

Rules

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Story

It is the year 2050, and earth as we know it has reached a critical political breaking point. There are no countries, there is no European Union and there is no United States of America. The world is now ruled by several institutions known only as International Collectives.

These International Collectives want only one thing: To be the only supreme political power in the world.

These International Collectives aim to govern everything and everyone by using their specific socio-economic and political ideas. They use a combination of Popularity and Wealth to execute their plans and reach their intended goals. They will stop at nothing to push their opponents in to the political extremes, tipping them of balance and making them unsuited for supreme governing of the world.

Events, and the ways in which these International Collectives deal with them, will shape the future of the world. But throughout this political battle of dominance there are also several great Historical Political Figures, who will greatly influence the future ideas of these International Collectives.

In the end, it will all come down to one last remaining International Collective.

The International Collective that balances it's socio-economic and political ideas best, and at the same time manages to unbalance its opponents and push them far enough in to the political extremes, will govern the world!

Object of the game

You, as a player, take on the role of one of these International Collectives. Your ultimate goal is very simple: Be the last man standing on the board!

Set-up

This game is played with 2-4 players. Before starting the game, you must first complete these steps to ensure a proper set-up of the board and its components.

1. The Compass is the centre of the game. Place it in the middle of the table.
2. Place the Collectivism, Individualism, Authoritarian and Libertarian side boards on their respective sides next to the Compass. The Action cards (there are a total of 9 action cards for each side) are then shuffled and placed on their designated areas. The top two action cards are then laid facing upwards on their designated areas.
3. The Timeline is placed anywhere else on the table. The Event counter is placed on the starting year (2050). The Event cards are shuffled and placed on their designated area with their

description facing upwards. The In play cards of the Historical Political Figures are put face up on their designated area. These are free to be investigated by any player at any time.

4. Each player receives his choice markers (A, B and C)
5. The coins (Wealth and Popularity) are left inside the box, using them when needed. A player or an observer may choose to play "the bank", or everyone can just take coins the way the game dictates. Be sure to look out for cheating!!
6. Each player receives 2 Wealth and 2 Popularity.
7. The youngest player puts the start marker in front of him, picks up a piece and chooses a starting position (one of the 4 squares near the center of the Compass).
8. The other players follow clockwise, picking up a piece and choosing a starting position.

Turn-order

Make sure to have set-up the board and its components correctly before proceeding to turn-order!

*****BEFORE EVENT*****

This part is done by everyone simultaneously. The Event card is read aloud by the player holding the start marker (without moving the card, as moving it would reveal the very important backside). Then all players vote anonymously on what option they want to take.

1. If the event counter is on the year 2085, every player must pay 1 Wealth and 1 Popularity to play, otherwise they are knocked out of the game. From now on, the Wealth and Popularity needed to play increases by 1 after each event (refer to the Event counter for the exact amount of coins needed to play each Event). The player with the start marker pays first, then the rest follows clockwise.
2. The player reading the Event card declares if it is a social or an economic event.
3. The player reading the Event card then declares if the event is under the influence of one or more Important Political Figures (this happens when any piece is on one of the IPF markers on the board at the moment of this step). The player reads each used influence aloud and everyone makes sure to adjust their answers accordingly (refer to this manual to find the respective influences).
4. He then proceeds to read the description and the possible answers.
5. After careful planning, everyone picks one of his/her vote markers and lays their chosen answer (A, B or C) face down on the designated area on the Compass.
6. After everyone has chosen an option (it is impossible not to vote), the Event card is turned around and the consequences are revealed.

*****BEFORE TURN*****

This part is done individually and starts with the player holding the start marker. Play then moves clockwise until every player has had the change to go through their five steps.

1. Consequences (mandatory):
 - a. The player reveals his answer by turning around his vote marker. He then proceeds to carry out the consequences of his actions (described by the event card, so if you chose answer A you carry out consequence A etc.) and he makes sure to account for the possible influence of any active Historical Political Figures.
 - b. He will have to do a number of steps in a certain direction, and can pay Wealth or Popularity (marked by –Wealth or –Popularity) to reduce these steps (Paying one Wealth would mean 1 less step etc.). He then also receives a certain amount of Wealth or Popularity (marked by +* Wealth or +* Popularity) according to the event

card.

- c. An event knocks you out of the game if you can't pay enough to lessen your steps so you stay on the board.
- d. Remember, stepping over an opponent does not count as a step!

2. Attack (optional):

- a. Then, the player may choose to play an Attack or an In play card from his hand (he may play only one card during this phase).
- b. When the player plays an Attack card he chooses an opponent and carries out his attack (as described on his card).
 - i. When the opponent you Attacked is pushed over the extremes by your Attack card, you claim all the cards in your opponent's hand (not his coins or his In play cards that are in play). This opponent is now knocked out of the game.
 - ii. When that opponent uses a Defense card to counter your Attack, the Attack card is ignored and the Defense card is carried out instead (as described on the Defense card).
- c. All the used cards are then put back under the pile of cards from where they came (Authoritarian, Collectivism, Individualism or Libertarian).
- d. Remember, stepping over an opponent does not count as a step!
- e. When the player plays an In play card, he puts the card face up in front of him so that every other player knows it is In play and ready to benefit the player. As long as this card is in front of the player he benefits from the action described on the In play card.
 - i. The In play card is put back under the pile of cards from where it came at the end of the players next turn (Authoritarian, Collectivism, Individualism or Libertarian).

3. Claim IPF In play card (optional):

- a. When, at this point in his turn, the player finds himself on a IPF marker, he can claim the In play card associated with this IPF (even if it is currently In play or resides in an opponent's hand) and choose to play it immediately (removing any previous cards he had in play) or put it in his hand to play on his next turn.
 - i. When the In play card is played, it is put back under the pile of cards from where it came at the end of the players next turn (under IPF on the Timeline board).

4. Buy action cards (optional):

- a. Then, you have the chance to buy as many face up action cards as you want. These cards must be associated with the extreme zone you find yourself in on the board. Refer to the board to see when you can buy which cards. Yellow is Authoritarian, green is Libertarian, Red is Collectivism and Blue is Individualism.
- b. Remember, you can only have a maximum of 3 cards in your hand. When you buy your 4th card, you must first remove another card from your hand.

5. Receive Wealth or Popularity (mandatory):

- a. At the end of your turn you earn Wealth and/or Popularity, based on where you are on the board. The more extreme you stance is, the more Wealth and/or Popularity you earn.
- b. Refer to the board to claim the correct amount of Wealth and/or Popularity.

AFTER TURN

After all the players have had their turn, the start marker moves up one position in a clockwise manner. Then, the used event is removed and the next event is revealed.

1. Move the start marker up one position in a clockwise manner. If the next player to start was knocked out the start marker moves clockwise up to the next player.
2. Move the Event counter up 5 years (1 step or event).
3. Remove the previous Event and reveal the new Event.

*****AFTER EVENT*****

Glossary

- Political extremes
 - Economic and popular: COLLECTIVISM
Collectivism is often associated with the economic theories of socialism, which call for some form of co-operative or collective ownership of the means of production and collective decision-making or worker's self-management within economic enterprises.
 - Economic and wealthy: INDIVIDUALISM
Individualism promotes the exercise of one's goals and desires and so values independence and self-reliance while opposing external interference upon one's own interests by society or other institutions such as the government.
 - Social and wealthy: AUTHORITARIAN
Authoritarianism is a form of social organization characterized by submission to authority as well as the administration of said authority. In politics, an authoritarian government is one in which political authority is concentrated in a small group of politicians.
 - Social and popular: LIBERTARIAN
Libertarianism refers to the group of political philosophies which emphasize freedom, liberty, and voluntary association. Libertarians generally advocate a society with a government of small scope relative to most present day societies or no government whatsoever.
- Extreme-zone
The 108 squares closest to the edge of the board are considered the Extreme-zone (shown as colored squares on the Compass). It is here that you can buy cards from a respective side and earn Wealth and/or Popularity the more extreme you go. But this is also the place where you are most easily kicked out of the game by your opponents.
- Safe-zone
The 36 squares closest to the middle of the board are considered the Safe-zone (shown as the uncolored squares on the Compass). Here you are safe from any normal attack (you can still be attacked but the attack can never push you off the board), but not from an enhanced Attack (for example: When someone has Yanovski Demidov in play his attack power doubles). You also can't buy any cards in the Safe-zone (unless you have a card in play that tells you otherwise) and you can't earn any extra Popularity or Wealth.
- Event card
An Event card is a card that describes the next event. There are social and economic events. One side has a description and possible answers, the other side has consequences for these answers. The side with the description and possible answers is almost always up, unless

everyone voted on the specific event.

- Action card

There are 3 types of action cards, spread out over the four different political extremes. Two are always face up on each side, the others are face down. Each action card has a value needed to pay when you buy the card. After each card is used, it is removed. When a card is removed, it is never discarded but always put back to where it came from (face down on the underside of the respective card pile).

- Attack card

An Attack card is a card you can use to move an opponent or benefit you in some way. You can only use 1 attack or 1 In play card per turn.

- Defense card

A Defense card is a card you can only use when an Attack card is used on you. The effect of the Attack card is nullified and the effects of the Defense card are instead carried out. Some Attack cards are not defendable because they do not make you do any steps (this is mentioned on the card).

- In play card

An In play card is a card you can put in play by putting it face up in front of you. The action described on the In play card lasts from the moment you play it until the end of your next turn. Then it is removed. You can only use 1 attack or 1 In play card per turn. You lose an IPF In play card when someone else moves on to the IPF associated with the IPF In play card in your hand or in play.

- Important Political Figures (IPF)

An IPF has both an influence on the next Event (when someone finds himself on one of the IPF markers on the board at the start of a new Event the IPF is considered active), and also grants the last player to stand on to the IPF marker an IPF In play card associated with the respective IPF. You lose an IPF In play card you have in your hand or in play when someone else moves on to the IPF associated with the IPF In play card.

- Start marker

The youngest is the first to receive the start marker at the beginning of the game. The start marker decides what player should start his/her turn first. The play then moves clockwise from the start marker.

- Event counter

The event counter counts how many Events there have been and how far along in the game everyone is. Each event lasts 5 years, and after the 5th event payments will have to be made to continue playing for the 6th event.

- Choice marker

The choice markers are the means by which you decide the answer you give to an Event. Everyone has 3 choice markers, reading A, B or C. Choice markers are put face down on the table in front of you after the event is read aloud and before the first turn starts.