

REVENGE OF THE DICTATORS

LOSE YOUR FRIENDS & RULE THE WORLD

BEING A DICTATOR 101



**ALOHA
HAWAII**



Imagine...

*a crystal clear azure blue ocean as far as the eye can see,
enclosed by seamlessly endless palm-tree lined golden-sand beaches.
And just within the reach of your hammock is a
refreshing pineapple-coconut flavored cocktail with a sweet sugared rim
and a nice little pink umbrella.*

Is this the paradise you're looking for?

*Is your homecountry unable to provide you with everything you desire?
Are you tired of constantly thinking of new ways to punish your unworthy
subjects?*

Then attend this years Annual-Dictator-Meeting in...

Hawaii!

INTRODUCTION

WHAT ALL STARTED AS A FRIENDLY CONGRESS AMONG COLLEAGUES TURNED OUT TO BE THE START OF SOMETHING... ODD. AFTER A FEW DAYS OF RELAXING, COMPARING THE NUMBER OF ROOMS IN THEIR PALACES, AND SHOWING OFF WITH MEDALS, THE DICTATORS GOT BORED. ALTHOUGH MOST OF THEM WERE HARD-WORKING PEOPLE WITH A REVULSION OF A NINE-TO-FIVE MENTALITY, NONE OF THEM HAD REACHED THEIR ULTIMATE GOAL: **WORLD DOMINATION!** AND SINCE THEY WERE BORED AND HAD ALREADY CROSSED THE US CUSTOMS OFFICE, THERE WAS NO BETTER PLACE TO SETTLE THE EVER BURNING QUESTION: **WHO IS THE MOST VICIOUS, MOST EVIL, MOST TACTICAL, AND OVERALL THE BEST DICTATOR OF THE WORLD?**

THE MOST DIRECT, BUT POSSIBLY NOT THE MOST LOGICAL WAY OF ACCOMPLISHING THIS, WAS CONVINCING THE AMERICAN PRESIDENT TO GIVE UP HIS POWER. UNFORTUNATELY FOR THEM, THE USA HAD MADE SOME SECURITY MEASURES "JUST IN CASE". SPREAD ACROSS THE STATES WERE SEVERAL NUCLEAR FACILITIES WITH ARMED NUCLEAR MISSILES, TARGETED AT THE HOME COUNTRY OF THE DICTATORS. NONETHELESS, THIS UNFORTUNATE SETBACK WOULDN'T KEEP THE DICTATORS FROM TRYING! IN ORDER TO PERSUADE THE PRESIDENT, THE DICTATORS WOULD NEED TO DISARM SOME NUCLEAR FACILITIES, WHILE, IN THE MEANTIME, OVERCOME THEIR NOT SO TRUST-WORTHY "COLLEAGUES".

BECAUSE IN THE END, THERE CAN BE ONLY ONE!

CONTENTS

COMPONENTS OVERVIEW.....	03
GAME SETUP	04
OVERVIEW.....	05
GENERAL RULES.....	05
PLAYING YOUR TURN.....	05
THE COMMAND DECK.....	06
ACTION / ASSET / INTERRUPTION CARDS.....	06
FOUNDING FATHER / DEFGON / TRIDENT NUCLEAR DETERRENT CARDS	07
DISARMING A NUCLEAR FACILITY.....	08
NUCLEAR ZONE 4.....	08
TRIDENT NUCLEAR DETERRENT.....	09
CONFRONTING AND CONVINCING THE PRESIDENT.....	09
THE MAP.....	10
INTERNATIONAL FLIGHTS.....	10
NUCLEAR ZONES / TIME ZONES.....	10
ADJACENT STATES / WASHINGTON D.C. / SPECIAL SITES.....	10
ROADBLOCK AND NO-FLY ZONE TOKENS.....	10
ADVANCED RULES.....	11
FAQ.....	12
CREDITS.....	13
BACKERS.....	14



COMPONENTS OVERVIEW



1. 1 MAP OF NORTH AMERICA



2. 14 DICTATOR CARDS

3. 102 COMMAND CARDS CONSISTING OF:



66 ACTION CARDS



31 INTERRUPTION CARDS



5 ASSET CARDS

4. 18 EVENT CARDS CONSISTING OF:



4.1 15 FOUNDING FATHER CARDS



4.2 2 DEFCON CARDS



4.3 1 TRIDENT NUCLEAR DETERRENT CARD



5. 12 PRESIDENTIAL CARDS

6. 40 NUCLEAR FACILITY CARDS CONSISTING OF:



11 NUCLEAR ZONE 1 CARDS



12 NUCLEAR ZONE 2 CARDS



8 NUCLEAR ZONE 3 CARDS



9 NUCLEAR ZONE 4 CARDS



7. 30 ROADBLOCK TOKENS AND STICKERS



8. 5 NO-FLY ZONE TOKENS AND STICKERS



9. 15 NUCLEAR ZONE 4 TOKENS AND STICKERS



10. 14 MEEPLES AND STICKERS



11. 5 6-SIDED DICE



12. 1 20-SIDED DIE



13. 1 DEFCON LEVEL MARKER



14. 1 TRIDENT NUCLEAR DETERRENT TOKEN AND STICKER



15. 10 TURN-TRACKER/SKIP-A-TURN CARDS



16. 2 RULEBOOKS (1 ENGLISH AND 1 DUTCH)



GAME SETUP

- LAY DOWN THE MAP OF NORTH AMERICA (1).
- SHUFFLE THE PILE WITH DICTATOR CARDS (2) AND DEAL ONE TO EACH PLAYER. A DICTATOR CARD IS VISIBLE FOR ALL PLAYERS.
- PUT YOUR CORRESPONDING MEEPLE (10) ON THE MAP IN HAWAII AS THIS IS THE STARTING POSITION FOR EACH GAME.
- SEPARATELY SHUFFLE THE PILE OF CARDS FROM EACH NUCLEAR ZONE DECK (6). EVERY PLAYER GETS 1 RANDOM CARD OF EACH NUCLEAR ZONE DECK. A PLAYER MAY LOOK AT HIS/HER OWN NUCLEAR ZONE CARDS AT ANYTIME DURING THE GAME. HOWEVER, SINCE IT IS A SECRET FOR OTHER PLAYERS WHAT NUCLEAR FACILITIES YOU HAVE TO DISARM, MAKE SURE YOU DEAL THE CARDS FACE-DOWN.
- RANDOMLY PLACE ONE NUCLEAR ZONE 4 TOKEN (9) FACEDOWN ON EACH NUCLEAR FACILITY IN MEXICO AND CANADA.
- SHUFFLE THE COMMAND CARDS (3). DEAL 4 CARDS TO EACH DICTATOR.
- SHUFFLE THE FOUNDING FATHER CARDS (4.1) AND RANDOMLY PICK 3 FACE-DOWN.
- SHUFFLE THE 3 FOUNDING FATHER CARDS (4.1), THE 2 DEFCON CARDS (4.2), AND THE TRIDENT NUCLEAR DETERRENT CARD (4.3) TOGETHER WITH THE COMMAND CARDS (3) TO CREATE THE COMMAND DECK.
- SHUFFLE THE PRESIDENTIAL DECK (5). FOR NOVICE PLAYERS WE RECOMMEND TO REMOVE THE "OOPS" CARD FROM THE PRESIDENTIAL DECK.
- PUT THE MARKER ON DEFCON LEVEL 5 (13).
- PLACE THE ROADBLOCK TOKENS (7), THE NO-FLY ZONE TOKENS (8), THE TRIDENT NUCLEAR DETERRENT TOKEN (14), AND THE REMAINING NUCLEAR ZONE 4 TOKENS (9) WITHIN REACH.
- GIVE EACH PLAYER A 6-SIDED DIE (11).
- PLACE THE 20-SIDED DIE (12) WITHIN REACH.
- PLACE THE TURN-TRACKER/SKIP-A-TURN CARDS (15) WITHIN REACH.

NOW YOU ARE READY TO TAKE OVER THE U.S. OF A!



OVERVIEW

THE ULTIMATE GOAL OF THE GAME IS EASY: **REACH WASHINGTON D.C., CONFRONT AND CONVINCE THE PRESIDENT AND BECOME THE NEW LEADER OF THE USA.**

ALL PLAYERS START THE GAME IN HAWAII AND MAKE THEIR WAY THROUGH THE USA (AND POSSIBLY MEXICO AND/OR CANADA). EVERY PLAYER PLAYS A DICTATOR WITH ITS OWN SPECIAL ABILITY. ON THIS GLORIOUS PATH TOWARDS THE PRESIDENT IN WASHINGTON D.C. THE PLAYERS TRY TO DISARM NUCLEAR FACILITIES. THE MORE NUCLEAR FACILITIES A DICTATOR DISARMS, THE HIGHER HIS/HER CHANCE OF SUCCESSFULLY CONVINCING THE PRESIDENT, AND THUS WINNING THE GAME.

GENERAL RULES

THE PLAYER WHO IS DRESSED UP AS A DICTATOR MOST CONVINCINGLY STARTS THE GAME. WE ENCOURAGE EVERYONE TO USE FAKE MUSTACHES, BEARDS, HATS, WIGS AND TO PUT ON A NICE ACCENT. ALTERNATIVELY EACH PLAYER ROLLS A 20-SIDED DIE. WHOEVER ROLLS THE HIGHEST NUMBER STARTS THE GAME. THE GAME IS PLAYED IN TURNS IN A CLOCKWISE ORDER.

SOME CARDS MAY ALTER THE GENERAL RULES! IF THERE ARE ANY PROBLEMS OR DISAGREEMENTS DURING THE GAME, THE PLAYER WITH THE MOST DOMINANT ARGUMENT DECIDES WHAT HAPPENS. THIS DOESN'T MEAN IT'S THE CORRECT ARGUMENT, BUT WE'RE DICTATORS!

EVERY DICTATOR HAS A SPECIAL ABILITY AS CAN BE SEEN ON THE DICTATOR CARDS. SOME CAN ONLY BE USED DURING YOUR OWN TURN, OTHERS AT ANY TIME. A FEW CAN ONLY BE USED ONCE, WHILE OTHERS CAN BE USED EVERY TURN.

PLAYING YOUR TURN

DURING HIS/HER TURN, EVERY DICTATOR GETS A MAXIMUM OF 3 ACTIONS. DICTATORS CAN SPEND THEIR ACTIONS IN ANY ORDER, AMOUNT AND COMBINATION.

TRAVEL (MAXIMUM ONCE PER TURN!)

MOVE YOUR MEEPLE FROM ONE LOCATION TO ANOTHER FOLLOWING THE ROADS. THE  IS ALSO USED FOR OTHER ELEMENTS IN THE GAME.

DRAW A CARD

SPEND AN ACTION TO DRAW A CARD FROM THE COMMAND DECK. THE MAXIMUM NUMBER OF CARDS ALLOWED IN YOUR HAND AT THE END OF YOUR TURN IS 5. YOU MAY DRAW MORE CARDS THAN YOUR HAND SIZE LIMIT PERMITS YOU TO HAVE. DISCARD ANY EXCESS CARDS AT THE END OF YOUR TURN. WHEN THE COMMAND DECK IS EMPTY, SHUFFLE ITS CORRESPONDING DISCARD PILE AND ADD 3 RANDOMLY PICKED NEW FOUNDING FATHER CARDS TO MAKE A NEW COMMAND DECK.

PLAY AN ACTION/ASSET CARD



SPEND THE AMOUNT OF ACTIONS AS INDICATED ON THE CARD TO PLAY THE CARD.

ACTIVATE AN ASSET CARD



SPEND THE AMOUNT OF ACTIONS AS INDICATED NEXT TO AN ABILITY ON THE ASSET CARD TO ACTIVATE THE ABILITY.



THE COMMAND DECK

THERE ARE 6 KIND OF CARDS IN THE COMMAND DECK:



ACTION CARDS

Dictators are only allowed to play **ACTION CARDS** during their own turns. Some **ACTION CARDS** cost more than 1 action to play as indicated by the number on the left side of the card.

CARD TYPE (ACTION)



JUST WHAT I NEEDED!

CARD NAME

COST TO PLAY



SEARCH THE COMMAND DECK DISCARD PILE FOR A CARD AND PUT IT INTO YOUR HAND

EFFECT OF THE CARD



INTERRUPTION CARDS

Dictators can play **INTERRUPTION CARDS** at any time during anyone's turn. In addition, **INTERRUPTION CARDS** don't cost an action as indicated by the **0** cost.

CARD TYPE (INTERRUPTION)



TORNADO SEASON

CARD NAME

COST TO PLAY



PLAY RESTRICTION



PLAY AFTER AN OPPONENT MOVES
MOVE THAT OPPONENT TO AN ADJACENT STATE

EFFECT OF THE CARD



ASSET CARDS

Dictators are only allowed to play **ASSET CARDS** during their own turns. When you play an **ASSET CARD**, place it in front of you. You are now able to activate its ability/abilities in each of your turns until it is removed. To activate an ability, spend the amount of actions as indicated.

CARD TYPE (ASSET)



THE MARAUDER

CARD NAME

COST TO PLAY



PLAY RESTRICTION



COST TO ACTIVATE WHEN IN PLAY



MOVE PAST A
REMOVE THE  TOKEN

EFFECT OF THE ABILITY



MOVE TO AN ADJACENT STATE

PLAY RESTRICTIONS

Command cards can have a play restriction or a multi-turn symbol, which is indicated below the action cost to play the card.



THE EFFECT OF THIS CARD IS ONLY USABLE WITHIN THE USA.



THIS CARD STAYS IN EFFECT FOR 2 TURNS OF THE AFFECTED PLAYER.



THIS CARD STAYS IN EFFECT FOR 3 TURNS OF THE AFFECTED PLAYER.

FOUNDING FATHER CARDS

IF YOU DRAW A FOUNDING FATHER CARD FROM THE COMMAND DECK, IMMEDIATELY PLACE IT FACE-UP IN FRONT OF YOU AND RESOLVE ITS EFFECT. NOPE, YOU CAN'T DRAW A NEW CARD AS A REPLACEMENT. THE FOUNDING FATHER CARD REMAINS IN PLAY UNTIL IT IS REMOVED, UNTIL YOU DRAW A NEW FOUNDING FATHER CARD OR UNTIL IT LEAVES PLAY AS INDICATED BY THE MULTI-TURN SYMBOL (SEE ABOVE). IN ALL CASES, DISCARD THE FOUNDING FATHER CARD TO A SEPARATE DISCARD PILE NEXT TO THE REMAINING DECK OF FOUNDING FATHER CARDS.



DEFCON CARDS

IF A DEFCON CARD IS DRAWN OR PUT INTO YOUR HAND, IMMEDIATELY REVEAL THE CARD, INCREASE THE DEFCON LEVEL ON THE BOARD AND EXECUTE THE EFFECT OF THE NEWLY REACHED LEVEL. NOPE, AGAIN YOU CAN'T DRAW A NEW CARD AS A REPLACEMENT. AFTER THE EFFECT HAS BEEN EXECUTED, DISCARD THE DEFCON CARD TO THE COMMAND DECK DISCARD PILE. IT IS POSSIBLE TO DRAW A DEFCON CARD FROM THE DISCARD PILE WITH THE ABILITY OF MAD "ZE BONG" OR PUT IT IN YOUR HAND WITH THE ACTION CARD "JUST WHAT I NEEDED!".



TRIDENT NUCLEAR DETERRENT CARD

IF THE TRIDENT NUCLEAR DETERRENT CARD IS DRAWN OR PUT INTO YOUR HAND, IMMEDIATELY REVEAL THE CARD. IF IT'S THE FIRST TIME THIS CARD IS DRAWN, PUT THE TRIDENT NUCLEAR DETERRENT TOKEN ON ITS DESIGNATED SPOT ON THE BOARD IN THE GULF OF MEXICO. YOU ARE NOW ABLE TO MOVE TO THIS NEW LOCATION. THE TRIDENT NUCLEAR DETERRENT CAN ONLY APPEAR ONCE EACH GAME.

IF IT'S THE SECOND TIME THIS CARD IS DRAWN, REMOVE THE TOKEN FROM THE BOARD. IN BOTH CASES, YOU CAN'T DRAW A NEW CARD AS A REPLACEMENT. IF A DICTATOR IS ON THE TRIDENT NUCLEAR DETERRENT TOKEN WHEN THIS HAPPENS, MOVE THAT DICTATOR TO GUANTANAMO BAY. IT IS POSSIBLE TO DRAW THE TRIDENT NUCLEAR DETERRENT CARD FROM THE DISCARD PILE WITH THE ABILITY OF MAD "ZE BONG" OR PUT IT IN YOUR HAND WITH THE ACTION CARD "JUST WHAT I NEEDED!".



DISARMING A NUCLEAR FACILITY



ALL NUCLEAR FACILITIES HAVE A CORRESPONDING UNIQUE NUCLEAR FACILITY CARD.



EVERY DICTATOR CAN CHOOSE HOW MANY AND IN WHAT ORDER THEY DISARM THE NUCLEAR FACILITIES GIVEN TO THEM AT THE START OF THE GAME. DICTATORS ARE ONLY ABLE TO DISARM THEIR OWN NUCLEAR FACILITIES! NUCLEAR FACILITIES FROM NUCLEAR ZONES 1, 2 AND 3 COUNT TOWARDS THE NUMBER OF DISARMED NUCLEAR FACILITIES WHEN CONFRONTING THE PRESIDENT. NUCLEAR FACILITIES FROM NUCLEAR ZONE 4 DON'T! THEY GIVE YOU A RANDOM BONUS.



TO DISARM A NUCLEAR FACILITY YOU HAVE TO MEET THE FOLLOWING REQUIREMENTS

- BE IN THE CORRECT LOCATION AS SHOWN ON YOUR NUCLEAR FACILITY CARD
- SPEND YOUR  AND AN ADDITIONAL 
- ROLL A **3-6** WITH A 6-SIDED DIE.

IF YOU SUCCEED, PUT THE NUCLEAR FACILITY CARD FACE-UP IN FRONT OF YOU AS A REMINDER FOR EVERYONE. IF YOU FAIL (FOR EXAMPLE BY ROLLING A 1-2 OR BECAUSE OF A CARD PLAYED BY AN OPPONENT), KEEP THE CARD IN FRONT OF YOU. THERE ARE NO PENALTIES FOR FAILING. YOU CAN TRY TO DISARM THE NUCLEAR FACILITY AGAIN IF YOU HAVE SUFFICIENT ACTIONS.



NUCLEAR ZONE 4

WHEN YOU DISARM A NUCLEAR FACILITY FROM NUCLEAR ZONE 4, LOOK AT THE ROMAN NUMERAL ON THE BOTTOM OF THE TOKEN. YOU DO NOT HAVE TO REVEAL THE NUMERAL ON YOUR TOKEN! THE NUMBER CORRESPONDS TO A SPECIAL BONUS DESCRIBED BELOW. YOU CAN USE THE SPECIAL EFFECT ONCE AND ONLY DURING YOUR OWN TURN (UNLESS OTHERWISE STATED), WITHOUT SPENDING AN ACTION. THE EFFECT OF THE TOKEN CAN'T BE CANCELLED IN ANY WAY.

- I MOVE YOUR MEEPLE TO WASHINGTON STATE OR WASHINGTON D.C.
- II DISARM ONE OF YOUR NUCLEAR FACILITIES.
- III YOU GET A SINGLE USABLE +5 ON YOUR DIE ROLL WHEN CONVINCING THE PRESIDENT. YOU MAY CHOOSE TO USE THIS BONUS AFTER YOU ROLL THE DIE.
- IV SWAP YOUR DICTATOR CARD WITH ANOTHER DICTATOR CARD FROM THE DECK. YOU MAY CHOOSE YOUR NEW DICTATOR CARD.
- V SWAP PLACES WITH ANOTHER PLAYER. THIS INCLUDES EVERYTHING: DICTATOR CARD, HAND, NUCLEAR FACILITY CARDS, MEEPLE, TOKENS AND CARDS IN PLAY. YOU MAY ONLY USE THIS ABILITY IN THE TURN YOU RECEIVE THIS TOKEN.
- VI CHOOSE ANY NUMBER OF MEEPLES. YOU MAY SWAP THE LOCATIONS OF THOSE MEEPLES WITH EACH OTHER.
- VII DRAW 5 PRESIDENTIAL CARDS AND CHOOSE ONE OF THEM. PUT THAT CARD IN FRONT OF YOU FACEDOWN. PUT THE OTHER CARDS BACK INTO THE PRESIDENTIAL DECK AND SHUFFLE IT AFTERWARDS. YOU MAY CHOOSE TO DRAW THIS CARD INSTEAD OF A CARD FROM THE PRESIDENTIAL DECK. YOU CAN ONLY DRAW THIS CARD ONCE. DISCARD IT AFTER USE.
- VIII REVEAL THE TOP 6 COMMAND CARDS AND PUT THEM INTO YOUR HAND. YOU MAY PLAY ANY NUMBER OF REVEALED CARDS FOR FREE THIS TURN. SHUFFLE ANY REVEALED EVENT CARDS BACK INTO THE COMMAND DECK.
- IX REVEAL THIS TOKEN WHEN DEFCON 1 IS REACHED. YOU WIN THE GAME.
- X DRAW 3 COMMAND CARDS AND 3 FOUNDING FATHER CARDS. SHUFFLE THEM, AND DISTRIBUTE 1 RANDOM CARD TO EACH OPPONENT. SHUFFLE THE REMAINING CARDS THROUGH THE COMMAND DECK.
- XI REMOVE ALL NUCLEAR ZONE 4 TOKENS FROM THE GAME BOARD.
- XII SWAP YOUR DICTATOR CARD WITH ANOTHER DICTATOR CARD FROM AN OPPONENT. IF YOU SWAP YOUR DICTATOR WITH JOSEPH "THE MAN OF STEAL", THAT PLAYER DRAWS A NUCLEAR ZONE 1 CARD.

XIII REVEAL THIS TOKEN WHEN YOU DRAW OR RECEIVE A FOUNDING FATHER CARD. GIVE THAT FOUNDING FATHER CARD TO AN OPPONENT OF YOUR CHOICE.

XIV DRAW 10 CARDS. SHUFFLE ANY DRAWN EVENT CARDS BACK INTO THE COMMAND DECK.

XV REMOVE ANY NUMBER OF ROADBLOCK TOKENS  AND NO-FLY ZONE TOKENS  FROM THE BOARD.

TRIDENT NUCLEAR DETERRENT

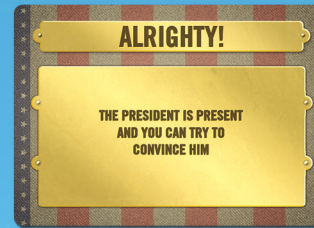


THE TRIDENT NUCLEAR DETERRENT CARRIES AS MANY NUCLEAR WARHEADS (NUCLEAR ZONE 4 TOKENS) AS THERE ARE DICTATORS PLAYING. AS LONG AS THE TRIDENT NUCLEAR DETERRENT TOKEN REMAINS ON THE BOARD, EVERY DICTATOR CAN TRY TO DISARM ITS NUCLEAR WARHEADS. DISARMING A NUCLEAR WARHEAD WORKS THE SAME WAY AS DISARMING A NUCLEAR FACILITY. WHEN YOU DISARM A NUCLEAR WARHEAD FROM THE TRIDENT NUCLEAR DETERRENT, DRAW A RANDOM UNUSED NUCLEAR ZONE 4 TOKEN.

CONFRONTING & CONVINCING THE PRESIDENT

TO CONFRONT THE PRESIDENT FOLLOW THE NEXT STEPS:

- BE IN WASHINGTON D.C.
- AT THE START OF YOUR TURN, DRAW A CARD FROM THE PRESIDENTIAL DECK AND SHOW IT TO THE OTHER PLAYERS. THIS DOES NOT COST AN ACTION.
- IF THE PRESIDENT IS PRESENT (AS INDICATED ON THE CARD), YOU SUCCESSFULLY CONFRONT HIM AND YOU'LL NEED TO CONVINCING HIM. THIS WILL TAKE UP YOUR WHOLE TURN.



TO CONVINCING THE PRESIDENT ROLL A 20-SIDED DIE. LOOK AT THE CHART BELOW TO SEE THE MINIMUM REQUIRED DIE RESULT. THIS DEPENDS ON THE NUMBER OF NUCLEAR FACILITIES YOU DISARMED.

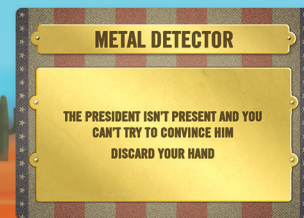
DISARMED NUCLEAR FACILITIES
(NUCLEAR ZONE 1-2-3)

MINIMUM DICE RESULT

0	20
1	18
2	14
3	8

IF YOU SUCCEED AND NOBODY STOPS YOU, YOU ARE VICTORIOUS!

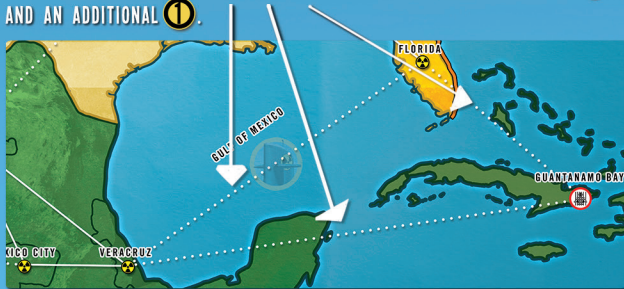
IF YOU FAIL TO CONVINCING THE PRESIDENT, YOU CAN TRY AGAIN NEXT TURN, BUT YOU'LL NEED TO FOLLOW ALL OF THE ABOVE STEPS AGAIN. IF THE PRESIDENT ISN'T PRESENT, YOU FAIL TO CONFRONT HIM. RESOLVE THE EFFECTS OF THE PRESIDENTIAL CARD (IF ANY) AND PLAY YOUR TURN AS USUAL.




THE MAP

INTERNATIONAL FLIGHTS

AN INTERNATIONAL FLIGHT IS INDICATED BY THE DOTTED LINE ON THE MAP. TO MOVE ACROSS AN INTERNATIONAL FLIGHT YOU NEED TO SPEND YOUR  AND AN ADDITIONAL .



NUCLEAR ZONES

THE BOARD IS DIVIDED INTO 4 NUCLEAR ZONES. EVERY NUCLEAR ZONE CONSISTS OF SEVERAL LOCATIONS WITH A NUCLEAR FACILITY, AND SOME WITHOUT. YOU CAN RECOGNISE A NUCLEAR FACILITY BY THE NUCLEAR SIGN .



TIME ZONES

THE BOARD IS DIVIDED INTO TIME ZONES AS INDICATED BY THE ORANGE LINES. THE TIME ZONES ARE ONLY USED WITHIN THE USA. HAWAII HAS ITS OWN TIME ZONE.



ADJACENT STATES

THE USA IS DIVIDED INTO STATES. EACH STATE HAS ONE OR MORE LOCATIONS, WHICH ARE CONNECTED BY ROADS. IN ADDITION, EACH STATE IS ADJACENT TO IT'S NEIGHBOURING STATES. THIS MEANS THAT THERE DOESN'T NEED TO BE A CONNECTING ROAD BETWEEN THOSE STATES (SEE BELOW).

NOTE: HAWAII IS NOT ADJACENT TO ANY STATE.

WASHINGTON D.C.

IN THE GAME, WASHINGTON D.C. IS TREATED AS A STATE. IT IS ADJACENT TO PENNSYLVANIA, MARYLAND, WEST VIRGINIA, VIRGINIA AND THE CIA HQ.



SPECIAL SITES

SOME CARDS REFER TO THE SPECIAL LOCATIONS:



GUANTANAMO BAY







CIA HEADQUARTERS



AREA 51

ROADBLOCK AND NO-FLY ZONE TOKENS

A  CAN ONLY BE PLACED ON A ROAD AND THERE CAN'T BE MORE THAN ONE TOKEN ON A ROAD AT ANY GIVEN TIME. WHEN A ROAD HAS A , PLAYERS CAN'T MOVE PAST THIS ROAD. THEY NOW NEED A CARD TO EITHER REMOVE THE TOKEN OR HELP THEM MOVE PAST.

A  CAN ONLY BE PLACED ON A TIME ZONE. WHEN A TIME ZONE HAS A , PLAYERS CAN'T USE AN INTERNATIONAL FLIGHT OR HELICOPTER TO MOVE IN, OUT OR ACROSS THIS TIME ZONE.

ADVANCED RULES

SKIPPING TURNS AND MULTI-TURN CARDS

SOME CARDS MAKE YOU SKIP A TURN. SKIPPING TURNS IS CUMULATIVE. SEE EXAMPLE 1. IF YOU NEED TO SKIP A TURN, PLACE A "SKIP-A-TURN" CARD IN FRONT OF YOU.



SOME CARDS STAY IN PLAY FOR MORE THAN 1 TURN. IF YOU RECEIVE A MULTI-TURN CARD DURING YOUR OWN TURN, IT WILL COUNT AS THE FIRST TURN OF THIS CARD. TO INDICATE THE NUMBER OF TURNS A CARD REMAINS IN PLAY, YOU CAN USE THE "TURN-TRACKER" CARD. IF YOU NEED TO SKIP A TURN, THIS WILL NOT COUNT TOWARDS THE NUMBER OF TURNS THE MULTI-TURN CARD REMAINS IN PLAY. SEE EXAMPLE 2.



EXAMPLE 1

JOSEPH "THE MAN OF STEAL" PLAYS AN "AMTRAK" AND MOVES FROM OKLAHOMA TO OHIO. HE NEEDS TO SKIP HIS NEXT TURN BECAUSE OF THE "AMTRAK". JOSEPH'S TURN ENDS AND IS FOLLOWED BY FIDEL "THE FIDDLER" WHO PLAYS AN "EMP" IN OHIO. NOW JOSEPH NEEDS TO SKIP ANOTHER "NEXT" TURN. SINCE THE NEXT TURN WILL ONLY START AFTER JOSEPH HAS SKIPPED A TURN DUE TO "AMTRAK", HE WILL SKIP TWO TURNS IN TOTAL.

EXAMPLE 2

IN ADDITION TO EXAMPLE 1, JOSEPH "THE MAN OF STEAL" DRAWS A FOUNDING FATHER CARD IN THE SAME TURN AS HE PLAYS "AMTRAK". IT'S GOUVERNEUR MORRIS! JOSEPH IS UNABLE TO DISCARD A CARD AT THE END OF HIS TURN, SO HE SKIPS HIS "NEXT" TURN. BECAUSE SKIPPING A TURN IS CUMULATIVE, JOSEPH SKIPS A TOTAL OF 3 TURNS ("AMTRAK", "EMP" AND GOUVERNEUR MORRIS). GOUVERNEUR MORRIS STAYS IN PLAY FOR THREE OF JOSEPH'S TURNS, INCLUDING THE ONE WHEN HE RECEIVED GOUVERNEUR MORRIS. SINCE JOSEPH NEEDS TO SKIP 3 OF HIS "NEXT" TURNS, THE 2 ADDITIONAL TURNS GOUVERNEUR MORRIS WILL STAY IN PLAY WILL START COUNTING ONLY AFTER JOSEPH HAS SKIPPED 3 TURNS

ADJUSTING THE GAME

SOME PLAYERS LIKE TO MAKE THE GAME EASIER OR MORE DIFFICULT. WE'VE INCLUDED A FEW OPTIONS:

INCREASE THE DIFFICULTY:

- ADD MORE FOUNDING FATHER CARDS TO THE COMMAND DECK.
- ADD THE "OOPS" CARD TO THE PRESIDENTIAL DECK.
- SET THE DEFAULT DEFCON LEVEL AT 4 INSTEAD OF 5 AT THE START OF THE GAME.

DECREASE THE DIFFICULTY:

- REMOVE SOME OR ALL FOUNDING FATHER CARDS FROM THE COMMAND DECK.
- REMOVE A DEFCON CARD FROM EITHER OR BOTH THE COMMAND DECK AND THE PRESIDENTIAL DECK.

FAQ

DO I HAVE TO USE ALL MY ACTIONS?

NOPE! YOU CAN USE LESS THAN 3 ACTIONS PER TURN.

WHEN A CARD SAYS "MOVE", DOES THIS COUNT AS MY ?

NOPE! CARDS THAT SPEND YOUR  SPECIFICALLY USE THAT SYMBOL.

WHEN A CARD SAYS "MOVE", CAN I USE THAT MOVE AS A ?

NOPE! MOVE IS NOT THE SAME AS .

CAN I MOVE PAST A USING THE AMTRAK OR THE HELICOPTER?

YES YOU CAN! BOTH THE AMTRAK AND THE HELICOPTER DON'T USE ROADS.

CAN I REMOVE A FOUNDING FATHER CARD WITH CENSORSHIP?

YES YOU CAN!

CAN I PLAY **INTERRUPTION CARDS** IF I HAVE THE FOUNDING FATHER CARD JOHN ADAMS?

YES YOU CAN!

IF I DRAW THE FOUNDING FATHER CARD SIGNING THE DECLARATION, CAN I REMOVE MY CURRENT FOUNDING FATHER CARD?

YES YOU CAN!

WHAT DO I DO WHEN DEFCON LEVEL 2 IS REACHED, BUT THERE ARE LESS THAN 20 CARDS LEFT IN THE COMMAND DECK?

PLACE ALL REMAINING COMMAND CARDS IN THE DISCARD PILE, BUT KEEP ASIDE ANY REMAINING EVENT CARDS. SHUFFLE THE COMMAND DECK DISCARD PILE AND CONTINUE PLACING CARDS IN THE DISCARD PILE UNTIL YOU REACH 20. AFTERWARDS ADD THE EVENT CARDS KEPT ASIDE AND ADD 3 NEW FOUNDING FATHER CARDS AS USUAL. SHUFFLE THE COMMAND DECK AFTERWARDS.

WHEN I PLAY **BRIBERY**, DO I PLAY WITH MY OWN CARDS AND DICTATOR?

NOPE! YOU TEMPORARILY TAKE THE PLACE OF THE CHOSEN OPPONENT. YOU PLAY WITH HIS/HER CARDS, GET TO SEE ALL OF HIS/HER NUCLEAR FACILITY CARDS, AND CAN USE HIS/HER DICTATOR CARD. YOU ALSO MOVE HIS/HER MEEPLE IF YOU CHOOSE TO MOVE.

IF I USE NUCLEAR ZONE 4 TOKEN VIII, CAN THE CARDS I PLAY FOR FREE BE COUNTERED?

IF YOU PLAY THE CARDS FOR FREE IN THE TURN YOU PLAY THE TOKEN, THEY CAN'T BE COUNTERED. IF YOU PLAY THE CARDS IN A LATER TURN, THEY CAN BE COUNTERED AS USUAL.

IF I PLAY **MUTUALLY ASSURED DESTRUCTION** AND ONE OPPONENT HAS NO CARDS IN HAND TO DISCARD, DOES THAT MEAN I CAN AUTOMATICALLY MOVE UP TO 3 STATES?

IF AN OPPONENTS HAS NO CARDS IN HAND, HE/SHE IS NOT ABLE TO DISCARD ANY. SINCE THE CARD SAYS EXPLICITLY 'IF ABLE', THAT OPPONENT DOES NOT COUNT TOWARDS THE RESTRICTION OF THE CARD. IF EVERY OTHER OPPONENT DISCARDS A CARD, YOU CAN'T MOVE.




SNEAKING ACROSS SAYS "TAKE AN INTERNATIONAL FLIGHT". DOES THAT MEAN I CAN USE IT FROM ANYWHERE?

NOPE! YOU HAVE TO BE IN A LOCATION WHICH HAS AN INTERNATIONAL FLIGHT (DOTTED LINE) TO USE THAT EFFECT.

IF I'M IN A TIME ZONE WHICH HAS A , CAN I USE **STEALTH FIGHTER** TO MOVE ANYWHERE OUTSIDE THE USA?

YES YOU CAN! A **STEALTH FIGHTER** IS NOT AFFECTED BY .

WHY WOULD I PLAY THE CARD **ENGINEER**?

YOU ONLY SPEND  INSTEAD OF SPENDING  AND AN ADDITIONAL  . THIS MEANS YOU MIGHT BE ABLE TO TRY TO DISARM YOUR NUCLEAR FACILITY A SECOND TIME IN THE SAME TURN.

BLACKMAIL BOX HAS AN ABILITY WHICH COSTS . DOES THAT MEAN I CAN USE IT DURING SOMEONE ELSE'S TURN LIKE AN **INTERRUPTION CARD**?

NOPE! YOU CAN ONLY ACTIVATE AN ABILITY OF A CARD DURING YOUR OWN TURN.

WHEN A CARD SAYS I CAN MOVE PAST A , CAN I MOVE IF THAT ROAD DOES NOT HAVE A ?

NOPE! YOU CAN ONLY MOVE PAST A  IF THAT ROAD HAS A .

CAN I DRAW A DEFCON CARD WITH JUST WHAT I NEEDED!?

YES YOU CAN! NOTE THAT THE DEFCON CARD HAS TO BE REVEALED IMMEDIATELY, AFTER WHICH THE LEVEL ON THE BOARD INCREASES BY 1, AND THE EFFECT OF THE NEWLY REACHED LEVEL IS EXECUTED.

DO I NEED TO ROLL A DIE TO USE THE CARD HACKER?

NOPE! YOU DISARM THE NUCLEAR FACILITY WITHOUT ROLLING A DIE. IT CAN STILL BE CANCELLED BY OPPONENTS.

WHEN I HAVE KIM "THE YOUNG-ONE", AND I CHOOSE A DICTATOR'S ABILITY TO USE THAT GAME, CAN I USE IT MORE THAN ONCE?

YES YOU CAN! YOU CAN USE YOUR CHOSEN DICTATOR'S ABILITY EVERY TURN (UNLESS OTHERWISE STATED).

WHY SHOULD I PLAY MORALE BOOST?

SOME PLAYERS CONFUSE THE TERMS 'TURNS' AND 'ACTIONS'. IN YOUR TURN YOU HAVE 3 ACTIONS, SO USING MORALE BOOST GIVES YOU A WHOLE NEW TURN WITH 3 NEW ACTIONS.



WWW.BLACKBOXADVENTURES.COM
INFO@BLACKBOXADVENTURES.COM

GAME DESIGNERS

BAS DAMOISEAUX
BART LATTEN
ALINA MANZHELEVSKA
MOHAMED ABDULKADIR

ARTWORK

FREDERICK VAN DE BUNT
WWW.FREDERICKVANDEBUNT.NL

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REVENGE OF THE DICTATORS
FIRST EDITION AUGUST 2016

BACKERS

AARON DE GANDBRUGES AARON FOSTER AARON NAONE AARON REDMOND ABBINATOR ABBY ABSURDBANIPAL THE GREAT ADAM COOK ADI B A EJEWSKI AETHIANA AIDON SLANEY AIRTJE
ALAIN DURANTON ALASTAIR THOMAS ALBERT LEE ALESSANDRO "XANDER BLACKS" NERI ALEX ALEX "NATURALWALL" CAMPBELL ALEX AZZOPARDI ALEX INGRAM ALEX SINKOWSKI ALEXANDER
FOGDE ALEXANDER SOUTER ALEXANDER VAN DE BUNT ALEXANDRA BELZON ALISON AKA NOOBINGHEN ALLY LINDSAY ALP AZIZ TORUN AMANDA & JACK GILCHRIST AMMON "ALPHA CYBERUS" O'BRIEN
AMY MAVROMMATIS ANDREAS JYDEBERG ANDREAS MICHAGIN ANDREW KING ANDREW SCHUMANN ANDY GREEN ANDY WONG ANGELICA ANDERSSON ANNA VERVAT ANNE LOTTE ENGELSE ANTHONY
BURN ANTHONY MENDEZ ANTON DEVIES APOSTOLOS KOUTROPOULOS ARJEN ARRENZ2 ATHEER GABBAN ATROLOCK AYHAN SAYGILI B. BOWMAN BAS & INEKE VAN DONGEN BARRY ENHENT
BART VREDEBREGT BASSTASTIC BELETTETATOO BEN "ALEANDER" DREW BEN ANDREWS BEN CUMMINGS BEN MATICS BEN SPEAR BEN WILLEMS BENJAMIN ARRIEUX BENJAMIN WICKER BENJAMIN
WITTON-LEENHUIS BERG GAMES BERT & MARIJKE DAMOISEAUX BERTHIL TOMMERMANS BETTY & LEI DAMOISEAUX BIG DADDY BJORN KLASSEN BOS BLAIRE SKINNER BLAKE STEVENS BLAKE WILSON
BOB BURKE BOBBY DYGERT BOOSTER AVANTI BOTTERILL FAMILY BOWDEN/JR KRAMER BRAD ARNDT BRIAN BARGMEYER BRIAN FURBISH BRIAN TALBOT BRITANNY RILES BROCAT BROEDYUN
BRUNO VAN DER BORGHT C. SLATTERY CAESTERT DICTATOR CALEB SHAFER CAMERON ALLEY CAMERON MAC CAPTAIN AWESOME CARMEN SEVERENS-RUIJVERS CAROLINE DENNIS CASMO CASTILLO
CHAD BEHANNA CHAIRMAN MEOW CHIEF AIR MARSHAL ALBERTO LOPEZ-ESPINOSA CHISEL WRIGHT CHRIS HASTEN CHRIS LAMBERMON CHRIS OLDGEORGE CHRIS WAITING CHRIS WHEELER CHRISTIAN
BATIST CHRISTOFFER WESTLUND CHRISTOPHER CLEMESHA CHRISTOPHER PUGH CLAUS GIERUP NIELSEN CLAY RICH CLEVER CAT ESCAPES CLIVE BARNARD COLE COMRADE MATT FONE COMRADE
TKASKI COURTNEY COURTNEY! CRISTAL ZHAO CURTIS ROSE DALTON "FAUXEY" FRASIER DAMON STOLL DAN PATTERSON DAN ROHLE DANIEL "HABO" SJOBERG DANIEL DE VETTE DANIEL
FNATTE ERIKSSON DANN SULLIVAN DANNY STOLL DARTH MALC DAULTON MCGREGOR DAVE FRASER DAVID KARAM DAVID LOGAN DAVID MILES DAVID TELLES DAVIDOUI! DEKSELMIJTER
DENISE FLORACK DENNIS VAN HOOREN DEVON THE GREAT DICTATOR DAN MOORE DINA GUENTHER DIRK SEFRIN DONNY "SPIRIT" SCHUIJERS DORUS VAN DER LINDEN DOUG HUNTER DR. D DR.
MELVIN STEVE MESOPHAGUS DRRKK DUARTE PERALTA EDUARDO F EDWIN VAN DE KRAATS EELCO GIELE EL KAPITAN BUITELAAR EL PRESIDENTE PASAKORN THE ALPHA BALL ELISA P. RIVERA ELKE
MERSY ELLEN PFANNENSTIEL EMIEL JANSEN EMILY & RYAN FENNELL EMMY VAN SCHIJNDEL EMPEROR DE WOLFF EPIC GENT ERIC STINSON ERIK GYLE ERIK R THE KLETTE EUGENE HOUBEN
EUGENIO PERASSO EYAN LIPSITZ EVELLYN BRUEHWELLER ENOUT KEY RAMELJER FAILED THOUGHT APPARATUS GAMES FERENDYR FILIP BLOCK FILIP OP DE BEECK FLEMING P FLEXI PANDA FONS
SCHREURS FRACASX FRANCINE LASSEN FRANCIS FRANCK MADGIN FRANK BEIJERS FRANK LYDER BREDLAND FRANK WEST FREDERICK VAN DE BUNT - THE ARTIST FREDY BEAR GARETH PRITCHARD
GARRETT BALLARD @GARYGNW GARY JACKSON GEOFF GEPIE GERARD VAN DEN AKKER GEROME HENRIEY GOBBO POSTE.DE GODOK GREG FRANK GREG HARRISON GRINGHO GRUNLING
GOYER GUY ALLEN GUY JACKSON HANDSOME B WONDERFUL HANNES ROSNER HANSJURG "BAR" TEMPERLI HARRY WARD HAYA ISA HAYES RICHARDS HEEB SAMUEL HELGE JANETZKO HENK
& MICHELLE WIERINGA HENRY HIGH CHANCELLOR CONNOR MCCLAIN HILDE VANDIERENDONCK HIRUMA SAIKYU HUGO IAIN THOMPSON ICTAP.NL INAVAMUEL INEGALE CASTRO INGO SCHMIDT
INGRID & FEEK VERHAGEN ISAAC HIKAKA J HAMM J MCINTYRE J SCOTT GIBSON J. KYLE MASSEY J. D. BUERGER JAALLE KHALID JACK GULICK JACK REISS JACK TAN JACQUES
HILBERS JAKE CASTANEDA JAMES "JIMBO" HEATH JAMES REID JAMES VINING JAMIE WILLIAMS JAN BYRDE JAN JOCHUM OUKEMA JAN STARMANS JANJY JARKA VAN DER VELDEN JASAM
NAJBOLJI DIKTATOR JASON LATTI MAIR JASPER J. KORT JC JEAN A. AKA CLOVIS JEF PALMBR JEFF FISHER JEFF LEGGETT JEFF ROKKUM JEFF WOOLSCROFT JEFFREY VAN SANTEN JEN
KUIPER JEN LOWINSKI JENN YETTER JENNI & KAISA JENS & MARIANNE JENS VAN KETS JERBIE MOSELEY JEREMY ROBERTS THE GREAT JERODEN DE JONG JERODEN EN HELENA JERODEN VAN
DEN BEUKEN JEROEN VAN VEEN JERRY CORSTENS JERRY OLSOON JERSON YAU JESSE MACLEAN JOB EN MIGNON JOE GENGLER JOE WEE JING LIN JOERY VANRUSSELT JOFFREY LE FEVRE
JOHAN POPPE JOHANN WEILAND JOHANNES HILDING JOHN JOHN "GOT DUCT TAPE?" MANTLE JOHN SCOTT JOHN WOODCOCK JOHANNATHAN R JOLIE COLE JOLINDA JON'S/JONATHAN LOWDEN
JONATHAN PONCIN JONNY MOSS JONNAS MATTSOON JORAN KRUSCH JORGE L. FAVELA JOS & GINA DAMOISEAUX JOSÉ MANUEL "AZTEC AVENGER" SANCHEZ JOSH HAYWARD JOSHUA KOOMAN
JOSHUA ROMEO JOSHUA SNOED JOSHUA SNOW JOYCE SCHEEREN JOZET BUSCHI JULIAN SOHLKE KAPTEIN O. VERDUIDELIJK KATHY MULDER, LAUNCHBASE KAZ STEIJVERS KEELAN K KEITH
MYERS KENNY LAI KEVAN ROSSEINI KEVIN P. CATTANI KEVIN PALM KEVIN ZIEGLER KHIRSYABAN KIM JONG-SVEN KIRBY RIDER KRIS LEMMENS KRIS VERMEERSCH KRISCHAN KRISTIAN
VON MAGIUS KRISTINA GARLICK KRISTYN ENGLER KULTA KURT LIANG KYLE KYLE MCCREARY LB13TRN LARS FRINGS LARS HOLGAARD LARS HORNTVEDT LARS UCHTMANN LASSE
PRESIDENTE* SCHMIDT LAUREN WEAVER LEE & KERI KEASAL LEE SANDERS LEOPOLD REBELLO LESUE LIAM MCKEOWN LIANA LOTHRIEL LINDSAY BEAMAN LINDSAY T. LINE HOEL LIZZY
BREAKWELL LOES "DONDERSTRAALTJE" FRANKEN LONG DD LORD GREIGSTER OF KENT LUC EIJKENBOOM LUCA SAITTA LUCAS BONSIGNORE-BOISSET LUIGI BARONE LOUIS FIGUEIRA LUKE CARDELLINO
LUKE SPOOK LUMINORD LYDIA GOMMANS M MARCUS MAARTEN SMIT MADELINE WHITE MACKEL & MARJANNE "THE RULERS OF MAGUS GAMES" MAJOR MORHANK MANDEE A. MANUEL "WENK"
MARC VAN WANROOIJ MARCEL LINSSEN MARCEL VAN RIET MARCO AGUILAR MARCOS F. S. TEIXEIRA MARIJ & HUB LATTEN MARK "MARDUIS" VAN DE WOODSIJK MARK A BURKE, JR. MARK CANN
MARK MCCOOLEY MARK POND MARK RODRIGUEZ MARK WOLSTENDROFT MARLIE BRONNBERG MARTIJN & HILLIE BOS MARTIJN WAGEMAKERS MARTIN DAU MARTIN LANGFELD MARTIN LOUJ
MARVIN ZAMMIT MATEVZ SPACAPAN MATT BOOY MATT COWARD MATT EVANS MATT SUTTON MATTEO SERENA, P.H.D. MATTHEW GOULET MATTHEW J. ROBINSON MATTHEW WILLIS MAURICE
BROERS MAURICESJTEIN MAXFIELD STEWART MAXIME TARDIF MONICOL FAMILY MELISSA HOPPERS MICHAEL BRULAND MICHAEL PENNY MICHAEL S. MICHAEL SAMPSON MICHAEL SCHMIDT
MICHAEL W THORNTON MICHAEL YAEGER MICHEL MONTFROOIJ MICHELLE OLAND MICHELLE W NG MIKA "DR.IDO" SALMINEN MIKAEL PETERSSON MIKE ESTES MIKE FISHER MIKE MAMBO JOHN
MIKE MUSTERIC MINSDFAN MIRANDA MORRISON AND FRANS BOSELIE MIRIAM PIELS MITCHELL BROOKS MOHAMED ABDULKADIR MOROD MORTEN GUSTAFSSON MR LONG MR NOLL MR. JAY
BRODA MYRIAM VAN DE WOODSIJK NADINE PFEENINGS & BART SPEIJCKEN NANA KOJI ASANTE TANO I NATASJA WARENS NATHALIE & RAFAEL VERSCHUREN NATHAN DAVIS NATHAN FRANCIS COFFEY
NATHAN HAWKINS NEIL THOMPSON NELIE & MARTIN DORMANS NELSON VALLERAND NIC C. NICHOLAS GRAINGER NICK KOLENBRANDER NICK ROBINSON NICO VAN DER LAAN NICOLA SCHWARZ
NICOLAS "THALUM" G. NICOLAUS NIKO D'HONDT NIELS BROUWERS NIELS HUET NIELS JANSEN NIELS OUT NIELS VAN DOOREN NILS DIECKMANN NO NOT NECESSARY OLEGS GANCVES
OLLE NORDSTROM ONDREJ CERNAK ORHAN ERTUGHRUL PAIGE LUTHER PANDERPS PATRIC F. PATRICK ARBUS PATRICK GROOTJAANS PATRICK STEINBUSCH PAUL H. TALLAJ PAUL STARR
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PHILIP CHIENNATA CHEY PHILIP CHRISTENSEN PHILIP UBBEE PIETER DE BOER, WHATSINAGAME.U PIM PAFFEN GREG THE HACKER OF GREGORIOUS/OUS OF AGGREGATOR PRESIDENT EISENMEOWMER
PRINCESS OLIA RAF.SIMONS RAFAEL & NATALY HERNANDEZ RALF CAELEN RALF GRASSER RANDY HAMILTON RANDY KING RAY WHITE REMI GOOSSSENS REMI OUWERHAND REMON REIJNDERS
REMY "EISU" MOKHTAR RENE RENE BERNARDS RENS DE ROO RENZO KOOPMANS REX TANDOC RIANNE RIC TOMSETT RICCARDO MORELLINI RIENY & MATH BUDIE RIK GODER RLR GAMING
ROB DAY-REYNOLDS ROB GERRITSEN ROBERTO ALVAREZ ESCUDERO ROBBIN BODIE & REMY FRANSSEN ROGER GUEST RON THE DON HODGMA RONALD RONALD POSTHUMUS RORY "ENEMYEXISTENZ" WARD
ROSS DUBERY ROUEL NEPOMUCENO JR. RUBEN RUBEN BERNEJO RUSSELL OLSZENSKI RUDD, FEMKE, MIRA AND GEORGE OLOONEY RYAN "DICKIE" DICKINSON RYAN "IN YO FACE ALEC" SCHRYER RYAN
AND NIKKI SANDERS RYAN B. HOLL RYAN DELAPP RYAN INGRAMHAM RYAN WILLIAMS SAILOR MENI SAMUEL "PROFESSEUR I" TISSIER SANDER MES SAOISRE FEARN SAVAGE INTERVENTION
SCOTT "ALDIE" ALDEN SCOTT M DAVIS SCOTTICUS REX SEAN D. FRANCIS SEAN FRITZ SEBASTIAAN ELPE SEBASTIAN ALEXANDER ERNST PETER BOTTGER SELWYN WARD SEPP SERGE BODUENS
SHAI EISENMAN'S MONEYZ SHANA SHADOWNING SHAD (AKA KELNOKY) SIR ATOMIK SPENLENCLOU LOMHEL SPJELMAGAZIJN LOTANA SQUIDRELFREAK STEF THEUNISSEN STEFFAN JONGEN STEFFAN RUTH
STEFFEL B. STEFFEN KNOLL STEPHEN JUSTICE STEVE & VICKI BAYLUS STEVE JONES STEVE VALERO STEVEN & HARDING STEVEN WELLER STEWART FALCONER STUART CLARK STUART MACKANESS
SUPERMARK SUPREME GENERAL ALEXANDER SCOTT OF BEALS SUPREME LEADER ANTHONY GIULIANI SUZANNE ROSS SVEN BOS SVEN BOYNG T T. J. PONS TANKNADO JR III TATEWAKI TEAMAD
TED HONG HEE TEVIN DEANTE HILL TGM THE ALLEN FAMILY FOUNDATION FOR BOARD GAME ADDICTION THE DIONNES THE FALCONYASHI :) THE ILLUSTRIOUS AND BENEVOLENT LEADER BRIAN WILSON THE
MARKINATOR! THEO CLARKE THEODOR H. WOOD THO-MING WANG THIAGO GALVAO THING 12 GAMES THOMAS BACZENSKI THOMAS BOWSKILL THOMAS DIPPEL THOMAS M. COLWELL THOMAS M. COLWELL
THOMAS THE GREAT ALWAYS RIGHT AMAZING LOVER RULER OF ALL CONQUEROR OF THE EARTH FATHER OF THE AMAZING QUANTON, THE BEAUTIFUL NIKKI, AND TALENTED NATACHA, WINNER OF WARS ON BOARDS AND OFF, AND GENERALLY
GREAT FANTASTIC HONEST AND BEST FRIEND AND PERSON EVER MATTY. THOMAS WATERS THOMOUT TILL GRZEGORCZYK TIM TIM TIM BLOWERS TIM JANSEN TIM THE TARGET TIM, NIEK, JIP
EN OT SCHUIL TIMEAUSLOCRI TIMO FEBIGER TIMO & JACQUELINE WILD TIMO STREHLAU TISAY NAVALLE TJERK TO YI FONG TOBIAS EHRENTHALLER TODD SPEAKS TODD TIDDY JOHNSON
TOM TOM "THE PIG" STARKEN TOM BENSLYER TOM DE QUICK TOM DEPREZ AKA ZIFABBE TOM LATTEN TOM THE BOMB TOMSD TOMMASO "PAZZO" GIUNTINI TONY HOOKER TONY VAN ESCH
TOWN SLADE TRIPPLE OF TRIPPLE TRIPPLE TRITIA CATO TOMMAS "THE CAPTAIN" HEINONEN TYLER LEBLACK UBEREMES VALCKE BART VAUGHN REYNOLDS VDP SIMON VERUM VISUM VTYAUTAS
KAVALLIAUSKAS WADE ADEVEDO WADE HARRISON III WADSTER WALTER PEREZ JEMENEZ WALTER T. KLINGENSMITH WANNO DRUIFHOUT WAYU SUTHSARSUNTORN WESLEY KOOPMAN WESSEL PITTI
WIKTOR GRONLUND WILL "YARRP" POPE WOXOX WWW.KIWISDESK.COM XORNI YAOD MARONZLI YASAMIN C YAUZA YOSODO YUESSIR ZACHARY WRIGHT ZALATORIS ZARIFAH R & NAZMI

S - THE CAT LOVERS 宋玉

SPECIAL THANKS!

WE'D LIKE TO THANK ALL OUR FRIENDS AND FAMILY WHO HELPED US REALISE THIS PROJECT. YOU KNOW WHO YOU ARE!



QUICK REFERENCE

PLAYING YOUR TURN

A PLAYER HAS A MAX OF 3 ACTIONS PER TURN. USABLE IN ANY ORDER AND ANY AMOUNT.

TRAVEL  (MAX ONCE): MOVE ONCE BY ROAD

DRAW  : DRAW A CARD FROM THE COMMAND DECK

PLAY    : PLAY AN ACTION OR ASSET FROM YOUR HAND

ACTIVATE      : ACTIVATE THE ABILITY OF AN ASSET CARD

NOTE: YOU CAN PLAY AN **INTERRUPTION** CARD AT ANY TIME FOR NO COST

DISARMING YOUR NUCLEAR FACILITY OR A NUCLEAR WARHEAD

- BE IN THE CORRECT LOCATION.

- SPEND YOUR  AND AN ADDITIONAL .

- ROLL A 3-6 WITH A 6-SIDED DIE.

CONFRONTING AND CONVINCING THE PRESIDENT

- BE IN WASHINGTON D.C.

- AT THE START OF YOUR TURN, DRAW A PRESIDENTIAL CARD AND REVEAL IT. THIS DOESN'T COST AN ACTION.

- IF THE PRESIDENT IS PRESENT, ROLL A MINIMUM NUMBER WITH A 20-SIDED DIE, AS SEEN BELOW:

# DISARMED NUCLEAR FACILITIES (NUCLEAR ZONE 1-2-3)	MINIMUM DICE RESULT
0	20
1	18
2	14
3	8

IMPORTANT: NUCLEAR ZONE 4 DOES NOT COUNT WHEN CONVINCING THE PRESIDENT, BUT GIVES YOU A NUCLEAR ZONE 4 TOKEN.

INTERNATIONAL FLIGHT

SPEND YOUR  AND AN ADDITIONAL .

WHENEVER AN **EVENT CARD** IS DRAWN OR PUT INTO YOUR HAND, IMMEDIATELY REVEAL IT AND RESOLVE ITS EFFECT.

HAND SIZE LIMIT IS 5 CARDS. DISCARD EXCESS CARDS AT THE END OF YOUR TURN.

SYMBOLS ON CARDS



A TRAVEL ACTION.



COSTS NO ACTIONS TO PLAY OR ACTIVATE.



COSTS 1 ACTION TO PLAY OR ACTIVATE.



COSTS 2 ACTIONS TO PLAY OR ACTIVATE.



COSTS 3 ACTIONS TO PLAY OR ACTIVATE.



THE EFFECT OF THIS CARD IS ONLY USABLE WITHIN THE USA.



STAYS IN EFFECT FOR 2 TURNS OF THE AFFECTED PLAYER.



STAYS IN EFFECT FOR 3 TURNS OF THE AFFECTED PLAYER.



A ROADBLOCK TOKEN. THE ROAD IS NOT PASSABLE.



A NO-FLY ZONE TOKEN. PLAYERS CAN'T USE AN INTERNATIONAL FLIGHT OR HELICOPTER TO MOVE IN, OUT OR ACROSS THIS TIME ZONE.



AN ACTION CARD.



AN ASSET CARD.



AN INTERRUPTION CARD.