



POLARITY OF POWER

THE GAME OF CHAOS

RULEBOOK

COMPONENTS AND CARDS

INTRODUCTION OF GAME COMPONENTS

- ▶ Action Cards
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TYPES AND ROLES OF CARDS & TOKENS

- Normal Cards

At the heart of our game, you'll find the Normal Cards. These cards represent the everyday occurrences, challenges, and opportunities in politics and economics. Whether you're navigating policy decisions, making strategic moves, or engaging in fierce economic battles, the Normal Cards are your key to shaping the game's destiny.

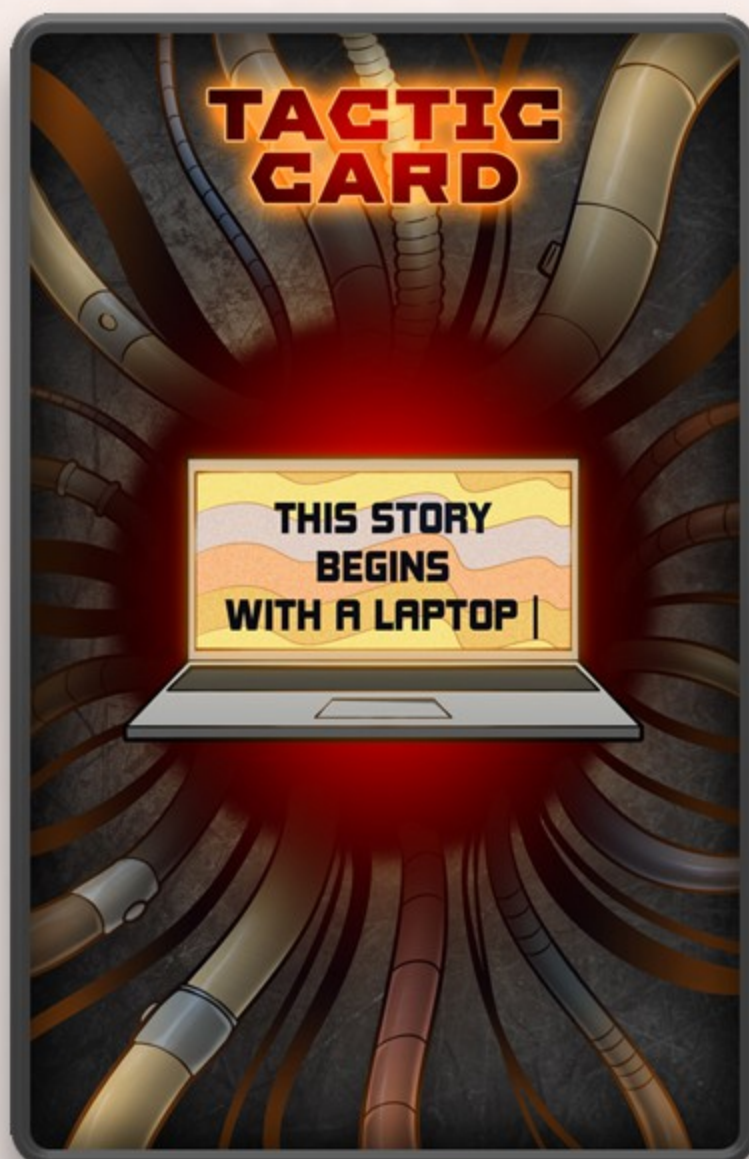
But wait, there's more! Beyond the Normal Cards, we have two distinct decks that will take your gaming experience to the next level: Tactics Cards and Eco Cards. These decks add depth, strategy, and intrigue to the game, offering you unique avenues to pursue victory.

COMPONENTS AND CARDS

Tactics Cards - Unleash Your Political Prowess:

In the "Tactics Deck," you'll discover a treasure trove of cards designed to let you flex your political muscles. Action Cards allow you to make swift moves, Policy Cards empower you to enact sweeping changes, and Trick Cards let you outwit your rivals. With the "Tactics Deck" at your fingertips, you'll navigate the intricate world of politics, strategize your path to power, and emerge as a cunning tactician.

Backcard



Action Cards



Policy Cards



Trick Cards



ECO Deck - Where Economics and Ecosystems Converge:

Within the "Eco Deck," you'll encounter a realm where economics and ecosystems intertwine to create a vibrant, living world. Here, Industry Cards and Community Cards represent the various economic sectors and industries that drive your nation's prosperity, allowing you to craft economic strategies that span across sectors. But economics isn't the only force at play; the Eco Deck also embodies the delicate balance of ecosystems and the impact of human activity on the environment.

To navigate this multifaceted landscape, we've introduced Basic Attack and Defense Cards, strategic tools that enable you to engage in economic battles and protect your interests. These cards represent not only the cutthroat world of economic warfare but also the need to safeguard your nation's environmental sustainability. As you delve deeper into the "ECO Deck," you'll discover the power of economics, the fragility of ecosystems, and the strategies required to master both aspects of this dynamic game.

Backcard



Basic Attack



Basic Defense



Industry Cards



Community Card



COMPONENTS AND CARDS

Why Two Decks?

The decision to implement two decks is intentional, offering players a dynamic and engaging experience. It allows for a balance between political and economic strategies and presents opportunities for synergy between the two. Players must weigh their options each turn and decide which deck aligns with their current objectives and long-term goals.

By providing these two distinct drawing decks, we aim to immerse players in the complexities of economic and political decision-making. The synergy between the decks creates an intricate and strategic gameplay dynamic, ensuring that every move counts toward your path to victory. With this foundational knowledge of the two drawing decks, you're well-prepared to delve deeper into each deck's unique components and the strategic possibilities they offer.



The Symbiosis of Strategies:

What makes you truly captivating is the symbiotic relationship between the Tactics Deck and the ECO Deck. These two decks are not isolated entities; instead, they interact in profound ways. Decisions made in the Tactics Deck can influence economic policies, and economic moves in the ECO Deck can shape political landscapes. The interplay between the two decks demands strategic thinking and adaptability from players.

You'll discover that mastering this interaction is key to success. Your political choices may bolster your economic endeavors, while economic strategies can empower your political agenda. Understanding how these two decks complement and impact each other will be your path to victory.

Prepare to navigate the intricate dance between political tactics and economic acumen. The choices you make in both the Tactics Deck and the Eco Deck will determine your fate in the world

COMPONENTS AND CARDS

CARD TYPES

1. Action Card

Action Cards are a vital component of the game, serving as dynamic tools that represent a wide array of political actions. In addition to their narrative and thematic significance, Action Cards play a crucial role in shaping the strategic landscape of the game. Each Action Card carries a cost of 2 Action Points (AP) for activation, making them a valuable yet limited resource that players must carefully manage.

In the context of the game's political theme, Action Cards symbolize various political maneuvers, strategies, and events that can influence the course of the game. When played, these cards introduce impactful effects that can change the game's direction, create opportunities, or present challenges to other players.

Here's a breakdown of the essential components of an Action Card:

1) Card Name: The title of the card for easy identification.

2) Action Card Icon: Categorized as an Action Card to distinguish it from other card types in the game.

3) Description: A thematic and narrative description that immerses players in the world of political decision-making. It provides context for the card's political action.

4) Effect: The core of the card, explaining precisely what transpires when it is activated. This section outlines the specific political actions, strategic moves, or game-altering consequences that result from playing the card.

5) Flavor Text: A flavorful or thematic quote or text that enhances the storytelling aspect of the card, reinforcing its role as a political action within the game's narrative.

6) Action Point (AP) Icon: Located in the card's corner, the AP icon displays the cost of 2 AP, indicating the resources needed to activate the card.



Action Cards are not only strategic assets but also narrative devices that enrich the gameplay experience. Players must weigh the timing and impact of each action carefully, as the choices made with these cards can significantly affect the outcome of the political landscape they navigate.

COMPONENTS AND CARDS

2. Policy Cards

Policy Cards are a pivotal element in the game, representing a range of significant social policies, decisions, and ideological stances that shape the political landscape. These cards embody the nuanced interplay between governance and society, offering players the opportunity to enact or influence policies within the game's political framework.

Components of Policy Cards:

1) Card Name: Each Policy Card bears a unique name, signifying the specific policy or decision it embodies.

3) Description: The description provides thematic context for the policy card, immersing players in the political ideologies and societal implications associated with the chosen policy. It articulates the fundamental tenets and principles that guide the policy's implementation.

5) Action Point (AP) Icon: The AP icon, denoted as a cost of 3, signifies the number of Action Points (AP) required to activate the card. Players must expend these valuable resources to implement the policy, reflecting the strategic considerations involved in policy enactment.

6) Flavor Text: The Flavor Text is a thematic narrative element that adds depth and immersion to the policy card. It provides a vivid portrayal of the policy's societal impact, often reflecting the moral, ethical, or ideological underpinnings that drive the policy's adoption.

2) Policy Card Icon: Policy Cards are categorized with a distinctive icon, allowing players to easily identify them among other card types.

4) Effect: The core of the card, the Effect section outlines the tangible consequences of enacting the policy. When a Policy Card is played, it triggers a significant impact on the game dynamics.



Policy Cards, with their intricate policy decisions and societal implications, offer players a unique opportunity to shape the political landscape within the game. The selection and timing of these policies are integral to a player's strategy, as they can influence the course of the game and create challenges or opportunities for both the individual and the collective. As you navigate the intricate web of political decisions, remember that every policy has its consequences, and the fate of your political journey lies in your hands.

COMPONENTS AND CARDS

3. Trick Cards

Trick Cards are a dynamic and strategic component of the game, representing various tactics, maneuvers, and persuasive techniques used to gain an advantage or influence other players. These cards add a layer of intrigue and cunning to your political journey, offering opportunities for clever manipulation and strategic gameplay.

Components of Trick Cards:

1) Card Name:

Each Trick Card bears a unique name, signifying the specific tactic or maneuver it embodies. These names help players identify and distinguish the cards during gameplay.

3) Trick Card Icon:

Trick Cards are distinguished by a unique icon, allowing players to readily identify them among other card types.

5) Activation:

This section details when and how the Trick Card can be activated. It specifies the conditions or timing for playing the card during your turn.

6) Effect:

The Effect section outlines the card's potential outcomes when activated. Trick Cards often present players with choices or actions that impact the game's dynamics and strategies.

7) Usage Limit & Maintenance:

Trick Cards may have restrictions on their use or ongoing maintenance requirements. This part clarifies any limitations on how frequently the card can be used and whether there are any additional requirements or costs associated with maintaining the card's effect.

2) Description:

The description provides a concise overview of the card's purpose and function within the game. It briefly explains the card's thematic role and its impact on gameplay.

4) Action Point (AP) Icon:

The AP icon, indicating a cost of 2, signifies the number of Action Points (AP) required to activate the card. Managing your AP resources wisely is essential for employing effective tricks.



Trick Cards add depth to your strategic toolkit, allowing you to influence the game's tempo and outcomes through clever maneuvering and persuasive tactics. As you navigate the intricate web of political gameplay, be prepared to use Trick Cards wisely, as they can be a game-changer when employed strategically at the right moment. Remember that mastering the art of persuasion is a key to success in the world of political strategy.

COMPONENTS AND CARDS

How to Activating Trick Cards?

Trick Cards are powerful tools of persuasion and manipulation, but their activation is subject to specific conditions and timing. Before you can unleash the trickery, it's essential to grasp the rules governing their use. Here, we delve into the mechanics of activating Trick Cards and the conditions that must be met for their effects to come into play.

Activation Conditions:

When activating a Trick Card, **select a card from your hand and place it on the field with its backside facing up.** This card represents the Trick Card's effect and remains hidden until the appropriate moment. They require careful planning and timing to be effective. They cannot be activated at will but must meet certain conditions before they can be put into action. Here are some common activation conditions you may encounter:



Exhaustion of Opponent's Action Points: Some Trick Cards can only be activated in specific conditions. In such cases, you'll need to wait until you or your opponent's resources are depleted or actions before deploying your tricks.

Preparation Round: Trick Cards **typically need to be placed on the field for one round(i) before they can be activated.** During this preparatory phase, your opponents will have a chance to react and strategize, so choose your moments wisely.

(i) Understanding Rounds and Turns

We use specific terms to define the flow of gameplay. Two of these crucial terms are "rounds" and "turns." Understanding the difference between them is essential to navigate the game effectively.

COMPONENTS AND CARDS

Rounds

A "round" represents a full cycle of gameplay involving all players. It encompasses each player taking their turn, carrying out actions, and making decisions. Once every player has had their turn in a round, it concludes. Rounds serve as larger divisions of gameplay, marking major shifts in the game's progression.

A round is completed when all players, from Player 1 to Player 6, have taken their turns sequentially, signifying one full cycle of gameplay. **(Fig. 1)**



"Fig. 1: In this round, Player 1 will play first, followed by Player 2, Player 3, Player 4, Player 5, and Player 6. After Player 6 has played, the round will be over." here to represent this graph."

Turns

A "turn" is a more granular unit of gameplay. It signifies a single player's opportunity to take actions, play cards, and make strategic choices. Within each round, players take their turns sequentially, one after the other, until all have completed their actions. Turns are the building blocks of rounds and dictate the order in which players engage with the game.

Understanding these distinctions is vital for coordinating strategies, timing card plays, and grasping the overall rhythm. As you delve deeper into the game, you'll find that mastering the balance between rounds and turns is the key to political prowess and strategic victory.

In this game, when we talk about the 'turn,' we're actually referring to the opportunity for you to take actions, starting from the drawing phase. So, if you're Player 3, after you complete all your actions in this turn, the 'next turn' means it's your turn again in the order, moving in a clockwise direction. It's a continuous cycle where each player gets their turn in order, and 'next turn' brings it back to you, moving clockwise around the table. **(Fig. 2)**



"Fig. 2: The next turn refers to the turn that comes after a player's current turn. In a standard board game, players take turns in a sequential order, and the next turn brings it back to the player who just took their turn."

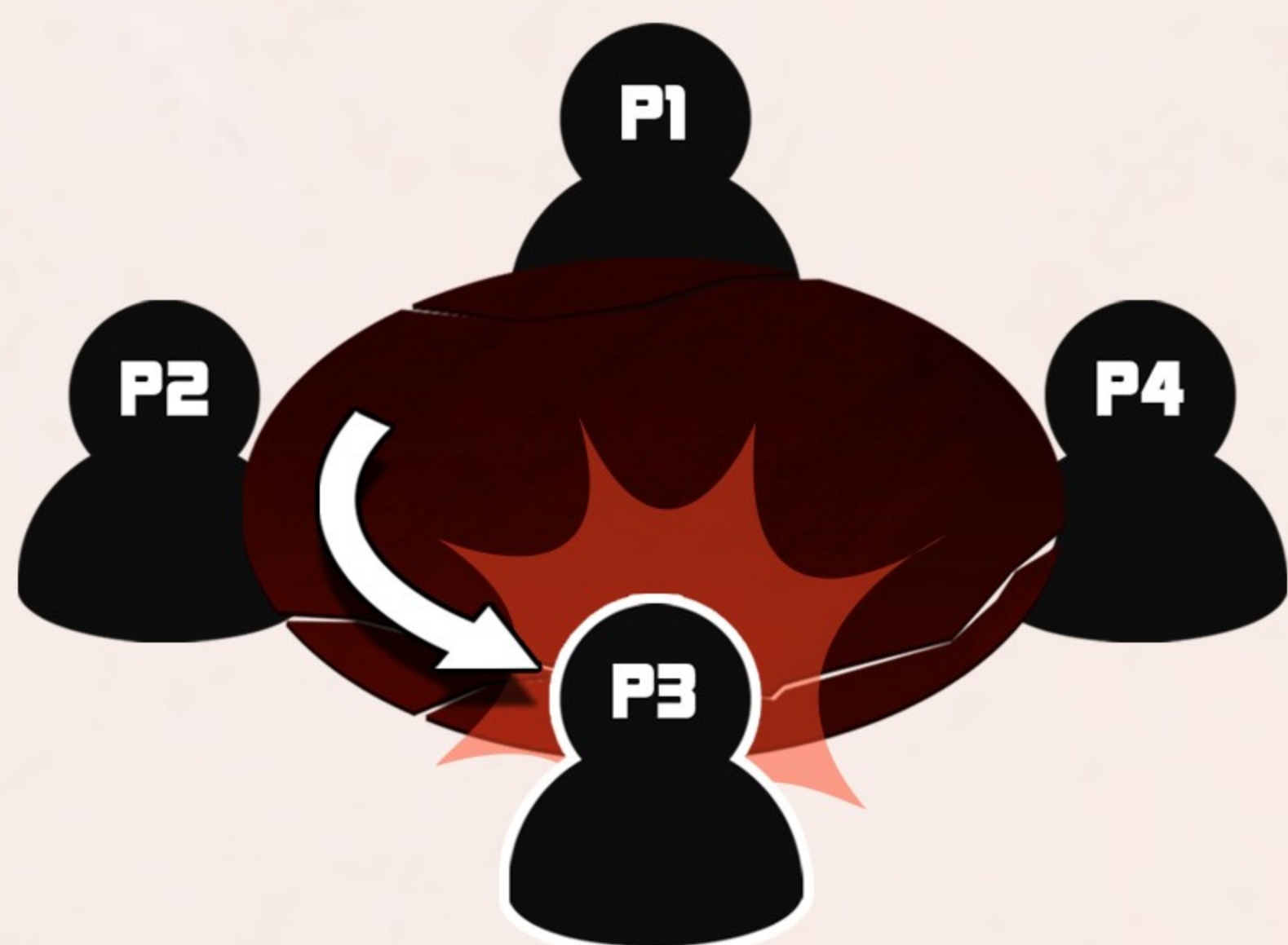
COMPONENTS AND CARDS



Two Turns: If a card says it lasts for '2 turns' and you're Player 3, it means the card's effect sticks with you for your current turn, then continues through the next turn, so it's like the effect goes around the table clockwise, affecting you twice before it finishes. **(Fig.3)**

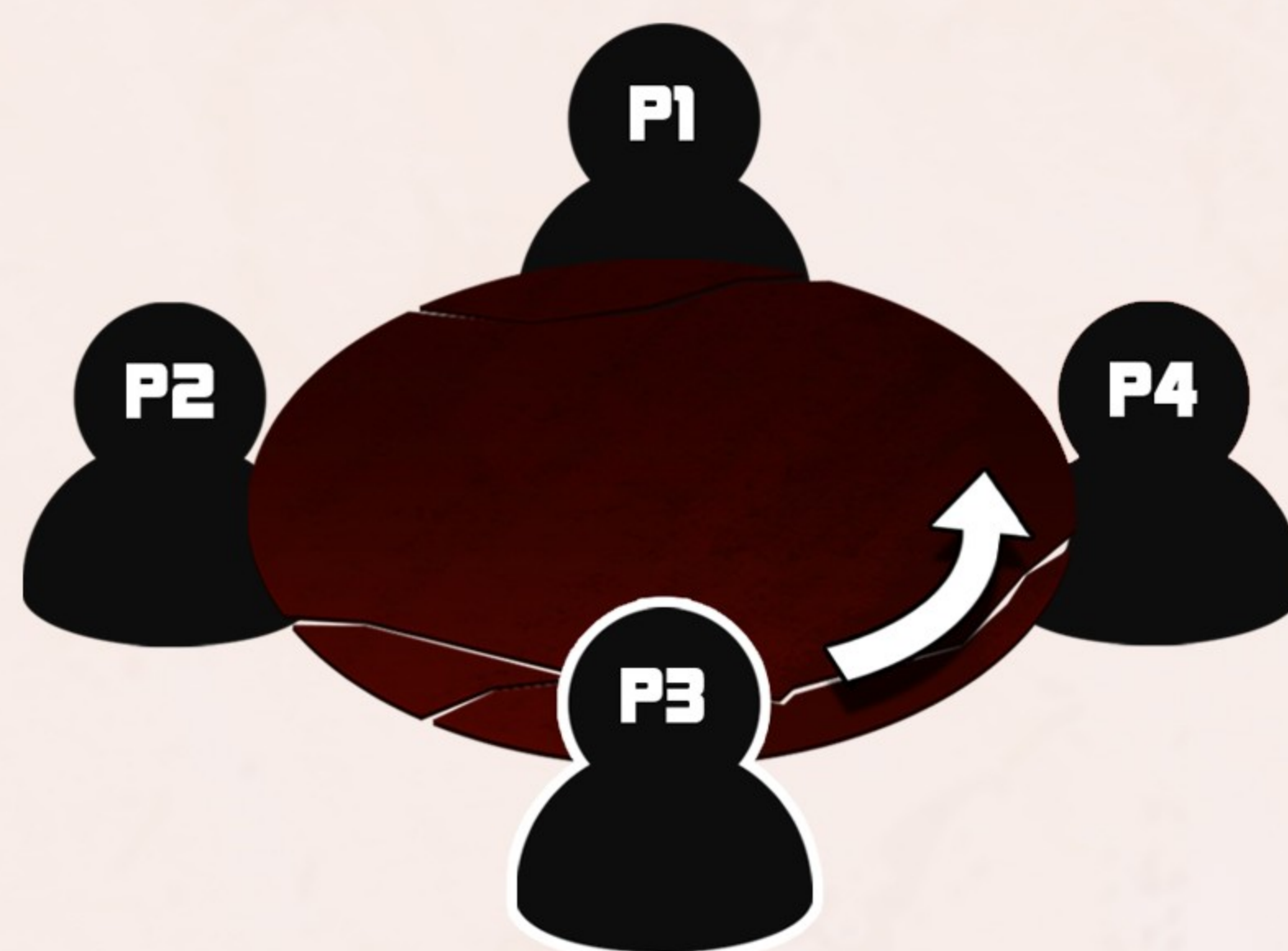
Fig 3

TURN 1



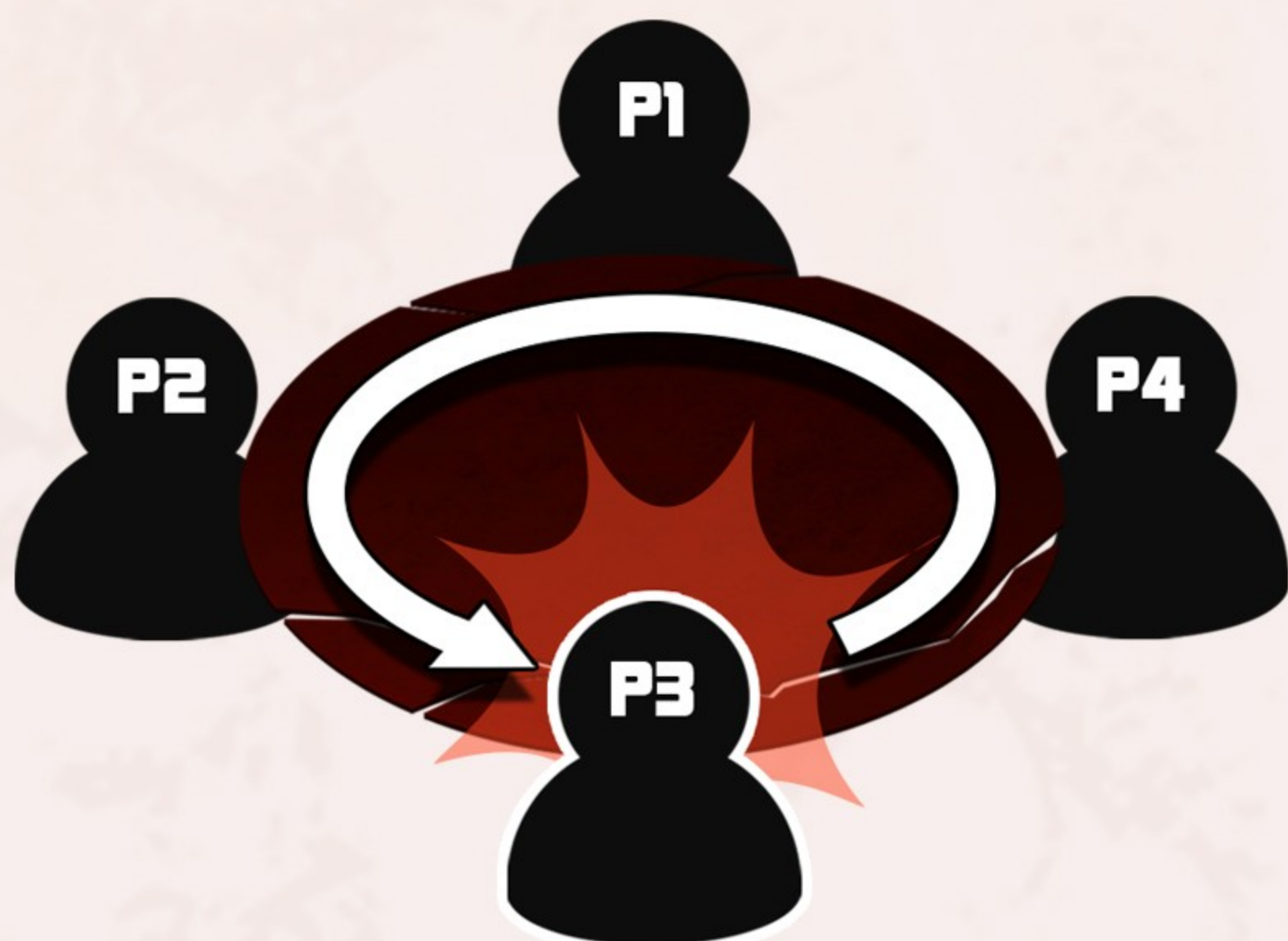
If Player 2 plays a card that has an effect that lasts for 2 turns, suppose the effect will affect Player 3 on their current turn,

TURN 2



then continue to affect Player 3 on the next turn. The effect will then move on to Player 4, and so on.

TURN 3



The effect will continue to move around the table clockwise for twice from Player 3.

COMPONENTS AND CARDS

Specific Trigger Events: Certain Trick Cards may require specific trigger events to be activated, such as when an opponent plays a particular card or reaches a specific game condition. Pay close attention to these triggers to maximize your card's impact.

1.



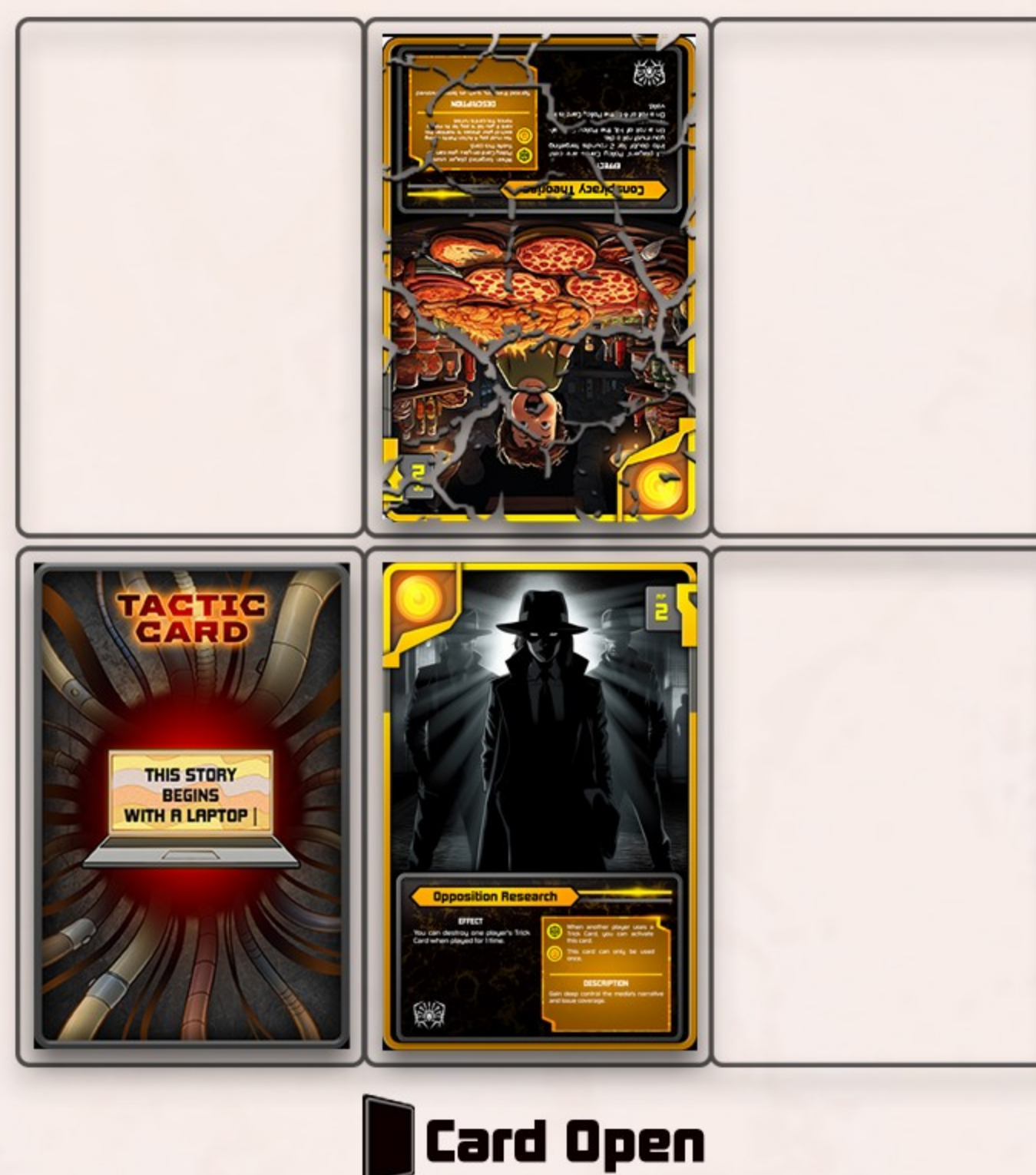
EFFECT
You can spend 3 Action Points to resist 1 Action Card for 3 turns.



2.



EFFECT
You can destroy one player's Trick Card when played for 1 time.



Opponent's Turn: Trick Cards are often activated during the targeted opponent's turn. Be patient and observant, waiting for the right moment to employ your cunning tactics.

Understanding when and how to activate Trick Cards is essential for mastering the art of political strategy. Keep these conditions in mind as you navigate the intricate world of political maneuvering and aim for victory through shrewd gameplay and calculated manipulation.

COMPONENTS AND CARDS

4. Industry Cards

These cards represent economic or industrial aspects of the game. They generate different national powers in different rounds, as indicated by the round tracker on each card and require spending different action points when played. Each Industry Card also has a corresponding Strength Points value, which represents the card's durability. When an Industry Card's Strength Points reach zero, the card is considered destroyed or removed from play, affecting your economic and strategic capabilities.

Industry Card Type:

Industry cards represent various sectors and businesses in the game, each with its unique characteristics and effects.

Industry Cards represent various economic sectors and businesses. When you build or acquire an Industry Card, you place it on the field, signifying your control over that sector. Industry Cards generate National Power points and are susceptible to various in-game effects. These cards, when played, are placed on the field to signify their activation and impact on the game.

Components of Industry Cards:

1) Business Type Icon:

Industry cards are identified by specific business type icons, visually distinguishing them from other card types.

2) Description:

Each industry card has a description that provides insight into the nature and operations of the represented business or sector.

3) Effect (Turn Tracker):

Industry cards come with effects that impact gameplay, such as generating National Power points or affecting other players and cards.



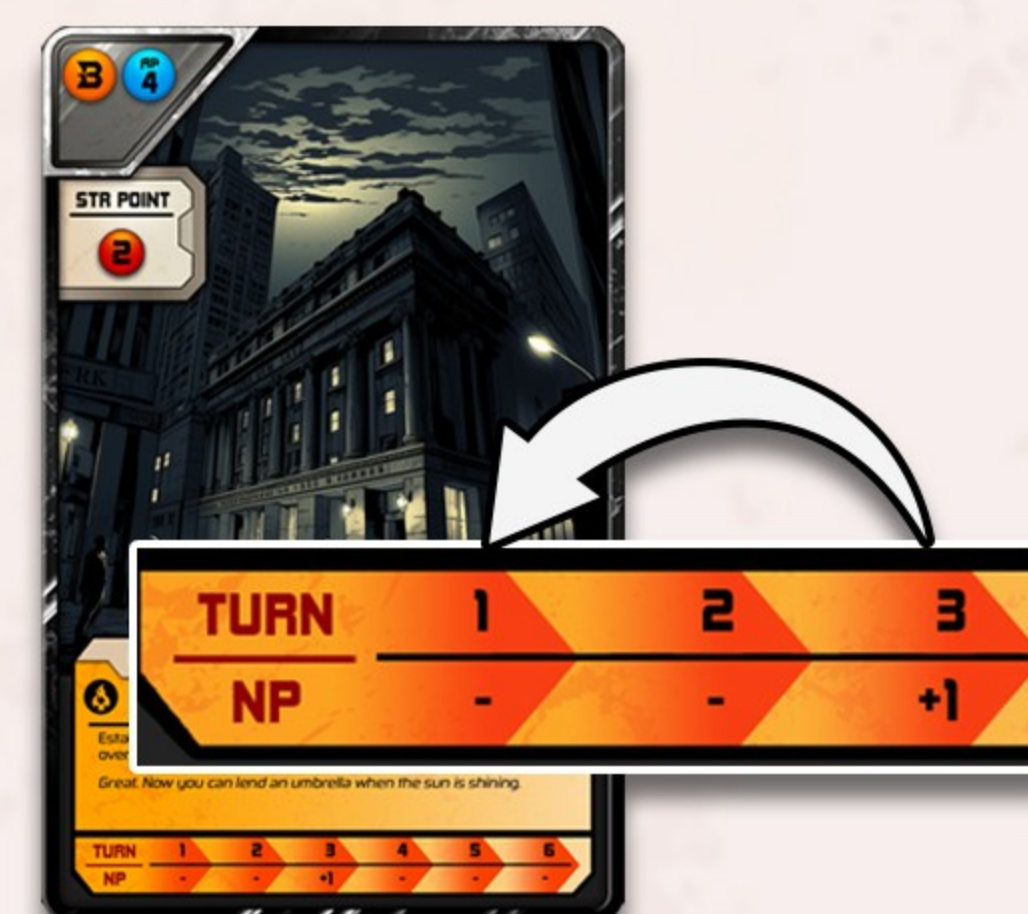
Step 1
The player places the card on the field (first turn).



Step 2
On the next turn, move the card one grid.



Step 3
When you see the NP+ symbol, you can add National Power to yourself.



Step 4
After generating National Power on the next turn, return the card to its starting position.

COMPONENTS AND CARDS

4) Strength (Point):

Industry cards may have a strength rating, which can influence their performance and interactions in the game.

5) Action Points Required to Build:

Industry cards may require players to spend action points to establish or develop them, adding a strategic element to the game.

6) Flavor Text:

Flavor text adds thematic context and flavor to the industry card, enhancing the immersion and storytelling aspects of the game.

• **Strength Points: The Durability of Your Industry Cards**

We use Strength Points to measure how resilient your Industry Cards are. Think of them as the "**HP (Hit Point)**" of your businesses. When your Industry Cards come under attack without Basic Defense Cards to shield them, their Strength Points decrease. For every Basic Attack Card used without Basic Defense, one Strength Point is deducted from the targeted Industry Card. So, protect your industries wisely, as their Strength Points determine how long they can withstand political pressure.



• **Strength Points for Industry Cards:**

1 Point Strength: Represents a business that is not very stable and can be easily replaced or disrupted.

2 Points Strength: Signifies a stable business that may require a significant investment to build or involves licensing agreements that are not easy to replace.

3 Points Strength: Indicates a business with specific skills or technologies (e.g., mRNA lab, AI development) that are highly advanced and difficult to replicate.

Unlock the Industry's Potential!"

Each industry card is a gateway to a different realm of opportunities and challenges. Delve into the specifics of the card in your hand to uncover its special abilities and income potential. Pay attention to any costs or benefits tied to the industry, as they may impact your gameplay strategy. To thrive in this competitive world, you'll need to understand the ins and outs of each industry card, so start by exploring their features and make informed decisions that lead you to success!

COMPONENTS AND CARDS

Entertainment

Step into the captivating realm of Entertainment, where the allure of movie production, music creation, and live performances beckons players to immerse themselves in the glitz and excitement of showbiz. From dazzling red carpets to the thrill of blockbuster releases, the Entertainment industry cards are your tickets to fame and fortune, but they also come with their share of challenges and creative choices.



Agriculture

Welcome to the world of Agriculture! As you draw an Agriculture industry card, you step into the realm of farming, cultivation, and agribusiness. Take a moment to acquaint yourself with the specific opportunities and challenges this card offers, as it holds the potential to become your gateway to agricultural success.



AI

Enter the world of Agriculture, where fields, livestock, and sustainable practices define your path to prosperity. Each Agriculture industry card unveils unique aspects, including crop yields, livestock management, and environmentally-friendly initiatives. Discover the distinctive features of your card, and cultivate a strategy that leads you to agricultural success, as you sow the seeds of a thriving farming empire.



Bank

Step into the financial realm of the Bank industry, where wealth management, investments, and economic influence await. Each Bank industry card offers insights into your ability to handle finances, make investments, and potentially accrue significant income. Delve into the specifics of your card to unlock its unique financial opportunities.



Biotechnology

Embark on a journey into the cutting-edge world of Biotechnology, where science and innovation converge to offer incredible possibilities. Each Biotechnology industry card represents your connection to genetic engineering. Explore the potential of your card, from curing diseases to creating revolutionary products.



Cloud (Computing)

Step into the digital frontier of Cloud Computing, where the virtual skies hold the power to transform the way businesses and individuals harness technology. Explore the card's potential, from scalability to cost-efficiency, and make strategic choices to leverage the cloud's advantages in the game.



COMPONENTS AND CARDS

Energy Industry

Enter the dynamic world of Energy, where power generation, sustainability, and resource management drive your journey to a brighter future. Each Energy industry card offers insights into your ability to produce electricity, harness renewable sources, and impact the environment.



Quantum Computing

Dive into the cutting-edge realm of Quantum Computing, where quantum bits, or qubits, unlock unprecedented computing power. Each Quantum Computing industry card represents your connection to quantum supremacy, enabling advanced data processing, cryptography, and scientific breakthroughs.



Semiconductor

Enter the high-tech world of Semiconductors, where microchips and electronic components shape the future of technology. Each Semiconductor industry card offers insights into your ability to design, produce, and innovate within the semiconductor field. Explore your card's unique features, from chip manufacturing to technological advancements.



Software

Immerse yourself in the ever-evolving world of Software, where coding, development, and digital solutions define your journey to tech dominance. Each Software industry card opens doors to creating software applications, from mobile apps to complex software systems.



Social Media

Step into the virtual world of Social Media, where connections, content, and online influence drive your quest for digital prominence. Each Social Media industry card offers insights into your ability to manage platforms, create engaging content, and leverage user engagement.



Consumer Electronics

Enter the realm of Consumer Electronics, where innovation, gadgets, and cutting-edge technology define your path to tech supremacy. Each Consumer Electronics industry card unveils your potential to design, manufacture, and market electronic devices, from smartphones to smart appliances.



Manufacturing

Step into the world of Manufacturing, where production lines, efficiency, and quality control guide your journey to industrial success. Each Manufacturing industry card represents your connection to the manufacturing sector, offering insights into your ability to produce goods, manage supply chains, and adapt to market demands.



COMPONENTS AND CARDS

5. Basic Attack Cards

Basic Attack cards are an integral part of the game, playing a crucial role in combat or conflict resolution. They are designed to exert pressure on opponents and influence the economic and political landscape of the game.

Below are the key components of Basic Attack cards:

1) Card Name: This is the title or name of the Basic Attack card, which helps identify and distinguish it from other cards in the game.

3) Card Type Icon: Basic Attack cards fall under the "Attack" card type category. This categorization indicates that these cards are used for offensive actions and strategies.

4) Attack Power: The Attack Power is a numerical value assigned to the card, indicating the strength or impact of the attack when it is played. It determines how much damage or reduction in points the card can inflict on an opponent's Industry card or National Power.

5) Description: The description provides specific details about how the Basic Attack card can be used and its effects on the game. It explains the mechanics of the attack and the choices players have when using this card.

6) Flavor Text: The flavor text or quote adds thematic and narrative elements to the card, enhancing the player's immersion in the game world. It may offer insight into the card's context or the mindset of the player using it.

2) Action Point Cost: Basic Attack cards require spending Action Points to be used in the game. Each card specifies the number of Action Points needed to activate it, influencing the player's strategic decisions.



By understanding these components, players can effectively use Basic Attack cards to pursue their strategic goals and engage in tactical gameplay. As players master the art of offensive tactics with Basic Attack cards, they must also consider their defensive maneuvers for a well-rounded strategy. Enter the world of Basic Defense cards, where safeguarding your interests and protecting your assets becomes paramount.

COMPONENTS AND CARDS

6. Basic Defense Card

Basic Defense cards, essential guardians of your interests and assets, play a pivotal role in your strategic toolkit within the game. These cards serve as a protective shield against various adversarial actions, helping to safeguard your economic and political endeavors. By grasping the significance of Basic Defense cards, players can develop resilient strategies to ensure the security of their businesses and national power.

Defensive Mechanism: It's important to note that Basic Defense cards can be employed defensively to counter Basic Attack cards. Each Basic Defense card possesses a Defense Power, indicating its effectiveness in deflecting attacks. The interaction between these cards hinges on their respective power values. For example, a Basic Defense card with a Defense Power of 1 can counteract a Basic Attack card with 1 Attack Power. However, when facing more formidable attacks, such as a Basic Attack card with 2 Attack Power, deploying a Basic Defense card with 1 Defense Power may result in a net loss of 1 point ($1 - 2 = -1$).

Components of Basic Defense Cards:

1) Card Name: Each Basic Defense card bears a unique name, differentiating it from other cards in your deck.

2) Card Type: Basic Defense cards are categorized under "Defense," indicating their primary function as protective tools.

3) Defense Power: This value signifies the card's effectiveness in defending against various forms of threats and attacks.

4) Action Point Cost: Basic Defense cards require spending Action Points to be used in the game. Each card specifies the number of Action Points needed to activate it, influencing the player's strategic decisions.

5) Description: The card's description provides insight into its protective function and any special conditions or abilities it possesses.

6) Flavor Text: A flavorful snippet or quote adds thematic depth to the card, enhancing the immersive experience of the game.



COMPONENTS AND CARDS

7. Community Cards: Unveiling Strategic Potential

Community Cards are the catalysts of change in the game. When you play an Community Card, it comes to life on the field, releasing its strategic potential. The card's effect, as outlined in its components, influences the game's dynamics and remains active until its Cooldown period ends. Unlike other cards that may expire after one use, Community Cards persist throughout the game, allowing you to strategically employ them multiple times as their Cooldown resets.

Represent the various strategic actions and maneuvers players can undertake to influence the economic landscape and gain advantages in the game. These cards provide avenues for players to implement their economic strategies, target specific industries, and engage in tactical gameplay.

Components of Community Cards:

1) Card Name: This is the title or name of the Community Card, such as "DEI Department" in the reference example.

2) Action Point Cost: Community Cards may require players to spend Action Points (AP) to activate them. The Action Point Cost indicates how many AP are needed to use the card effectively.

3) Cooldown: Community Cards often have a Cooldown period, specifying the number of turns players must wait before they can use the card again. Cooldowns add an element of strategy to card usage.

4) Description: The Description provides a brief overview of the community's purpose or effect. It gives players an idea of what the card can achieve when played.

5) Effect: The Effect section outlines what happens when the Community Card is played. It details the specific impact on the game, such as modifying National Power points, affecting industry cards, or creating other strategic opportunities.

6) Flavor Text: Flavor Text adds thematic elements to the card, enhancing the game's narrative and immersing players in the world you've created.



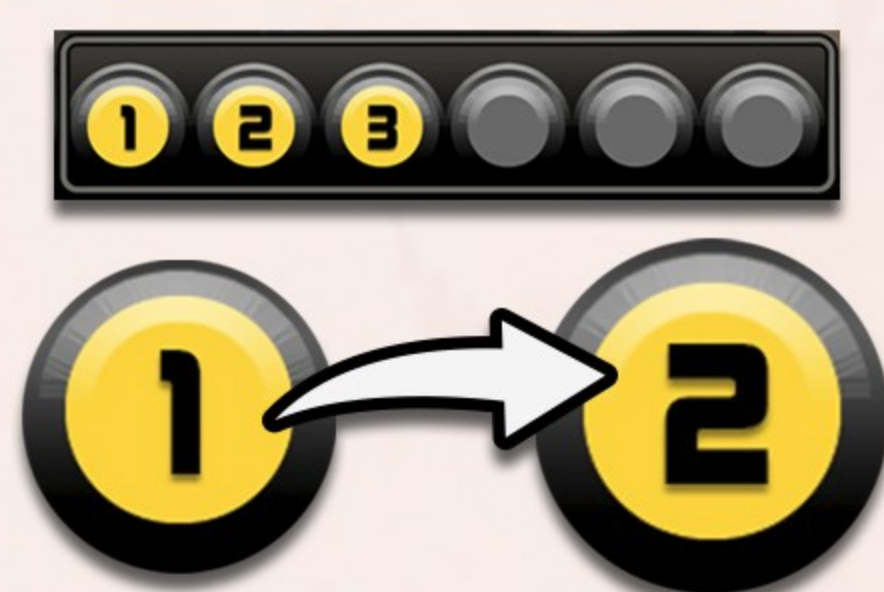
COMPONENTS AND CARDS

Community Card Usage and Cooldown:

Utilizing Community Cards: A dynamic addition to your strategic toolkit. When played, they come to life on the field, activating their unique effects as described in their components. Once a Community Card is used, it enters a cooldown phase. During this period, the card cannot be played again until it completes its cooldown duration. Only after the cooldown ends can players choose to reactivate the card by spending action points. This standard card game mechanic ensures that Community Cards maintain a balanced presence in the game and prevents overuse of their powerful abilities.



Step 1
The player places the card on the field (first turn).



Step 2
On the next turn, move the card one grid.



Step 3
When the card reaches the last grid, you can activate its unique effect.



Step 4
After activating the effect on the next turn, return the card to its starting position.

Charging Action Points After Cooldown:

Community Cards have a unique characteristic that sets them apart from other card types in the game. After their cooldown period ends, players have the opportunity to reactivate these cards. However, this reactivation comes at a cost. To use a Community Card once again, players must expend action points equivalent to the card's initial action cost when it was first activated and placed on the field. This mechanic adds a strategic layer to the game, requiring players to manage their resources carefully and plan their card activations effectively.



Community Cards are a vital tool for players to shape the economic landscape and advance their agendas. Understanding their components and effects is crucial for mastering the strategic depth of the game.

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8. Opportunity Cards

Opportunity Cards introduce unexpected twists, challenges, or opportunities into the gameplay. These cards offer a variety of unique effects, and players must adapt to their changing circumstances as these cards come into play.

Components of Opportunity Cards:

1) Card Name: The title or name of the Opportunity Card.

2) Card Type: Opportunity Cards belong to the category of "Opportunity Cards."

3) Description: A brief description that provides a thematic context for the card.

4) Effect: This section outlines the specific gameplay effect of the card, which can vary widely from card to card.

5) Flavor Text: A narrative or thematic quote that adds depth to the card's story or concept.



Opportunity Cards are distinct from other cards in several ways:

- Opportunity cards are placed separately from the normal card draw area.
- At the beginning of each round, players take turns drawing opportunity cards.
- Opportunity Cards do not require action points but must be executed immediately at the beginning of each round after drawing.
- These cards can have a variety of effects.



COMPONENTS AND CARDS

9. Dice Cards

There are a total of 7 dice cards, each representing points from 1 to 7. When a player encounters a game card effect that requires roll(s) a die, they can draw a dice card for the outcome. Point 7 will require you to roll a dice (card) again.



Roll a dice card
again place in the
card.

COMPONENTS AND CARDS

10. Role Cards

Role cards in the game, also known as Kidults or Heroes. These unique character roles represent the different parties, including Blue Party, Red Party, or Other Party. Each character has 1-3 skills, with the first skill at the top being the main skill and the remaining 2-3 as secondary skills. Role cards define each character's abilities and objectives, which vary among the different roles.

Key components of Role Cards include:

- 1) Card Name:** The name of the character or role.
- 2) Party:** Indicates the political party alignment of the character.
- 3) Main Skill:** The primary skill of the character.
- 4) Secondary Skills:** Additional skills that complement the character's abilities.
- 5) Flavor Text:** Adds depth and personality to each role, enhancing the immersive experience of the game.



Understanding "Once Per Round" Abilities

Some role cards feature abilities marked as 'Once Per Round.' These abilities can be activated by the player possessing the role card at any time during the current round, not limited to their turn. This flexibility allows players to strategically time the use of these unique skills to their advantage and respond to changing circumstances throughout the round. Keep in mind that 'once per round' abilities can only be used once per round, so choose the perfect moment to unleash their power for maximum impact.



1 **Realism:** Once per round, you can change the party characters (Blue, Red, or others) you want as you only believe in benefit and power.

COMPONENTS AND CARDS

- **For a structured gameplay experience, consider implementing the following variant:**

****Once Per Round in Your Turn:** With this variant, players can only activate the "once per round" effect of their role card during their own turn. This adds an element of strategy and timing to the gameplay, as players must decide when their role card's effect will be most advantageous within their turn.

Whether you choose to allow "Once Per Round" abilities to be activated at any time during a round or exclusively during a player's turn, the goal is to provide flexibility and strategic depth to your gameplay. Players should decide at the beginning of the game which rule variant they will follow to ensure a consistent experience throughout the game. Seize the opportunity to shape the game to your advantage with these versatile abilities.

Role cards play a vital role in shaping the game's dynamics and strategy, offering players diverse abilities and objectives based on their chosen role. These unique character cards add depth and variety to the game, creating engaging and strategic gameplay.

The Factions of Polarity

Introducing the Blue Party: A Symbol of Debauchery and Liberalism



The Blue Party, represented by a striking logo featuring a skeleton head and the "drug" team, serves as a bold embodiment of a nation in decline. With a stark and powerful design, this party is known for embracing debauchery and liberalism, unapologetically embracing the darker side of human nature.

The skeleton head symbolizes the stark reality of a nation pushed to its limits, facing the harsh consequences of its choices.

It stands as a reminder of the fragility of power and the fleeting nature of life. Paired with the "drug" team, this logo represents a society teetering on the brink, where individuals have turned to vices and excesses as an escape from the challenges of their world.

As a member of the Blue Party, you will delve into the heart of this fallen country, navigating a complex web of intrigue, ambition, and moral ambiguity. Are you ready to confront the consequences of debauchery and liberalism as you vie for power and control in the world of Polarity of War?

COMPONENTS AND CARDS

Introducing the Red Party: A Symbol of Principle and Conflict



The Red Party boasts a logo featuring a stark and unmistakable gun symbol, representing principles and the weight of history. While some see this emblem as a steadfast commitment to their beliefs, others view it as a symbol of unwavering stubbornness.

The gun logo is a powerful statement, signifying the party's unwavering dedication to its principles. It reflects a commitment to defending what they believe to be right, even if it means resorting to force.

The one eye with one eye motto encapsulates their approach: "This is what Jesus said: you slap my left face, I must slap your right face" This unwavering stance has often led to a cycle of conflict, where each party refuses to back down.

As a member of the Red Party, you'll step into the midst of these longstanding conflicts and principled battles, navigating a world where your convictions are your greatest strength and your fiercest enemy. Are you prepared to take up arms and engage in the struggle for control and power in the world of Polarity of War?

Introducing the Yellow Party: A Force of Unpredictable Change



The Yellow Party is embodied by a powerful dragon symbol, signifying its role as an amalgamation of diverse external forces. This eclectic party brings together a range of factions, each with its own distinct impact on the entire system. Their presence is nothing short of transformational, and their influence reaches far beyond the boundaries of the Blue and Red teams.

While "the Game of Chaos" may not currently feature clear representatives of these external forces,

the Yellow Party stands as a harbinger of things to come. With their unique faction, they promise to bring new dynamics and alterations to the game's ever-evolving landscape. Are you prepared to embrace the unpredictability and change that the Yellow Party brings to the world of Polarity of War? As a member of this enigmatic party, you'll navigate a world in constant flux, where adaptability is the key to survival and where alliances and strategies must continually shift in response to the Yellow Party's inexorable march toward influence and power.

COMPONENTS AND CARDS

11. Life Tokens

This group of tokens includes both Popularity Tokens and National Power Tokens. They represent the vitality and influence of your character and their nation. When the points on any of these tokens are exhausted, your character's prospects in the game become precarious, and they may be eliminated.

Life Tokens: National Power and Popularity

Your survival in the game depends on two vital resources: 'National Power Tokens' (NP) and 'Popularity Tokens' (PT). When you run out of either of these tokens, your character is eliminated from the game. NP reflects your country's stability and strength, while PT represents your public appeal. Managing both of these life tokens strategically is essential to secure victory.

1) National Power Tokens (NP):

National Power Tokens represents the national power of a country. When you see references to **'National Power,' 'National Power Points,' or 'National Power Tokens' (abbreviated as 'NP')**, they are all related to the same concept. When all the points on the card are exhausted, the character will be eliminated from the game. 1 National Power Point equal to 1 National Power Token.



2) Popularity Tokens (PT):

Popularity Tokens represents the popularity points of a country. **Whenever you encounter references to 'Popularity,' 'Popularity Points,' or 'Popularity Tokens' (abbreviated as 'PT')**, they all refer to the same concept. When all the points on the card are exhausted, the character will be eliminated from the game. 1 Popularity Point equal to 1 Popularity Token.



12. Polarity Cards

Polarity Card: Used in "Polarity of War" (explained in the game instructions).

13. Action Point Tokens

These tokens represent action points (AP) that players can spend during their turns to perform various actions. You can use them to trigger card effects, make strategic moves, or respond to challenges. The number of Action Point Tokens you have reflects your available resources for each round. At the start of each round, players receive 5-7 action points that they can use to take actions during their turn. We suggest that players receive 6 action points per turn. 1 Action Point equal to 1 Action Point Token.



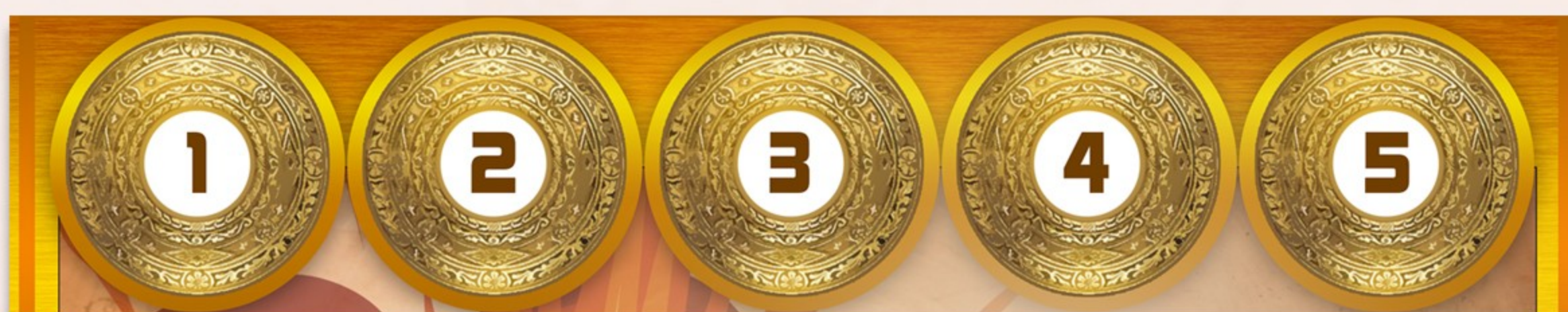
COMPONENTS AND CARDS

14. Round Tracker Card

Introducing the Round Tracker card, your indispensable companion for streamlined gameplay management. This card serves a dual purpose, simplifying the countdown of cooldown and production turns while enabling you to monitor the strength of your Industry Cards. Let's explore how it works:

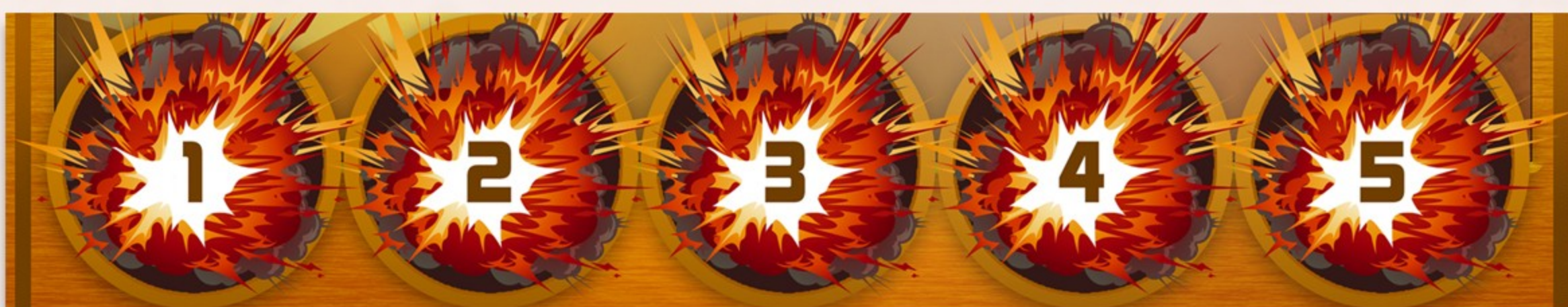
● Cooldown & Production Turns Counter:

1. The top section of this card is dedicated to tracking the turns remaining for cards in cooldown. When an Industry Card is used, it goes into cooldown, and this section helps you keep a close eye on when it'll be ready for action again.
2. Similarly, you can use it to monitor the turns needed for your Industry Cards to generate National Power. A quick reference point to ensure you're maximizing your strategic options.



● Industry Strength Tracker:

1. The lower section is your Industry Strength Tracker, offering an easy way to gauge the influence and potency of your active Industry Cards. As you deploy and upgrade your Industry Cards, you can mark their strength here, ensuring you stay ahead in the competitive world of the game.
2. By using this section effectively, you can strategically plan your moves and maintain a competitive edge over your opponents.



GAME SETUP

1. Divide Card Decks:

At the beginning, divide the game cards into two card drawing areas: the Normal Card area (ECO Card and Tactic Cards) and the Opportunity Card area.

2. Game Setup - Initial Hand:

Players start the game with a full hand of five cards from the "Tactics Deck," which includes Action Cards, Policy Cards, and Trick Cards. This hand represents the starting resources and strategies that players will use to shape the early game dynamics. To draw these initial cards, follow these steps:

- Each player takes their deck of cards from the "Tactics Deck," ensuring it contains a diverse mix of card types.
- Draw the top five cards from the shuffled "Tactics Deck." These cards constitute each player's starting hand.
- Shuffle the deck thoroughly to ensure randomness.
- Players keep their starting hand of cards secret from other players until the game begins.

The initial hand of cards sets the stage for each player's early-game decisions and strategies, providing the foundation for their political and economic maneuvers. It's important to remind players that these initial cards can significantly impact their early game, so choosing a balanced hand with a variety of card types can be a strategic advantage.

Hand Size Limit:

Players can only have a maximum of 3 cards remaining in hand at the end of their turns.

Starting Draw:

Each player can draw 2 cards at the start of their turn. Players decide whether they want to draw a card from the "Tactics Deck" (containing Action Cards, Policy Cards, and Trick Cards) or the "Eco Deck" (containing Industry Cards, Basic Attack/Defense Cards, and Community Cards). This choice allows for strategic planning based on their current objectives.

Action Points:

Each player begins the game with 5-7 action points. If they use all their action points, they will need to wait until the start of the next round to recover them. Action Points are tracked using action point tokens or markers provided with the game. Be sure to keep a clear record of your remaining action points, as they play a crucial role in your strategic decisions.

Role Card Drawing:

At the beginning of the game, each player must draw a role card. Role cards represent your party and personal skills. Players draw these cards from a common deck, drawing one at a time. The common role card deck is typically placed in the center of the play area. To determine your role and skills, each player takes turns drawing one role card from this central deck.

Opportunity Card Drawing:

The drawing of Opportunity Cards is based on the Round-Taking Mechanism (ii). The specific effects of Opportunity Cards may vary depending on different game modes, which will be explained later.

GAME SETUP

(ii) Round-Tracking Mechanism:

At the start of each game round, players take turns drawing one Opportunity Card in a predetermined order. These cards represent dynamic events or news that unfold within the game's world, shaping the course of that particular round. Opportunity Cards provide opportunities and challenges that all players must contend with in a sequence, adding an element of unpredictability to the game. Once an Opportunity Card is resolved, it cannot be reused in the same game, emphasizing the ever-changing nature of the game's events.

Overview of Starting Resources:

In this game, starting resources primarily include the game's components. Tokens are optional, as the Industry Cards / Community Cards feature round trackers that players can use for counting and recording game progress.

Victory Conditions:

This game offers three different modes: "**Polarity of War**," "**Brawl Survivor**," and "**1 on 1**." Each mode has its unique victory conditions, which will be explained in detail in the respective sections of the rulebook.

Player Order Determination and Setup Variations:

Player order determination and specific setup instructions vary between game modes. Detailed explanations for player order and setup recommendations will be provided in the "How to Play" section, corresponding to each game mode.

Setup Time Estimate:

Setup for this game is designed to be quick and efficient, taking approximately 15 seconds. This allows for a swift transition from setup to gameplay, ensuring an enjoyable gaming experience.

Setting Up National Power (NP) and Popularity Tokens (PT): A Guideline

To ensure a balanced and engaging gameplay experience, here's a general guideline for how many National Power (NP) and Popularity Tokens (PT) to allocate per player in the game.

- National Power Tokens (NP):

Standard Mode (Starting NP: 6):

To ensure a balanced and engaging gameplay experience, here's a general guideline for how many National Power (NP) and Popularity Tokens (PT) to allocate per player in the game.

Advanced Mode (Starting NP: 10):

For a more strategic and prolonged game, players can start with 10 NP tokens. The maximum NP value is still 10.

- Popularity Tokens (PT):

Standard Mode (Starting PT: 6):

Players start the game with 6 PT tokens each. The maximum PT value remains 8. This quantity provides a solid foundation for political influence and decision-making.

Advanced Mode (Starting PT: 10):

In this mode, players begin with 10 PT tokens, allowing for even greater political maneuverability. The maximum PT value is still 10.

HOW TO PLAY

GAME MODE: Polarity of War

In "Polarity of War," players are divided into 2-3 teams, each consisting of 2-3 members. Within each team, one player assumes the role of the "polarity," while the others are teammates tasked with protecting their polarity.

For details about starting resources, including your initial hand size, please refer back to the **Game Setup** section. In the 'Polarity of War' game mode, you will embark on a strategic journey to protect your polarity player and outlast your opponents.

The primary goal of "Polarity of War" is to protect your team's polarity while attempting to disrupt the polarities of opposing teams. The last polarity remaining in play will be declared the winner and ascend to the status of "Superpower."

Team Setup:

- Divide players into teams, with each team selecting one member to become the Polarity. The chosen player will retain the Polarity Card throughout the game.
- Assign roles and distribute role cards accordingly.
- Arrange players within their teams, determining the turn order (e.g., Team A, Team B, Team C).

Game Rounds:

- The game proceeds in rounds, with each round corresponding to a specific team's turn (e.g., Team A, Team B, Team C).
- At the start of each round, every team, in turn, has the opportunity to draw one Opportunity Card. **REMEMBER**, every term only **ONE** team gets to draw an opportunity card. Team A draws an Opportunity Card, the next turn will be Team B, and so on.
- Opportunity cards introduce various events and challenges that will significantly impact gameplay.
- When a team draws an Opportunity Card, they must execute its effect immediately.

Team Turn Sequence:

- At the beginning of each round, each player within their respective teams rolls the dice card twice, separately.
- After each roll, record the number rolled.
- Compare the results of the two rolls, and the player with the higher number takes their turn first.
- Players within each team take their turns according to their individual roll results, with the highest rollers going first.
- The sequence of teams taking their turns follows the predetermined order previously arranged.

HOW TO PLAY

Player Actions:

National Power and Popularity:

The polarity player of each team will have 2 additional points of National Power and Popularity Points, enhancing their capabilities. The maximum NP and PT value remains 8.

Polarity Protection:

Teammates use their cards strategically to protect their polarity from attacks by opposing teams. Use Basic Defense cards to counteract Basic Attacks ("Attack" cards) directed at your polarity.

Building:

Players can use Industry Cards to construct structures, either in their own territory or in the vicinity of their polarity player. Structures built in the polarity player's area will generate National Points for the polarity player, but the polarity player cannot build Industry cards on your area. However, certain special cards may allow players to bypass this restriction and build Industry Cards in the other player's area. When such cards are in play, their unique effects supersede the standard rules, opening up new strategic opportunities.

Card Management:

Effectively managing your cards is crucial in [Your Game Name], and it requires careful consideration of your hand size and the cards you hold. Keep these recommendations in mind to improve your gameplay:

● Hand Size and Timing:

During game setup, players begin with a hand size of 5 cards. However, they can only retain 3 cards after completing their turns. This limitation encourages players to use their cards strategically and keep the game dynamic.

With a 15-second turn time, it's essential to think on your feet and make quick decisions about which cards to play or keep. Use this time wisely to optimize your actions.

● Diversify Your Strategy:

Avoid the temptation to focus solely on drawing Tactics Cards or Eco Cards. A balanced approach can be more effective. While Tactics Cards can influence political strategies, Eco Cards are valuable for enhancing your economic position. A well-rounded strategy can give you a competitive edge.

● Mind Your Opponents' Hand Cards:

Pay close attention to the cards your opponents have in hand. As Tactics Cards and Eco Cards have distinct backsides, you can use this information to deduce their potential strategies. Analyzing your opponents' hand cards allows you to predict their possible actions and formulate counterstrategies.

● Strategic Card Use:

Consider the right timing for playing your cards. Some cards have immediate effects, while others can be held and strategically timed for maximum impact. Be mindful of the game state and your opponents' moves to decide when to deploy your cards.

● Role Card Skills:

Utilize the unique skills of your Role Card to your advantage. Some skills can only be activated once per round, so choose the ideal moment to employ them for maximum impact.

● Adapt and Evolve:

Keep in mind that the game environment is dynamic. New cards are drawn each round, and unforeseen events can shift the balance. Be flexible in your card management strategy and adapt to changing circumstances. Especially Opportunity cards and Trick cards!

Victory Conditions:

The objective is to remain in the game until the last polarity player on the stage. The last polarity player (Team) standing will be declared the winner.

HOW TO PLAY

GAME MODE: Brawl Survivor

In the **Brawl Survivor** game mode, it's every player for themselves. Your primary objective is to be the last one standing on the stage when all is said and done. It's a true test of individual survival skills in the political arena. For details about starting resources, including your initial hand size, please refer back to the **Game Setup** section.

Player Setup:

- Determine the total number of players, which should be between 6 and 7.
- Each player will act as a private politician with no allegiance to any party.
- Players should draw an Opportunity Card by turn. These cards introduce unpredictable events and challenges that will affect gameplay. **REMEMBER**, every term only **ONE** player gets to draw an opportunity card. Player A draws an Opportunity Card, the next turn will be Player B, and so on.
- All players begin with the same number of points. You can choose between 4 points for a shorter, more intense game or 6 points for a longer, more strategic one.
- Dice cards will be used to determine the turn sequence, adding an element of unpredictability to the game.
- In games with more than 7 players, determining the turn sequence becomes even more exciting. In such cases, players should roll the dice cards twice during setup to determine their individual turn order. The player with the highest roll goes first, followed by the others in descending order of their roll results. This method adds an extra layer of unpredictability and fairness to the game, ensuring that no one has an advantage in the turn order.

Game Rounds:

- Each round begins with one player, determined by the predefined order, drawing an Opportunity Card. These cards bring unexpected twists to the game and must be executed immediately.
- The turn sequence follows the predetermined order, ensuring that each player has a chance to draw an Opportunity Card.

Player Actions:

- Manage your resources and action points carefully. They're crucial for survival and achieving victory.
- Use cards strategically to protect yourself or hinder your opponents. Timing and decision-making are key.
- Keep an eye on your opponents' points and look for opportunities to weaken them while safeguarding your own position.
- Adapt to the ever-changing political landscape created by Opportunity Cards. Flexibility is vital for survival.

Victory Conditions:

- The winner of "Brawl Survivor" is the last player standing on the stage, having outlasted all others.
- This mode focuses on intense competition, strategy, and adaptability as players fight for their political survival. If there are any specific rules, mechanics, or additional details you'd like to include, please let me know, and we can incorporate them into the instructions.

HOW TO PLAY

GAME MODE: 1 ON 1

In the 1 on 1 game mode, players engage in head-to-head political battles, testing their skills and adaptability. Unlike other modes, 1 on 1 challenges players to continuously evolve their strategies as they adopt new roles every three rounds. The objective remains the same: to outlast your opponent and emerge victorious as the ultimate political survivor. For details about starting resources, including your initial hand size, please refer back to the Game Setup section.

Player Setup:

- Each player acts as a lone politician, representing their own interests.
- Players should draw an Opportunity Card by turn. These cards introduce unpredictable events and challenges that will affect gameplay. Remember, only one player gets to draw an opportunity card each turn. Player A draws an Opportunity Card, the next turn will be Player B, and so on.
- All players begin with the same number of points. You can choose between 4 points for a shorter, more intense game or 6 points for a longer, more strategic one.

Role Rotation:

- At the end of every 2 rounds, each player will draw a new role card to replace their old one. This rotation will determine your new role and its associated abilities.
- Role cards are drawn randomly for each player, adding an element of surprise to each rotation.
- Embrace the challenge and make the most of your new role's abilities as you navigate the ever-changing political landscape.

Player Actions:

- Manage your resources and action points carefully. They're crucial for survival and achieving victory.
- Use cards strategically to protect yourself or hinder your opponent. Timing and decision-making are key.
- Keep an eye on your opponent's points and look for opportunities to weaken them while safeguarding your own position.
- Adapt to the ever-changing political landscape created by Opportunity Cards. Flexibility is vital for survival.

Victory Conditions:

- The winner of "1 on 1" is the last player standing on the stage, having outlasted their opponent.
- This mode focuses on intense competition, strategy, adaptability, and the challenge of adapting to new roles every 2 rounds.

SPECIAL ABILITIES

? Common Phrase and Keywords

In the game, various cards come with special abilities that can have significant impacts on gameplay. Understanding these special abilities is crucial for making strategic decisions and reacting to the changing dynamics of the game. Here's what you need to know:

- **"Each player":**

When a card contains this phrase, it affects every player in the game equally. For example, if a card says "Each player must discard 1 random card from their hand," it means that all players with cards in their hands should give up a card.

- **"Choose a (number) Player":**

Cards with this phrase allow the player using the card to select a specific player in the game (e.g., Player A, Player B) and apply the card's effect to that chosen player.

- **"Player picks this card":**

This phrase only appears on Opportunity Cards, which are typically drawn by turns or in special cases (like rolling dice). When an Opportunity card states "Player picks this card," it means the player who drew it gets to receive and apply its effect, without choosing other players.

- **"You":**

This phrase is found on Policy Cards and Action Cards. When a card uses the word "You," it refers to the player who played the card, and the card's effect applies specifically to that player.

- **"This card can only be used once":**

The phrase 'This card can only be used once' serves as a keyword associated with specific cards in the game, often found among trick cards. When you encounter this keyword on a card, it signifies that once you activate the card's effect, it is immediately discarded from your hand. In other words, you can't retain or keep this card once you've utilized its unique power.

These cards typically possess potent and one-time abilities that can be strategically advantageous. However, their usage comes at the cost of losing the card itself. When playing such cards, ensure that the timing aligns with your overarching game plan, as they can be game-changers that cannot be used again.

Understanding this keyword will help you make informed decisions when employing these single-use cards during gameplay.

- **"To maintain this card's influence":**

The phrase 'To maintain this card's influence' is a keyword frequently found on trick cards within the game. When this keyword appears on a card, it signifies that to keep the card in play, you need to spend certain resources, action points, or other in-game currency. If you choose not to invest in maintaining the card's influence, it will be removed from the field at the end of the turn.

Trick cards with this keyword often offer valuable and continuous benefits, but they come at a cost. To maximize their potential, you'll need to allocate resources to sustain their presence and strategic advantages. Deciding whether to allocate those resources to maintain these cards or let them expire can significantly impact your gameplay.

Understanding this keyword is essential to making informed decisions regarding the ongoing influence of trick cards in your strategy.

- **"Turns" and "Round":** For more details, please review (i)

- **"Once Per Round":** For more details, please review (ii)

SPECIAL ABILITIES

? Player Interaction and Negotiation

Player interaction and negotiation are essential aspects of the game, particularly in modes where players cooperate or compete directly against one another. Here's how player interaction works:

● Cooperation:

In certain game modes, effective communication and cooperation among players are crucial. Discuss strategies, share information, and coordinate actions with your fellow players to achieve your shared objectives.

● 1 on 1 Battles:

In 1 on 1 game modes, it's a test of wits and adaptability as you face off against a single opponent. Engage in tactical conversations, bluffing, and psychological warfare to gain an edge over your opponent.

● Deals and Alliances:

Depending on the game mode and your objectives, you may negotiate deals or form alliances with other players. These agreements can help you achieve mutual goals or secure your own position.

● Table Talk:

Engage in table talk with your fellow players. Discussing the game, sharing strategies, and making deals can add depth and excitement to your gaming experience.

The Shadowy World of Political Dealing

In this game, you're not just playing politics; you're delving into the shadowy world of clandestine deals and backroom negotiations. In the real political arena, there are no laws or enforcers to prevent two countries or parties from making deals in secret. It's a world of intrigue, where power and deception go hand in hand.

The Hidden Agendas

Secret Deals: Just like in international diplomacy, secret deals can be your most potent weapon. These are agreements that aren't bound by rules or regulations. You can make promises, negotiate alliances, or hatch schemes that are known only to you and your chosen partner.

The Unseen Hand: In this game, you have the freedom to forge secret alliances or negotiate under-the-table agreements. These dealings happen outside the realm of formal rules, allowing you to strategize and conspire in the shadows. Trust is a luxury, and betrayal is always a possibility.

Table Talk and the Illusion of Diplomacy

Table Talk: While open discussions and negotiations are encouraged, remember that not everything is what it seems. In the world of politics, what's said at the table may not reflect what happens behind closed doors. Use your words carefully, and consider the motives of those you negotiate with.

Non-binding Promises: The dark underbelly of politics means that promises made at the table may not hold. Agreements can crumble, alliances can shatter, and trust can be shattered in an instant. Stay vigilant and adapt to the ever-shifting power dynamics.

Navigating the Murky Waters

As you dive into this world of political intrigue, keep your wits about you. The thrill lies in your ability to outmaneuver your opponents, make covert deals, and master the art of deception. In this game, you'll experience the murky waters of political dealing, where nothing is as it seems, and power is the ultimate prize.

SPECIAL ABILITIES

The Hidden Agendas

The World of Political Intrigue: Where Promises Are Like Shadows

In the intricate world of political maneuvering, promises can be as ephemeral as shadows at dusk. Here, you'll experience the thrill of negotiation, the art of persuasion, and the intrigue of alliances—without the safety net of binding contracts.

Picture this: You're in the midst of a high-stakes summit, forging alliances and making commitments. Handshakes and smiles abound. But remember, in politics, words alone won't guarantee loyalty. Promises are often as transient as the shifting tides of power. As the landscape changes, alliances may crumble, and the trust you placed in your counterparts could be misplaced.

The lesson? Be vigilant. Adapt. Trust your instincts, but always be ready for surprises. The political world is a fluid one, where deals are made and broken, where loyalty is a currency traded freely, and where survival means navigating a complex web of relationships.

In this game, you'll step into the shoes of a political player, embracing the uncertainty of non-binding promises. Keep your wits about you, for the world of politics is a realm where shadows dance, and only the savvy can thrive.

Game Components and Simulations

Understanding its various components and mastering resource management is a path to victory. This section will walk you through the essential game components and provide insights into how to strategically manage your resources. By exploring the unique dynamics of cards on the field, tokens, and cards in hand, you'll gain a comprehensive understanding of how these elements interact to shape the game's thrilling gameplay. Dive into the simulation of the game's components and sharpen your resource management skills to become a formidable player

Drawing Card Area: The Drawing Card Area consists of three distinct decks, each serving a unique purpose:

1) Opportunity Cards:

A deck of Opportunity Cards that introduce unexpected events, challenges, or opportunities to the game. These cards are drawn at the beginning of each round.

2) Tactics Cards:

The Tactics Deck, containing Action Cards, Policy Cards, and Trick Cards. Players choose whether to draw from this deck or the Eco Deck to influence the game's political and economic dynamics.

3) ECO Cards:

The Eco Deck, featuring Industry Cards, Basic Attack/Defense Cards, and Community Cards. Players decide whether to draw from this deck or the Tactics Deck to affect the economic landscape and industry development.

Card on Field: These cards represent the active components in play on the game "field." They are integral to the game's dynamics, and each type of card operates differently. For example, Industry Cards require a set number of turns to generate power, Community Cards have specific cooldown periods, and Trick Cards may need some waiting time before they can be activated. Understanding these card types and their unique functions is crucial for strategic decision-making and resource management:

4) Industry Cards:

These represent various economic ventures and structures. They can be built and generate National Power Points for your team.

5) Community Cards:

Special cards that can impact the game's dynamics. They have cooldown periods and can be strategically activated to gain advantages.

6) Trick Cards:

These are placed face down and represent hidden strategies. They are played when triggered and can influence the game in unexpected ways.

COMPONENTS AND CARDS

6) Trick Cards:

These are placed face down and represent hidden strategies. They are played when triggered and can influence the game in unexpected ways.

Cards in Hand: These are the cards held by players, ready to be played strategically:

7) Basic Attack Cards:

Offensive cards used to target opponents' Industry Cards or Polarity players.

8) Action Cards:

These provide various actions that can affect the game's political and economic aspects.

9) Policy Cards:

These influence economic policies and decisions.

Other Supporting Tools/Tokens: This category includes

10) Action Points Token (AP),

11) Popularity Token (PT),

12) National Power Token (NP),

and any other tokens used to manage resources and gameplay mechanics.

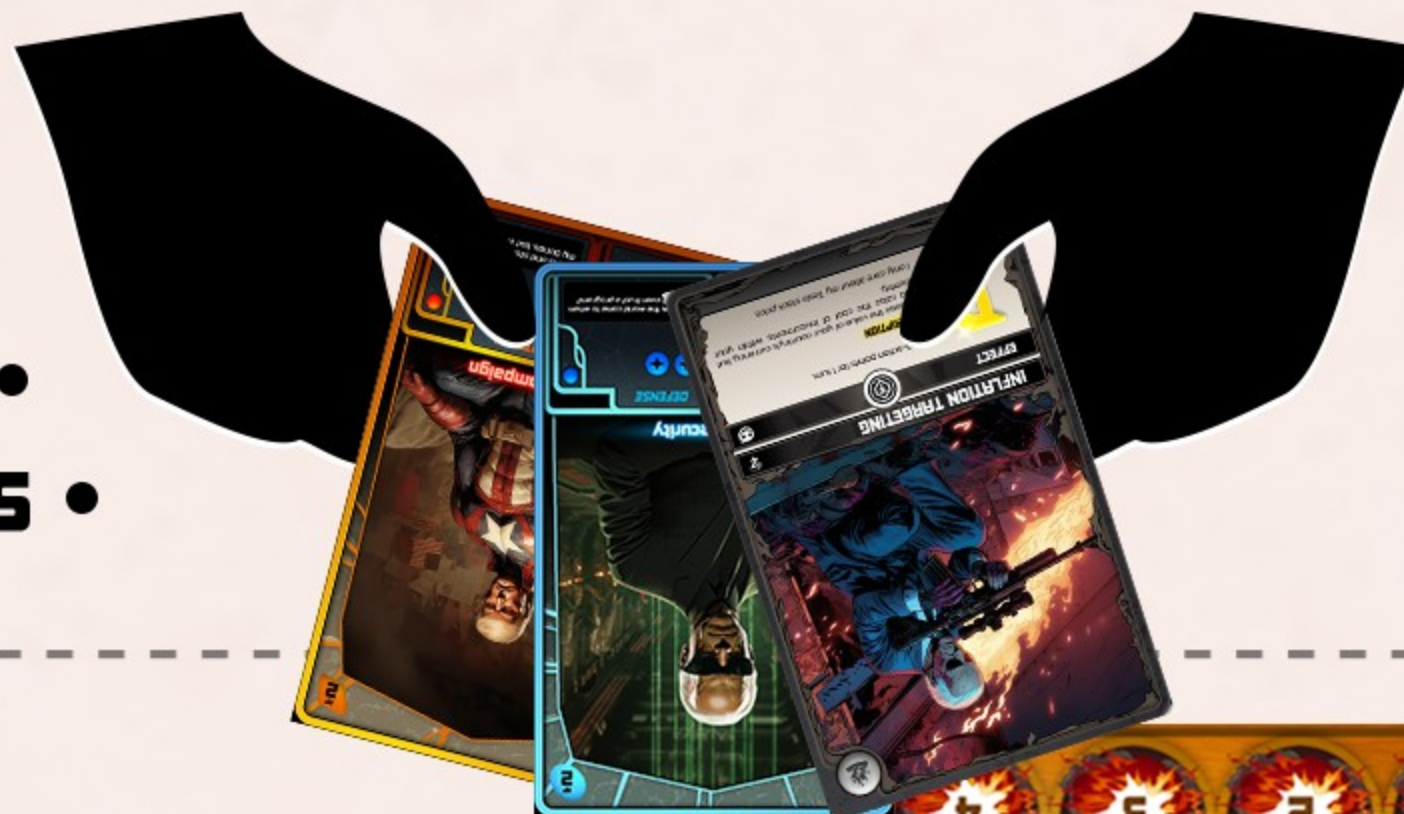
13) Token Area:

A dedicated area within the rulebook where players can visually track their resources, such as Action Points, Popularity Points, and National Power Points. The token area serves as a reference point for managing in-game resources.

SUGGESTED PLAY FIELD SETUP

CARDS IN HAND

- BASIC ATTACK CARDS
- ACTION CARDS
- POLICY CARDS



TOKEN AREA



NATIONAL POWER
TOKEN (NP)

POPULARITY
TOKEN (PT)

ACTION POINTS
TOKEN (AP)

CARD ON FIELD



TRICK CARDS



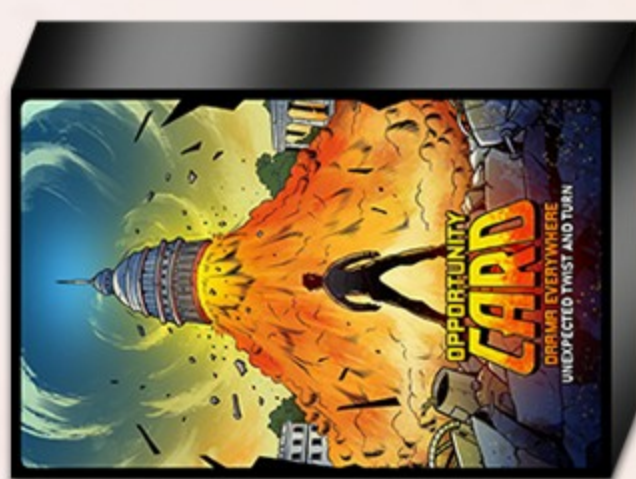
INDUSTRY CARDS



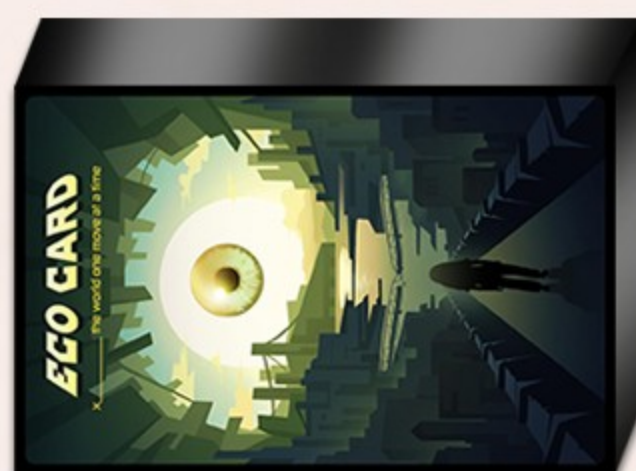
COMMUNITY CARDS

DRAWING CARD AREA

OPPORTUNITY CARDS



ECO CARDS



TACTICS CARDS



CARDS AND TOKEN DISCARD AREA



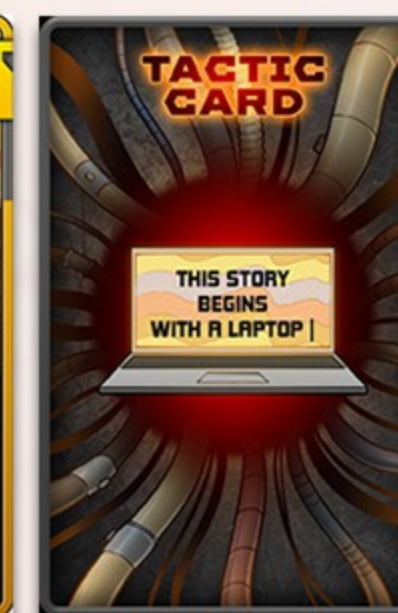
INDUSTRY CARDS



COMMUNITY CARDS



TRICK CARDS



CARD ON FIELD



TOKEN AREA



NATIONAL POWER
TOKEN (NP)

POPULARITY
TOKEN (PT)

ACTION POINTS
TOKEN (AP)

CARDS IN HAND

- BASIC ATTACK CARDS
- ACTION CARDS
- POLICY CARDS



NP DISCARD AREA



PT DISCARD AREA





The United States has a unique culture. Many celebrities always regard of they even wrote many autobiographies before they died.

1 [Ability Icon]

2 [Ability Icon]

Hyena Tucker

1 [Ability Icon]

2 [Ability Icon]

Rusher Newson

1 [Ability Icon]

2 [Ability Icon]

Mr. Red

1 [Ability Icon] **Red Comet:** Transform any power card into a Basic Attack per conversion for power. (1 action point) but gain 1 National Power point.

2 [Ability Icon] **Collective Leadership:** Once per turn, sacrifice 1 Popularity point to gain 1 National Power point.

3 [Ability Icon] **Dumbest:** Only the National Power with a higher total than yours can kill your Popularity Point.

America, a country that can't fight among itself. A country where people are constantly fighting for their greed and selfish desires. A country that claims to be the beacon of hope for the world, but where people are drowning in ideological conflicts and despair. Let them drown in the contradictions of their own system. History will stand with us.

Genius Trump

1 [Ability Icon] **MAGA:** When your Nation takes 1 damage, draw a card from every character to show the more people support you from Red Characters.

2 [Ability Icon] **Media Takeover:** In the media and you instead draw a hand from up to two characters during the phase.

POLARITY OF POWER

THE GAME OF CHAOS