WATCH THE SKIES

HEAD OF STATE

HOW TO BE IN CHARGE

Your job as Head of State is to be the team leader for your country.

The team leader does these things:

- Represent the country at the most important meetings of world leaders. These are called SUMMIT MEETINGS. They do not happen often, but are very important.
- Keep track of the 'Big Picture' – coordinating what is happening and keeping the team working together efficiently. Also keep an eye on the country's PR TRACK, which tell you how successful your government is and hence what your INCOME is for each turn.
- Discuss with the other team members what to do. You should aim to agree between you what to do next. In real life the leader is elected, and if she ignores the team too much she can lose the next election not be leader any more.
- Listen to what the other team members are saying. They will each have information that you do not and have useful things to say.
- If the Foreign Minister is busy at the UNITED NATIONS, talk with other teams about treaties and agreements (see the separate card about this).

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SPECIAL AGENTS

You are in control of your country's SPECIAL AGENTS.

It costs $M1 per turn to use a Special Agent.

Secret Agents can do one of the following things:

- REMOVE ALIEN INFILTRATION from a country. Place the AGENT in the infiltrated country and draw a Watch the Skies Card. If the card has a 'Spy Success' on it then the INFILTRATION is removed.

- SABOTAGE something. This might be a military unit, or a Space Interceptor or anything else that Control say is possible. Draw a Watch the Skies Card. If the card has a 'Spy Success' on it then the Sabotage is successful. Successful sabotage causes one box of damage.

- STEAL technology. Move the agent into the country you wish to steal from. Draw a Watch the Skies Card. If the card has a 'Spy Success' on it then the theft is successful

- PREVENT an enemy Special Agent from doing something. Place an Agent in the country you wish to protect. If an enemy Agent wants to get past the defending agent they must Draw a Watch the Skies Card. If the card has a 'Spy Success' on it then the Agent has got past the defender and can try to achieve its mission. A defending Agent can defend against multiple Enemy Agents.

Note that Special Agent actions are open and known to everyone, even the country you are acting against. (In real life enemy agents activities are usually identified – countries know who is spying against them).

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TREATIES

When you talk to other Nations (player teams) what you are trying to do is to agree to TREATIES that will be good for your own country.

A TREATY is a written international agreement that you MUST STICK TO. So be very careful what you agree to.
To become official a TREATY must be written down and SIGNED by the Head of State Player and the Head of State players of the countries you have made the treaty with.

A treaty can be about anything. Here are some of the possible subjects:

- Making Peace – if you have been at war with someone you might write a PEACE TREATY agreeing not to fight any more.
- Sharing information – perhaps your scientist has made an important discovery, that you agree to give (or sell) to another country.
- Agreeing not to attack each other – as a sign of friendship. This is called a NON-AGGRESSION TREATY.
- You might agree to help another country in a conflict they are in, this is called a MILITARY ALLIANCE. You agree to join them in fighting someone else.
- You might agree to help another country in case they are attacked. This is called a MUTUAL DEFENCE TREATY.
- You can agree to trade with that country. TRADE TREATIES will create additional wealth of $M1 per turn for your country. You can only have 2 trade treaties at any one time.

Usually treaties have a time limit, after which they expire and no longer apply. You can agree any time period you like. If you don't set a time limit in the treaty, then the treaty automatically expires after 4 game turns.