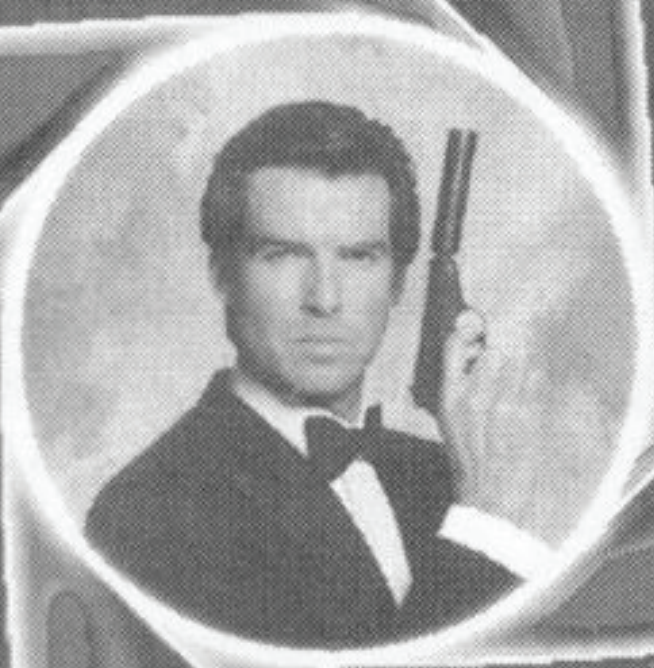


JAMES BOND

007 



GAME RULES

GOLDENEYE

Nefarious schemes, wily henchmen, thrilling locations, incredible gadgets, dashing men, beautiful women -- these are the elements of a James Bond 007 film. Now you can relive this excitement again and again with the JAMES BOND COLLECTIBLE CARD GAME. Do you have what it takes to send James Bond to dangerous locales and into the jaws of death? Now's your chance to find out!

OBJECT OF THE GAME

Just like a James Bond movie, the object of the JAMES BOND GAME is to send Bond on assignments to overcome the various Plots before him. Each Plot is worth a number of Plot Points. The first player to collect a predetermined number of Plot Points wins the game immediately. We suggest one of three game goals:

SCENE: The first player to earn 25 Plot Points wins the game.

ACT: The first player to earn 35 Plot Points wins the game.

FEATURE FILM: The first player to earn 50 Plot Points wins the game.

For your first few games, play out a Scene. You can try for longer games later.

WINNING THE GAME

Plot Points are earned both by placing Plots in your Plot Zone AND by Overcoming Plots in other players' Plot Zones. The BULLET ICONS on a Plot card tell how many Plot Points that card is worth.

When a Plot (Mainplot or Subplot) is in your Plot Zone, it's worth 1 Plot Point for each Bullet icon. When one of your Plots is Overcome by another player, you lose those points. For Plots you Overcome, each Bullet icon is worth 2 Plot Points. For instance, a Location Plot is worth 2 Plot Points in your Plot Zone, or 4 Plot Points if it's in an opponent's Plot Zone and you Overcome it.

WORTH OF PLOTS

PLOT TYPE	IN YOUR PLOT ZONE	PLOTS YOU OVERCOME
OBSTACLE	1	2
LOCATION	2	4
HENCHMAN	3	6
VILLAIN	4	8
MISSION	5	10

Note that there may be some cards that do not fit these profiles. Always use the information on the card instead.

THE CARDS

There are two primary types of cards: PLOT CARDS and ACTION CARDS. Plot cards represent the people, places and things that Bond is up against during the game. Action cards are used during the game to interact with the Plot cards, and the other players.

Plot cards and Action cards have differently colored backs so your opponents can tell what types of cards are in your hand. Plot cards have RED color backs and Action cards BLUE color backs. It's important to fan out the cards in your hand so their backs are visible.

PLOT CARDS

Plot cards represent the locations James Bond must travel to, the obstacles he must overcome, the grand plots he must confront and the villains and henchmen that he must defeat. Whenever Bond vanquishes or defeats a Plot card, he is said to have OVERCOME that Plot. There are five different types of Plot cards.

MISSIONS are grand plots that Bond may confront.

VILLAINS are the masters of evil schemes.

HENCHMEN are the people employed by the Villains to do their dirty work.

LOCATIONS are places to which Bond must travel in search of clues and other Plots.

OBSTACLES are established by Villains to impede Bond as he defends the Crown.

ACTION CARDS

Action cards represent James Bond himself, the nifty gadgets at his disposal, the people around him, and the things that can happen to help and hinder Agent 007. There are four types of Action cards:

BOND cards show the abilities of James Bond at your disposal when he tries to Overcome a Plot.

PERSONALITY cards are characters that interact with Bond, but are usually not out to kill him. Most Personality cards represent people who may or may not be willing to help Bond confront his tasks. Some cards state that the Personality is an ALLY, which means that the Personality is always eager to help Bond.

Q cards are the gadgets and gizmos given to Bond cards (and a few others) which provide Bond with additional abilities. Most Q cards are items that come straight from Q Branch, personally concocted by Major Boothroyd himself. Others originate from a more sinister element, captured by Double-0 agents (including Bond, of course) and brought to Q Branch for study and duplication.

INTRIGUE cards are special cards that have interesting effects on the game. Each Intrigue card states on it when it may be played and what its effects are.

UNIQUE CARDS All PLOT and PERSONALITY cards are UNIQUE. This means that there may only be one copy of that card in play at any time. If a player has a Unique card in play, another copy of that card may not be put into play unless the first card is somehow discarded. Other cards may also state that they are Unique. Obstacle Plot cards are the exceptions. There may be any number of identical Obstacles in play.

THE PARTS OF A CARD

In the JAMES BOND GAME each card looks like this:

TITLE: This is the name of the card and what it represents.

CARD TYPE: This tells what type of card it is (Bond, Location, Henchman, ect.)



PHYSICAL VALUE: Also called PV, this number represents a character's physical strength, toughness and deadliness in a fight. Some Q and Intrigue cards can add to or subtract from this value. If the value is blank, the card has low one. Even Locations and Missions can have PVs, and these represent how strong Bond must be to Overcome these Plots.

CHARISMA VALUE: Also called CV, this number represents a person's intelligence, cunning and wit. Some Q and Intrigue cards can add to or subtract from this value. If the value is blank, the card has no CV or effect on CV. If the value is 0; the card has a CV, just an extremely low one. Even Locations and Missions can have CVs, and these represent how charming Bond must be to Overcome these Plots.

FILM LOGO: Each card credits the James Bond film that its picture comes from. Mostly this is for reference, but it also serves a purpose with most Plot cards. You can group together Plots from the same film to form even more wicked schemes for Bond to Overcome.

NOTES: These are special instructions or general information about the card.

ABILITY ICONS: A list of Ability icons is located on the back of this booklet. On Bond cards, these icons show the basic abilities of that Bond card. On Q cards, these icons represent the abilities given to a character card that uses the device (usually a Bond card). On Plot cards, they depict what abilities are required to Overcome the Plot.

Icons a card provides are BLUE, and icons a card requires are in RED. Some Personalities both Require and Provide Ability icons. This means that the Personality will not provide an icon until its icon requirement has been met. Icons a Q card provides are in BLACK.

THE JAMES BOND COLLECTION

The cards you received with these rules are only a small portion of the over 200 different cards available in the JAMES BOND COLLECTABLE CARD GAME. You can get more cards to add to your play deck by purchasing additional Starter Decks like the ones these rules came in or by picking up Booster Packs.

Booster Packs are packaged like more traditional trading cards, such as baseball cards. They contain fewer cards, but they feature a higher percentage of rarer cards. The rarer the cards, the more powerful they are in the game!

Also, be on the lookout for expansion sets. Each expansion set features scores of new cards to add to your games.

BUILDING A DECK

In the JAMES BOND COLLECTABLE CARD GAME, you and your opponents each play with your own deck of cards. Normally you need to construct your deck according to the following rules, but if you like you can simply play with the cards that came in the Starter Deck along with this rulebook. The random assortment of cards in your Starter Deck may not comply with the deck-building rules, but that's fine for now.

It's easy and fun to build your own JAMES BOND decks. Often the design of a deck can be the difference between winning and losing, and that's what makes it fun! If your deck didn't quite work the way you wanted, you can rebuild it and try some new strategies the next time. On the other hand, if your deck decimated your opponents', you can be sure they will come to the next game ready to stop it with rebuilt decks of their own!

When building a deck, follow these rules.

DECK SIZE: A deck must have at least 60 cards in it. There is no upper limit. The number of cards in a deck must be evenly divisible by 10. For example, you may have a deck of 70 cards, but not 63 cards.

DECK COMPOSITION: You may not have more than TWO copies of any one PLOT card in your deck, except for Obstacle Plot cards. You may not have more than FOUR copies of any one ACTION card or any one Obstacle Plot card in your deck.

MANDATORY BOND CARDS: At least 2 out of every 10 cards must be a Bond card.

MANDATORY PLOT CARDS: At least 3 out of every 10 cards must be a Plot card.

OPTIONAL CARDS: The remaining 5 out of 10 cards may be any type of cards you like. You may even add extra Bond and Plot cards.

LIMITED PLOT CARDS: The total number of Plot cards is limited to half your deck, so a deck of 80 cards may only have 40 Plot cards in it.

PLOT POINT REQUIREMENT: The total number of Plot Points in your deck must equal or exceed half the total number of cards in your deck. For example, a deck of 60 cards must have at least 30 Plot Points worth of Plot cards in it.

PREPARING TO PLAY

Each player does the following. Shuffle your deck and place it in front of you to form your Draw Pile. Take the top card of your Draw Pile and place it FACE DOWN next to your Draw Pile to form your Discard Pile. Neither you nor any other player may look at this card.

THE PLOT, DISCARD AND DRAW PILES

Each player forms a Plot Pile as the game progresses. This is a storage

area for Plot cards that the player cannot play yet, but may be able to play later in the game. Plot cards can only be placed in a Plot Pile during THE SET-UP ROUND and if you are required to do so during the ADVANCE THE PLOT step. If a plot card is discarded, it does NOT go into the Plot Pile.

Place it in the Discard Pile, just like other discarded cards.

The cards in the Draw and Discard Piles are always kept face down, while the cards in the Plot Pile are always kept face up. When you discard a card from your hand, you do not have to show that card to your opponents. NO ONE may look through ANY card piles during a game!

THE PLAYING AREAS

As a player, you have two areas in front of you: your AGENCY and your PLOT ZONE. These areas are entirely separate and never intermingle. Your Agency is where you put your Bond cards into play, give them equipment from Q Branch, and have them await their assignments. Your Plot Zone is the area in which you place your Plot cards. This is also where your opponents' Bond cards go On Assignment.

THE SET-UP ROUND

Follow these steps:

- 1) Peacefully determine who goes first. Play proceeds clockwise from the first player.
- 2) First player: Draw 7 cards from your Draw Pile. If there are any Plot cards in your hand, you must place ONE face up in your Plot Zone. Turn the card so the text faces outward from you. Any other Plot cards remain in your hand.
- 3) Next player: Draw 7 cards from your Draw Pile. If there are any Plot cards in your hand, you must place ONE face up in your Plot Zone. If the Plot card

is an exact copy of a Plot card already in any Plot Zone, place the card FACE UP next to your Draw and Discard Piles. This third pile is your PLOT PILE.

4) Continue until all players have drawn 7 cards and laid down a Plot card (if able). Then the action begins!

Example: Nick, Diana, Michael and Shannon are playing. Nick draws 7 cards and notices that 2 of them are Plot cards: one Villain (MAX ZORIN) and one Location (MONTE CARLO CASINO). Since he has at least one Plot card in his hand, he must put one Plot card into his Plot Zone. He chooses MONTE CARLO CASINO.

Now Diana draws 7 cards and gets a single Plot card, also MONTE CARLO CASINO. Since she has only one Plot card in her hand, she must lay it down. Because Nick has already got MONTE CARLO CASINO in his Plot Zone. Diana cannot place her Plot card in her own Plot Zone. Instead, she must place it face up next to her Draw and Discard Piles, forming her Plot Pile.

Michael draws 7 cards, but does not draw any Plot cards. He may not play any cards at this time.

Finally, Shannon draws 7 cards, including 2 Plot cards: a Henchman (ODDJOB) and yet another copy of MONTE CARLO CASINO. Since she must play one of the Plot cards, she may either play ODDJOB into her Plot Zone, or she may form a Plot Pile with MONTE CARLO CASINO. She decides to play ODDJOB. The play continues to Nick, who now starts the first turn of the game!

THE PLOT, DISCARD AND DRAW PILES

During your turn, perform the steps described below. Each step must be conducted in order. You are only required to perform the first two steps. The others are optional. Once you are done, the next player takes their turn.

The seven steps are as follows:

- 1) Draw Cards (Mandatory)
- 2) Advance the Plot (Mandatory if possible)
- 3) Develop Subplots
- 4) Henchmen Attack
- 5) Assignment Briefing
- 6) On Assignment
- 7) Discard One Card

THE MAIN RULE

If the wording on a card goes against the rules described in this booklet, the wording on the card takes precedence.

STEP ONE: DRAW CARDS (MANDATORY)

Draw cards until you have 7 cards in your hand. If you already have 7 (or more) cards in your hand, you cannot draw any cards. You may draw cards from your Draw Pile, your Plot Pile or both.

If your Draw Pile runs out of cards, shuffle your Discard Pile to form a new Draw Pile. Never shuffle the Plot Pile.

STEP TWO:

ADVANCE THE PLOT (MANDATORY IF POSSIBLE)

If you have any Plot cards in your hand, you must play one Plot card into your Plot Zone. Play it face up with the card's text facing outward. If there

are no other copies of that Plot in any Plot Zone (including yours), it remains. If there is another copy of that Plot as a Main Plot on the table, you must instead place that card face up on top of your Plot Pile.

Plot cards laid down during this step are called MAIN PLOTS. If you do not have any Plot cards in your hand, do nothing and proceed to the next step.

You may only lay down ONE Main Plot per turn. Also, you may only have a maximum of 1 Mission, 2 Villain, 3 Henchmen, 4 Locations, and 5 Obstacle Main Plots in your Plot Zone. If you lay down a Main Plot which would cause you to exceed any of these limits, that Plot card is discarded.

STEP THREE: DEVELOP SUBPLOTS

What would a James Bond movie be if Bond showed up in Monte Carlo with no one chasing him? If you still have an Obstacle Plot card in your hand, you may ATTACH it to any other Plot card in your Plot Zone. A Plot card attached to a Main Plot is called a SUBPLOT.

Only Obstacle Plot cards may normally be used as Subplots. It is possible to use other types of Plot cards -- even Personalities -- as Subplots. These instances are detailed below.

Subplots are not limited by the Main Plot limitations listed above. You may have any number of Subplots in addition to up to five Obstacle Main Plots. It is possible to place an Obstacle Subplot over an Obstacle Main Plot.

A Main Plot may have any number of Subplots attached to it. Each additional Subplot is attached to the Subplots placed earlier.

Multiple copies of the same Plot may reside in your Plot Zone as a Main Plot and Subplots. For example, two FIREFIGHT Plots may be in your Plot Zone, one as a Main Plot and the other as a Subplot.

A Main Plot Obstacle may have the exact same Obstacle Subplot on it. For example, the FIREFIGHT Main Plot may have another FIREFIGHT Subplot attached to it. Also, a Main Plot may have multiple copies of the same Obstacle on it as Subplots. For example, the MONTE CARLO CASINO Location may have two FIREFIGHTS Subplots on it.

Any Obstacle can be the Subplot of any other Plot, even if it doesn't seem to make much sense (for example, you can place a SNOWSTORM Subplot on the ATLANTIS Location). Hey, this is James Bond we're talking about. Anything is possible!

PERSONALITY SUBPLOTS

Personality cards that DO NOT state that they are an ALLY may be placed as Subplots, too. Follow the rules for attaching Obstacle Subplots, but since all Personalities are Unique, multiples of the same Personality card cannot be in play at the same time.

Personality Subplots are treated exactly the same way as Henchmen cards. In effect, the Personality Subplot acts like a Henchman Subplot! A very important exception is that the Personality is discarded when Overcome, and it is worth NO points.

MOVIE SUBPLOTS

Besides Obstacle Subplots and Personality Subplots, you may also add Subplots based on the film the Main Plot is from. Plot cards are from the same film if they share the same Movie Logo.

You may only attach a Movie Subplot to Main Plot if the Movie Subplot is worth less Plot Points than the Main Plot. Each Main Plot can only have one of each type of Movie Subplot. Exception: A Main Plot may have any number of Obstacle and Personality Subplots. For instance, if the Main Plot is a Villain, it may have ONE EACH of a Henchman and Location Subplot from the same film.

Some Intrigue cards allow you to play Villain, Henchman and Location Subplots on your Main Plots. These are IN ADDITION to the ones you are allowed to play normally.

STEP FOUR: HENCHMAN ATTACK

If you have any HENCHMAN Plot cards in your Plot Zone, you may have

ONE Henchman attack any Bond or Personality card in any other player's Agency. Remember that Personality Subplots are considered Henchmen cards, so they could also be used to attack now. Either way, only one attack can be made.

- 1) Announce which Henchman (or Personality Subplot) is the Assailant and which Bond or Agency Personality card is the Target.
- 2) Compare the PHYSICAL VALUES of the two cards. Add any modifiers to the values due to Q cards and such.
- 3) Starting with the attacker's controller, all players may play Intrigue cards that affect the action. When it is your turn to play Intrigue cards, you may play as many as you wish, or you may pass. Continue going around the table until all players pass.

RESULTS

If the scores are equal, the combat was a tie and nothing happens.

If the Bond card (or Agency Personality) loses the Attack, the card is DEMOTED. Turn it (and any cards attached to it) 90° on its side. A Demoted card remains on its side throughout the game. The card is entirely unaffected by its Demotion. However, if a Demoted card is Demoted again, it and all cards attached to it are discarded.

If the Henchman (or Personality Subplot) loses the Attack, it fails to hurt anyone, but manages to escape. It returns to your Plot Zone completely unharmed.

STEP FIVE: ASSIGNMENT BRIEFING

During this step, you may place Bond, Personality and Q cards into your Agency, ready to go On Assignment.

BOND CARDS

If you have any Bond cards in your hand, you may place as many as you

wish face up in your Agency. You may not have multiples of the same Bond card in your Agency. However, other players may have copies of your Bond cards in their Agencies.

For example, if you have THE NAVY HERO in your Agency, you may not put another copy of THE NAVY HERO in your Agency. However, other players may have one each of THE NAVY HERO in their Agencies, too.

Q CARDS

If you have one or more Q cards in your hand, you may attach as many as you wish face up to the Bond cards in your Agency. Once a Bond card has been given a Q card, that Bond card never lets it go (except through Intrigue card play).

You may have any number of Q cards attached to a Bond card, but you may not give multiples of the same Q card to the same Bond card. You may, however, give multiples of the same Q card to different Bond cards in your Agency.

Some Q cards state that they may be given to Villains, Henchmen or Personalities. Unless the Q card states otherwise, these cards may be given to a Bond card, too.

Many Q cards are designated as a VEHICLE. A card (Bond or otherwise) may only have one VEHICLE at a time. Also some Q cards are Unique. As with Plot and Personality cards, only one copy of these cards can be in play at any time.

PERSONALITY CARDS

You may place Personality cards in your Agency, just like Bond cards. If the Personality is designated as an ALLY, you may place it in your Agency with no problems. If not, you must win that Personality over to your side before it will join you.

Examine the Personality's Physical Value, Charisma Value, and any Ability icons listed after REQUIRES. You must have Bond cards which can

beat or match each of these factors, although the same Bond card does not have to be used for each factor. Be sure to include effects of Q cards and Intrigue cards. Other Personalities may not be used to help win a Personality over to your side, and you may not add Bond card Values together, although you can use different Bond cards to meet different icon requirements.

Example: TIFFANY CASE has a Physical Value of 3 and a Charisma Value of 5. She Requires the Savoir Faire icon, and Provides the Cunning icon. You would like Ms. Case to join up with you, but first you must win her to your side. You check your Agency, and see that most of your Bond cards have a Physical Value of 3 or higher, so that is taken care of. One of your Bond cards has a Charisma Value of 4 and a VODKA MARTINI, which gives a +3 to his Charisma Value. This gives it a Charisma of 7, which is more than enough to meet Ms. Case's Charisma requirements. Finally, a different Bond card has the Savoir Faire icon listed on it, so the final requirement has been met. Tiffany Case joins you in your Agency, and she is available to provide Bond with a Cunning icon if he takes her along On Assignment.

Once a Personality is placed in your Agency, it will not leave unless discarded. If you somehow lose one or more of the requirements that won the Personality to your side, that Personality still remains.

STEP SIX: ON ASSIGNMENT

You may now put one of the Bond cards in your Agency On Assignment. That Bond card will attempt to Overcome one of the Main Plot cards in an opposing player's Plot Zone (and all Subplots attached to it). You may only send one Bond card On Assignment per turn. Follow these steps:

- 1) Choose the Bond card to be On Assignment.
- 2) Choose ONE Personality from your Agency to go along (if you wish).
- 3) Choose the Main Plot that Bond will attempt to Overcome. If the Main Plot

card has any Subplots attached to it, the Bond card must Overcome the entire group of Plots at once.

4) Bond (or any Personality with him) must have a PV and CV equal to or greater than the highest PV and CV of any of the Plot cards being faced.

Example: Bond is attempting to Overcome the Villain ARIS KRISTATOS who has the Henchman BARON SAMEDI and the Obstacle FIREFIGHT as Subplots. KRISTATOS has a Physical Value of 5 and a Charisma Value of 5, SAMEDI has a PV of 6 and a CV of 2, and the FIREFIGHT card has no PV or CV. Since SAMEDI has the highest PV of the group (6) and KRISTATOS has the highest CV (5), the Bond card must have a PV of at least 6 and a CV of at least 5 to Overcome the Plots.

5) Bond must be in control of the same types and numbers of Ability icons as listed on all the Plot cards. These icons may be provided by the Bond card itself, any Q cards attached to the Bond card, or a Personality card the Bond brings along. Some Plot cards may have extra requirements to be Overcome. These are listed right on the card. Bond must encounter and defeat all opposition!

Example: ARIS KRISTATOS has two CUNNING icons and two STRENGTH icons, BARON SAMEDI has a CUNNING icon and two STRENGTH icons, and the FIREFIGHT card has a SHOOTING icon on it. The Bond card must be in control of at least one SHOOTING, three CUNNING and four STRENGTH icons to Overcome these Plot cards (quite a feat!).

6) Starting with Bond's controller, all players may play Intrigue cards to help or hinder the Assignment. These cards state "play while On Assignment" (or something similar) on them. When it is your turn to play Intrigue cards, you may play as many as you wish, or you may pass. Continue going around the table until all players pass.

RESULTS

If Bond was able to match or beat all the requirements on the cards (plus any others that came up during play), you have Overcome the Plot cards

and you may take those cards as a reward. The non-Plot cards go into their owner's Discard Pile. Remember to return these cards to their owner at the end of the game. Players can agree to simply remove Overcome cards from the game and keep score with a pencil and paper instead.

If Bond was unable to Overcome the Plot cards, he returns to his Agency in defeat. The Bond card and any Personality that accompanied it is DEMOTED. Turn these cards and any cards attached to them 90 on their side. A Demoted card remains on its side throughout the game. The card is entirely unaffected by the Demotion. However, if a Demoted card is Demoted again, it and all cards attached to it are discarded.

ABANDONING AN ASSIGNMENT

Bond cannot abandon an assignment. He must live or let die.

STEP SEVEN: DISCARD

You may, if you wish, discard any one card from your hand to your Discard Pile. This ends your turn.

OTHER RULES

INTRIGUE CARDS

Intrigue cards are special cards that affect the game in numerous ways. Each Intrigue card states when it may be played and what its effects are in the game. Some Intrigue cards state that they must be attached to another card. Intrigue cards attached to other cards are placed on the target card when they are played, and they may not be removed. The effects of the attached card remain with the target card as long as the attachment is in place. The only way for a card to become unattached is through subsequent Intrigue card play or if the base card is discarded (in this case, all attachments are discarded as well).

You can have any number of Intrigue cards attached to a card, but only one copy of any particular card. However, you can play as many unattached Intrigue cards on a character as you like. For instance, you could play three SNAPPY ONE-LINER cards on a character (each of which gives +2 to CV) for a total bonus of +6 to CV.

CHARACTER CARDS

Many Intrigue cards state that they may be played on or attached to a CHARACTER. The term character refers to Bond, Personality, Villain, and Henchman cards.

ATTACKING AND CHARMING

Sometimes an Intrigue card allows you to subdue a Bond, Personality or other card by either physically ATTACKING that card or socially CHARMING it into submission. Attacking and Charming are handled as if they were Henchman Attacks. The difference is that in a Henchman Attack, a Henchman is out to hinder Bond without getting caught. In the case of actual Attacks and Charms given by Intrigue cards, the combatants mean business!

The following exceptions to the standard Henchman Attack apply:

If the card states that one card may attempt to CHARM another card, compare Charisma Values instead of Physical Values.

The loser of the Attack or Charm (no matter who it is) is discarded along with any card attached to it. If the loser was a Subplot, only it is discarded. If the result is a tie, there is no effect, and neither card is discarded. If Bond wins an Attack or Charm, this does NOT count as Overcoming a Plot card.

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COMMON CARDS

- "Q"
- A Helping Hand
- Ambush
- Assaulted
- Boris Grishenko
- Bridge Out!
- Bull's-Eye
- Bungie Jump
- Buzz-Saw Yo-Yo
- Caged
- Club Card
- Rosa Klebb's Shoe Knife
- Concealed Knife Belt
- Dr. Kananga
- Faux Pas
- Felix Leiter
- Fifth Gear
- Find Goldeneye
- Fire from the Sky
- Fort Knox
- Francisco Scaramanga
- Friends in High Places
- Garrote
- General Ourumov
- Gobinda
- Information Center
- J.I.M Diving Equipment
- Major Anya Amasova
- Max Zorin
- May Day
- Miss Money Penny
- Monte Carlo Casino
- Natalya Simonova
- Octopus
- Omega Laser Watch
- Out of the Blue
- Overheated
- Prevent Extermination of Agents
- Prevent World War Three
- Prince Kamal Khan
- Quick Thinking
- Retrieve the A.T.A.C
- Retrieve the Solex Agitator
- S.P.E.C.T.R.E. Island
- Scuba Gear
- Speedboat
- Stick Situation
- Supertanker Liparus
- Tee Hee
- The Daredevil
- The Inventive Champion
- The Man behind the Scenes
- The Man for the Job
- The Marksman
- The Navy Hero
- The Secret Agent
- The Silent Visitor
- The Specialist
- The Warrior
- Uncontrolled Aircraft
- Underwater Vehicle
- Volcano Rocket Base
- Walther PPK with Silencer
- Weapon Jam
- Wet Suit
- Xenia Onatopp
- Zorin's Blimp

UNCOMMON CARDS

- A Brand New Toy
- A Gentleman's Duties
- A Giant Step for Mankind
- Acrostar Mini-Jet
- Aris Kristatos
- Auric Goldfinger
- Avenge Felix Leiter
- Bar
- Baron Samedi
- Bell Jet Pack
- Blofeld's Assassin
- Blow from Above
- Blown away
- Bring in the Cavalry
- Colonel Rosa Klebb
- Counterintelligence
- Daily Workout
- Destroy Laser Satellite
- Double Agent
- Dr. No
- Dr. No's Dragon Tank
- Explosive Pen
- Firefight
- Focused
- Helga Brandt
- High Stakes
- Honey Rider
- Hugo Drax
- Improved Gondola
- Jack Wade
- Live Twice
- Lupe Lamora
- M is Displeased
- Magda
- Main Strike Mine
- Martial Training
- Mary Goodnight
- Milton Krest
- Miss Caruso
- Modified BMW
- Necros
- Oddjob
- Ousted
- Prevent Conventional War
- Prevent Nuclear Launch
- Pussy Galore
- Rapier Wit
- Retrieve Decoding Machine
- S.P.E.C.T.R.E. Consortium
- S.P.E.C.T.R.E. is unprepared
- Setup
- Sheriff J.W. Pepper
- Silence is Golden
- Snappy One-Liner
- Snowstorm
- Space Station
- Stacey Sutton
- Submachine Gun
- Swoosh!
- Tatiana Romanova
- The Disco Volante
- The Perfect Companion
- Tiffany Case
- Time Bomb
- Venice
- Vodka Martini
- Your Worst Nightmare
- Zora & Vida

RARE CARDS

- "Little Nellie"
- "M"
- All Part of My Plan
- Aston Martin DB-5
- Atlantis
- Blofeld
- Bond Theme Music
- Brad Whitaker
- Brutal Force
- Carnival in Rio
- Cat and Mouse
- Crab Key
- Customs Officials
- Deadly Attack
- Destroy Cocaine
Factory
- Dismantle Nuclear
Bombs
- Domino
- Doubly Prepared
- Electrocuted
- Emilio Largo
- Equalize
- Escape Route
- Fiona Volpe
- Franz Sanchez
- General Orlov
- S.P.E.C.T.R.E.
Headquarters

- Heller
- Hidden Agenda
- Horrible Weather
- How Rude!
- Incredible Escape!
- Indiscretion
- Jaws
- Kara Milovy
- Kissy
- License to Kill
- Lotus Espirt
Submarine Car
- Malfunction
- Melina Havelock
- Naomi
- Octopussy
- Paula Caplan
- Prevent Nerve Gas
Attack on Earth
- Professor Dent
- Quarrel
- Reassignment
- Red Grant
- Retribution
- Save Silicon Valley
- Shark-Infested
Waters
- Solitaire
- Soviet Weapons
Research Center



- Stop Heroin Flow to
the US
- Strict Rules of Golf
- Take Down
- Take Down
- The Protector
- The Protector
- This Never
Happened to...
- Tricky Situation
- Valentin Zukovsky
- We Have All the
Time in the World
- Wild Goose Chase
- Winning Smile








CHASE CARDS

- Alec Trevelyan -
006
- Aston Martin
"Volante"
- Connections
- Ernst Stavro Blofeld
- Leadership
- One step foward,
two steps back
- Pam Bouvier
- Save Gold Reserve
- Soviet War Room
- The Legend

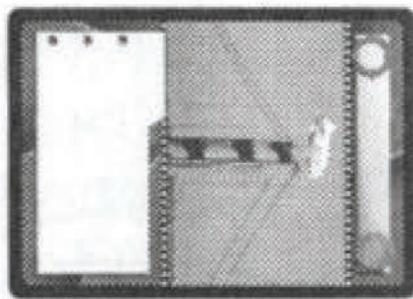
THE ABILITY ICONS

This list shows all of the Ability icons in the JAMES BOND COLLECTABLE CARD GAME basic set. Look for more Ability icons in upcoming expansions!

-  **AQUATICS:** Swimming, SCUBA diving, sailing, boat piloting.
-  **CUNNING:** Inventiveness, thinking on feet.

-  **DRIVING:** Operating land-based vehicles.
-  **EVASION:** Stealth, agility.
-  **FLYING:** Operating airborne vehicles.
-  **SHOOTING:** Marksmanship with pistols, rifles and other firearms.
-  **SAVOIR FAIRE:** Seduction, gambling, grace.
-  **STRENGTH:** Raw physical power.
-  **BULLET:** Representing Plot Points.

PLOT ZONE



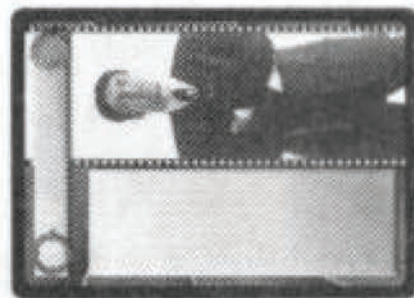
PLOT PILE



DRAW PILE



DISCARD PILE



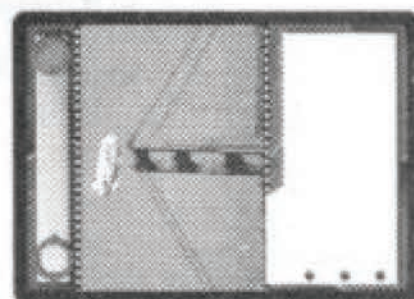
SUB PLOT ATTACHED



ATTACHED CARD



DEMOTED CARD



AGENCY