

# Heimlich & Co.

## Winner of the Spiel des Jahres



AGES  
8+



30-45  
MINUTES



2-7  
PLAYERS

If you'd prefer to learn to play by watching a short video,  
please visit [www.amigo.games/game/heimlich](http://www.amigo.games/game/heimlich).

### OBJECT OF THE GAME

To earn the most points. Players earn points based on which building their agents occupy when an agent is in the building with the safe.

### CONTENTS

Although this game is designed for ages 8 and up, the components listed in red are a choking hazard. Please take special care to keep these components away from young children.

7 Secret Agent  
Playing Pieces



7 Scoring  
Tokens



1 Die



Instructions

1 Safe Playing  
Piece



EXPANSION  
PACK: 26 Top  
Secret Cards

7 Secret Agent  
Passport Cards



8 Playing Piece Stands



1 Game Board



### CONFIDENTIAL BACKGROUND INFORMATION

Players are the chiefs of their countries' spy agencies, sending their best agents into the field in a race to collect top-secret information hidden in a safe. The agents track the safe to a small, unnamed town, where it moves from building to building. Whenever an agent is able to crack open the safe, every agent gains more information.

During the game, players try to conceal their agents' identities. To accomplish this, players can move any agent in the game. The player who has collected the most information when the game ends wins the game.

## SET UP

1. The number of agents depends on the number of players.

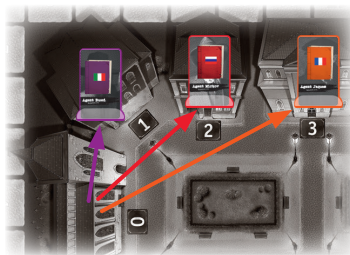
Number of Players	Number of Agents
2	5
3	6
4-7	7

2. For each agent in play create a set of materials, consisting of a Scoring Token, a Secret Agent Playing Piece, and a Secret Agent Passport Card. Place the unused sets back into the box; they will not be used. For example, if there are three players, create six sets and put one set back into the box.
3. Place all agents in play into playing piece stands and place them in the Church (the building with the number 0 in front of it).
4. Place the Scoring Tokens for all of these agents on the Start/Finish space in the bottom left corner of the board.
5. Place the safe in Building 7.
6. Shuffle the Secret Agent Passport Cards in play and deal one to each player, face-down. Players secretly look at the cards they were dealt and place them face-down in front of themselves. The cards indicate which country/agent each player is playing. Place the remaining Secret Agent Passport Cards underneath the gameboard without looking at them – these are now called “free agents.”

## PLAYING THE GAME

1. The oldest player goes first.
2. **MOVEMENT:** On each turn:
  - a. A player rolls the die.
  - b. That player moves one or more agents clockwise around the board.
    - i. Moving an agent from one building to the building next to it counts as one movement point. Multiple agents may occupy the same building.
    - ii. Players may move any agent they choose (including their own), and players may move multiple (or just one) agents.
    - iii. Players must use the full number of movement points shown on the die.
    - iv. When players roll “1-3,” they may choose to move 1, 2, or 3 movement points.

**Example:** Anna rolls a 6 and decides to divide the six movement points among three agents, all of whom are in the Church. She moves the Russian agent from the Church to Building 2, the Italian agent from the Church to Building 3, and the French agent from the Church to Building 1. She could have divided her six movement points to move six agents one building each, or she could have moved one agent six buildings—any combination that uses all six movement points is fine.



- 3. SCORING SITUATIONS:** Players create a “scoring situation” when an agent they moved ends a move in the building with the safe (note that moving an agent through the building with the safe does not create a scoring situation; a scoring situation only occurs when an agent stops in the building with the safe).

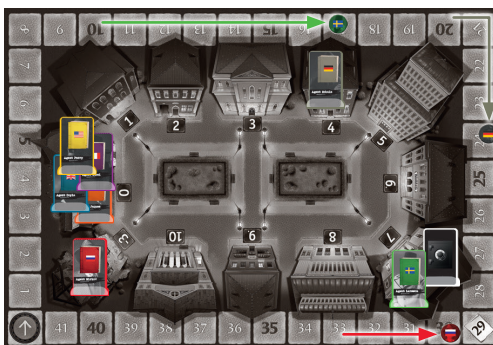
The agent in the building with the safe cracks it open, revealing information to all of the agents. The number on the building that each agent occupies during a scoring situation indicates the amount of information that agent has captured.

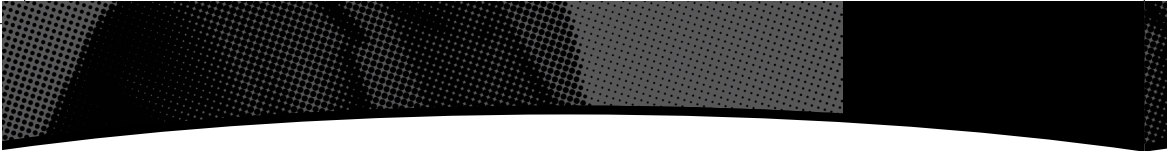
To keep track of the information that agents have captured, the player who created the scoring situation moves all agents’ Scoring Tokens along the track. This player moves each Scoring Token the number of spaces equal to the number of the building that token’s agent is on.

The old Ruins is a dangerous place, so players in the Ruins during a scoring situation lose three points. When moving Scoring Tokens backwards, they may not be moved further back than Start.

The Church is a neutral location, so players in the Church during a scoring situation neither gain nor lose information.

**Example:** The safe is in Building 7 and a player creates a scoring situation by ending the Swedish agent’s move in that building. The German agent is in Building 4, the Russian agent is in the Ruins, and all other agents are in the Church. The player who moved the Swedish player advances the green Scoring Token 7 spaces (since the Swedish agent is green) and the grey token 4 spaces (the German agent is grey). This player moves the red token back three spaces. Since the Church is a neutral location where players neither gain nor lose information, the player does not move the Scoring Tokens of the agents in the Church.



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- 4. MOVING THE SAFE:** After moving the Scoring Tokens, the player who created the scoring situation moves the safe to a different building.

Moving the safe to a building that already has agents in it does not create a scoring situation.

- Play passes to the left. Players continue in this manner until one of the Scoring Tokens reaches or passes Finish (which is the same space as Start).

### **WINNING THE GAME**

The game ends when one or more Scoring Tokens reach or pass Finish. Players reveal their Secret Agent Passport Cards and any of the free agent Secret Agent Passport Cards that are underneath the gameboard—the winner is the player whose Scoring Token reached or passed Finish. If more than one token reached or passed Finish, the player whose token passed by the largest number of spaces wins. If the winning token matches one of the free agents, then none of the players win.

### **TOP SECRET EXPANSIONS**

Although there's plenty of strategy and nuance in this game, we offer an additional variation, along with a version based on the included Expansion Pack. Players can use these rules separately or use both options together. For both of these options, use the rules above except for the changes noted below.

### **SECRET IDENTITIES**

- The winner is the player who collects the most information and discovers the secret identities of the other agents. Each player will need paper and pen (or they can use their cellphones) to write down their predictions. Players may take notes on other players' moves during the game to help them figure out their identities.
- When the first Scoring Token reaches or passes #29 on the scoring track, all players write down their predictions on which agent belongs to which player. For each agent, they write down a player's name. Players write an "X" to show which agents they think are the free agents.
- At the end of the game, players reveal their Secret Agent Passport Cards and their predictions on who is playing which agent.
- Players move their Scoring Tokens five spaces for each agent they correctly identified (including the agents with no players). The player whose Scoring Token passed Finish by the largest number of spaces wins the game. If the winning token matches one of the free agents, then none of the players win.

## TOP SECRET EXPANSION PACK SET UP

1. When playing this version with seven players, remove the Top Secret Card that shows two agent cards and place it in the box. When playing with fewer than seven players, please consult the rules for this card in #5 under Collecting Top Secret Cards, below.
2. Shuffle all of the remaining Top Secret Cards and place them face-down in a stack on one of the two parks in the middle of the board. Used cards will be discarded face-up in a pile on the other park.
3. After figuring out the correct number of agents to play with, place the unused sets (Passport Card, Scoring Token, and Playing Piece) back into the box. Deal one Secret Agent Passport Card to each player and put the remaining Secret Agent Passport Cards underneath the gameboard without looking at them. These will be the free agents.
4. After dealing out the Secret Agent Passport Cards, deal two Top Secret Cards to each player from the stack in the center of the board. Players should keep these cards secret.



## COLLECTING TOP SECRET CARDS

1. When players roll “1-3,” they may either move agents according to the regular rules or choose not to move and draw one additional Top Secret Card from the top of the stack in the center of the board.
2. Players may also draw one additional Top Secret Card on their turns when they move one or more agents to the Ruins, using the roll of the die or a Top Secret Card.
3. Players may not hold more than four Top Secret Cards each in their hands.
4. Players may play a Top Secret Card on the same turn that they collect it.
5. When playing with fewer than seven players, keep the “second agent” Top Secret Card in the stack of cards. If a player draws this card, use these rules:
  1. Without looking at the other card, the player takes one of the free agents from underneath the gameboard. This player has “turned” an enemy agent and now plays with two secret agents.
  2. If there are no more free agents under the board, put this card back into the box and draw a new Top Secret Card.
  3. At the end of the game, use only the secret agent who is furthest along on the scoring track—either the original agent or the free agent.

## PLAYING TOP SECRET CARDS

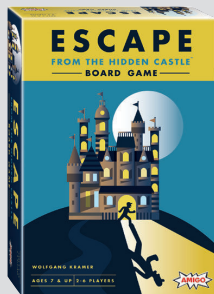
1. After a player rolls and moves (or rolls a 1-3 and doesn't move), but before scoring, that player announces whether s/he would like to play a Top Secret Card and asks if any other player would like to play a Top Secret Card.
2. If no player wants to play a Top Secret Card, that player moves the Scoring Tokens if there is a scoring situation. Play passes to the left.
3. If one player wants to play a Top Secret Card, that player plays a card and follows the instructions on the card. The player whose turn it is moves the Scoring Tokens if there is a scoring situation and play passes to the left.
4. If more than one player wants to play a Top Secret Card, then a Top Secret Round starts. If the player whose turn it is announced that s/he wants to play a card, s/he plays first by playing one or more cards and following the instructions on the card(s).
5. If the player whose turn it is did not announce, then the player closest to that player's left who announced gets the chance to play one or more cards and follow the instructions on the card(s). Play continues to the left.
6. After a player plays as many cards as desired and follows the instructions on the card(s), the player to his/her left may play a card or pass, regardless of what this player announced before the Top Secret Round started. In other words, players may change their minds about playing cards based on the cards that have been played.
7. Play continues in this manner until all players pass (consecutively – players may pass one time and still play a card the next time they get the chance). If there is a scoring situation, the player whose turn it is moves all of the Scoring Tokens.
8. Players who play multiple cards choose which order to apply them in.
9. After playing a card, players discard it, face-up, to form a discard pile on the board.
10. When players use a Top Secret Card to move one or more agents into the building with the safe it could create a scoring situation, although this could be canceled if another player plays a card that moves the agent(s) out of the building with the safe.
11. A scoring situation occurs if one or more agents have been moved into the building with the safe (either by a roll of the die or by playing a card) and they are still there after the end of a Top Secret Round.

It's no secret that Heimlich & Co. is a fun game — here are a few other games you may enjoy:

### More Games by Wolfgang Kramer

#### ESCAPE FROM THE HIDDEN CASTLE™

You Can Run and You Can Hide . . . But Not for Long!



A roll of the die moves you forward or unleashes the phantom as players hide in the safety of the castle's chambers. But beware—other players can push you back into the phantom's path, and the phantom speeds up as the game goes on and the tension mounts.

#### TAKE 5™ + TAKE A NUMBER™ BONUS PACK

The Irresisti-bull, Unpredicta-bull Card Games

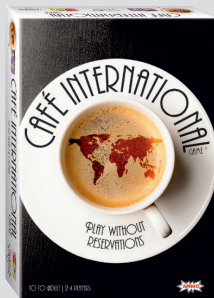


With just two rules for how to play cards these international favorites are easy to learn, but packed with action, surprises, remarkable turnarounds, and plenty of chances to wreak extreme havoc on your fellow players. This special pack includes Take 5 (the original) and Take a Number (which adds extra strategy and extra chances to win . . . or lose).

### Another Spiel des Jahres Winner

#### CAFÉ INTERNATIONAL™

Table for 2? Four points!

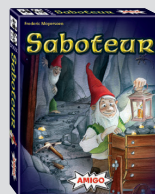


There's fun on the menu at this board-game bistro as you strategically seat guests to fill up tables. Here's a big tip: You earn extra points for seating certain guests together, but you may lose points for sending diners to the bar. It's today's special — a game you can always play . . . without reservations.

### One of Our Best-known Games

#### SABOTEUR™

The Classic Game of Treasure & Trickery



You're digging for gold deep in the shadowy maze of a mining tunnel when a pickaxe shatters your lamp. The saboteur has struck again . . . but who is the saboteur? Can you complete a path to the hidden gold, or will the saboteur thwart your efforts? With its unique combination of cooperation and betrayal, Saboteur reveals new secrets every time it's played.

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