If cubes are added or removed giving no player a clear majority, the corresponding special favor tile remains with the player who currently possesses it. Players may possess multiple special favor tiles.



EXAMPLE: On her turn, the blue player places a cube in the “horses” resource planning area, but because this does not give her a clear majority the corresponding tile stays with the orange player. On a future turn, the blue player may place another cube in this planning area, giving her a clear majority. She will then immediately take the corresponding “Stableman” special favor tile.

End of Round – Completing a Mission

Play continues until each of the five leader spaces has a cube on it OR all players have passed in succession. Each of the mission spaces is resolved in order by the player who placed a cube on the leader space. When moving cubes out of planning areas leaves a clear majority of cubes in the planning area (not tied) to any one player, that player immediately takes the corresponding special favor tile and attached special favor card (see “Special Favors” and page 7).

Resources Mission Space

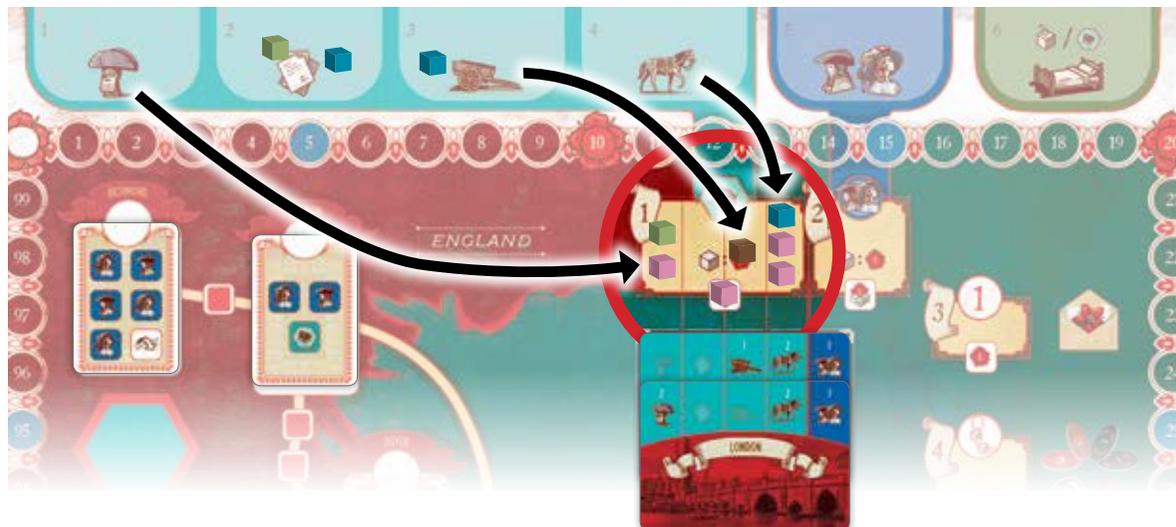
This determines if the players successfully gathered all of the resources that the Scarlet Pimpernel requires for the current mission.

The player who placed a cube on the leader space is the leader. They choose cubes of any color from each of the four resource planning areas, up to the amount required by the combined mission cards in the current mission card area (or as many as possible if there are not enough). **The cube already on the leader space does not count towards these requirements.**

The selected cubes are moved from each resource planning area to the corresponding mission completion area.

Gather all of the cubes just moved (not including the cube already on the leader space) on the mission completion area and award one point on the score track to each player for each of their cubes, then return those cubes to the respective players’ cube supplies.

If there were enough cubes in all four resource planning areas to fulfill the current mission’s requirements, award one point to the leader, before returning the cube on the leader space to the leader’s cube supply.



EXAMPLE: The pink player placed a cube on the leader space. The current mission requires two disguises, no papers, one cart and four horses. There are two cubes in the disguises planning area, so she moves both of them to the mission completion area, fulfilling the requirements. The current mission does not require any papers so no cubes are moved from the papers planning area. One cart resource is required, so the pink player may choose from the two cubes in the cart planning area. She chooses the brown cube. There are only three cubes in the “horses” resource planning area, so she moves all of them to the mission completion area. She then awards three points to pink and one point each to green, brown and blue, then returns the cubes to the respective players. Because there were not enough cubes to meet the resources requirement for the current mission (she was one horse short), she does not get a point for the cube she placed in the leader space and returns it to her personal cube supply. Players now check to see if any of the four corresponding special favor tiles need to be moved based on the cubes remaining in the four resource planning areas.

Supporter Mission Space

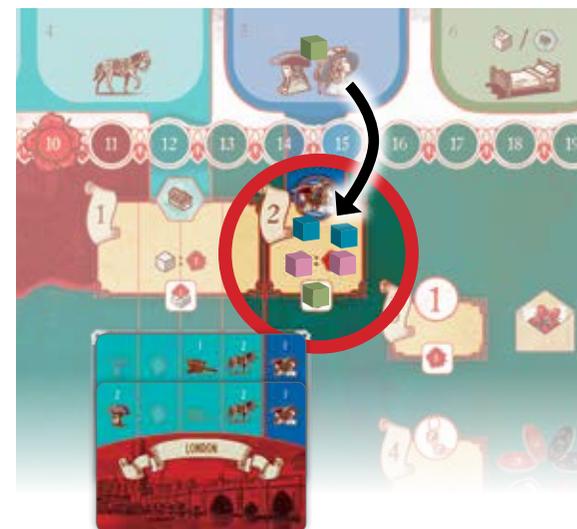
This determines if the players were able to raise local support for the Scarlet Pimpernel which enables him to operate effectively during the current mission.

The player who placed a cube on the leader space is the leader. They choose cubes of any color up to the amount required by the combined mission cards in the current mission card area (or as many as possible if there are not enough). **The cube already on the leader space does not count towards this requirement.** The selected cubes are moved from the supporter planning to the supporter mission completion area.

Gather all of the cubes on the mission completion area and award one point on the score track to each player for each of their cubes, then return those cubes to the respective players’ cube supplies.

If there were enough cubes in the supporter planning area (not including the cube already on the leader space) to fulfill the current mission’s requirements, award one point to the leader, before returning the cube on the leader space to the leader’s cube supply.

EXAMPLE: The green player placed a cube on the leader space. There are five cubes in the supporter planning area and four supporters are needed for the current mission. He selects two pink and two blue cubes and moves them to the supporter mission completion area. He then awards two points each to pink and blue, then returns the cubes to the respective players. The leader (the green player) also receives one point because the Mission’s Supporter requirement was fulfilled. Since this leaves one green cube in the supporter planning area, the green player immediately takes the “Politician” special favor tile.



No Cube on a Mission Space?

In the very rare case that “Completing a Mission” is triggered by all players passing, the player who placed his or her cube last acts as if he or she placed a cube on each of the empty mission spaces (i.e. taking the first-player marker or selecting supporters, resources, route or location).

First-Player Mission Space

This determines which player receives a secret note from the Scarlet Pimpernel enabling them to act first during the next mission.

The player who placed a cube on the leader space takes the first-player marker. Award one point to the leader, before returning the cube on the leader space to the leader's cube supply.



EXAMPLE: The brown player placed a cube on the leader space. At the end of the round he takes the first-player marker. He awards himself one point and returns the cube to his cube supply.

Route Mission Space

This determines if the players successfully prepared a safe route for the Scarlet Pimpernel to travel to his current mission.

The player who placed a cube on the leader space is the leader. They select a route between the current location of the Scarlet Pimpernel and the location of the current mission.

If exactly one complete route exists (a “complete route” is defined as a cube on each route space on a route between the two locations) then that route must be chosen. If there are no complete routes or more than one complete route, the leader may select any route connecting the two locations. A complete route must be selected if one is available and the selected route must not pass through the same route space twice.

The leader picks up all of the cubes from the route spaces along the selected route (not cubes from any location spaces) and places them in the route mission completion area. Then all of the cubes in the route completion area are returned to their owners' cube supply, awarding one point on the score track to each player for each of their cubes.

If there was a complete route for the current mission, award one point to the leader, before returning the cube on the leader space to the leader's cube supply.

Move the Scarlet Pimpernel

Turn over the mission marker in the current mission location from red-side up to black-side up and move the Scarlet Pimpernel pawn next to it.



EXAMPLE: The orange player placed a cube on the leader space. There are two complete routes between the location of the Scarlet Pimpernel (Calais) and the location of the current mission (London). He chooses the route that goes directly to London from Calais because the other route (through Admiralty Pier and Dover) would give his opponents more points. He picks up all of the cubes on route spaces along the chosen route and places them in the route mission completion area. He awards the owners of these cubes one point per cube and returns them to their owners. Because there was a complete route, he awards himself one point for claiming the leader space and returns the cube to his cube supply.

End of Round – Completing a Mission (continued)

Location Mission Space

This determines if the players were able to put everything in place to allow the Scarlet Pimpernel to complete his daring mission.

The player who placed a cube on the leader space is the leader. They pick up all of the cubes on location spaces on the current mission location card and place them in the location mission completion area.

Then all of the cubes on the location mission completion area are returned to their owners' cube supply, awarding one point on the score track to each player for each of their cubes.

If all location spaces on the current mission location had a cube on them, award one point to the leader, before returning the cube on the leader space to the leader's cube supply.

Prepare Next Mission

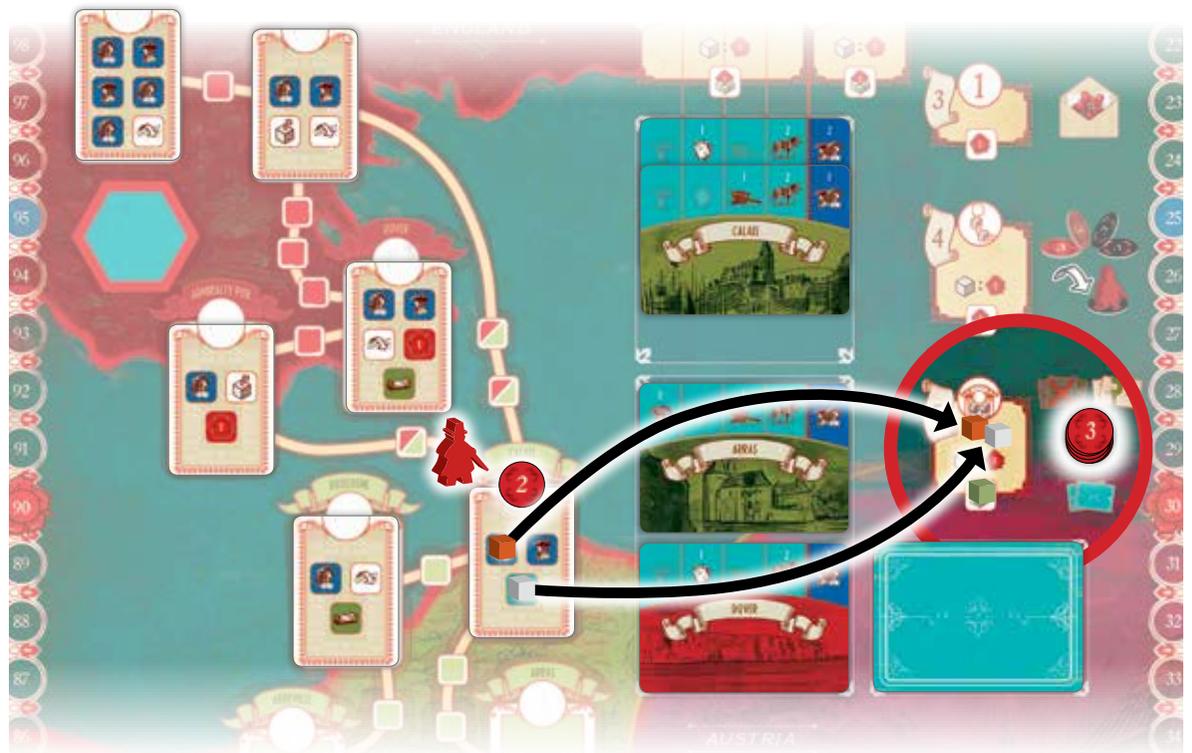
The procedure for this step is altered in the final two rounds, see below.

The leader discards the two current mission cards.

Then, the leader moves the two mission cards in the next mission area into the current mission area, determining which of the two available locations will be used for the next mission by placing the corresponding card on top of the other, so that the desired location name and picture is visible.

The leader then takes the lowest numbered mission marker from the top of the stack and places it, red-side up, on the chosen location.

Finally, the leader draws two cards from the mission card draw deck and places them in the next mission card area so both entire cards are visible.



EXAMPLE: *The green player placed a cube on the leader space. The current mission location is Calais and cubes have been placed on two of the three location spaces there. She picks up all of the cubes and places them in the location mission completion area, awarding their owners one point per cube. These cubes are returned to their owners. Because there were location spaces in Calais without cubes, she does not get a point for the cube she placed in the leader space and returns it to her personal cube supply.*

Last Two Rounds

On the last two rounds of the game, the leader on the location mission space will not select the next location. The seventh and final mission is always to Vienna and uses the resources of three mission cards (Vienna and two others). At the end of the fifth mission prepare for the next mission as usual with the exception of adding the Vienna mission card to the other two cards in the next mission card area. Since the location of the mission is Vienna, stack the cards in the next mission card area as you would in the current mission card area with the Vienna mission card placed on top of the other two mission cards, so the supporters and resources section at the top are visible on all three cards.

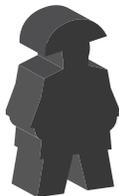
At the end of the sixth mission, move the stack of three mission cards from the next mission card area to the current mission card area and place the “7” mission marker red-side up on the Vienna location on the board. Since this is the last mission, do not refill the next mission card area.

Resume Play

After all five mission spaces have been resolved, play resumes for the new current mission starting with the player who has the first-player marker. All other cubes still on the board remain for the next mission.

Game End

When all seven missions have been completed, the player with the highest score wins. If there is a tie, then the player with the highest score on the final mission is the winner. If there is still a tie, then the tied players toast their success in helping the Scarlet Pimpernel save so many innocents from the guillotine!



Chauvelin Variant

As the chief agent of the Committee of Public Safety, Citizen Chauvelin will stop at nothing to catch the Scarlet Pimpernel.

When a mission is completed without properly securing the required route, location, supporters or resources, Chauvelin gets one step closer to his goal. If the Scarlet Pimpernel is caught, the players must rescue him from prison and get him to his home in Richmond!

Setup

Remove the “Richmond” mission card from the mission card deck and place it off the board to the left of the Richmond location.

Place the black Chauvelin pawn on the “House of Justice” location in the Paris region of the board.



End of the Round - Completing a Mission

At the end of the round, evaluate each mission space as follows:

Resources Mission Space

If there were NOT enough cubes in any of the four resource planning areas for the current mission, move the cube placed on the leader space to the “House of Justice” location on the board.

Supporter Mission Space

If there were NOT enough cubes in the supporter planning area for the current mission, move the cube placed on the leader space to the “House of Justice” location on the board.

Route Mission Space

If there was NOT a complete route for the current mission, move the cube placed on the leader space to the “House of Justice” location on the board.

Location Mission Space

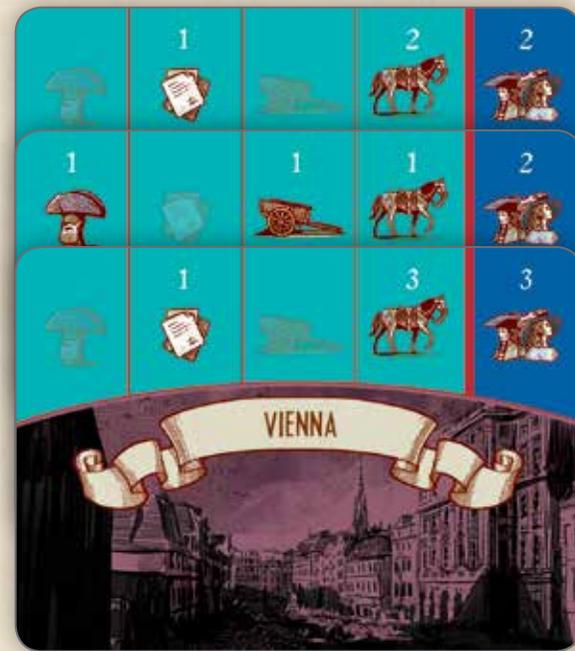
If there were location spaces without cubes in the current mission location, move the cube placed on the leader space to the “House of Justice” location on the board.

Move Chauvelin & Award points

Move the black Chauvelin pawn forward one location for each cube that was placed in the House of Justice location. Chauvelin first moves from the “House of Justice” location to the location containing the “0” mission marker, then to the “1” mission marker, and so on. If Chauvelin lands on the same location (or beyond) as the Scarlet Pimpernel, move the Scarlet Pimpernel to the “Temple Prison” location and move Chauvelin back to the “House of Justice” location. If Chauvelin does not catch up to the Scarlet Pimpernel, then the Chauvelin pawn stays in the location it ended on and continues from that location in future rounds. Award one point on the score track to each player for each of their cubes on the “House of Justice” location on the board, then return those cubes to the respective player’s cube supplies.

Preparing for the Next Mission

If the Scarlet Pimpernel is in prison, prepare for the next mission by moving the two mission cards from the next mission card area to the current mission card area as usual. Place the “Richmond” mission card on top of the other mission cards so the supporters and resources section at the top are visible on all three cards. If this is the seventh and final mission use the Vienna mission card instead of the Richmond mission card. Continue as usual.



EXAMPLE: The final mission has three mission cards with Vienna on top. This mission needs 1 disguise, 2 papers, 1 cart, 6 horses and 7 supporters.

Shorter Game

For a shorter game simply remove the “1”, “2” and “3” mission markers from the game. Start the first current mission with the “4” mission marker and continue as usual.

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Game Play Summary

Actions



Place a Cube

Place a cube from your supply on:

- An empty route space in your pawn's region, or
- An empty location space in your pawn's region, or
- Any empty leader space



Move Your Pawn

Move your pawn from your current to an adjacent region linked by a route (including sea routes).



Place on a Route

Place a cube on an empty route space inside your pawn's region, or on an empty sea route connected to your pawn's region.



Use a Building

Place a cube on any building in your pawn's region. If a cube is already on the building, move it to the corresponding planning area. If you already have a cube on a building, you may use it to place a cube on the corresponding planning area, **no matter where your pawn is on the board.**



Place a Supporter

Place a cube in the supporter planning area. **Note that while there is a male and female supporter icon used, there is no difference between the two.**



Place a Horse, Cart, Papers or Disguise

Place a horse, cart, papers or disguise in the corresponding planning area.



Place on Rest

Place a cube in the rest planning area. **If you do this action you may not use a rest cube this turn.**



Take one Point

Move your score marker ahead one point on the score track.



Remove a Cube

Remove one of your cubes currently on the game board. You may not remove a cube on the same turn it was placed. **You may not remove cubes placed on a "Take One Point" symbol.**

Completing a Mission



Resources Mission Space

Fulfill the current mission's requirements. The leader chooses cubes.

If there are not enough cubes, move as many as possible. **The cube already on the leader space does not count towards these requirements.**

Award one point to players per cube used, then return cubes to players.

If the mission requirements were met, award one point to the mission leader. Return their cube.



Supporter Mission Space

Fulfill the current mission's requirements. The leader chooses cubes.

If there are not enough cubes, move as many as possible. **The cube already on the leader space does not count towards these requirements.**

Award one point to players per cube used, then return cubes to players.

If the mission requirements were met, award one point to the leader. Return their cube.



First-Player Mission Space

Award one point to the leader. The leader takes the first-player marker. Return their cube.



Route Mission Space

The leader selects a route. Completed routes must be selected if available.

All cubes on the selected route are removed.

Award one point to players per cube used, then return cubes to players.

If the route was complete award one point to the leader. Return their cube.

- Move the Scarlet Pimpernel

Turn over the mission marker in the current mission location from red-side up to black-side up and move the Scarlet Pimpernel pawn next to it.



Location Mission Space

Remove all cubes from the current mission location.

Award one point to players per cube used, then return cubes to players.

If all location spaces had a cube on them, award one point to the leader. Return the cube on the leader space.

- Prepare Next Mission

Discard the current mission cards and replace them with the cards in the next mission area.

The leader chooses which of the two locations will be used for the next mission. Place the next mission marker and draw two new mission cards.