



2-6
Players

Ages
14+

15 Min
Playtime

HOUSE
FISH
BALLOON

CONTENTS

THIS INSTRUCTIONAL GUIDE:

- 6** Victory Cards
- 54** Building/Action Cards
- 6** Reference Cards
- 66** Total Cards

HOUSE FISH BALLOON PACK

containing:

Volume III House

Volume III Fish

Volume III Balloon

Additional Instructions Cards

INNUMERABLE HOURS OF FUN.*

*Hyperbole. Hours of fun have, in rare cases, been numerable.

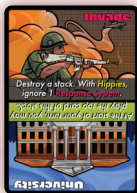
WELCOME BACK!

The year is 1971. The war remains, but the air tastes *different*. There is life sprinkled within the darkness. Is that... hope? No, no, it can't be. The weapons are **bigger** now. Foreign relations grow more hostile by the day. **No**, what your nation *needs* is a **strong leader**. There is but one solution that can lead to world peace and continued prosperity... **Nukes**.

Note: This is a standalone game. No additional materials are required for play. However, it is the sequel to 1961, and can be combined with that game for a completely new experience!

OVERVIEW (QUICK GUIDE)

The deck is composed of just 6 unique **BUILDING/ACTION** cards which can be played in three ways:



DISCARDED AS AN ACTION.
see pg 6

CONSTRUCTED AS A BUILDING.
see pg 5

STACKED FACE DOWN AS A SHIELD.
see pg 5



Players will take turns **DRAWING** 1 card, and **PLAYING** 1 card in any of the three ways. As the game progresses, players will unlock additional **BUILDING ABILITIES**, which can be used during their turn.

YOUR MISSION

The first player to reach any 1 of these 3 **VICTORY CONDITIONS** wins:



1) Meet the requirements of their unique **VICTORY CARD**,



2) Create 3 **CIVIL REFORMS** to declare World Peace, OR

3) Be the sole survivor of nuclear Armageddon.

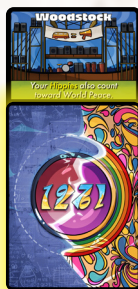
GAME SET-UP AND START

- 1) Shuffle the 6 **VICTORY CARDS** and deal 1 to each player. Return any extras to the box.
- 2) Shuffle the 54 Building/Action cards (9 copies of each unique Building/Action card). Place this, the **PLAY DECK**, in the middle of all players. The **DISCARD PILE** will be adjacent to the **PLAY DECK**

*Note: Cards are discarded face up. Whenever the **PLAY DECK** is depleted, the **DISCARD PILE** is shuffled and becomes the new **PLAY DECK**.*

- 3) Deal 3 cards from the **PLAY DECK** to each player as their starting **HANDS**.
- 4) Each player chooses their preferred side to their **VICTORY CARD** and places it in front of them with that side face up. This choice is **permanent**.
- 5) Each player chooses 1 card from their starting Hand and plays it face down as their **VICTORY CARD**'s first **SHIELD**

(As shown on the right.)>>



VICTORY CARD
see pg 14

STACKED CARD (SHIELD)
see pg 6



- 6) Everyone plays a round of House Fish Balloon (HFB) to determine who goes first (see Appendix HFB). Depending on the number of players, this step could take more than one round of HFB, but no one should complain about having more **fun**.

Note: The Victory Card is your first building. Throughout the game, players will construct a row of buildings in front of them, so make sure they have space (as shown on the right).

2 PLAYER SET-UP

Player 2 is dealt 4 cards (instead of 3) and chooses 2 cards as their **VICTORY CARD'S** first 2 **SHIELDS**. This counteracts Player 1's first turn advantage.

Everything else is the same!



PLAYER TURNS – BASIC

1971 is a turn-based draw and play game. Each turn, each player **MUST DRAW 1 CARD** (from the Play Deck) and **PLAY 1 CARD** (from their Hand).

They may also choose to use as many **BUILDING ABILITIES** available to them during their turn as they wish (including none). Great care should be taken deciding the specific order in which players choose to play the 1 card from their Hand and use their **ABILITIES** during any given turn. The amount that can be accomplished during a single turn may dramatically increase depending on this order.

A turn only ends when a player passes to the player on their left.

PLAYING CARDS

Cards can be played in three ways:

- 1) As a new **BUILDING**.
- 2) As an **ACTION**.
- 3) As a **SHIELD** (for a Building).



NATION BUILDING

Players accumulate **BUILDINGS** in a row in front of them, forming their Nation. There is no Building limit. New Buildings can be placed at either end of a Nation or directly between existing Buildings, but may not be rearranged. If destroyed, a Building card is discarded, and the remaining Buildings are slid together to close the gap.

To play an **ACTION**, discard it face up into the **DISCARD PILE**.



To play a **SHIELD**, stack any card face down onto a Building.



WINNING THE GAME

The first player to reach any 1 of these 3 **VICTORY CONDITIONS** wins:

- 1) complete their win condition on your personal **VICTORY CARD**,
- 2) stack 3 **CIVIL REFORMS** as **SHIELDS** to declare World Peace, or
- 3) to eliminate all other players by destroying all of their Buildings.

GAMEPLAY – BUILDINGS

BUILDINGS are placed in a single row in front of each player to form their **Nation**. Orient them such that the owner can read the Building text. Players are **ELIMINATED** when their Nation has no **BUILDINGS** left.



When **BUILDINGS** are first played (or **Constructed**), they are unprotected. Cards can be played as **SHIELDS** by stacking them face down onto Buildings, such that they cover the **ACTION** side of that card. Building names and their abilities should be visible at all times.

<< (as shown on the left).

ABILITIES

Most **BUILDINGS** provide **ABILITIES** which players may use during their turns. Some Buildings affect adjacent **BUILDINGS** or enhance **ACTIONS**. **BUILDING ABILITIES** become available immediately after they are Constructed (i.e., during the same turn).

DISABLING

BUILDINGS can be *disabled*. While *disabled*, Buildings lose all text, including their name. They no longer provide their **ABILITIES** and the Buildings themselves no longer contribute to **VICTORY CONDITIONS**. **STACKING** may continue on top of *disabled BUILDINGS*. **BUILDINGS STACKS** cannot be *disabled* and always contribute to **VICTORY CONDITIONS**.

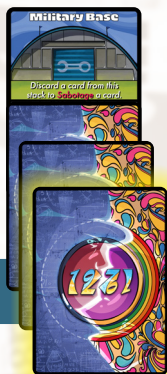
GAMEPLAY – SHIELDS

Placing Shield on Buildings is called **STACKING**. Building with one or more Shields are considered **STACKED**. The last card placed on a Stack is the **TOP** of the Stack.

(highlighted on the right).>

BUILDINGS are **NOT** part of their own **STACKS** (i.e., they are never *Top of Stack*). **ACTION** cards interacting with **CARDS** only affect the **TOP** of the **STACK**.

PLAYERS MAY NOT LOOK AT THEIR OWN STACKED CARDS UNLESS AN ACTION ALLOWS IT.



GAMEPLAY – ACTIONS AND ABILITIES

To play a card as an **ACTION**, discard it face up into the **DISCARD PILE**.

Note: some Actions are not discarded to the discard pile. When in doubt, do what the card says or look it up in the “Card Breakdown” section of this rulebook.

BUILDING ABILITIES act similarly to **ACTIONS**, except that the Building card won’t need to be discarded in order to activate it.

Note: However, a player may need to **discard** one of that Building’s stacked cards.

Usually, **ACTIONS/ABILITIES** cause damage to others players’ **BUILDINGS** and/or **SHIELDS** and reduce their progress toward Victory Conditions.

However, it’s quite possible that taking an Action/Ability may result in undesired damage to the instigator as well! This risk enhances the excitement of gameplay and purposefully mimics the “**Mutually Assured Destruction**” of the real Cold War.



LAUNCHING MISSILES

Launching missiles is 1971’s most fundamental mechanic. All new players must understand missiles before playing the game. **Missiles** target a single player and hit every Building in their City. Specifically, Missiles destroy the Top card of each Buildings’ Stack. Unprotected Buildings (without a Stack) are also destroyed.



NO SHIELD?

If a Building has **NO STACK**, it is destroyed. This University would be destroyed.

Missiles target the top card of each Building’s stack. Destroyed cards are put in the **DISCARD PILE**.

If you have no cards on your nation, you are eliminated from the game

If a **RESPONSE SYSTEM** is destroyed by a missile, **immediately launch a return missile** at the player who destroyed it. *(and so on and so forth...)*

RESPONSE SYSTEMS make it entirely possible for a single launched missile to eliminate 2 players on the same turn! Much of 1971's deception and diplomacy comes from this real threat of **Mutually Assured Destruction**. See "Card Breakdowns" on the following pages of this booklet for more info.



PLAYER TURNS – ADVANCED

During their turn each player generally builds and defends their own Nation, and uses **ACTIONS/ABILITIES** to benefit themselves or to hinder the others.

Note: nothing prevents players from adding Buildings or Shields to other players' Nations.

ACTIONS and **ABILITIES** can trigger **RESPONSE SYSTEMS**. Whenever a **MISSILE** is launched, any additionally triggered **RESPONSE SYSTEMS** are taken one by one, until all further effects have concluded...

As play continues, players typically accumulate *more* **BUILDINGS**. This *increases the combination of* **ACTIONS/ABILITIES** available each turn. With experience, players will gain a sense of just how much one might accomplish during a single turn, based on their Nation and the frequency of cards in the **DISCARD PILE**. Recognizing when opponent(s) are potentially getting close to any **VICTORY CONDITION** (e.g., within 1 or 2 turns' reach!) allows players to take action or form alliances before it's too late!

FIRST PLAYTHROUGH

If this is your first time playing, we recommend you **stop reading now and jump right in**. If a player has a question regarding the specific rules of a card, each action and building is extensively explained in the following pages.

STOP

YOUR FIRST GAME SHOULD BE DEVOTED TO HELPING EACH OTHER. WITH ONLY 6 CARDS, YOU'LL LEARN THEM QUICKLY, SO JUMP RIGHT IN!

CARDS: BUILDINGS

SABOTAGE

MILITARY BASE: Discard a card from this stack to *Sabotage* a card.



WHAT DOES SABOTAGE MEAN?

This card utilizes the *Sabotage* mechanic:

Sabotage: Flip 1 stacked card. Play its **ACTION**.

When a card is *Sabotaged*, its action side is played immediately. The player doing the Sabotaging gets to choose how that action is played.

WATCH OUT! If a **RESPONSE SYSTEM** is flipped, the **RESPONSE SYSTEM** immediately fires a missile at the player who Sabotaged it.

Note: If you Sabotage your own Response System, you decide where that missile is launched (even at yourself).

HOW MANY USES?

Any number of cards can be discarded from a Military Base on any given turn. Only cards stacked on the Military Base can be discarded. **CIVIL REFORMS may be discarded to activate a Military Base.**

Note: When a face up Civil Reform is targeted by Sabotage, the Civil Reform is replayed just as any other action card would be. It may be played on any stack (including the stack it started on).

Note: You may use your Military Base the same turn it becomes stacked.

PRODUCE

FARM: If this isn't stacked, *produce* a card each turn.

To *produce* a card, draw a card from the deck **without looking at it** and stack it on any building.

YOU MAY NOT LOOK AT CARDS YOU PRODUCE.

The *produced* card may be placed face down on any stack of any player, even if there is a **PEACEFUL PROTEST** on the stack. Playing a card over Peaceful Protest does not disable the **PEACEFUL PROTEST**. It **protects it**.

As soon as a **FARM** becomes **STACKED**, it can no longer *produce*, even if it hasn't yet *produced* that turn.

Note: You may produce the same turn your Farm is played.





HIPPIES: Adjacent **NON-HIPPIES BUILDINGS** are *disabled*.

All text on *disabled BUILDINGS* is **ignored**, including the building name. **You cannot WIN** the game using a disabled **Victory Card**.

Note: You cannot use a disabled **BUILDING** as a part of a Victory Condition. However, you **CAN** use cards **STACKED** on disabled buildings toward Victory Conditions (see **RAVEN ROCK** pg.14), since cards acting as **SHIELDS** cannot be disabled in 1971.

Remember that **ANY BUILDING** can be constructed onto an opponent's nation (*though it is often a bad idea*). Constructing buildings on opponents is the same as constructing your own, so you can slide a new **HIPPIES** between two existing buildings as long as you do not rearrange any buildings.

HELPING HANDS

IF YOU HAVE HIPPIES ON YOUR BOARD, YOUR COUNTERCULTURES, FIRST STRIKES, AND INVADES, ARE UPGRADED*.

Note: First Strike and Counterculture can only be upgraded once, so a single Hippies is sufficient. This is unlike Agency in 1961.



TARGET

RADAR TOWER: Adjacent **STACKS** cannot be *targeted* by **ACTIONS**.

Cards stacked as **SHIELDS** on the **BUILDINGS** adjacent to a **RADAR TOWER** cannot be *targeted*.

This means that these cards are protected from any **ACTION/ABILITY** that specifies "**CARDS**" or "**STACKS**".

FOR EXAMPLE...

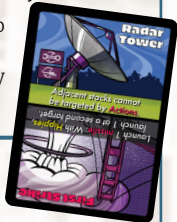
- » **COUNTERCULTURE** CANNOT *move* 1 stacked **CARD**...
- » **MILITARY BASES** CANNOT *Sabotage* a **CARD**...
- » **INVADE** CANNOT *destroy* a **STACK**...

...if the card/stack is on a **BUILDING** adjacent to a **RADAR TOWER**.

If an **ACTION/ABILITY** has no other valid *target*, then it cannot be played. If either effect must be activated (*for example: if it was revealed by Sabotage*), then the effect fizzles, and the card is discarded with no effect.

As with all buildings, you may slide Radar Towers between two buildings as you play them.

Note: Radar Towers do not protect adjacent buildings from missiles, or any effect that does not specifically target a card or stack.



CARDS: BUILDINGS, CONT.

PLAY



UNIVERSITY: At the start of your turn, you may *play* the top **CARD** of this **STACK**.

Unlike other **ABILITIES**, this ability **MUST** be used before any other **ACTION/ABILITY**, and before any **CARD**.

DRAW A CARD **UNIVERSITY(S)** **OTHER ACTIONS/ABILITIES**

If you do anything besides drawing a card, the university is *disabled* (see pg 9) until you pass to the next player.

You **must** play the **TOP CARD** of the **STACK**. This card may be played as either an **ACTION** or a **BUILDING**. (cannot be played face down)

REMEMBER! YOU CANNOT LOOK AT ANY STACKED CARDS AT ANY POINT IN THE GAME, UNLESS OTHERWISE STATED.

Note: This is a building ability. You must still play a card from your hand after this ability.

TRAVEL

INTERSTATE HIGHWAY: During your turn, **CARDS** may *travel* to or from this stack.

To make a card *travel*, move the **TOP CARD** from its current **STACK** to the top of the **STACK** adjacent to it. Cards can only travel **TO** or **FROM** an **INTERSTATE HIGHWAY**.



TO HIGHWAY



FROM HIGHWAY



TRAVEL TIMES MAY VARY

You may *travel* any number of cards any number of times in one turn, as long as the **INTERSTATE HIGHWAY** enables them to do so. In fact, it is possible and can be beneficial to rearrange stacked cards by having them *travel* back and forth.

DISABLE vs TRAVEL

Cards can *travel* onto or off of *disabled* **BUILDINGS**, as long as the **INTERSTATE HIGHWAY** is not the *disabled* **BUILDING** in question. As soon as the **INTERSTATE HIGHWAY** is *disabled*, *Travel* is stopped, instantly.

PEACEFUL PROTESTS can *travel* just as other stacked cards can.

Note: There is no limit to the number of Interstate Highways a card can travel along before reaching its destination.

CARDS: ACTIONS

PRODUCE

LEGISLATE: *Produce* a **CARD** onto each of your **BUILDINGS**.



Produce 1 card onto every building in your Nation. You may not opt out of producing onto specific buildings, nor can you decide where each card goes.

HOW TO PRODUCE

To *produce* a card, **DRAW** a card from the **PLAY DECK** **without looking at it** and **STACK** it on a **BUILDING**.

This means that nobody, not even you, know what card you just stacked.

Remember that once you stack a card onto a farm, it can no longer produce cards on its own!

ACTIONS UPGRADED BY HIPPIES



The following cards (**COUNTERCULTURE**, **INVASION**, **FIRST STRIKE**) are upgraded if you control at least one **HIPPIES** (see *Hippies pg.09*). They can still be played if you do not have one, but their effect will be less impactful.*

**Hippies do not strictly upgrade each of these cards. There are situations in which you may prefer the non-upgraded version of any of these. Especially First Strike (see pg.12)*

MOVE

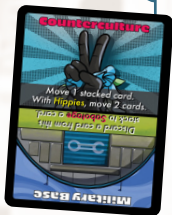
COUNTERCULTURE: **Move** 1 stacked card. With **HIPPIES**, move 2 cards.

WITHOUT HIPPIES IN YOUR NATION...

Select one **TOP CARD** from a **STACK**. Move it onto any other **STACK** as the new **TOP CARD**.

WITH HIPPIES IN YOUR NATION...

Select one **TOP CARD** from a **STACK**. Move it onto any other **STACK** as the new **TOP CARD**. Repeat this one time so that two **TOP CARDS** have moved in total.



MOVE MEANS ANYWHERE! IF YOU WANT TO MOVE A CARD TO OR FROM YOUR OPPONENT, YOU CAN.

ACTIONS UPGRADED BY HIPPIES, CONT.

DISCARD

INVASION: Destroy a **STACK**. With **HIPPIES**, Ignore 1 **RESPONSE SYSTEM**.



Select one **BUILDING**. Reveal every **CARD** stacked as a shield on this building. If it is *not* a **RESPONSE SYSTEM**, put it in the **DISCARD PILE** without using its action.

WITHOUT HIPPIES IN YOUR NATION...

Invading a **BUILDING** will trigger **every RESPONSE SYSTEM** stacked on the **BUILDING**.

WITH HIPPIES IN YOUR NATION...

Invading a **BUILDING** will trigger **almost every RESPONSE SYSTEM** stacked on the **BUILDING**. Place the first revealed **RESPONSE SYSTEM** into the **DISCARD PILE** without launching a missile.

Note: Players *invading* their own **BUILDING STACK** and triggering a **RESPONSE SYSTEM** may decide where these *missiles* are launched.

MISSILE

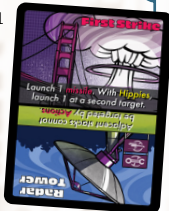
FIRST STRIKE: Launch 1 *missile*. With **HIPPIES**, launch 1 at a second target. See *Missiles* (pg.06).

WITHOUT HIPPIES IN YOUR NATION...

Launch a *missile* at a selected player.

WITH HIPPIES IN YOUR NATION...

Launch a *missile* at a selected player. Next, launch a *missile* at a second, separate, player. In total, you should launch 2 *missiles* at 2 unique players*



*2 PLAYER RULES (WITH HIPPIES)

In a 2-person game, you may opt-out of launching a second *missile* with **HIPPIES**. Doing so would force you to *missile* yourself, after all!

*3+ PLAYER RULES (WITH HIPPIES)

If you are playing with 3+ total players, you **MUST** launch a second *missile* at a second, unique player. You **may not opt-out** of this action if you have **HIPPIES** in your nation.

REMEMBER! THERE ARE NO PREREQUISITES FOR LAUNCHING YOUR FIRST NUCLEAR MISSILE! SO LAUNCH AWAY! IT MIGHT EVEN BE BEST TO FIRE EARLY, BEFORE THE OTHER NATIONS BUILD UP THEIR OWN NUCLEAR ARSENALS.

Note: There is nothing preventing you from launching a missile at yourself. If you reveal any of your own *Response Systems*, you may choose where each new missile is launched.

ACTIONS NOT PLAYED TO THE DISCARD PILE

MISSILE

RESPONSE SYSTEM: If this card is *Sabotaged* or *missiled*, return a *missile*.



RESPONSE SYSTEMS must be played as **SHIELDS**, stacked on a **BUILDING**, such that they are indistinguishable from any other **STACKED CARD**.

Note: Remember to bluff whether a card is a response system or not! Much of the deception and diplomacy of 1971 comes from the threat of Response Systems and Mutually Assured Destruction.

HOW DOES IT LAUNCH A MISSILE?

If a **RESPONSE SYSTEM** is **DISCARDED** by another *missile*, *sabotage*, or *invasion*, instantly launch a *missile* at the player who discarded this **RESPONSE SYSTEM**.

RESPONSE SYSTEMS LAUNCH A MISSILE, WHICH MAY TRIGGER AN OPPONENT'S RESPONSE SYSTEM. THIS CAN EASILY LEAD TO BOTH PLAYERS GETTING ELIMINATED ...AKA Mutually Assured Destruction

REVEALING YOUR OWN RESPONSE SYSTEMS...

If you reveal your own **RESPONSE SYSTEM** by *missile*, *invasion*, or *sabotage*, you may choose targets for each new *missile*.

WHEN BOMBS ARE BURSTING THROUGH AIR...

When multiple **RESPONSE SYSTEMS** are launched at once, remember to resolve all of the launched *missiles* before using any newly revealed **RESPONSE SYSTEMS**. This may mean *missiling* an opponent several times and destroying their nation before launching all of theirs back at you.

Note: You may NOT opt out of launching a missile when a response system is flipped.

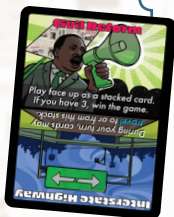
PEACE

CIVIL REFORM: Stack this face up on a **BUILDING**. If you have 3 **CIVIL REFORMS**, you **WIN**.

CIVIL REFORMS are not played into the **DISCARD PILE**, and instead must be played face up as a **SHIELD**.

As soon as you have 3 **face-up CIVIL REFORMS** stacked on buildings in your nation, you **WIN**. It does not matter whose turn it is. As soon as a player has 3, the game ends immediately.

Cards Stacked on top of Peaceful Protests do not disable them, but rather, protect them



13

Note: CIVIL REFORMS are still a card in the stack. They can be destroyed by missiles or Invades, discarded, and Sabotaged.

CARDS: VICTORY CARDS

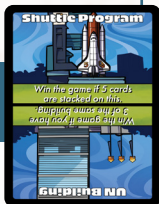
If your **VICTORY CARD** is destroyed, it is not **DISCARDED**, but is removed from the game entirely. **If you lose your VICTORY CARD, you are still in the game** (unless that was your last building).

5 STACKED CARDS

SHUTTLE PROGRAM: Win the game if 5 cards are **STACKED** on this.

Stack 5 **CARDS** as **SHIELDS** on the **SHUTTLE PROGRAM** to **WIN** the game. Civil Reform counts towards this victory!

SHUTTLE PROGRAM IS BEST USED WITH PRODUCTION CARDS. YOU CAN THREATEN VICTORY WITH ONLY 3 CARDS STACKED ON THIS, WITH ONLY A FARM, OR A UNIVERSITY WITH LEGISLATE.



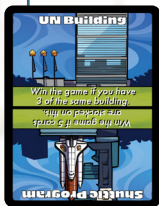
Fun Fact: The Shuttle Program in 1971 is the same victory as the Moon Lander in 1961. As a result, it plays great with both sets!

3 SAME BUILDING

UN BUILDING: Win the game if you have 3 of the same **BUILDING**.

Build 3 of the same **BUILDING** to **WIN** the game with the UN Building. Remember! **HIPPIES** will disable the UN building if built next to it.

UN BUILDING SIMULATES THE EMBASSIES OF 1961. IF YOU HAVE STRONG DUPLICATE CARDS IN YOUR HAND, IT MIGHT BE GOOD TO CHOOSE THE UN BUILDING.



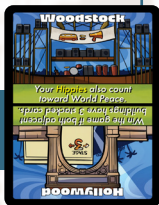
HIPPIES = CIVIL REFORM

WOODSTOCK: Your Hippies also count toward World Peace.

You may use **CIVIL REFORMS** and **HIPPIES** in *any combination* of 3 cards to **WIN** the game.

With 1961, your **EMBARGOES** count as **EMBASSIES**.

WOODSTOCK IS A STRONG "CONTROL" CARD. IT DISCOURAGES OTHER PLAYERS FROM PLAYING DISABLE EFFECTS ON YOUR NATION.



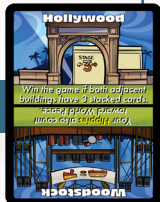
CARDS: VICTORY CARDS, CONT.

ADJACENT BUILDINGS

HOLLYWOOD: Win the game if both adjacent buildings have 3 stacked cards.

Stack 5 **CARDS** as **SHIELDS** on the **SHUTTLE PROGRAM** to **WIN** the game. Civil Reform counts towards this victory!

HOLLYWOOD SYNERGIZES VERY WELL WITH MOVEMENT CARDS SUCH AS COUNTERCULTURE AND HIGHWAYS.



10 STACKED CARDS

RAVEN ROCK: Win the game if you have 10 **STACKED CARDS** in total.

If you have 10 cards **STACKED** anywhere in your Nation, **WIN** the game.

RAVEN ROCK IS A GREAT VICTORY CARD FOR RAW PRODUCTION POWER. IT IS BEST FRIENDS WITH LEGISLATES, FARMS, AND ANY OTHER METHOD OF BUILDING YOUR STACKS.



5 UNIQUE BUILDINGS

WORLD'S FAIR: Win the game if you have 5 unique **BUILDINGS**.

If you have 5 unique **BUILDINGS**, including the **WORLD'S FAIR**, **WIN** the game. (or 4 unique buildings, aside from this card.)

WORLD'S FAIR HELPS YOU BUILD WIDE RATHER THAN "TALL." JUST REMEMBER TO BUILD UP YOUR NATION AS YOU GO, TO PREVENT A SINGLE MISSILE FROM WIPING YOUR BOARD.

Note: **HIPPIES** count towards your victory here, but will disable any **BUILDING** next to them, making that **BUILDING** invalid for your **VICTORY**. They will also disable the World's Fair itself, if placed next to it.



REMEMBER HOW ACTIONS TARGET CARDS!

ORDER MATTERS!

SABOTAGE and **COUNTERCULTURE** both interact with **STACKED CARDS**. When interacting with single stacked cards, **you may only target the very top card of a stack.**

CAN YOU TARGET BUILDINGS?

NO! **SABOTAGE** and **COUNTERCULTURE** can only target cards **STACKED** onto a **BUILDING**, not the **BUILDING** itself. Even if a building has no cards stacked on it, it still can not be *targeted*.

Note: You can target multiple cards from the same stack, but the card must be the top card of the stack at the time it is being targeted.

top card of the stack >>

STRANGE SCENARIOS

IF THE PLAY DECK RUNS OUT OF CARDS...

Shuffle the **DISCARD PILE** into a new **PLAY DECK** to draw from. If there is no **DISCARD PILE** left to shuffle, and you try to draw a card from an empty deck, then your countries enter a financial crisis. In other words...

...a *missile* is immediately launched at every player, starting with you. Yay! Now you have a **DISCARD PILE** to shuffle into a **PLAY DECK** to draw from! (*no response systems are launched in retaliation.*)

ADDING BUILDINGS/CARDS TO RIVAL NATIONS

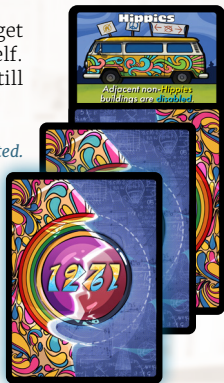
If you just Stacked the 4th card on your **SHUTTLE PROGRAM** then it's clear you could **WIN** next turn. You could create another target for players to consider attacking instead of you by playing another player's second **PEACEFUL PROTEST** for them!

NUKING... YOURSELF??

Players may choose to launch a *missile* at their own City and/or **SABOTAGE/INVADE** their own **BUILDINGS**. Upon triggering their own **RESPONSE SYSTEM(S)**, the player gets to choose the **RESPONSE SYSTEM** *missile* target. In other words, a false flag operation.

ANYTHING ELSE.

If you are ever in disagreement about a card interaction and are unable to come to a consensus using this rulebook, play a game of House and Fish and Balloon. The winner determines the ruling.



NOTE: OUR KICKSTARTER BACKERS

You should take pride in backing new board game companies like our own! Instead of putting another drop of money into a large studio's coffers, your pledge is going directly into *creating 1971*. And with your help, we can continue to make more exciting games just like it.

To those who backed us at no reward, to those who backed us for the highest rewards, you made this a reality and you should share equally in our pride at its completion.

Thank you!

PREMIUM BACKERS

Mr. Bitcoin Gold	Jeff Barthe	Caitlin K. & Alex M.
Roger Fox & Lorriane Heitchue	Sheri Beshear	Scott Mohnkern
Don & Diana Joye	Alessandro Cois	Nathan Villanueva
Chenda C.	Jason Pollak	Robin Scott
T. Smead	Richard Laux	Justin Wearne
Janie	Emily Kuroda & Alberto Isaac	Susan
The Quimpo	The Weissman	Terry & Bertha Dano
Matthew Mills	Natasha Laux	William Retorick
Cecilia	Freddy	Ben Baldanza
Brian	Ken Chhi	The Holt Family
David Propach & Natasha Wasserman	Andy Garrard	Rick Favro
Jesus Perera	Lord Robert of Dave Allen	Michael Craddock Channy Chhi Laux

NOTE: OUR GAMETESTERS

Without our numerous gametesters, there'd be no game to begin with. Having never tested games ourselves before, we're extra thankful for how patient and enthusiastic you were throughout the entire process. We look forward to bringing more games to your homes in the future.

Caitlin K.	Alberto Isaac	Chiara
Alex M.	Shaun Stennes	Ria
Starmole	Allorius	Vincent
Maia-chan	Neari	Jack
Silvia K.	Soapy	Hank Moss
Rebecca K.	Paul Gullixson	Jack Eckert
Sabrina Sayshi	Emeline Ring	Gabe Anderson
Barbara	Ian Overn	Lord Andrew
Daniel	Brian Smith	Jess Quimpo
Terry	Sylvia Lustig	Cole
Jonathan To	Emily Kuroda	Alexandra Propach

Too many people helped bring this project to life to list them all here. A special thanks to our art critics, casual gametesters, and product testers.

KICKSTARTER CINEMATIC

Our Kickstarter cinematic was produced and created by Jonathan To. Check out his Instagram @carjonfilms!



The background of the page is a light-colored collage of various newspaper clippings, including headlines, photos, and graphics, all rendered in a faded, grayscale style. The text 'HOUSE FISH BALLOON' is centered in the middle of the page.

HOUSE FISH BALLOON

QUICK REFERENCE GUIDE

EACH TURN, USE A CARD IN YOUR HAND TO DO 1 OF THE FOLLOWING:

PLAY BUILDING: in front of you (or another player).

PLAY ACTION: to the **DISCARD PILE**.*

STACK CARD: face down onto any **BUILDING**.

*Actions you don't **DISCARD**:

RESPONSE SYSTEM: Stack this card **FACE DOWN**. When it gets revealed, it launches a missile.

CIVIL REFORM: Stack this face up on any Building.

KEYWORDS:

Launch a **Missile**: Discard the **TOP CARD** of every **STACK** of one target player. Any revealed **RESPONSE SYSTEMS** launch back at you.

Produce: Take a **CARD** from the deck and **Travel:** Move a card to an stack it anywhere **without looking at it**. adjacent **STACK**.

Sabotage: Reveal and discard any stacked **Disable:** Ignore **BUILDING** text card. Play its **ACTION** immediately. and name.

CARDS UPGRADED BY HIPPIES:

COUNTERCULTURE: With **HIPPIES**, move 1 extra card.

INVADE: With **HIPPIES**, ignore 1 Response System.

FIRST STRIKE: With **HIPPIES**, target a second opponent.

WIN CONDITIONS:

CIVIL REFORM: Win the game if you have 3 **CIVIL REFORMS**.

By Elimination: Be the last player destroyed by **nukes**!

VICTORY CARD: Win the game if you meet your **VICTORY CARD**'s goal.

SHUTTLE PROGRAM: Win the game if 5 **CARDS** are **STACKED** on this.

UN BUILDING: Win the game if you have 3 of the same **BUILDING**.

WOODSTOCK: Win the game if you have 3 **CIVIL REFORMS/HIPPIES**.

HOLLYWOOD: Win the game if you have 3 **CARDS STACKED** on the 2 adjacent **BUILDINGS**.

RAVEN ROCK: Win the game if you have 10 **STACKED CARDS**, total.

WORLD'S FAIR: Win the game if you have 5 unique **BUILDINGS**.

For a video explanation of the rules by the House Fish Balloon team, use this QR code!