

T H E (X) F I L E S ™

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The X-Files™
Collectible
Card Game

OFFICIAL RULES AND PROCEDURES MANUAL

CLASSIFIED

Basic Rule Book

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The X-Files™ Collectible Card Game

Mystery, intrigue, the unexplained... welcome to **The X-Files Collectible Card Game**. Like the television program upon which it is based, **The X-Files CCG** will open up a world of bizarre and compelling adventure for those brave enough to attempt it and resourceful enough to discover its secrets.

In **The X-Files** television series, a strange event happens at an unusual place. Soon, FBI Agents Fox Mulder and Dana Scully appear on the scene to investigate. Mulder and Scully open an X-File on the case and, with the aid of other agents, civilian witnesses, specialized equipment, and their own wits, attempt to solve the mystery. During their investigation, the pair run into all sorts of difficulties and deterrents, including sinister adversaries like The Cigarette-Smoking Man and the Alien Bounty Hunter, not to mention their more unexplainable foes. As these forces conspire to destroy evidence and hinder investigation, Scully and Mulder continue to seek answers.

Your objective in **The X-Files CCG** is to identify your opponent's X-File. To achieve this goal, your Agents will use their skills to investigate sites. The Agents may further be aided by helpful equipment, witnesses, and events. You must also protect the secrecy of your own X-File by using adversaries, bluffs, and events to thwart your opponent's investigation.

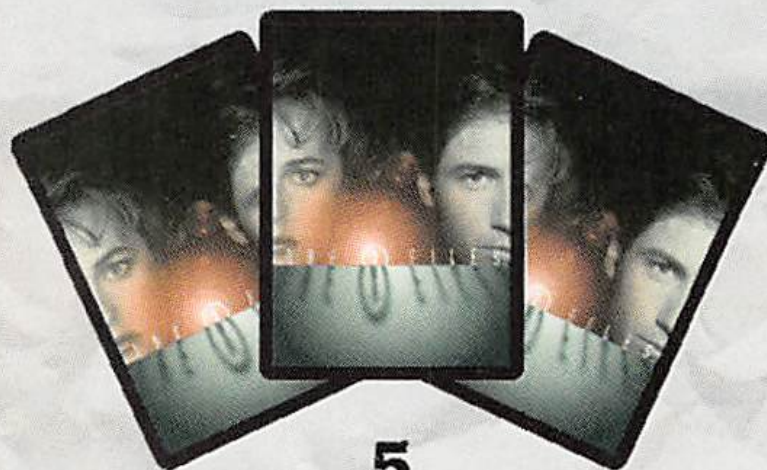
The X-Files Collectible Card Game puts you in Scully and Mulder's shoes. You will use deductive reasoning to solve their current X-File.

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What is a Collectible Card Game?

Collectible Card Games (CCGs) are a relatively new genre in the gaming field. Much like baseball trading cards, one of the joys of CCGs is searching for and obtaining valuable cards to improve your collection. Like trading cards, CCGs have rarities built into the card distribution system, making some cards harder to find than others. Unlike trading cards, CCGs actually derive a large part of their value from the game effects listed on each card. The cards you collect can be used to create game-winning combinations. Collectible Card Games are also different from other traditional card games (like poker) because they are not played from a common deck. Both you and your opponent play with your own decks, which can be tailor made to fit a particular strategy or game-play style. Thus, you have the ultimate control over the game result.

The X-Files Collectible Card Game is available in **Starter Decks** of sixty cards and **Booster Packs** of fifteen cards. The cards are distributed randomly and there are 354 different cards in the basic set. Similar to other CCGs, this set is produced in limited quantities to add to the collectible value. We hope that you enjoy this new gaming genre.

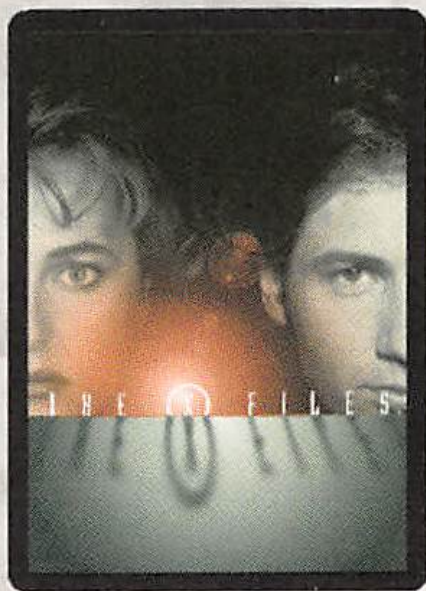


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Overview of The Rules

The rules for **The X-Files Collectible Card Game** are broken down into two levels, the **Basic Game** and the **Advanced Game**. If you are familiar with gaming in general or Collectible Card Games in particular, you may wish to play the Advanced Game immediately. The Advanced Game rule book—about sixty-five pages long—will provide you with the complete **X-Files** experience. In an Advanced Game, you will have greater control of Agents and the ability to specialize in different areas. The Advanced Game puts **you** in control of investigating an X-File.

Whichever game you choose to start with, we welcome you to the fun and excitement of **The X-Files Collectible Card Game**.



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Object of The Game

Each player begins by selecting an **X-File**. An X-File card summarizes one of the principal mysteries or antagonists that Fox Mulder and Dana Scully have dealt with in their investigations. To win the game, a player must identify which X-File card his opponent selected. Once a player has correctly determined which X-File the opponent chose, that player wins the game.



In order to identify your opponent's X-File, players select a team of **Agents**. "Agent" is the term used to describe the many characters who aid in investigating X-File cases. Agents are used to **Investigate** mysteries at various **Sites**. As the player's Agents successfully **resolve** Sites, the player may ask his opponent questions about the X-File to gain additional information. Through deductive reasoning and the process of elimination, a player can determine who or what the opponent's X-File is—and thus win the game.



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Card Design

There are nine different types (or suits) of cards in **The X-Files Collectible Card Game**. Most of the information contained on a card is common to all cards. The common information is:

- 1 The **Name** of the card.
- 2 The **Card Type**: Indicates the card's suit, and its function within the game.
- 3 The **Advanced Indicator**: If there is a yellow/green "X" here, it denotes that the card is used only in the Advanced Game.
- 4 The **Card Number**: A unique identifier for each card in the set.
- 5 The **Activators**: Indicates when this card may be played. *Activators do not appear on Agent or X-File card types.*
- 6 The **Keywords**: Indicates what type of cards may be used against the particular card. *Keywords do not appear on X-File card types.*
- 7 The **Game Effect**: Explains the effect of this card when played. Not all cards have a game effect, while some have very extensive game effects.
- 8 The **Card Cost**: Indicates the amount it will cost in Conspiracy Points (CP, or ) or Resource Points (RP, or ) to play the card from a hand in an Advanced Game. *The Card Cost is used only in the Advanced Game.*
- 9 The **Story Line**: Consists of a brief quote or phrase relating to the subject of the card, taken from **The X-Files** television series.

A complete listing of all card suits, with detailed explanations, appears at the end of the Advanced Game rule book.



THE BASIC GAME

Starting Play

The Basic Game is designed for two players. To begin play, each player will need a sixty-card Starter Deck.

Prior to starting a Basic Game, open your Starter Deck and remove all cards marked with a yellow-green "X" in the top left corner. The "X" indicates cards only to be used in the Advanced Game. Place the "X" cards aside.



Separate the X-File and Agent cards from the rest of the Starter Deck. Each player selects one X-File card. The X-File chosen is set aside, face down. Place this card in a conspicuous place so that it may be consulted during game play. Place the other X-File cards aside, as they are not used in the game.

← An Example of an X-File Card

After selecting an X-File, each player must select a team of four Agents. Any Agent card that the player owns may be selected for this team. Each player may select the same Agent without penalty. Thus, both players may start the game using Agent Fox Mulder. However, an individual player may not use two cards of the same Agent in their starting four. Note that Agent cards include text titled Game Effect, but that the Game Effect is not used in the Basic Game.

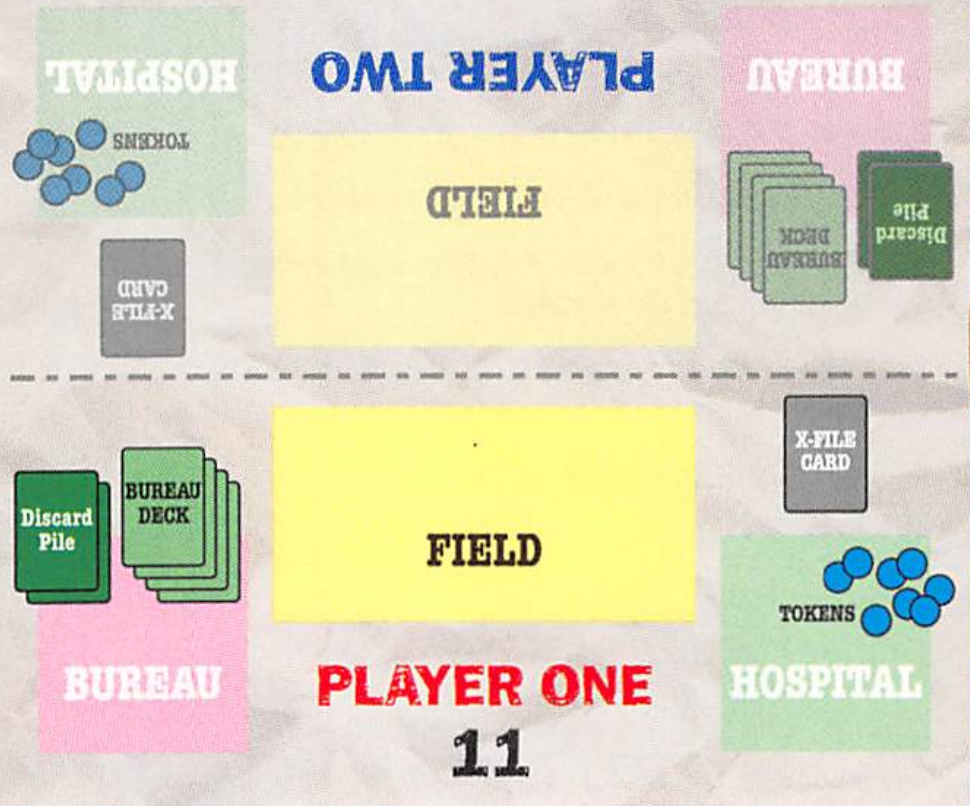
An Example of an Agent Card →



EXAMPLE:

Randy is selecting his starting four Agents. He chooses Agent Fox Mulder, Agent Dana Scully, Assistant Director Walter Skinner, and Agent Karen Kosseff. This is an acceptable starting team. He may not select two Mulders and two Scullys.

Each player then divides the surface area on which they are playing into three main **Sections**: the **Bureau**, the **Field** and the **Hospital**. The Bureau should be to the left, the Field in the center, and the Hospital to the right. The Bureau Deck should be placed in the Bureau Section of the table. Create a **Discard Pile** next to the Bureau Deck. Cards will be placed face up on the Discard Pile after they are used or when they are discarded. Below is a diagram of a typical table layout. Each Section's use will be further defined later in these rules.



Starting Play continued...

After creating table sections, place your four Agents face up in the Bureau section. Your remaining cards become what is referred to as your **Bureau Deck**. Shuffle this deck, have your opponent cut it, and then place these cards face down in the Bureau section. Deal yourself seven cards from this deck. Randomly decide which player will begin play.

Two items that will aid in game play are the **X-File Notebook** and **tokens** used to track certain information. The Notebook is included in Starter Decks. It lists all of the X-Files and their characteristics. The Notebook is used as a checklist when you discover information during game play. Tokens are not included with the game, but may be any common item. Pennies, beads, or similar objects are ideal.

Starting Play Summary

1. Remove all cards with an "X" in the top left corner.
2. Select one X-File Card.
3. Select a team of four Agents. Remove them from the deck.
4. Divide your playing area into three sections: the Field, the Bureau and the Hospital.
5. Shuffle and cut your remaining cards, then deal out seven.
Put the remainder of the deck face down in your Bureau section.
6. Randomly decide who goes first.

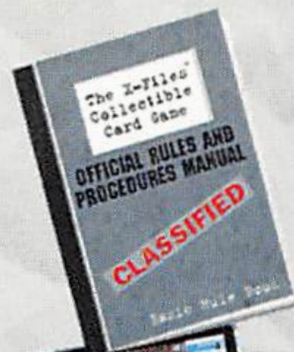
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TURN EXAMPLE: GAME SETUP

Randy and Les are about to play a two-player Basic Game. After opening their Starter Decks, both Randy and Les remove all cards with an "X" in the top left corner. Both players choose an X-File and place the card face down to the side. Randy selects Agent Fox Mulder, Agent Dana Scully, Agent Karen Kosseff, and Assistant Director Walter Skinner prior to starting the game. Les also selects his four Agents.

Randy and Les each create Bureau, Field and Hospital sections on their playing surface. Each player places his Agents face up in the Bureau to start the game. Both players shuffle their cards and have the opponent cut them. These cards are placed face down in their Bureau sections and become the Bureau decks. Randy wins a coin toss and elects to go first. Randy and Les are now ready to begin the Basic Game.



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Basic Game Turn Summary

Each turn is broken down into **phases** during which players will be able to perform specific actions. All phases must be conducted in order. Below is a summary of these phases, followed by a more detailed explanation of each. The player whose turn it is will be referred to as the **Investigating Player**. The other player is referred to as the **Directed Player**. We use the term "Directed Player" because this player will often have a Site question "directed" at him by the Investigating Player.

1. Briefing Phase

Both players draw cards to bring their hand size to ten cards.

2. Healing Phase

Remove one token from any Agent in the Hospital.

3. Requisition Phase

Equipment may be assigned to any eligible Agent.
Agents in the same location may exchange Equipment.

4. Deployment Phase

Agents may be assigned to the Field, Bureau or Hospital.

5. Case Assignment Phase

The Investigating Player may play one Site card.

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6. Investigation Phase

Resolve Site:

- a. Conduct the Skill Check listed on the Site card.
- b. Each player may play up to three cards.
- c. Resolve cards.
- d. Determine if the Prerequisite is achieved after the card effects have been resolved.
- e. If the Prerequisite is met, ask a Characteristic question and/or guess the X-File's identity.
- f. Discard the Site card.

7. Debriefing Phase

You may discard up to three cards.

After the Debriefing Phase, your turn is completed. It is now your opponent's turn.






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The X-File






In order to win **The X-Files Collectible Card Game**, you must identify your opponent's X-File. An X-File is an entity directly from **The X-Files** television series which symbolizes the force behind different X-File cases.

Each X-File card has four **characteristics**. There are five **types** within each characteristic. Below is a list of the characteristics and types.






1 Affiliation:

- Alien 
- Government 
- Evolutionary 
- Primordial 
- Occult 






2 Motive:

- Knowledge 
- Survival 
- Ideology 
- Control 
- Security 

3 Method:

- Subterfuge 
- Possession 
- Violence 
- Manipulation 
- Threats 

4 Result:

- Abduction 
- Insanity 
- Death 
- Physiological Imbalance 
- Manipulation of Evidence 

During the game you will ask specific questions about your opponent's X-File characteristics. Through the process of elimination, you can determine the X-File's identity. We have included a Notebook in your Starter Deck to help you with this process. The Notebook lists all possible X-Files your opponent may have selected and each of their characteristic types. Use this Notebook to check off X-Files as you gain information.



↑ A typical X-File card

Activators

In the Basic Game, **Activators** will be used during the Requisition and Investigation Phases only. Activators appear in the lower left corner on each particular card. Simply stated, an Activator tells you what conditions must be met to play the card in question. The three important Activators are as follows:

ACTIVE: May be played while you are the Investigating Player. You may play these cards when it is your turn.

CONSPIRACY: May be played during your opponent's turn.

All other Activator words: Are used in three instances in the Basic Game. These three uses are with Equipment cards, Adversary cards, and Event cards.

To play **Equipment cards:** The Activator tells you which Section of the table your Agents must be in to Requisition the Equipment. This will usually be the Bureau.

To play **Adversary cards:** The Activator tells you what conditions must be met in order to play the card. At least one of the Adversary card's Activators will refer to a Keyword (see the Keyword section on the following page) that must appear on your opponent's Site card for you to play that Adversary.

To play **Event, Bluff and Witness cards:** The Activator tells you what conditions must be met in order to play the card. Sometimes a card will have more than one Activator. In this case, one of the card's additional Activators will refer to a Keyword (see the Keyword section on the following page) that must appear on your opponent's card in play for you to play your Event card.

NOTE: All Activators must be in effect in order for a card to be played.

Keywords

Keywords appear in the lower left corner on a particular card. The Keyword tells you what a card is.

Most often, you will check the Keywords on an opponent's card to determine if you have a playable card. If your card's Activators are contained in the other card's Keyword section, you may play your card.

EXAMPLE:

KEYWORDS: SITE, MONO, MOTIVE, BEHAVIORAL

SITE

Randy plays the "Aubrey, MO" Site, which includes the following Keywords: **SITE, MONO, MOTIVE, BEHAVIORAL**. Les looks through his hand and sees that he has a "Manitou Stalks His Prey" Adversary card with the Activators "Conspiracy," "Motive," and "Site". The Activator "Conspiracy" refers to a condition which must exist to play this card, the condition being that it is not your turn. The Activator "Motive" means that the Site card in play must include the Keyword "Motive" in its listed Keywords. The Activator "Site" means that this card must be played on a card that includes "Site" in its listed Keywords. The Site card "Aubrey, MO" meets all of the Activator requirements listed on the "Manitou Stalks His Prey" card, so that card may be played.

Resources: One particular Keyword worth special mention is "Resource." The Keyword "Resource" will appear on certain cards. A card with the Keyword "Resource" remains in play in the table section stated by the Keyword on the card. If no table section is indicated on the card, place it face up in your Bureau section. These cards remain in play until they are negated or the criteria for their removal (if listed on the Resource card) is met. When this occurs, the card is moved to your Discard Pile.

Detailed Phase Descriptions

The Briefing Phase

This is the first phase of each turn. In this phase, each player may draw cards so that they have a total of ten in their hand. Cards are drawn from the top of the Bureau Deck. Should the Bureau Deck run out of cards, shuffle your Discard Pile to recreate the Bureau Deck.

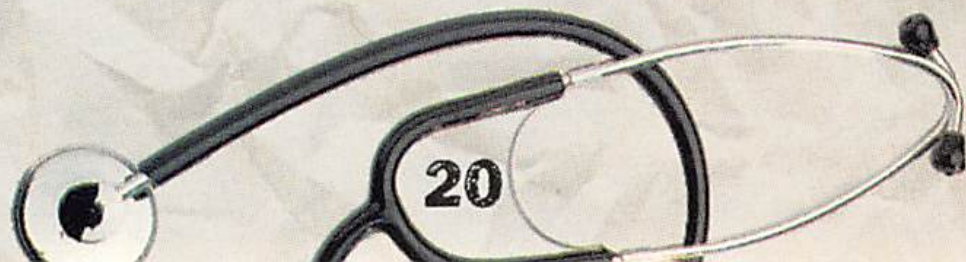
Note: Sometimes it may not be necessary to draw cards, and at other times you may be drawing several in order to bring the number of cards in your hand to ten.

The Healing Phase

During investigations, Agents may encounter a number of different **Adversaries**. (Adversary encounters are defined in the Adversary Cards section on page 28.) If an Agent has been damaged by an Adversary, the Agent will be sent to the Hospital. You will then need to place two tokens on top of the Agent's card.

During the Healing Phase, you may remove one token from each Agent in the Hospital. When there are no longer any tokens on an Agent card, the Agent may leave the Hospital during the Deployment Phase.

Agents in the Hospital may not contribute their Skills to any Skill Checks.



TURN EXAMPLE: BRIEFING AND HEALING PHASES

Randy begins his turn with the Briefing Phase. Both Randy and Les draw three cards (because they started with seven). Each player now has ten cards in his hand. The Briefing Phase is now completed.

Randy now enters the Healing Phase. Since this is his first turn, no one is in the Hospital, so no Healing will occur or is needed.

Let's assume for a minute that Agents Mulder and Kossel had been placed in the Hospital the previous turn as a result of Adversary cards being played. Randy would have placed two tokens each on Mulder and Kossel. He does this to show that Mulder and Kossel have been injured and sent to the Hospital as the result of two Adversary cards being played. During the Healing Phase, Randy removes one token from both Mulder and Kossel's cards. One token still remains on each Agent card. Neither Agent may leave the Hospital this turn, as all tokens must be removed to do so. The Healing Phase is completed.

(Remember: in our turn example, no one is actually hurt or in the Hospital yet.)



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Phase Descriptions continued...

The Requisition Phase

Agents normally have access to all kinds of Equipment to help them during investigations; unfortunately, it must be shared. This means that Agents must wait their turn to Requisition what they need. Equipment may be requisitioned during this phase only.

Most pieces of Equipment can only be obtained when Agents are at the Bureau. Some pieces of Equipment can be obtained in the Field. Each Equipment card will list the location where it can be obtained as an Activator. (See the explanation of Activators on page 18 for more information.) If there are Agents in that section, then the Equipment can be assigned to one of them in this phase. Also, Agents in the same section (Bureau, Field or Hospital) may freely exchange Equipment during the Requisition Phase.

There is no limit to the amount of Equipment an Agent may carry, however no Agent may have more than one of any particular item.



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The Deployment Phase

All Agents currently in the player's control are assigned to one of the following locations: the Bureau, the Field or the Hospital. To do this, you may move any or all of your Agents to that location. The only exception is that an Agent in the Hospital with a token on their card cannot be moved. Moving an Agent is not required.

Agents must be in the Field in order to participate in a Site investigation during the Investigation Phase.

When Agents are deployed to different sections, they form Agent Teams. For the Basic Game, all Agents in one section are considered a Team.



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Phase Descriptions continued...

The Case Assignment Phase

The Investigating Player may place one Site card face up in the Field section of the table. If a Site card is played, it must either be investigated during this turn or moved to the Discard Pile at the end of the turn. If you do not have a Site card, skip to the Investigation Phase.

Each Site card has a **Prerequisite** listed beneath the Site photograph. This is the total specific skill level the Agents in the Field need to possess to ask the Characteristic question listed on the card.

Some Site cards give you a choice between two Prerequisite skills you may use. You must announce which skill you will be using prior to investigating the Site. Once you announce which skill you are using, you may not change to the other.

A Site card's PREREQUISITE is listed beneath the card's image.



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TURN EXAMPLE: REQUISITION, DEPLOYMENT, AND CASE ASSIGNMENT PHASES

Randy now begins his Requisition Phase. Randy has a "Binoculars" card in his hand. "Binoculars" adds 1 to an Agent's Observation skill. This Equipment card includes the Activator word "Bureau." Since all of Randy's Agents began the game in the Bureau, he may assign the Equipment card to any of his Agents. Randy assigns the Equipment to Agent Mulder. Randy has no more Equipment cards in his hand to Requisition and has thus completed the Requisition Phase.

Randy has now reached the Deployment Phase. All of Randy's Agents are currently in the Bureau. Randy moves Agents Mulder, Scully, and Kosseff from the Bureau to the Field. Randy leaves Assistant Director Skinner in the Bureau. The Deployment Phase is now completed.

The Case Assignment Phase is next. Randy places the Site "Aubrey, MO" in the Field section of the table. The "Aubrey, MO" card has a Prerequisite of Behavioral 4+. This means that Randy's Agents investigating the Site must have 4 or more Behavioral skill in order to ask a question about Les's X-File. Randy has played his Site in the Field and the Case Assignment Phase is completed.



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Phase Descriptions continued...

The Investigation Phase

The Investigating Player may now investigate the Site he has placed in the Field section of the table during the Case Assignment Phase. If no Site card was played during the Case Assignment Phase and no player wants to play cards, skip directly to the Debriefing Phase. If the Site is resolved successfully, the player may ask a specific question about the opponent's X-File and/or guess the X-File's identity.

The Investigation Phase proceeds as follows:

Check the skill listed as the Prerequisite on the Site card. Look at each Agent in the team and determine which, if any, have that skill listed. Make a note of these skill numbers for each Agent. All of the Agents' skill numbers for that prerequisite are then added together to determine the **total skill level**. This activates the Skill Check Subroutine. See the Skill Check Subroutine section on the following page.

Note: In order to successfully investigate a Site, at least one Agent must be there.

The Skills listed on the Agent cards in the Field are compared to the Skill Prerequisite listed on the Site card.

Karen Counselor	BEHAVIORAL 3
Scully	BEHAVIORAL 1
ALIEN INVESTIGATION 4	BEHAVIORAL 2
BEHAVIORAL 3	BEHAVIORAL 2
CRIMINAL INVESTIGATION 2	BEHAVIORAL 2
EVIDENCE COLLECTION 2	BEHAVIORAL 1
OBSERVATION 2	BEHAVIORAL 3
OCULT INVESTIGATION 3	BEHAVIORAL 3
SCIENCES 1	BEHAVIORAL 2

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Skill Check Subroutine

Whenever a Skill Check is initiated, perform a **Skill Check Subroutine**. The Skill Check Subroutine proceeds as follows:

- Announce to your opponent the skill being used, the amount needed, and the total currently possessed by all Agents.
- Each Player may play up to three cards.

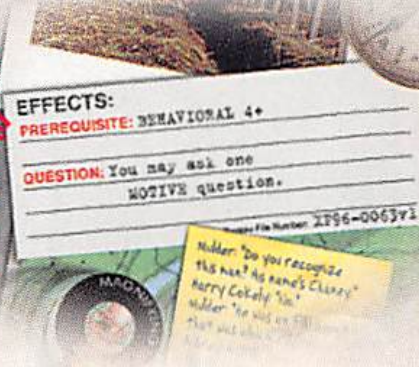
The type of cards which may be played during a Skill Check Subroutine are Events, Witnesses, Bluffs and Adversaries. Once a card's effect has been used, place the card on your Discard Pile. When any contradiction arises between card effects and rules, the card effect supersedes the rules.

The card play sequence is as follows: The Investigating Player may play a card. His opponent may now play a card. Repeat this process until both players cannot or choose not to play any more cards. It is permissible to play multiple cards prior to one card being resolved, either by the same player or opposing players. In such instances, cards are resolved on a last-played/first-resolved basis. The reason for this is that there are cards which alter or negate the effects of others. If the last card played was not resolved first, these cards would be worthless.

If a card has multiple effects, indicated by the word "Alternately" appearing on the card, the owning player must specify which effect is being used upon playing the card. He may not change to the other effect later.

- Resolve the Skill Check. If the Agent Team successfully meets the skill level needed after all card effects are resolved, then the appropriate effect is applied. This ends the Skill Check Subroutine.

Note: Some cards used in the Basic Game will have a greater effect in the Advanced Game. In particular, Bluff and Adversary cards will have greater use and power in the Advanced Game.



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Adversary Cards

NOTE: In the Basic Game, Adversary cards' Game Effects are ignored.

One type of card that can be played is an **Adversary** card. In the Basic Game, the Adversary card's Game Effect is ignored. If an Adversary card is played without being negated, the owning player may choose one opposing Agent and send that Agent to the Hospital. An Agent in the Hospital may not contribute their skill level to a Skill Check. Place two tokens on the Agent's card upon moving the Agent to the Hospital. The tokens symbolize the damage inflicted by the Adversary. (See the Healing Phase for information on how to heal damage.) After sending the Agent to the Hospital, the Adversary card is placed on the Discard Pile.

Adversaries cannot be played on all Sites, only selected ones. To determine if you can play an Adversary, consult the Activators on the Adversary card. The Activators state what conditions must be met in order to play an Adversary Card (see Activators section on Page 18).

Most Adversaries will be keyed to one of the four possible Site questions: Affiliation, Method, Motive or Result. Some Adversaries are keyed to the skill being used at a Site. A Site may have additional Keywords, but what really matters is that it has the matching Keyword; the rest may be ignored. If the Adversary card's Activator conditions have been met, the Adversary may be played. (See the Activator section on page 18.)



TURN EXAMPLE: INVESTIGATION PHASE

The Investigation Phase is the next phase in Randy's turn. Randy chooses to investigate "Aubrey, MO" with the Team in the Field. Randy currently has a Behavioral skill level of 7 (Mulder 3, Kosseff 3, Scully 1). Les plays a card titled "Car Troubles." This card forces Randy to investigate with only two Agents. Randy chooses to leave Scully behind, as she is only contributing 1 to the Site Prerequisite. Les may only play two more cards.

Randy now has a Behavioral skill level of 6 (Mulder 3, Kosseff 3). Les does not want Randy to ask a question, so he plays the Adversary card "The Manitou Stalks His Prey." The Manitou card contains the Activators "Conspiracy" and "Motive Site." Since it is not Les's turn, the "Conspiracy" condition is satisfied. The "Motive Site" condition is also satisfied because the "Aubrey, MO" Site contains that keyword. Les may play the Adversary card. However, Randy immediately plays his witness card "The Calusari" which negates one Occult Adversary. Randy may play two more cards and Les may play one.

With Randy still meeting the Site Prerequisite, Les decides to play another Adversary. Les plays his "Good People, Good Food" card. This is the third and last card Les can play. Randy cannot negate this card. Les chooses to send Agent Kosseff to the Hospital. Randy moves Agent Kosseff to the Hospital and places two tokens on the card. Kosseff may no longer contribute to the Site Skill Check.

Phase Descriptions continued...

Site Resolution

When a Site investigation Skill Check is successfully completed, the Investigating Player may ask the Directed Player a specific question about an X-File Characteristic, as indicated on the Site card. The opposing player must be able to answer this question with either a yes or a no. The Investigating Player may also choose to identify the opponent's X-File. If the Investigating Player is correct, he wins. If an X-File guess is incorrect, a penalty question may be asked by the Directed Player. This penalty may be a Characteristic question as indicated by the Site card, or an X-File identity guess. There is no chance for additional penalty in this case.

Examples of appropriate questions are: "Is your X-File's Affiliation Alien?" "Is your X-File's Method Violence?" or "Is your X-File's Result Death?" You may not ask questions like: "What is your Affiliation?" or "Is your Affiliation six letters or less?"

After the Investigation Phase, the Site card is moved to the Discard Pile.



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The Debriefing Phase

Each player may choose to discard up to three cards at this time; discarding is optional, however, and players may choose not to dispose of any cards at all. Place discarded cards face up on the top of your Discard Pile.

Note: Regardless of how many cards you discard, you may draw back to ten cards at the beginning of the next turn.

Your turn is completed. It is now your opponent's turn.



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TURN EXAMPLE: INVESTIGATION PHASE CONCLUSION

AND DEBRIEFING PHASE

Randy now only has Agent Mulder left with Behavioral Skill 3, but he may still play two more cards. The "Aubrey, MO" Site card has a Prerequisite of Behavioral 4+. Randy plays the witness card "Dr. Sheila Braun" which adds 2 to 1 Behavioral Skill Check. Randy's Agents have a Behavioral Skill Level of 5 (Mulder 3, Witness card +2) and successfully meet the Site Prerequisite of Behavioral 4+. Randy chooses not to play another card. The "Aubrey, MO" card allows Randy to ask one Motive question. Randy asks Les if his X-File's Motive is Survival. The answer is no and game play continues. Randy opts not to guess Les's X-File identity at this time.

It is now time for the Debriefing Phase. Randy has six cards and Les seven. Neither player is forced to discard any cards, however both may choose to discard up to three. Randy chooses to discard two and Les does not discard any. Randy's turn is completed and it is now Les's turn.



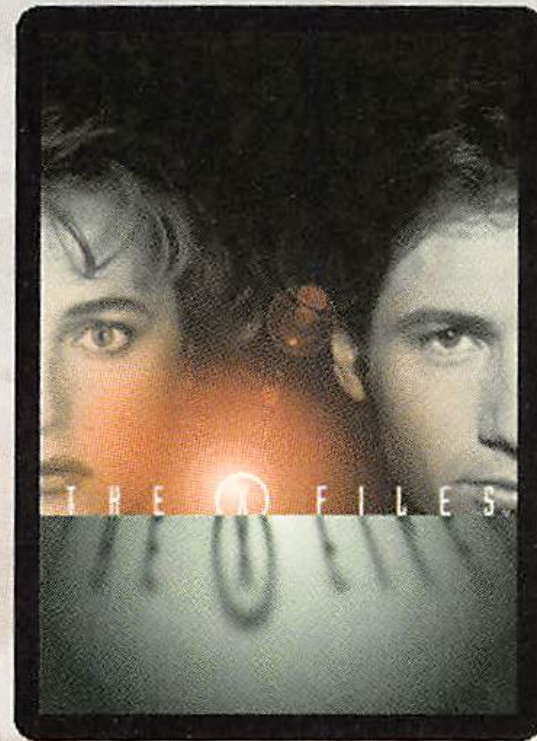
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Conclusion

Players alternate turns until one player correctly identifies the opponent's X-File. When this happens, the game is over and the player who made the correct identification wins.

You have now learned all you need to know in order to play **The X-Files** Basic Game. We recommend that you try a couple of Basic Games prior to moving on to the Advanced Game. Good luck in your investigations!

The truth is out there.



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