

# Political Divide & Conquer



**In the game of political chicken, there is no middle of the road.**

- A card game for 4-8 players.
- Contains adult humor.

## **You Need**

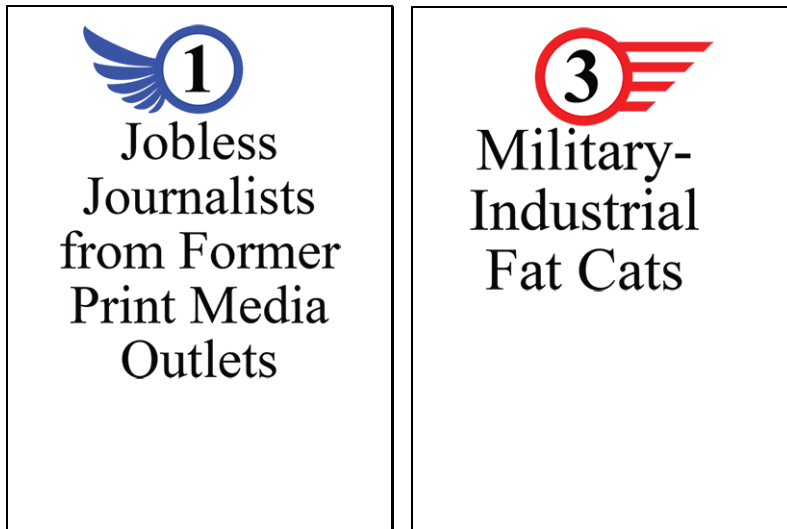
1. The deck.
2. Two six-sided dice.

# Rules

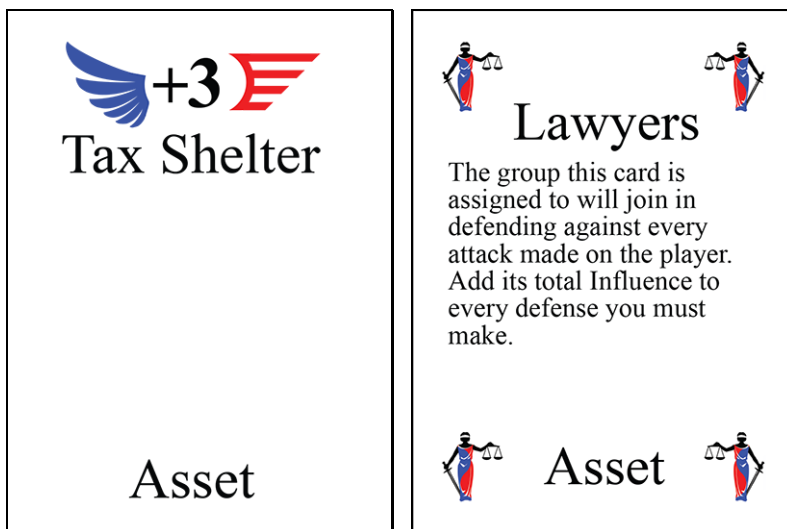
## The Deck

There are four types of cards:

1. **Groups** – you will collect these clusters of people to win the game. They are numbered at the top to indicate their left or right wing influential power. Most range from 1 to 3, though there are two of each 4, 5 and 6 value cards. You cannot play groups on your opponents.



2. **Assets** – add these cards to a group card to increase its influence or cause other long-term effects. They can be applied to either left or right wing groups, and can be played on an opponent's groups.



3. Deficits – add these cards to a group card to decrease its influence or cause other long-term effects. They can be applied to either left or right wing groups, and can be played on an opponent’s groups.



4. **Events** – these have a one-time effect, either on you, an opponent, or everyone at the table.



## The Goal

Accumulate as much right wing or left wing influence as possible. At the end of the game, you will have built up a base of groups, assets and deficits on the table. You will add up all the influence from your right wing groups, as well as their associated assets and deficits. Do the same for your left wing cards. Subtract the smaller of the two from the larger. The net result is your total influence. The player with the highest total at the end of the game wins.

## Deal

**Deal** each player 6 cards, face down. Players can look at their cards. Roll a die to see who goes first.

## Play

**On your turn**, draw **one** card and add it to your hand, regardless of how many cards you have played on previous turns.

During the game, the cards will be in the following places:

1. **The deck** – the face-down stack you'll be drawing from. The game ends when the last card is drawn and that person takes a turn.
2. **Your hand** – kept hidden from other players. At the end of the game, everything in your hand will be discarded so you need to get cards added to your base.
3. **Your base** – a collection on the table, face up for all to see. This is what you'll use for scoring at the end of the game.
4. **Unaffiliated cards** – face up in the center of the table. These cards are open to attack, but are not controlled by an individual player.
5. **Destroyed or used cards** – the face-down stack of used event cards, destroyed groups and so on.
6. **Your attack team** – a face up collection of cards used to attack another group, either to take over or destroy.
7. **Your defense team** – a face up collection of cards used when you're under attack.

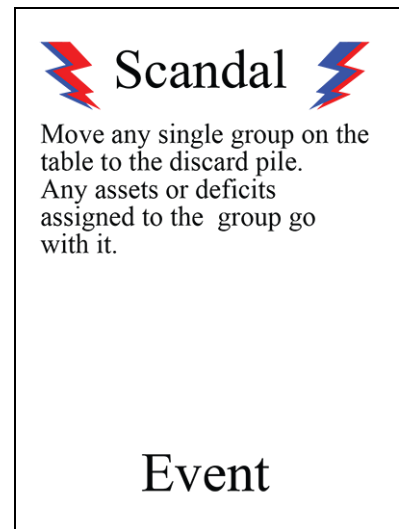
Choose one of the following options:

- A. Play one event card. Your turn is over.
- B. Move one group from your hand to the unaffiliated section. Your turn is over.
- C. Add one group from your hand to your base and end your turn. You may not add a group card to another player's base.
- D. Add one asset or deficit from your hand to **any** group on the table, either one of your own or one of your opponents', and end your turn.
- E. Build an attack team and attack!

See below for details.

### **A. Play one event card.**

You can play an event card on yourself or against another player. In the Scandal example on the right, you can play this card and force the player of your choice to move a group card of your choice from his/her base to the discard heap. You might do this against another player who has acquired a lot of left wing influence. Or you might want to get rid of a left wing group from your own base. Note that if the group has Assets or Deficits assigned to it, they go with the parent group.



Other event cards affect everyone at the table, such as the Terror Attack example on the right.

If you are the target of an event but you have no card(s) to affect, or your card(s) are somehow immune to the event, you can ignore it. For example, if the Terror Attack is played and you have no left wing groups on the table, it would not affect you.

Once played, the event card is moved into the discard pile.

Your turn is over.



### **B. Move one group from your hand to the unaffiliated cards.**

On your turn, you can move one group card from your hand into the unaffiliated section on the table. For example, if you are accumulating right wing influence in your base but have a left wing card in hand, you may want to get rid of that left winger.

Your turn is over.

### **C. Add one group from your hand to your base and end your turn.**

You might need to do this when there is no other group on the table to attack. However, if there is any other group on the table, either in your opponents' bases or in the unaffiliated section, you should probably attack, either to take a group card over or to destroy it. You have nothing to lose. See E below.

If you chose not to attack, your turn is over.

**D. Add one asset or deficit from your hand to any group on the table.**

You can assign an asset to any group on the table, including your opponents'. Simply place the card atop the group.

These cards add or subtract influence on a group or cause other effects. A group can have multiple asset and/or deficit cards placed on it throughout the game. They must remain in the order in which they were assigned, i.e. the newest card on top. The group's influence is the total of its original influence, plus assets, minus deficits, so you should to display the stack in a way so that you and the other players can see each of the cards.

In the example to the right, the Military Industrial Fat Cats, with their influence of 3, have been hit with both an asset and deficit. Their total influence is  $3 + 3 - 1 = +5$ .

Military-Industrial Fat Cats

+3 Tax Shelter

-1 Nepotism

Deficit

Other Asset cards have special effects. For example, stack the Lawyers atop the Military Industrial Fat Cats and every time you are attacked, you can add the total influence of the Military Industrial Fat Cats to the defense of the card your opponent is attacking, even if it is a different group in your base.

You can assign an asset to a group card in another player's base. It is unlikely to be to your benefit, but there might be a reason to do so. For example, if you suspect an opponent is going for a lot of right wing influence, you could add an asset to a left wing card that is in your opponent's base.

You can assign a deficit to a group card in another player's base. Just place the card on their group. Groups can be reduced to 0 or even a negative total influence through deficits.

Lawyers

The group this card is assigned to will join in defending against every attack made on the player. Add its total Influence to every defense you must make.

Asset

You could assign a deficit to a group card in your base. For example, if you are striving for right wing influence but have the League of Women Voters in your collection, you could hit them with nepotism to reduce their influence, possibly increasing your final score.

All assets and/or deficits go with the group if that card is taken over, destroyed, or moved to the unaffiliated section.

Unless you are playing an asset or deficit card as part of an attack team (you should've started at E, below), your turn is over.

## **E. Attack!**

Attacks are attempts to either take over or destroy other groups on the table. You need to accumulate influence, either right wing or left wing. You also need to thwart the other players on the board from accumulating influence, either by taking groups from them, destroying their groups, or even destroying unaffiliated groups so that they can't be taken over by your opponents.

- 1. Declare** what group on the table you want to attack. Announce whether you intend to take over or destroy that group.
- 2. Build your attack team** by laying down any number of groups from your hand. Note that you start with 6 cards, but only draw one per turn. If you use multiple cards in an attack, you will deplete the number of cards you have in hand for the rest of the game. Then again, you can only make one attack per turn and the cards you are left with in hand at the end of the game do not count toward your total.

You can also play assets or deficits, either in your attack team or on the group you're attacking (but not on other groups that are *not* part involved in the battle.)

Only the cards you have just laid out are involved in the attack. Only the one group (and any assets and/or deficits it has) you have targeted can be affected by the attack.

You may use a combination of left and right wing cards in your attack team. They will join (add) together to attack opponents. However, that may not be to your advantage as their influence will count against each other at the end of the game.

You cannot use event cards as part of an attack.

Whether you win or lose, the card(s) used by you in the attack will be added to your base after the attack. You have now revealed your connection to these groups and they are open to attack by other players on their turns. Groups in your base cannot be used in further attacks by you in the future (the lone exception being a group with the Conspiracy Theorist asset), so you may want to save some heavy hitters for later. However, at the end of the game only what is in your base that counts toward your total influence, so you need to get cards on the table.

**To attack an unaffiliated group in the center of the table, follow the steps above and then...**

- 3. Attack!** Roll one die. Add the result to the influence from each of the cards in your attack team. For example, if your attack team consists of a group card that has an influence of 2, with an asset card that is +1, and another group that has an influence of 4, the total you would add to the die roll would be  $2 + 1 + 4 = +7$ .
- 4. Defend!** Someone at the table roll one die for the unaffiliated card. Add the card's influence to the die roll. If the card has assets or deficits, those count toward the group's total influence.
- 5. If you roll higher** than the defender, you have won. If you announced that you were attacking to destroy, move the group and its assigned assets and/or deficits into the discard pile. If you were attacking to take over, move the group and its assigned assets and/or deficits into your base.
- 6. If there is a tie** or your total is less than the total of your target, your turn is over and the group stays in the unaffiliated area.
- 7.** All cards used in your attack team are added to your base, regardless of whether you won or lost.

**To attack an opponent's group on the table, follow the steps above and then...**

- 3. The defender can opt to 'call,'** taking on the attack team as they stand. If so, skip to "Attack!" below.
- 4. The defender may opt to 'raise,'** adding more groups from his hand. The defender may also play assets or deficits, either on the groups under attack, with another group in the defense team, or even on one of the cards in the attack team. The defender may want to strengthen his or her defense with an asset, or hamstringing the attacker by adding a deficit to the group he or she is using in the attack. The defender might even play a deficit on his own card under attack, just to make it less valuable for the attacker. The defender only gets this one chance to add to the defense. Keep in mind that you only draw one card per turn regardless. If you use multiple cards in a defense, you will deplete the number cards you have in hand for the rest of the game.

You cannot use Event cards as part of a defense.

**If the defender ups the ante,** the attacker can also up the ante and add more groups, assets or deficits.

The defender does not get another chance to further up the ante.

- 5. Attack!** Roll one die and add the result to the influence from each of the cards in your attack team. For example, if you use a group card that has an influence of 2, with an asset card that is +1, and another group that has an influence of 4, the total you would add to the die roll would be  $2 + 1 + 4 = +7$ .
- 6. Defend!** The defender rolls one die. Add the influence number from each card used in the defense to get the total. If you use a group card that has an influence of 2, with an asset card that is +1, and another group that has an influence of 4, the total you would add to the die roll would be  $2 + 1 + 4 = +7$ .
- 7. If the attacker rolls higher than the defender,** the attacker has won. If you announced that you were attacking to destroy, move the targeted group and its assigned assets and/or deficits into the discard pile. If you were attacking to take over, move the targeted group and its assigned assets and/or deficits into your base.



If the defender added other group to assist in the defense, those remain with the defender, added to the defender's base.

8. **If the defender ties or exceeds the attacker**, the defender wins. Neither the attacker nor defender lose anything. All cards used by the attacker are added to the attacker's base. All cards used by the defender are added to the defender's base.

### **To attack one of your own groups:**

You might need to get rid of one of your own left wing group if you are building up right wing influence, for example. To do this, you follow the same procedure as you would to attack an unaffiliated group.

1. **If you fail**, the group and any associated Assets or Deficits remain in your base.
2. **If you win**, the group and any associated Assets or Deficits are destroyed. Move the card(s) to the discard pile.

Once the attack is resolved, the attacker's turn is over.

## **End of Game**

**The game ends** when the final card is drawn and that player takes one final turn.

All players then discard whatever cards remain in their hands.

Add up the influence from the right wing cards, as well as their associated assets and deficits, in your base. Do the same for the left wing cards, as well as their associated assets and deficits. Subtract the smaller of the two from the larger. The net result is your total influence.

Any group pushed to a negative total influence due to deficits subtracts that number from that side's total. For example, if you have Militant Church Summer Campers with their influence of 1, but they have been Smeared for -2, their total is -1 influence. This will subtract one point from your total left wing influence, or add one to your total right wing influence.

The highest total wins. In the event of a tie, the player with the higher number of cards in his or her base wins. If there is still a tie, just play again.

### **Credits**

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