GAME SETUP

• Each player chooses a color and takes the 10 cards in their color into their hand.

• [Skip this step in your first game] Each player adds a random Asset card to their hand, keeping it secret.

• Place the 5 Locations randomly in a circle to create the playing area.

• Each player then secretly chooses a Teleport card and reveals it simultaneously. Each player places their Agent onto the corresponding location and returns the Teleport card to their hand.
GAMEPLAY

Each turn players will simultaneously complete these steps in order:

- Program Actions
- Resolve First Action
- Resolve Second Action
- Manage Cooldowns & End Turn

PROGRAM ACTIONS

Each player secretly chooses 2 cards from their hand and places them facedown in front of them, clearly setting one as the first action and the other as the second. These actions will be the actions you take this round. You may choose any two cards from your hand.

RESOLVE ACTIONS

Each player flips up the first Action they selected simultaneously and takes the action.

Each action is resolved in the following order:

- **Movement** - all movement (Left, Right, Teleport, etc.) happens simultaneously.
- **Strike** - all strikes (blade, pistol, rifle, etc.) happen simultaneously AFTER movement has been resolved.
- **Slip** - If a player strikes into a Location that their opponent is in, then the opponent must permanently discard a Teleport card from their hand to “Slip” out of the Strike. The player moves their Agent to the location indicated. If both players need to Slip at the same moment, then both players reveal their discarded Teleport card at the same time. **If your opponent cannot discard a Teleport card to Slip, then they take a Strike and YOU WIN THE GAME.**
After resolving the first Action, players then resolve the second Action in the same way.

**When played:**

- **Left and Right Movement:** moves your Agent token one Location to the left or right.
- **Teleport:** moves your Agent directly to the Location indicated.
- **Weapons:** Strikes in the Location(s) indicated by the text. (ex. The Rifle ONLY strikes the Locations two locations away).

**Manage Cooldowns & End Turn**

The cards played by each player will then go into Cooldown as indicated on the card.

- **Cooldown 0** - Returns to your hand.
- **Cooldown 1** - Set it aside faceup & return it to your hand at the end of the next turn.
- **Cooldown 2** - Set it aside facedown and flip it faceup to Cooldown 1 at the end of the next turn.

**EXAMPLE**

In this example, Blue has played Rifle which strikes two locations away. Black will take a Strike (losing the game) unless Black **Slips** by permanently discarding a Teleport card that will put Black out of range - in this case, Plant, Hotel or Boardwalk.

Black decides to permanently discard the Boardwalk Teleport card. Black’s Agent is moved to the Boardwalk location and play continues.
Begin a new turn, programming Actions as before. **Continue playing until one player is forced to take a Strike, losing the game.**

**ASSET RULES**

Each player will draw one Asset card to add to their hand at the beginning of the game.

**Additional rules:**

- **Shield** - You are immune to strikes this Action.
- **Advantage** - Your weapon attacks first, negating a weapon of the same type used against you this Action.
- **Critical Cooldown** - This card is removed from play until you Slip out of a Strike, and then it is added on Cooldown 2.
- **Discard** - Card is played directly from hand while resolving actions, then permanently discarded.

**4-PLAYER RULES**

**Note:** Blue and Orange editions of Slip Strike must be combined to play 4-player

4-player games are 2v2, with one team playing both the Black Agents and the other team playing the Orange and Blue Agents. The game ends once one team is eliminated. When a player takes a Strike, they are eliminated and their teammate continues.

During setup, remove the Factory, Hotel, Mansion and Tower from the available Locations. Also remove the corresponding Teleport cards from each player’s hand. Remaining Location tiles are placed in a circle alternating Location colors.

Agents on the same team cannot indicate to each other which two cards they are playing each turn. Strategic conversations must happen in front of the other team.

Weapons strike every opponent in a Location[s] you are striking into. There is no friendly fire - you can not Strike your teammate.

Location tile setup