

# Brexit: the Real Deal



## Brexit: the Real Deal

The year is 2120 and the UK has finally left the European Union. But Brexit didn't fix all the problems it had promised, there was clearly something still holding the UK back from greatness. So the people did the only thing they knew how. They had a vote and it was official; the UK is now leaving the UK.

**Brexit: the Real Deal** is a card game in which 3-5 players compete to win trade deals playing as England, Scotland, Wales, Northern Ireland or Cornwall. The game ends when one player achieves 6 trade deals in total. The player with the highest score at the end wins.

### Game components

- 36 Country cards
- 15 Country-specific cards
- 30 Effect cards
- 39 Negotiating cards
- 6 Hidden agenda cards
- 1 First player bus token

### Cards

#### Country cards

Country cards represent the country you are trying to create a trade deal with. If successful in the Trade it is retained to show that successful trade deal.



They look like this:



They have the country name, outline and flag. They also have one or more of the symbols on them that relate to the hidden agendas explained below.

#### Negotiation cards

##### Layout

Negotiation cards come in 3 types, country specific cards, negotiating cards and effect cards.



##### Card image

Card image

Negotiation value



Card name

#### Country-specific cards

There are 16 country-specific cards. They have a negotiation value of 3. You start with these cards in your hand and there is no way to get them back once they have been played. These are; English Cheddar, Something English, Welsh Lamb, Something Welsh, Scottish Whisky, Something Scottish, Northern Irish Beef, Something Northern Irish, Cornish Cider, Something Cornish and 5 Tourism cards.



#### Negotiating

There are 39 negotiating cards in total. They all have a negotiating value of 2.



#### Effect cards

They also have one or more of the symbols on them that relate to the hidden agendas explained below.

**Block** - This card blocks any trade deal from happening with the adjacent country. Other effect cards can activate, but no-one can win this trade deal through negotiation points.



**Take a trade deal** - Take any other players' trade deal and place it back on top of the country card deck. This card has a negotiation value of 0.



**Switch two players' trade deals** - Take one trade deal each from two other players and swap them. This card also has a negotiation value of 1 for whichever country it is played adjacent to.



**Switch your trade deal** - Take the country card that this is played adjacent to and switch it with any of your trade deals. This card also has a negotiation value of 1 for whichever country it is played adjacent to.



**Switch another players' trade deal** - Take the country card that this is played adjacent to and switch it with any other players' trade deals. This card also has a negotiation value of 1 for whichever country it is adjacent to.



# Brexit

## the real deal

You've watched the government try.  
Now it's your turn!

We spent 350 million  
developing this game.

(Definitely 100% true. You can't make that stuff up)

A card game of bluffing, strategy and negotiations.  
It's your deal or no deal!

Try and complete  
your hidden agenda -  
It's time to make you  
great again!

The Viking agenda  
Reform the viking  
states  
Who needs diplomacy when  
you have longboats!

The May agenda  
Stall the game for 20  
turns. If no-one wins,  
you win!

### Hidden agenda cards

Each player will draw a hidden agenda at the start of the game. This is your secret points condition. You will gain additional points for this at the end of the game. Each hidden agenda will have a symbol that matches a symbol on the country cards to collect through successful trade negotiations.

1. Extra Special Relationship  
Gain 2 points per  Trade deal
2. Asia Alliance  
Gain 2 points per  Trade deal
3. Viking victory  
Gain 2 points per  Trade deal
4. Reform the Commonwealth  
Gain 2 points per  Trade deal
5. Rejoin the EU  
Gain 2 points per  Trade deal
6. Take the Biggest Markets  
Gain 2 points per  Trade deal

### Gameplay

#### Set Up

Each player starts as either England, Scotland, Northern Ireland, Wales or Cornwall and draws their respective cards.

- England's cards: 1 Block, 1 Cheddar, 1 Something English and 1 Tourism.
- Wales' cards: 1 Block, 1 Lamb, 1 Something Welsh and 1 Tourism.
- Scotland's cards: 1 Block, 1 Whiskey, 1 Something Scottish and 1 Tourism.
- Northern Ireland's cards: 1 Block, 1 Beef, 1 Something Northern Irish and 1 Tourism.
- Cornwall's cards: 1 Block, 1 Cider, 1 Something Cornish and 1 Tourism.

Then shuffle and place the negotiation card deck, the Country trade deal deck and the Hidden agenda deck down on the table.

Each player then draws two cards from the negotiation card deck and one hidden agenda.

The starting player is the youngest player at the table and play passes to the left.

#### Sequence of a turn:

1. Turn over one less country card than the total number of players. For example in a three player game, turn over 2 country cards.
2. Taking it in turns from the starting player, players place negotiation cards face down adjacent to the countries they want to bid on. Each player can place down as many negotiation cards as they want on as many countries as they want. A player can also place no negotiation cards if they wish and skip their go.



3. Once the last player has placed their negotiation cards down, everyone flips their cards.
4. Then from the starting player following the same order, each player activates any negotiation card effects.
5. Once all effects have been resolved, add up each player's negotiation points for each country they are bidding on. Whichever player has the highest negotiation value for each country then wins that trade deal and places the country's card in front of them.
6. If there is a tie in negotiation value or it is blocked by a negotiation card effect, then nobody wins that country's trade deal and it is discarded.
7. Each player must have their current trade deals clearly visible in front of them.
8. The negotiation cards that were played are then placed on the discard pile. Any 3 value country-specific cards are permanently removed.
9. The starting player moves one to the left, everyone draws one new card from the negotiation card deck.
10. The new starting player then lays out new country cards equal to one less than the total number of players.
11. This repeats until one player has collected 6 total trade deals.

#### Quick Rules, Simple turn breakdown

1. The starting player turns over one less country card than the total number of players.
2. Players lay cards face down in order.
3. Then turn over all the cards and process effect cards.
4. If trade deal isn't blocked, whoever has the highest value wins the country.
5. If all bids are equal then the country goes in the discard pile.
6. All other cards go in discard pile
7. Three value cards are permanently discarded.
8. End of round, everyone draws a negotiation card.
9. The starting player moves one to the left.

If country cards or negotiation cards run out before victory is achieved, shuffle and flip the discard piles back into play.

#### Winning the game

The game ends when any player gets 6 trade deals. Each player then calculates their trade deal total score. Each player scores 2 points for each trade deal matching their hidden agenda and 1 point for every other trade deal they own. The winner is the player with the most points. Congratulations for being the first person to win Brexit.