

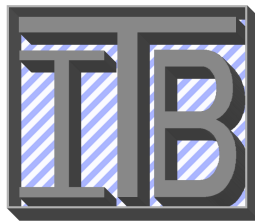


STATECRAFT

The Political Card Game

Build a political party in a familiar but fictional world, recruiting politicians to your cause, developing your manifesto of support winning ideas, campaigning for the support of the public and firing off salvos of slander and sabotage at your cunning rivals, and surviving catastrophic events that shake up the nation you're playing the game of politics in.

Every game of Statecraft is different, with more than 200,000 different starting set ups, with different supporters, leaders, scenarios, politicians each game, as well as different policies, actions, events and emergencies coming to the fore during the game.



Inside the Box Board Games

Board Games are Cool

Game by Peter Blenkarn, Art & Design by Zak Eidsvoog

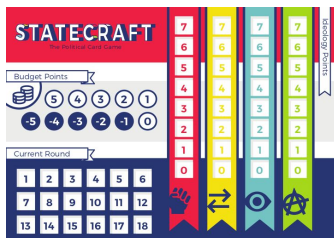
Quickplay Set Up

See advanced setup for instructions on how to set up Statecraft in over 200,000 ways.

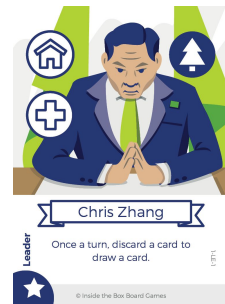
Shuffle each of the colour coded decks and place face down on the play area.



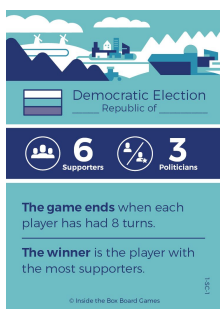
Each player randomly draws a Faction Leader card and places it centrally front of them. The unused faction leader cards are returned to the box. Ignore the special text on the Faction Leader cards for your first game.



Each player takes a Points Tracker and places it to one side of their play area. Each player puts a cube on the zeros of the tracker (and the 1 for the turn tracker). Nominate one player to keep track of the round. Each player should also take the 2 help cards for reference.



Place the Democratic Election Scenario card somewhere where everyone can read it. this is your Scenario, return all others to the box.



Place 6 random Supporter cards somewhere where everyone can read them, this forms the 'floating supporters' area. Return the other Supporter cards to the box.

All players draw 3 cards from the Policies and Actions deck, this forms their starting hand.

Put the purple Events & Emergencies deck to one side, volatile political events and emergencies can be included into a game of Statecraft using the advanced rules - see Advanced Set Up.



Put the Incumbent Card to one side.

The player with the highest chance of being embroiled in a sordid scandal if they were a politician starts first. If there is a tie, the player most likely to claim expenses to clean out their duck pond starts first.

The Game ends when all players have had 8 complete turns. As this game uses the Democratic Election scenario, the player with the most Supporter cards wins. The incumbent card breaks a tie. See Objective for further tiebreaks.

Advanced Set up

This process provides you with one of over 200,000 possible setups with core Statecraft.

Shuffle each of the colour coded decks and place face down on the play area.

Each player randomly draws a Faction Leader card and places it centrally front of them. The unused faction leader cards are returned to the box.

Each player takes a Points Tracker and places it to one side of their play area. Each player puts a cube on the zeros of the tracker (and the 1 for the turn tracker). Nominate one player to keep track of the round. Each player should also take the 2 help cards for reference.

Randomly draw a Scenario Card and place it somewhere where everyone can read it. this is your Scenario, return all others to the box. Read the win condition, end condition and special text to all players, resolving any start of game effects as necessary.

Draw the number of Supporter Cards indicated on your Scenario Card and place them in the 'floating supporters' area. Return the other Supporter Cards to the box.

All players draw 3 cards from the Policies and Actions deck, this forms their starting hand.

Deal the Events cards into 3 piles face down. Shuffle 1 pile into the Policies & Actions deck for a regular game, 2 piles for a disruptive game, and 3 for a chaotic game.

Put the Incumbent Card to one side.

The player with the highest chance of being embroiled in a sordid scandal if they were a politician starts first. If there is a tie, the player most likely to claim expenses to clean out their duck pond starts first.

The Game ends according to the end condition described on your Scenario Card. If this is a specific number of turns, nominate a player to keep track of the turns on their points tracker.

Objective:

Each game's end condition is given by the scenario card, which can vary wildly. In all games of Statecraft, you're seeking to dominate as the most powerful and influential faction.

Each scenario card also has an end condition and a win condition.

When the game end condition is met the game ends immediately, no more actions may be made, and then the winner is determined by the 'win condition' indicated on the scenario card.

This system recreates the hugely varied power structures of the world's politics, and reflects that even with the same people, politicians and policies, the game may not be won by the same party.

Some scenario cards carry special text which can make the game more challenging, fast paced or strategic, developing a range of interesting and replayable game styles so that each game of Statecraft is unique.



If there is a tie in a game of Statecraft, the incumbent card breaks the tie. If there is a tie which can't be broken by possession of the incumbent card, order some pizza, watch a few episodes of House of Cards then play Statecraft again.

If the second game results in another unbroken tie, each player should enter themselves into an election, first one to get assassinated wins.

Game End Conditions

1. After a specified number of player turns, the game immediately ends.
2. The game continues until one player has all the supporter cards
3. The game ends when one player has more than half of the supporter cards
4. The game ends when every supporter card has been claimed
5. The game ends when all the cards from the Policies and Actions deck are exhausted

Game Win Conditions

1. Player with highest number of supporters wins
2. Player with the highest budget deficit (lowest number on budget tracker)
3. Player with most extreme manifesto wins
(difference between authoritarian and anarchism + difference between free market and socialism)
4. Player with most balanced manifesto wins
(player whose average ideology points across all areas is closest to 3.5)

Each Turn:

Each player may perform as many actions, known in Statecraft as 'Manoeuvres' (this is to save confusion with Action Cards) as they want per turn, provided they can expend the cards needed for each action.

At the end of each player's turn, they must replenish their hand up to 3 cards by drawing from the action/policy deck. If players have more than 3 cards, they must discard cards until they have 3.

Drawing and resolving an event card does not count towards your 3 cards, so when the next player starts, you should have 3 cards (unless there are any other effects in play!)

Manoeuvres

Manoeuvres are player actions, which can be taken in any order, as many times as is possible by a player on their turn. Some manoeuvres cost cards to play (which means you discard them), others use the cards you've played in specific ways. You don't have to do anything on your turn if you don't want to. You could spend all that taxpayer time on watching Rahdo Runs Through on YouTube or failing to show up for national security meetings.

Each player is seeking to build up a team of politicians, so that they can cover their bases with all 4 of the specialisms that enable policies to be played.

These policies give players the ideology points that they need to entice supporters to their faction, and ultimately win the game.

Action cards provide players with an edge.

Event cards create volatility in the game which disadvantages leading players.

Emergencies **really** get things moving.

Announce Policy

To announce a policy the active player reveals the policy card and announces which option from the card their party is endorsing.

The policy being announced must then be tucked under the top of a politician card with the matching specialism symbol to the policy card you've just announced, ensuring that the card's ideology points are visible. These ideology points are then added to the party's points tracker.

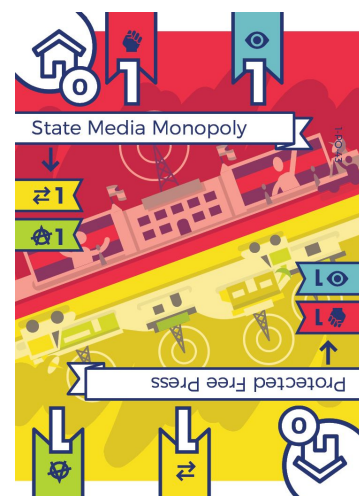
All policy cards also have a cost, indicated by the small bubble next to the ideology points banners, which indicates for each option, the effect on your budget. Positive numbers get you money, so move your tracker up, negative numbers cost you money, so move your tracker down. (If denouncing, do the opposite - see below)

Ideology points cannot be more than 7 or be below 0, if any action forces either of these to occur, they just stay at 0 or 7. "There's a limit to how much Jimmy likes Communism, equally, there's a limit to how much Jane hates the Free Market"

Each politician can have up to 3 policies in their 'portfolio', i.e. up 3 policy cards poking out the top of the respective politician cards.

A player may also indicate that they are 'denouncing', rather than 'announcing' a policy. In this case the card is tucked under the bottom of the politician, and the points are **deducted** from the party's points tracker. **All politicians and leaders can denounce up to 3 policies**

Each policy card has a small indicator at the sides of each card which describes the ideology points of the reversed policy option, so you don't have to read upside down.



Campaign for Supporters

To claim a supporter card from the floating supporter pool (these represent supporters who have not been convinced by the gratuitous lies or idealistic propositions of any particular faction) the active player must do the following:

1. For each ideology on your ideology tracker, check against the supporter card to ensure that the **supporter is satisfied by your manifesto**
2. If all of your ideologies satisfy the supporter, the **supporter card is claimed and placed in your area** where other players can still see the important information

Checking to see if a supporter card is 'satisfied' by your policy group

For each ideology, you must have a number of ideology points which matches the supporter card you are seeking to claim.

If all 4 ideologies meet this condition, you may claim that supporter card.



The dark blue torn banner on this supporter card indicates that they will tolerate no more than 1 ideology points for 'Authoritarianism'

The other coloured banners indicate that this support requires at least 4 ideology points of 'Capitalism' and 5 of 'Socialism'.

You'll notice that there's a gap on the right, this shows that the supporter is indifferent about 'Anarchism' meaning that it doesn't matter how many points you have for this ideology when you claim the card.

Recruit Politicians

To recruit a politician a player must do the following:

1. **Discard a card from your hand.**
2. **Draw politician cards from the politician deck** according to the number indicated on the scenario card.
3. Lay them out face up for all players to see and **select one**. Discard any unused politicians into a separate pile, this is known as the 'retired politicians'.
4. **Place the politician into an unoccupied space** in your 'cabinet' as close as possible to your leader - you may have up to two politicians either side of your leader.
5. *(The two politicians directly adjacent to the leader are referred to as the 'inner circle')*

If there are no politicians left, the retired politicians pile is shuffled and is then used as the new politician deck.

Note the symbol(s) in the top left of the politician card, this indicates their 'specialisms', which determines which policy cards they can accommodate in their portfolio.

Only policy cards which match one of a politician's specialisms can be played onto that politician.



Replacing an existing politician:

If the player wishes to recruit a politician into a space in the cabinet which is currently occupied, then they may do so if there is at least one specialism common between the replaced politician and the new one. Senior politicians can only be recruited by replacing a politician. You cannot replace your leader in this way.

Any policies in the new politician's portfolio that are not supported by their specialisms are returned to the player's hand, and the player's points tracker is adjusted to reflect those policies being lost.

During Game:

Budget

When playing policy cards, players will adjust their budget tracker to reflect the amount of income and expenditure the faction is promising. Players may not play a policy card if it would result in their budget being in a surplus of more than 5, or a deficit of less than -5.

Discarding Cards from Manifesto

If you are forced to discard a card from your manifesto (which includes denounced policies), move that card from your manifesto to the discard pile and adjust your trackers to reflect the fact you've lost that policy. (i.e. do the opposite of what you did when you played it)

Policies & Actions Deck

Once all the cards from the deck are gone (discarded, in players' hands or played into the game area) then all cards in the Policies, Actions and Events discard pile are shuffled together and form the new deck.

The above also applies to the Politicians deck!

Incumbent Card



Players must ensure that the incumbent card is held by the player who currently controls the most supporter cards, if there is a tie, the incumbent card stays where it is.

At the start of the game the incumbent card isn't assigned to anyone, unless otherwise stated by a Scenario card. If there is some reason that the above doesn't apply in the case of a tie, then the players with the most supporter cards must secretly bid a number of cards from their hand.

The player with the highest bid discards those cards and claims the incumbent. In the case of a further tie, the incumbent card is placed to one side and remains out of play until a clear lead is established..

Advanced Manoeuvres

Fire Politician

A player may fire a politician in their cabinet by discarding that politician and returning all policies in their portfolio to their hand. The player then adjusts their points tracker to reflect the lost policies. This action costs 1 card, which the player must discard from their hand before returning the fired politician's policies to their hand.

Notes on firing politicians:

1. *If a politician is removed from a player's cabinet other than by that player firing them as an action, then all of the policy cards attached to that politician are discarded rather than returned to the player's hand.*
2. *If an inner circle politician is removed, and there is an 'outer circle' politician adjacent to them, the outer circle politician and their portfolio, move with them into the 'inner circle'.*
3. *They like to get snuggly with the leader.*

Poach Supporters

If your manifesto satisfies a supporter that has been claimed by another player, and that supporter is no longer satisfied by their manifesto, you may poach that supporter card. This action costs 1 card, which must be discarded from your hand.

If you satisfy the supporter but they are still satisfied by their current host, you may poach that supporter, but this will cost you 2 cards, which you must discard from your hand.

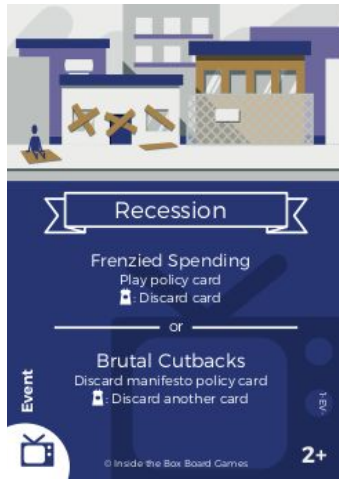
Play an Action Card

To execute an action card in their hand, a player must announce that they are playing an action card, then reveal that card and discard it. They must then carry out the action as given by the 'special text' of the card.



Revealing an Event Card

Event cards are shuffled into the Policies & Actions deck but have purple, rather than blue, back. When a player is forced to draw an event card they reveal it and read it out to all players.



Events - every player must choose from one of the two options available on the card. The incumbent player has to also carry out additional effects associated with each choice as indicated on the card. These additional effects are indicated by the incumbent symbol.

Some cards only affect the incumbent. If there is no incumbent in this case, nothing happens and play continues as normal.

If a player is unable to do a specific action, they continue as normal (although if of the two actions they can do one, they must do that one)



Emergencies - emergencies are a special type of event card which do not have any options. they are simply read out and the effect is carried out by all players individually or collectively as appropriate. Emergency cards are sneaky as they appear like event cards from the back of the card, but are much more potent.

Some emergencies require that players discard a card (or pretend to) as part of a collective action, if this is the case, then players secretly choose a card (or nothing) and reveal all at once.

Event cards are discarded after their effects have been resolved.

NOTE: Some events refer to 'blue', 'red', 'green' or 'yellow' policies, these are those where the policy choice's illustration is mainly that colour.

Other events refer to 'freeplaying' a policy, this means the policy is announced/denounced, then the player who's used that policy may immediately draw a new card.



ICON OVERVIEW

