

x DEALERS x IN x HOPE x



RULES OF ENGAGEMENT

"A leader is a dealer in hope."

- Napoleon Bonaparte



Dealers in Hope is a deck-building conquest game.

The world in 2140 is in turmoil. Sea levels have risen, and the significantly-reduced land mass has caused a lack of resources and reduced living space. The continent has descended into chaos.

As a faction leader, you will fight to gain territory for your people.

Players compete to score the most victory points by acquiring territories and achieving other faction conditions.



1 Double-Sided Action Board

One side for the early era and the other for the late era. Players select actions such as conquering territories and manipulating their discard piles.

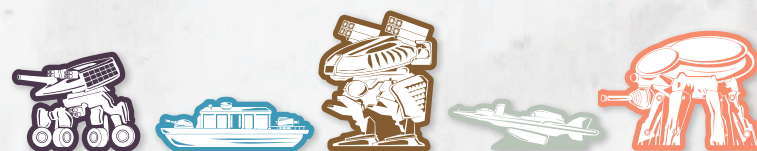
COMPONENTS



6 Faction Mats and 6 Faction Decks

Players select a faction at the start of the game and take the matching leader mat and starting deck.

Each starting deck contains 14 cards and has a leader icon for easy separation after play.



125 Miniatures

Miniatures are used to indicate territories conquered by players.



12 Master Cards, 60 Master Card Copies, ??? Level 1 and 2 Professional Cards

As part of setup, players select eight different master cards along with the matching professional cards.

During the game, players can **Train** their cards into level 1 professional cards, upgrade them to level 2, and even convert them into master professional cards.



50 Location Cards

These are taken when acquiring new territories. They usually offer some reward or effect.



20 Action Cubes 5 Leader Action Cubes

Used to track score and select actions on the action board. Players can use their larger leader action cube once per era to take actions which might otherwise be unavailable.



2 Battle Arrows

These mark territories involved in attacks.



5 Capital Markers

These indicate the start cities selected by players at the start of the game.



1 Double-Sided Game Board

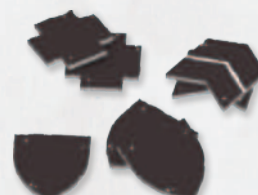
The European side is for 3 players.
The North American side is for 4-5 players.



50 Citizen Cards and 15 Masses Cards

Yellow-bordered Masses cards are the least effective cards in the game. They provide only one attack (♠), defense (♥), or support (♣).

Blue-bordered Citizen cards have far better stats than Masses. There are three types of Citizen cards - Tutors, Veterans, and Recruits.



?? Strength Markers

Tokens matching the symbols on the cards are used to track use of these resources during the turn.



1 Starting Player Token

Used to track the starting player. Each player is the start player twice per game.

SETUP

1 Place the game board in the middle of the play space. Place the action selection mat near the game board with its Early Era side up.

2 Each player takes the components in the color of their choosing:

- 25 Miniatures
- 1 Leader action cube
- Action selection/scoring cubes:

Take 4 cubes in a 3-player game.

Take 3 cubes in a 4-player game or 5-player game.

Place one of the small cubes on the '0' space of the scoring track.

3 Place the Recruit, Veteran, and Tutor cards (blue banner) face-up next to the game board as shown. No need to shuffle - the cards in each deck are identical.

4 Shuffle the different Masses cards (yellow banner) together and place them face-up next to the board as shown.

5 Choose professional card sets. Select 8 randomly or use the Recommended Professional Sets section at the end of the rules **(TBD)**. Place each Master card and the associated 1 and 2 professional decks next to the game board. Players each place a set of Master copies face down in their play area.

6 Shuffle the 2 and 3 Spoils of War decks separately and then lay out all four stacks of location cards near the board.

7 Choose a starting player at random. The starting player places the Start Player Marker by their other components.

Players now draft their faction and capital city.

Lay out the faction mats and the start city cards (those with 5 in the shield) where players can see them. Beginning with the player to the right of the first player and proceeding counter-clockwise, each player in turn chooses either a start city or a faction leader.

Then, going around the table again in reverse order, each player chooses whichever they did not choose the first time.

8 Players add the faction leader mat to their area. Each leader comes with a unique deck of 14 cards that match the symbol on the bottom right of the leader mat. Players shuffle the deck for their faction and place it in the Draw Pile space next to their leader mat.

9 Players add their capitol city marker to the area on the game board containing that city and keep the start card in their Ready Area.

10 Finally, players shuffle their decks and draw 4 cards.

(The Navaa faction player, if any, draws 5 cards because of her special ability).





CARD ANATOMY

Deck Cards

Faction starting decks are comprised of masses, citizens, and professional cards.

Each starting deck has two faction leader professional cards. The faction leaders in each starting deck are different.

Additional cards are added to decks throughout the game.

Card Name

Professional cards will include the level number, 1 or 2.

Attack

The number in the chevron is the card's attack strength.

Defense

The number in the shield is the card's defense.

Support

The number in the black cross is the value this card adds toward training new cards into the discard pile.



Banner Color

Indicates the card type - masses (yellow), citizen (blue), or professional (gray).

Faction leader cards have their own colors.

Cost

The number in the white cross is the amount of support necessary to **Train** the card into your discard pile.

Effect

Special rules that occur when playing the card. Some cards do not have an effect.

Card Count

The number in the black circle indicates the number of cards in the game. Cards in starting decks have a faction symbol here instead.



Location Cards

Location cards are smaller than other cards and, when obtained, are placed face-up in front of the controlling player rather than in their decks.

Territory Value

All cards with the same value are part of the same deck.

Effect

Depending on the territory value, some effects are single-use while others have a permanent effect.



6 Value Prize Cities: Taken by players acquiring 6-defense territories. These cards are transferred if the territory is taken by another player.

5 Value Starting Cities: Players select one of these during setup. Starting cities cannot be lost, and the card's effect lasts throughout the game. Players can take unused starting city cards as they acquire the appropriate territories.

2-3 Value Spoils of War Territories: The top card in the appropriate stack is taken when acquiring unnamed territories with a defense value of 2 or 3. These cards are discarded once used. They are not transferred if the territory is lost before the cards are used.



Placement Boxes

Level 1 and 2 professional cards are placed on the master card until purchased. Player copies do not have placement boxes.

Victory Points

The white circle shows the number of victory points gained at the end of the game for training the master card.

Cost

The number in the white cross is the amount of support necessary to train the card. The player copies do not include the cost.

Effect

Special rules that apply to players who have acquired the master level.

Master Cards and Player Copies

There are two types of over-sized master cards. One type (shown left) has two spaces for level 1 and 2 professional cards.

Eight master cards are selected at the start of the game and placed below the board in rows.

Also, each player begins the game with a set of master copies (face down). These can be trained, but instead of placing the card in hand, it is placed face-up in the controlling player's area.

HOW TO PLAY

Dealers in Hope is played over an Early Era and a Late Era. Each era consists of a number of rounds, called years, equal to the number of players.

FULL GAME LENGTH BY PLAYER COUNT:		
3 players: 6 years	4 players: 8 years	5 players: 10 years

Each year begins with the start player's turn and proceeds clockwise. Turns continue until every player has passed in succession.

Players are allowed to pass and then continue taking turns later in the year if other players have acted.

Each year ends with a winter phase. Players will move used cards back into their draw piles and may potentially score victory points. Then the start player token moves to the next player clockwise and a new year begins.

Once each player has been the starting player for a year, a new era begins. After the Late Era ends, proceed to final scoring.

On Your Turn

If you are holding fewer cards than your hand size (normally 4) and there are cards in your draw pile, draw back up to your hand size. Then discard any strength markers in your play area to the supply.

Then you may either pass or take actions on your turn. If you choose to pass, play immediately proceeds to the next player.

If you choose to take actions, carry out the following steps:

1. Choose an Action.

- 1.1. **Assault** to acquire territories
- 1.2. **Train** to get new cards in your discard pile
- 1.3. **Reorganize** to modify your deck or to save resources

2. Use Cards and Abilities.

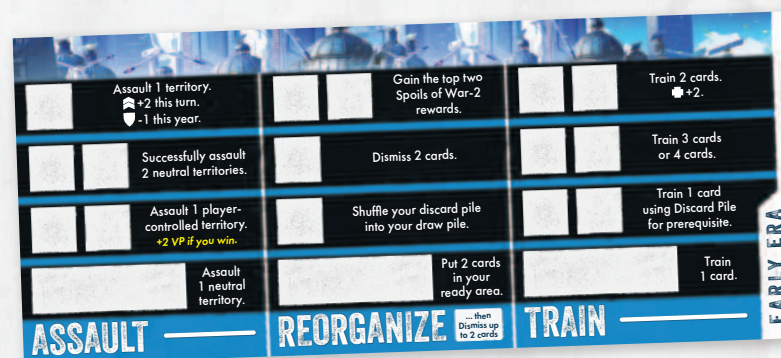
- 2.1. Use cards from your hand
- 2.2. Use cards from your Ready Area
- 2.3. Use Abilities

3. Discard cards from play space and refill your hand.

STEP 1: CHOOSE AN ACTION

Examine your hand and decide what you wish to do during your turn. In general, you will choose one of the **Assault** actions when you wish to acquire a territory, a **Train** action when you wish to add new cards to your deck, and a **Reorganize** action to modify your deck.

The Action Board shows available actions. Each action is explained fully below. During the first half of the game, the Action Board should be on its Early Era side. During the second half of the game, flip the board to the Late Era side.



Choose an action by using one of your action cubes, the start player token or your leader action cube.



The leader action (large) cube may be used to select any action, even one taken by other players. Be aware, you may only use your Leader Action Cube once during the Early Era and once during the Late era.



Action (small) cubes must be placed in an empty space on the Action Selection Chart. There must be a space available for an action to be taken. If all spaces are filled, that action may not be chosen. Note that the large bottom space in each column may hold an unlimited number of action cubes.



The start player token works exactly like a small action cube. The start player therefore gets one more action than any other player. For clarity of play, the start player should only use the start player token to select an action once they have used all their small action cubes.

After selecting your action for the turn, complete that action as explained under **Actions in Detail** which begins on page 11.

STEP 2: USE CARDS AND ABILITIES

Use your cards and abilities to support your chosen action. You may do these in any order you wish. You may mix them by, for example, playing a few cards, then using an ability, then playing more cards.

Playing Cards From Your Hand

Cards can be played from your hand to support your chosen action or for their abilities. In some special cases, cards may be put into your Ready Area to be used later.

When using a card for its abilities, play it onto your play mat. Choose which one of its strengths to use - attack (♠), defense (♥) or support (♣) and take the appropriate strength markers to your play mat. Then carry out the card's ability text, if any.



Example:

Karol uses her Privateers 2 for the 2 defense and takes two shield markers to remind her.

She can optionally also use the ability on the card during her turn.

Leader cards may be placed in your Ready Area instead of in your play area. When you do this, you are not playing the card. None of its Strengths are gained and none of its abilities are activated. Instead, you are saving the leader card for the future.

Use Cards From Your Ready Area

You may move cards in your ready area to your play space. Doing so is the same as if you played the card from your hand. Choose one of its strengths - attack (♠), defense (♥) or support (♣) and take that many markers to your play mat. Then optionally carry out the card's ability text, if any.

You may also use location cards that are in your ready area. These cards do not go to your play space. Instead, gain any strengths each one gives and optionally carry out the card's ability text. Then return it to the supply at the bottom of the appropriate stack. Location cards are gained and added to your ready area after successful attacks or as a **Reorganize** action.



STEP 3: DISCARD AND REFILL

This step begins when you have carried out your action and completed your card plays.

Move any used Spoils of War (value 2 and 3 location cards) in your play space to the bottom of their stack(s). Move any other cards in your play space to your discard pile.

Discard any cards from your hand that you don't want and draw cards until you have reached your hand size. If your draw pile should become depleted while drawing cards, you will have to finish the game year with fewer cards. Your discard pile does not replenish until Winter (see Winter below for more details). This is the last part of your turn. You may do nothing else this turn.

Continuing Play With the Next Player

After completing Step 3, play passes clockwise to the player on the left. Play continues until every player has passed in succession; then the year is over.

Remember that the start player receives a bonus action by playing the Start Player Marker like a normal action cube, and all players have a leader action cube that can be used once each era.

WINTER

The game year immediately moves to Winter when each player passes with no player taking an action.

Leaders have the ability to score victory points during winter, as indicated on their mat. All players score any of these at this time.

Players can then discard any cards from their hand, then shuffle their discard pile and place it under their remaining draw pile, if any. Players then refill their hands to their limit.

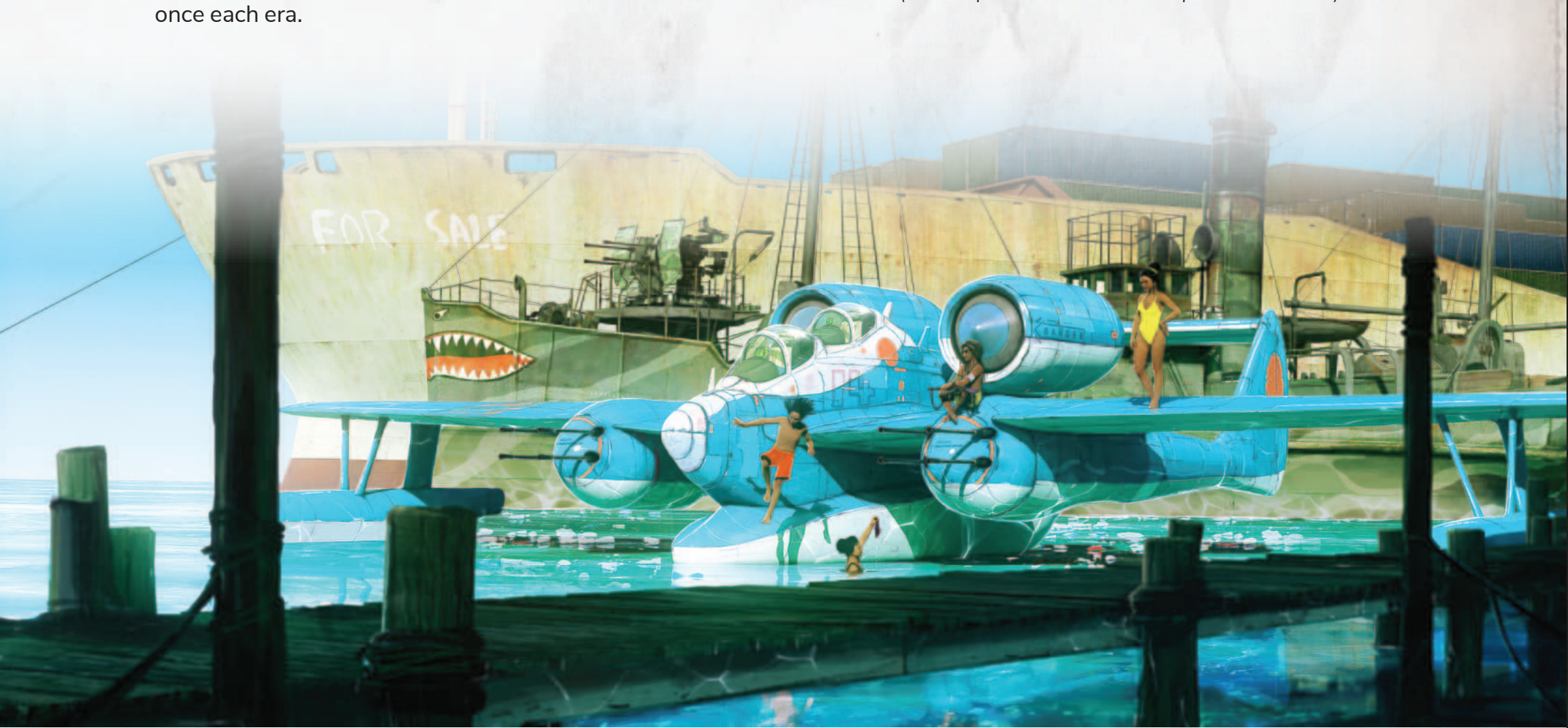
The start player marker is given to the next player to the left. If the new start player was the player who began the game, also flip the action mat to its Late Era side. If the action mat was already on its Late Era side, the game is over.

GAME END AND VICTORY

The game ends after the Late Era, when each player has been start player twice.

Total up scores. High score wins. In the case of a tie...?

(leave space for more description if needed)





ACTIONS IN DETAIL

There are three main groups of actions, as shown on the action mat - **Reorganize** actions, **Assault** actions, and **Train** actions. The actions under the groups change each era.

ACTION GROUP: REORGANIZE

These are the actions that give you extra resources, remove unwanted cards from your deck, give you earlier access to cards, let you ready cards for later, or give you victory points.

When you choose a **Reorganize** action, first perform the action described below for the current era, then carry out the rest of the action you've chosen. These are also described on the action mat.

- In the **Early Era**, you may dismiss up to two cards before carrying out the rest of the action you've chosen.
- In the **Late Era**, score 1 victory point before carrying out the rest of the action you've chosen.

REORGANIZE ACTION: GAIN SPOILS OF WAR

Take the top two cards from the Spoils of War 3 stack and put them face up in your Ready Area.

REORGANIZE ACTION: DISMISS

Dismiss cards to remove them from your deck.

Each time you dismiss cards, return them from your hand and/or discard pile (not in the play area or ready area) to the bottom of its supply pile. The number of cards that can be dismissed is shown on the action board.

Return any dismissed faction cards to the game box. (Faction cards have your faction's symbol on them).

Notice that the Early era reorganize comes with the ability to dismiss up to 2 cards. You may choose to dismiss 0, 1, or 2 cards each time you take a reorganize action during the Early Era.

Note: The "Dismiss 2 cards" action specifies dismissing exactly 2 cards. You may choose to dismiss fewer but you lose 1 Victory Point for each card not dismissed.

REORGANIZE ACTION: SHUFFLE YOUR DISCARD PILE

This action differs from the way you shuffle your deck during Winter. With this action, your discard pile and draw pile are completely shuffled together to create a new draw pile.

REORGANIZE ACTION: PUT CARDS IN YOUR READY AREA

Move cards from your hand to your ready area above the leader mat.

REORGANIZE ACTION: GAIN VP

Score 1 Victory Point.



ACTION GROUP: TRAIN

Training is how new cards are added to your discard pile. The process depends on the card being trained.

Note: Many of the training actions specify exactly how many cards to train. You may choose to train fewer but must lose 1 Victory Point for each card not trained.

Training Level 1 Professional Cards (Gray Banner), Citizen Cards (Blue Banner), and Masses Cards (Yellow Banner)

Level 1 professional cards include the number 1 in the card title. Spend the support shown in the white cross on the upper right edge of the card and take that card from the supply to your discard pile.

Players may train multiple copies of any of these cards into their discard piles.



Example: Norris uses Migrating Masses and a Tutor from his hand for the Support. He collects 4 support tokens which he uses to train the Privateers 1 card to his discard pile.

Training Level 2 Professional Cards

Level 2 professional cards include the number 2 in the card title. To recruit a Level 2 card, you must not only spend the support cost like Level 1 professional cards, but must also have the matching Level 1 or level 2 card in your play area. It must have been played earlier on your turn or played to pay the cost of the Level 2 card. Cards in the discard or ready area aren't in the play area. Players may train multiple copies of any Level 2 cards into their discards.



Example: Norris spends the Privateers 1 card as part of the cost to train the Privateers 2 card to his discard pile. He could have bought Privateers 2 with only the two Tutors, but for the requirement that the Privateers 1 card be in play. The extra support point can be used for something else, if needed.

Training Masters

Masters are trained much like Level 2 cards. Spend the recruitment cost shown in the white cross on the card and have the matching Level 2 card in play.

Place one of your control markers on the master card in the main play area to show everyone that you have achieved it. Also, turn over your matching Master player copy card and place it face up in your tableau for reference.

Multiple players may achieve the same master, but there is no reason to train the same Master multiple times.

Players achieving a Master may use the card's ability whenever appropriate. In addition, they receive victory points in the white circle at game end.



Example: Norris spends a Tutor and Privateers 2 for five support. He's able to train the Privateers master card since he has played Privateers 2 this turn. He places one of his control markers on the master card. Then he turns over the matching Master copy card in his own tableau. As with the previous example, Norris has an extra support token to use later in the turn, if he wishes.

TRAIN ACTION: TRAIN 2 CARDS

This action provides support (♣) toward training. Begin with 2 in the Early Era, begin with 1 in the Late Era (as shown on the action mat) to be used in combination with cards from your hand to train cards to your discard pile.

You must train exactly 2 cards. If you do not train exactly 2 cards, lose 1 victory point for each card more/fewer than 2.

Note: Cards are normally played into a space on the table in front of you called your play area, where they remain until they are moved to your discard pile (normally at the end of the turn).

TRAIN ACTION: TRAIN 3 OR 4 CARDS

When this action is selected, you must train 3 or 4 cards. If you train fewer than 3 cards, or more than 4, lose 1 victory point for each fewer (or additional) that you train.

TRAIN ACTION: TRAIN A CARD

Train exactly 1 card when this action is selected. If you do not train a card, lose 1 victory point. If you train no cards, or more than 1, lose 1 victory point for each fewer (or additional) that you train.

TRAIN ACTION: TRAIN 1 CARD USING DISCARD PILE FOR PREREQUISITE

This action allows you to train a Level 2 card or Master, so long as the appropriate prerequisite is in your discard pile.

Pay support (♣) as you normally would to train this card. This action does not award any extra nor do you gain any from the prerequisite card used from the discard pile.

TRAIN ACTION: DISMISS A CARD TO GAIN THE NEXT CARD

This action allows you to train a Level 2 card or Master, so long as the appropriate prerequisite is in your hand or discard pile. Gain the card, then dismiss the prerequisite by returning it to the bottom of its stack in the supply. There is no support (♣) cost for the card gained.



ACTION GROUP: ASSAULT

Leaders use **Assaults** to acquire new territories and expands their reign. **Assaults** may be carried out across land or across the seas.

Overland Assault On An Uncontrolled Territory

Choose a territory which is adjacent to a territory you control. Territories are adjacent if they share a white border or if a white arrow connects them. Place a battle arrow on this border to indicate where the assault is happening.

The territory has defense equal to the interior defense plus the native defense.

To take over this territory, you must spend attack (♣) strength markers which equal or exceed the defense of the territory.

Once your total reaches or passes the territory's defense, you have secured the territory for your nation. Place one of your control markers in it and take the location card appropriate for the location:

- **Native Defense 2 or 3 regions reward a Spoils of War 2 or 3 card.**
- **Native Defense 5 regions reward their named start city card.**
- **Native Defense 6 region reward their named Prize City card.**

Add this card face-up in your ready area.

Note: Spoils of War 2 and 3 cards may be spent immediately or held for later turns. Capitol City and Prize City rewards remain in your ready area and provide constant benefits for as long as you control those territories.



Example: Hilge controls Bern and wishes to make an overland assault on the adjacent territory Milan. She first places a battle arrow on the border to denote the attack, then she spends six attack (♣) tokens (3 native defense + 3 interior defense) to assault the territory. She then adds one of her control markers to the Milan territory.

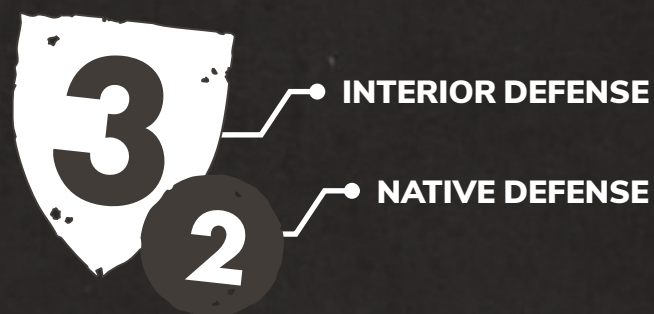
Oversea Assault On An Uncontrolled Territory

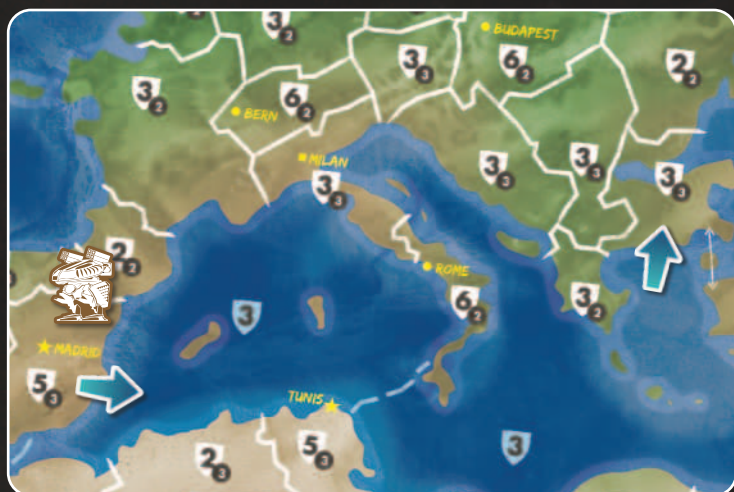
An oversea assault is resolved as an overland assault except as follows:

Choose a coastal territory which can be traced over water to a territory you control. Place a battle arrow on each coast to indicate where the assault is coming from and going to.

The territory has defense equal to the border difficulty of the defending region plus the native defense plus the difficulty of each sea region connecting them.

The rest of your assault proceeds exactly as described under Overland Assault On An Uncontrolled Territory.





Example: Here Hilge wants to attack the territory north of Ankara from her capital city Madrid. She places a battle arrow leaving Madrid and another into the territory she's assaulting. She then spends 12 attack tokens (3 sea defense + 3 sea defense + 3 native defense on the territory + 3 interior defense).

Assault On A Controlled Territory

Players may not attack cities with a capital marker. These are starting cities that were selected at the beginning of the game. All other player-controlled territories are open to attack.

When assaulting a territory held by another player, that player gets an opportunity to defend.

The defender begins with interior defense for the territory (the value in the shield on the territory on the game board). Add to this any defense provided by locations in the ready area and defense tokens remaining from assault actions previously taken (Some action board assault actions provide additional defense throughout the year). The defender also includes defense (♥) strength markers on their player mat from previous attacks this round. The defender does not claim the territory's native defense (the number in the small dark circle by the shield in the territory on the game board).

The attacker and defender now take turns playing cards. The attacker plays cards first:

Attacker

The attacker plays cards first, gaining strength markers from each card and carrying out card effects as normal. The attacker may play as many cards as desired and may spend cards from their ready area.

If after playing cards the attacker does not gain sufficient to equal or exceed the defender's total defense, the **Assault** is lost and the defender retains control of the territory. Otherwise, the assault continues.

Defender

Assuming the **Assault** continues, the defender now plays cards as normal, gaining strength markers from each card and carrying out card effects as they are played. The defender may play as many cards as desired and may spend cards from their ready area. This total is added to the initial defense calculated above.

If the defender does not gain sufficient to equal or exceed the attacker's total, the defender has lost the battle. The attacker immediately gains 2 VP and control of that territory.

If the defender has reached or exceeded the attacker's total, the attacker gets a final opportunity to win the battle.

The defender does not draw cards to refill their hand until the beginning of their next turn.

Attacker

The attacker now has a final opportunity to win the **Assault**. The attacker plays as before in the first round of the battle.

If the attacker musters a total that equals or exceeds the defender's total, the attacker wins, otherwise the defender wins.

Defender Wins

The defender retains control of the territory.

Attacker Wins

Remove the defender's control marker and replace it with one belonging to the attacker. The attacker also takes the appropriate reward.

- **Native Defense 2 or 3 region: Attacker gains the top Spoils of War 2 or 3 card from the deck with the same number.**
- **Native Defense 5: attacker takes that city's Start City card from the defender.**
- **Native Defense 6: attacker takes that city's Prize City card from the defender.**

Location cards are placed face-up in your ready area.

TURN STRUCTURE

1. Choose an Action.

Assault
Train
Reorganize

2. Use Cards and Abilities.

Use cards from your hand
Use cards from your Ready Area
Use Abilities

3. Discard cards from play space and refill your hand.

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