

THE RULES

HINDSIGHT

2020

Contents

(66) Cards, (1) 4-sided die
(12) 5M Pop tokens, (36) 1M Pop tokens

Overview

In *Hindsight 2020*, 2-6 players compete as rival nations trying to survive a wild year. Be the last nation standing OR have the highest Population at the end of the year (deck).

Setup

- Each player declares the name of their nation.
- Give each nation 10M worth of Population (♯). Nations' Pop tokens must remain visible to all throughout the game.
- Shuffle the deck and deal 3 cards to each nation, then place the deck face-down in the center of the table.

Card Management

As cards are flipped, played, and discarded they will create a face-up discard pile next to the main deck. Each nation may have up to 3 cards in their hand and up to 3 Active Policies in front of them.

Starting the Game

All nations may look at their hands. If you have any Policies they may be enacted now by placing them face-up in front of you (these are your Active Policies). Decide who goes first by any means you can. That nation starts their turn by *Checking the News*...

Turn Phases

1) Check the News

Flip a card from the top of the deck face-up in the center and read it aloud. Pay attention, some cards test reaction speed! If it is a:

Global Event - it affects everyone.

National Event - it affects the nation that flipped it.

Policy - it is automatically enacted (if you already have 3 Active Policies, one must be replaced and discarded).

Bonus Card - it is taken into your hand.

2) Take Action (optional)

Play an Event card or enact a Policy. You may only perform one action per turn. Global Events will affect every nation; National Events may be directed against another nation or towards your own nation. Bonus cards may also be played during this phase, and they do not count as your one action.

3) End Your Turn

If you have less than 3 cards in your hand, you may draw one (only one!) from the deck into your hand to end your turn. If you already have a full hand, simply state that you are done with your turn.

Note: You may never have more than 3 cards in your hand at the end of a turn. If you have 4 cards after *Checking the News*, you must play one.

Ending the Game

Nations are eliminated when their Pop reaches zero; the last nation standing wins. When nations are eliminated, their hand and Active Policies are discarded.

If more than one nation remains by the end of the year (deck), do not reshuffle. Play continues without *Checking the News*. When the remaining nations cannot or do not wish to *Take Action*, the nation with the highest Pop wins. In the case of a tie roll the die or play Rock, Paper, Scissors to determine the winner.



“The Game of the Year.”

Card Types

• Events

All Event cards display an amount of Pop 🧑 to be gained or lost. Many Events will have a stat modifier (Healthcare ❤️, Economy 💰, or Morale 😊) that will affect the amount of Pop gained or lost due to the Event.

🌐 **Global Events** affect every nation (whether they are flipped while *Checking the News* or played during the *Take Action* phase). Nations will be affected differently depending on their Active Policies.

🗺️ **National Events** flipped while *Checking the News* only affect the nation who flipped it. If played during the *Take Action* phase, National Events may be directed against another nation or towards your own nation.

• Policies

Policy cards contain stat modifiers for Healthcare (❤️), Economy (💰), and Morale (😊) which will determine how Events affect your Pop. You may only have 3 Active Policies at a time. If a Policy is flipped while *Checking the News*, it is automatically enacted (if you already have 3 Active Policies, one must be replaced and discarded). Enacting a Policy from your hand must be done during the *Take Action* phase of your turn. Policy stats are never retroactively applied to an Event. Certain Policies have special requirements in order to be enacted. Active Policies may not be discarded unless you already have 3 and are replacing one.

• Bonus Cards

Bonus cards allow nations to perform special actions. If flipped while *Checking the News*, they are taken into your hand.

Bonus Response cards may be played out-of-turn in direct response to an Event. They must be played during the turn of the Event to which they are responding. Response cards are executed in the order they are announced. For example, if somebody plays a “Refugee Camp” card to take a nation’s lost Pop, that nation cannot then play a “Hindsight” card.

Bonus Action cards may only be played during the *Take Action* phase of your turn, but they do not count as your one action so you may play multiple.

Calculating Death Tolls/ Population Growth

Use basic arithmetic to calculate the effect of Events on your Pop, based on the sum total of your Active Policy stats.

Examples:

If an Event says “-3M (modified by Morale 😊)” and you have 1 point of Morale, you lose 2M Pop.

If an Event says “-1M (❤️)” and you have 1 point of Healthcare, you are unaffected.

If an Event says “-1M (💰)” and you have 2 points of Economy, you gain 1M Pop.

If an Event says “-2M (😊)” and you have -1 points of Morale, you lose 3M Pop.

If an Event says “+1M (❤️)” and you have 2 points of Healthcare, you gain 3M Pop.

If an Event says “+1M (💰)” and you have -1 points of Economy, you are unaffected.

“The Purge”: Nations with 6M Pop lose 3M, with 5M Pop lose 2M, and with 1M Pop lose none.

“Immigration”: if one nation rolls a 3 and the other nation rolls a 1, the nation that rolled a 3 gains 2M Pop (3 minus 1) from the nation that rolled a 1.

Note: “Refugee Camp” may not be used on “Immigration” or “Overpopulation” Events since the Pop is already being relocated.

Important: If your nation is reduced to zero Pop on your turn while *Checking the News*, you may still *Take Action* to try to regain Pop, but Policies can never be retroactively applied.

2-Player Variants: With only 2 players, try starting with more Pop, allowing up to 4 cards in your hand, or both playing as 2 or 3 nations at a time.

Find us online:

@hindsight2020game
playhindsight2020.com