

DEPRIVATION OF SENSORY STIMULI

MILITARY CONFINEMENT ACTS ON MOST PERSONS AS A

POWERFUL STRESS. A PERSON CUT OFF FROM EXTERNAL

STIMULI TURNS HIS AWARENESS INWARD AND PROJECTS HIS

UNCONSCIOUS OUTWARD. THE SYMPTOMS MOST COMMONLY

PRODUCED BY SOLITARY CONFINEMENT ARE SUPERSTITION,

INTENSE LOVE OF ANY OTHER LIVING THING, PERCEIVING

INANIMATE OBJECTS AS ALIVE, HALLUCINATIONS, AND

DELUSIONS. DELIBERATELY

Accusation

a BRAIN GOOD game
braingoodgames.com

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Accusation is a labour of love, but developers still need to eat in order to have further Brain Goods! If you like it, we ask that you spread the word, and buy a copy at www.braingoodgames.com.

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Accusation – Intro/Contents

Introduction

Accusation is a card game in which players take on the roles of world leaders engaged in international politics. Players use their country's assets: military, intelligence, economy, diplomacy, and research to manipulate the outcome of world events in order to gain victory points and achieve world domination.

Recommended Players: 2-4

Game Length: 20-40 minutes

Recommended Age: 12+

Estimated Learning Time: First game may be ~10 minutes longer, 1-2 games to complete understanding

Release Formats: Physical Set, Print & Play PDF

Contents (Physical Set):

- 45 Unique Event Cards
- 8 Public Works Cards
- 1 Speaker Card
- 4 “Ones” tokens (pennies) and 4 “Tens” tokens (dimes)
- 30 Resource Tokens (Beads)
- 17 BAD REP Tokens (Paperclips)
- 4 Sets of Player Cards, with each set including:
 - 1 of each of Military, Economy, Diplomacy, Intelligence, and Research Ministries
 - 1 Accusation Cost Card
 - 1 ID Tracker Card
 - 1 Accusation Screen
- Rulebook

Contents (Print & Play PDF):

- Rulebook
- 45 Unique Event Cards (5 pages of unique Event Cards, with 9 cards per page)
- 1 Player Template Page (including each Ministry Card, an Accusation Cost Card, an ID Tracker Card, an Accusation Screen, 4 BAD REP tokens, one 10s token, and one 1s token) [Print one copy of this page for each player. Note that 2-4 are recommended, but as many as 6 are feasible with this ruleset.]
- 1 Game Items page (including 8 Public Works Cards and the Speaker Card)

Needed Components (Print & Play PDF):

- Approximately 25 resource tokens (pennies or beads work well)
- A 10s and 1s counter for your ID Tracker card, explained later (a penny and a dime work well; alternatively you may use the tokens provided on the token card located on the Player Template Page)
- 4 BAD REP tokens per player (paperclips work well; again, you may alternatively use the tokens on the Player Template Page)

Accusation – Rules

How to Play:

Note: Keep the Glossary/Notes handy to best understand these instructions.

Win Conditions – First to 3 Victory Points (VP), or last player standing.

Game Setup

1. Each player takes their set of 5 Ministry Cards and sets them face up in front of them in the order Military, Economy, Diplomacy, Intelligence, Research. (A useful way of remembering this is the mnemonic “MEDIR”, or “m’dear”.)
2. Each player takes their ID Tracker Card and Accusation Cost Card and places them face up horizontally in front of them beside the Ministry Cards. Each player then takes one of the Accusation Screens and places it in front of their ID Tracker Card in order to conceal it from other players. Each player also places a Resource counter on the 0 VP space of the Accusation Cost Card to indicate that they have 0 Victory Points.
3. Each player takes a 10s and 1s counter and places it near their ID Tracker Card. These will be used to keep track of which Event Card they have played each turn.
4. Place the resource counters, BAD REP counters, and Public Works Cards in a common area. Set aside unused Player Cards and Accusation Screens.
5. Give the Speaker Card to the player that has played Accusation the least, or in case of a tie, flip a coin. That player is now designated “The Speaker”.
6. The Speaker shuffles the Event Cards and deals 3 to each player. He or she then places them in a pile within reach of all players, forming the World Deck).

You are now ready to play Accusation!

Turn Structure

Planning Phase

1. The Speaker executes his or her responsibilities as stated on the Speaker card *[Notes: 1) On the first turn, do not deal an additional Event Card to each player). If a player has an empty hand, that player is dealt two cards instead of one. 2) Receiving 1* from the World Bank means taking one Resource Token from the World Bank and placing it on any Ministry. These Resources will be spent to play Ministry abilities during the game. 3) To play a card from the World Deck is to take the top card of the World Deck placing it face down in the middle of the play area without any player seeing this card. This card and subsequently played cards constitute the Event Pile].*
2. Each player selects an Event Card from their hand and places it on the Event Pile, making note of its ID number on their ID Tracker Card. The tens and ones tokens are used to represent the Event Card's identification number. *[For example, ID #21 is indicated by placing the "tens" token on the 2 space and the "ones" token on the 1 space.]*
3. Players have the ability to use the 'Global Investment' and 'Propaganda' Ministry abilities prior to the first Event Card being revealed, (timing restrictions for all abilities are discussed in the glossary; for more information on using abilities see "Abilities" below). The Speaker then shuffles the Event Pile and replaces it in the play area.

Event Phase

1. Reveal the top card of the Event Pile and execute all of its effects in order from top to bottom, and left to right (An example of an ability would be "+1 Military", which means that the affected players take one Resource Counter from the World Bank and place it on their Military Ministry Card). Repeat this step until the total number of cards revealed is equal to the number of players in the game plus the number of times that the 'Global Investment' ability has been used this turn. For example, 2 players + 1 Global Investment = 3 cards revealed, total. *[Note: If the event card has Success and/or Failure effects, they are executed simultaneously and their execution will require the use of the Accusation Phase which is described later.]*
2. Once the appropriate number of Event Cards have been revealed and executed, the round ends. Clean up and discard the Event Cards (face down), and start a new round by passing the Speaker Card to the left, then returning to the Planning Phase. All players take any Resource Tokens placed on their Accusation Cost Card and return them to the World Bank. Additionally, shift all BAD REP counters down to their leftmost available positions. *[Note: You may want to keep the discard pile a little messy to differentiate it from the World Deck.]*

Event Card effects are executed in the order listed, and from left to right. World effects apply to all players, Country effects apply to the Event's Initiator (if claimed), Success effects apply to Successful Accusers or Undetected Initiators, and Failure effects apply to Incorrect Accusers and Detected Initiators. *[Note: Success and Failure effects execute simultaneously. To execute these effects, resolve an Accusation Phase.]*

Accusation Phase

1. Beginning with The Speaker, then moving to the left, each player may accuse another player of having played the current Event Card. This is done by spending an amount of resources from **any** combination of Ministries equal to their current Accusation Cost. *[Note: Initially this cost is 1 as indicated by the Accusation Cost Card.]* This cost is paid by moving the resource tokens from the selected Ministries to occupy the spaces in the leftmost unoccupied column on the Accusation Card. *[Note: A player may not be accused by more than one person for a single Event Card.]*

Accusation procedure:

A player may accuse any other player of being the Initiator of the current Event Card. This has one of three possible outcomes:

1) If the accused player is not the Initiator, they may say so. *[Note: The accused player is not required to prove which card they played until the end of the round]* In that case, the Accuser must execute the Failure effect of the card. Accusation priority passes to the left. *[Note: the accused player may alternatively deny the accusation; this is discussed further below],*

2a) If the accused player was the Initiator, they must either admit to playing the card and execute the Failure effects (at this point the Accuser executes the Success effects),

or

2b) The accused player may use the 'Deny Accusation' ability (regardless of whether they are the Initiator of the current Event Card) to negate the effects of the accusation. Play continues as though the accusation had not been made, with the current accuser retaining Accusation priority. *[Note: The maximum accusation cost is 5. Multiple accusations may be made at that cost once it is reached.]*

2. The ability to accuse passes to the left until everyone has had a chance to accuse. *[Note: through use of the Political Pressure action, this may result in a player having more than one opportunity to accuse. Recall, however that a player may not be accused by more than one other player.]* Once a player has been successfully accused or everyone has completed their accusation turn, the remaining effects on the card are executed. Play then returns to the Event Phase - Step 1 (that is, the speaker will reveal the next Event Card, or proceed to step 2).

Game Structure

Turns repeat until one player has 3 Victory Points or all players except one are removed from the game.

Please read the Glossary and Notes to ensure you understand all possible game scenarios.

Accusation – Glossary/Notes

The Speaker

The Player who has the Speaker Card is designated “The Speaker”.

- The Speaker is responsible for dealing cards, distributing initial resources, and playing Event Cards from the World Deck.
- The Speaker Card passes to the left each turn during the End phase.
- The Speaker has the first opportunity to accuse during each Accusation Phase.
- The Speaker may collect half (rounded down) of an Event Card's “World” effects if it is unclaimed or was played from the World Deck.

Speaker Notes:

- On the first turn of the game, the Speaker deals 3 cards to each player instead of 1.
- The Speaker Card may be passed to other players using the effects of Event Cards or Ministry Abilities. If this occurs during the accusation phase, restart the round of accusations with the new Speaker accusing first.

Initiator

The Initiator of an event is the player who added it to the Event Pile.

- Undetected Initiator: A player whose Event Card “Success” effect is executed at the end of the Event Round without being successfully accused (i.e. The player was not accused, or they successfully denied all accusations.)
- Detected Initiator: A player whose Event Card “Success” (and Failure if present) are executed after the player is accused of being that card's Initiator without successfully denying it.

Accuser

An Accuser is a player who accuses another player of being the Initiator of the currently active Event Card.

- Correct Accuser: An Accuser who makes a correct accusation without it being denied.
- Incorrect Accuser: An Accuser who makes an incorrect accusation, regardless of whether it is denied or not.
- Denied Accuser: An Accuser who makes a correct accusation but has it successfully denied by the Initiator of the active Event Card.

World Deck

The stack of event cards that players draw from over the course of the game. The top event card is added to the Event Pile by the Speaker before the Event phase.

Abilities

Abilities from the Ministry Cards are executed by removing (spending) a number of Resource counters equal to the cost of ability from that Ministry and returning them to the World Bank. (For example, to use the 'Drone Strike' ability on the Military Ministry, a player must remove 2 Resource counters from that Ministry and return them to the World Bank. They then execute the effects of the ability in order from left to right.) Limitations on ability timing are discussed under “Ministry Ability Timing”.

Event Cards

Event Cards are cards that are contained in the World Deck, added to the Event Pile, and executed during the Event phase.

Event cards have some combination of abilities from the following:

- World - ("Everyone" effects): These are executed by all players.
- Country - ("Player" effects): These may be executed by the Initiator of the card, though it is not mandatory to claim a card if you are that Event's Initiator. If the Event came from the World Deck or was not claimed, the Speaker may choose to collect half (rounded down) of the reward.
- Success - ("Good" effects): These are executed by all Successful Initiators, and Successful Accusers.
- Failure - ("Bad" effects): These are executed by all Failed Accusers and Failed Initiators.
- Special: This area of a card denotes an action, ability, reward, or penalty that is not contained in the rulebook. Refer to the card for instruction.

Claiming

"Country" Effects - When an Event Card with a "Country" effect has been played, in order to receive rewards from the card, the card's Initiator must claim it. That player must reveal that their ID Tracker matches the ID# of the Event Card they played.

"Success/Failure" Effects – A player who is accused and does not deny the accusation does not need to prove that they did not play the card until the end of the Event Phase; simply stating that they did not is sufficient at the time of accusation. At the end of the round, other players may request that an accused player was in fact not the initiator of a particular card. To claim a "Success" effect, however, you must prove to be Initiator at the time that you collect the rewards (typically once everyone has had a chance to accuse).

Event Pile

The pile of cards created during the Planning phase consisting of one Event Card from each player's hand and one card from the World Deck (Note: There may be additional Event Cards added from the deck due to Ministry Abilities or Card Effects).

Ministry Cards

Action cards are the set of 5 cards on which players build Resource counters, and spend those resources to activate actions over the course of the game. The 5 Ministry Cards are Military, Economy, Intelligence, Diplomacy and Research. Each action card has actions that can be used in exchange for resources. They are written in the form: (**Cost**: action). To use a Ministry Ability, a player must first remove a number of Resources from the Ministry Card equal to the cost. Italicized features of Ministry Cards are unique to that country's identity.

Resources

Resources are the currency used to activate Ministry Abilities over the course of the game. Resources are also spent during the Accusation phase to accuse a player of being the Initiator of an Event Card. They are tracked by any available counters (pennies, or wooden cubes from another game work well). * indicates that the resource type is the affected player's choice.

Public Works Card

A public works card acts as a “decoy” to avoid losing or revealing precious Event Cards. For example they may be discarded to a Drone Strike (M), resulting in no loss to the Public Works card's owner.

Note: Public Works cards may also be played as Event Cards that have no effect set.

Accuse (Ability)

An ability inherent to all players whose cost is denoted by spaces on the Accusation Card.

Used to incriminate another player by naming them as the Initiator of an Event Card.

Activated by spending a number of Resources equal to your current Accusation Cost and then increasing the Accusation Cost for that turn by one. Resources are placed on the Accusation Card in the appropriate location, filling that space and thereby increasing the cost.

Bad Reputation (“BAD REP”)

A value gained over the course of the game by executing certain Ministry Abilities or Event Card actions. Bad Rep is represented by a token placed on the Accusation Card, increasing the cost of accusations for that player permanently. If you gain BAD REP, add a BAD REP counter to the leftmost unfilled column on the Accusation Cost Card. Each BAD REP counter is considered to fill a whole column, increasing all subsequent Accusation Costs by one.

Ministry Ability Timing:

- Propaganda (D) and Global Investment (E) must be used prior to the first Event Card being revealed from the Event Pile each turn.
- Deny Accusation (I) can only be used after you have been accused. (The accuser will retain the ability to accuse).
- Armed Conflict (M) must be used as an Event Card is revealed. The ability may not be used during the Accusation Round.
- Unless otherwise stated, a Ministry Ability may be used at **any** time. The effects of an ability must be fully executed before any other abilities may be used by any player.

General Notes:

- If the text of a card contradicts a rule stated here, **obey the ruling on the card**.
- Read the rules text on all cards to best understand their usage; these rules are an outline that will only make sense in the context of the game cards.
- A player that earns 5 BAD REP is considered to be indicted for war crimes and is removed from the game. Play continues as though it is a game with one fewer player (i.e. with one fewer Event card revealed each turn).
- Several cards have effects that grant VP, or Victory Points. These are the key to winning the game.
- Play continues until one player has earned 3 Victory Points, or all other players have been removed from the game by earning 5 BAD REP.
- Public Works cards may also be played as Event Cards that have no effect set.
- If rounding must be done, **round down**.