



How to play

## Microdot: The objective of the game

The object of Microdot is to capture a Diplomatic Bag from any enemy territory to your own and bring it back safely to your own HQ square.

The first player to succeed in this mission wins the game.

## Microdot: Board and components

The game of Microdot consists of :  
**1 board** divided into 4 territories – red, blue, green and yellow. Around its perimeter is a segmented strip illustrated with Microdots and items of mission equipment.

**4 sets of mission equipment** matching the territorial colours. Each set consists of the following 6 items, and each item has its own special value :

Gun	– 6 points
Dagger	– 5 points
Earphones	– 4 points
Ladder	– 3 points
Wire Cutters	– 2 points
Passport	– 1 point

**4 Diplomatic Bags** matching the territorial colours.

**18 Briefing Cards** with Microdots referring to pre-mission instructions.

**18 Mission Cards** with Microdots referring to instructions during the mission itself.

**2 Decode Charts** for translating the Microdots on the Briefing and Mission Cards.

**1 Magnifying Glass** for reading the Microdots.

**4 Bribery Cards** for releasing captured equipment.

**3 Dice**: a Coloured Dice bearing conventional spots ; a Symbol Dice bearing arrows and other symbols, and a Black/White Dice with black and white faces.

**4 Agents** who are used only to collect mission equipment around the perimeter of the board.

## Microdot: Playing instructions Starting the game

Each player – there can be two, three or four – throws the Coloured Dice. The one with the highest number has first choice of colour and starts first, the second highest has second choice and so on.

Each player now places his own-colour agent on the spot reserved for it in his territory's Interrogation Centre. He then places his Diplomatic Bag on the black spot in the centre of his territory on the inner board. He keeps his six items of mission equipment by the side of the board.

Next, the packs of Briefing and Mission Cards are shuffled and placed face down in two piles on the table, along with the Bribery Cards. Finally, the Decode Charts and Magnifying Glass are placed within easy reach of all the players.

The game itself can now begin. This consists of two parts – Briefing and Mission.

### Briefing

Let's assume that Player Green is starting the game. He again throws the Coloured Dice and it comes to rest showing (say) two spots. By moving his Agent two spaces to his left (ignore the panel showing mission equipment values – this and the Interrogation Centres do not count as spaces as you move around the board), it lands on a picture of Wire Cutters. So Player Green takes the green Wire Cutters and places them on the inner board, on one of the dark green squares around his HQ. The other players now take their turns, until the dice is back at Player Green once more. This time he throws (say) four spots.

Moving along four spaces, the agent lands on a Briefing Card square. Player Green therefore takes the top Briefing Card from its pile. On its reverse is the word MICRODOT spelt in dots – and one of those dots is a Microdot ! Player Green finds it by scanning the word with the Magnifying Glass, and reads the number contained in it. Let's say that the Microdot number is '5'. By consulting the Briefing Decode Chart, he finds that instruction '5' allows him to collect his Ladder if not already held. And so the play continues around the perimeter of the board. If a throw of the dice lands an agent on a square already occupied by another agent, the newcomer simply stays there until the next turn and does not collect the specified equipment.

As soon as a player has collected 5 items of mission equipment, he starts the mission itself, and returns his agent to his interrogation centre.

**BUT PLAYERS ARE NOT FORCED TO TAKE THE EQUIPMENT OFFERED TO THEM DURING THE BRIEFING ROUND.** After all, a set of Earphones (worth 4 points) can be taken in action by a Dagger (worth 5 points). This means that the player who hurries to get his 5 necessary items regardless of what they are may lose out later to an opponent with higher-value pieces. On the other hand, the selective player may still be on the briefing round while his enemies are making inroads into his territory.

However you decide to play it, when you have 5 items around your HQ you are ready for the mission.

### Mission

First, the player going out on mission has to decide who to attack. The player on his left ? His right ? Diagonally opposite ? Or all three ? It's up to him (he does not need to announce which enemy he intends to attack). Whatever the decision, when it comes to his turn he now throws the Symbol Dice and moves according to the result.

Here are the symbols explained :



Move one piece of equipment one square forwards, backwards or sideways.



Move one piece of equipment one square diagonally in any direction.



Move one piece of equipment one square forwards, backwards, sideways or diagonally in any direction.



Take a Mission Card from the top of its pile. Using the Magnifying Glass, find the Microdot amongst the dots making up the word MICRODOT (on the reverse of the card) and read the letter contained within it.



Then throw the Black/White Dice and, depending on the result, follow the Microdot letter instruction on the black or the white section of the Mission Decode Chart.



If your Ladder or Wire Cutters are on a square immediately adjacent to a barrier (wall or barbed wire), move that piece onto the barrier itself.

It is this last throw (or the picking of a Mission Card instructing you to make the same move) that opens the route into enemy territory. As soon as a player has his Ladder or Wire Cutters on a barrier, that barrier ceases to exist as far as he is concerned. His pieces can move up to and across it at any point along its length by normal throw of the Symbol Dice – the jumping from a square on one side to a square on the other counts as a single move.

Please note that Wire Cutters can breach a wall as well as barbed wire, and that a Ladder can breach barbed wire as well as a wall. No player can make use of another player's breach.

No more than one piece of equipment at a time should remain on the same square. (Except when a piece of equipment is capturing a Diplomatic Bag). There is also a 'legal' route into enemy territory. By moving his Passport to the central checkpoint and keeping it there (by normal throws of the Symbol Dice) a player can send any of his pieces through that checkpoint. All players can place their passport on the central checkpoint.

### **Capturing**

During the mission, any clash between opposing powers may lead to a capture of mission equipment. The rule is simple: while on the inner board, any piece landing on a square occupied by a lower-value enemy piece captures that item – it is immediately put into the captor's Interrogation Centre.

With only 4 items left, the enemy cannot continue his mission. On his next turns, he must throw the Coloured Dice and move his Agent around the perimeter of the board again, until (a) he lands on a segment illustrating his missing piece or the sixth piece of equipment that he did not collect originally or (b) collects a Briefing Card telling him to take one of those pieces. He then places the new item (or the old one rescued from the captor's Interrogation Centre) onto one of the dark coloured squares around his HQ – and he's back in the game again.

If two pieces of equal value land on the same square – Gun on Gun, for instance – BOTH pieces are captured and BOTH players are out of the game until they can free their captured pieces or collect their sixth piece.

**Passports in the checkpoint and Ladders or Wire Cutters on a barrier can NOT be taken – but they can while trying to reach these positions!**

### **Embassy**

The square marked EMBASSY in each territory is a neutral square. No capture can take place in an Embassy. Any piece can take refuge in one when hard pressed – **unless that piece is carrying a stolen Diplomatic Bag.**

### **Bribery Card**

There is a second 'instant' method of releasing captured equipment – a Bribery Card. If one of your Microdot Mission instructions has told you to take a Bribery Card, this is where it comes into use. Show the card to the player who has captured one of your pieces and you can remove the piece from his Interrogation Centre and place it by your HQ again. Once used, the card must be returned to its stack.

### **Stealing the Diplomatic Bag**

You will see by now that the stealing of a Diplomatic Bag is no easy task! But let's assume that a player has managed to land a piece on the square occupied by an enemy's Bag. From now on, moves are made by the capturing piece and the Bag as one unit. The unit cannot take refuge in an Embassy. It can only escape from the territory if the captor's Ladder or Wire Cutters are on the barrier, or the captor's passport is in central checkpoint.

A piece of equipment may not land on his own Diplomatic Bag except when recapturing the bag from an enemy, then if pieces are of an equal value, both must go to the opponents' interrogation centre. If the Diplomatic Bag has been captured by a low value piece e.g. Earphones, and the owner recaptures with a high value piece, then this may remain on the bag, which then moves as one unit. Should this piece move off its own bag, it may not return except when recapturing it from enemy possession again.

If you get an opponents' Diplomatic Bag on your own H.Q. square before anyone else can get a unit back on to their H.Q. square – CONGRATULATIONS!  
YOU'VE WON THE GAME!



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