
DAVOS

HALL OF FAME

DAVOS would not have been possible without the input, help, creativity, and sacrifice of the brilliant people here in the audience. They altruistically put the game to the test. They provided feedback to make it iteratively better and better. They risked their hard-earned assets and invested in its future. They spread the word far and wide. They were the best at the game. And they made the world a better place, because of it! Find out who they are in the Hall of Fame, and join the club:

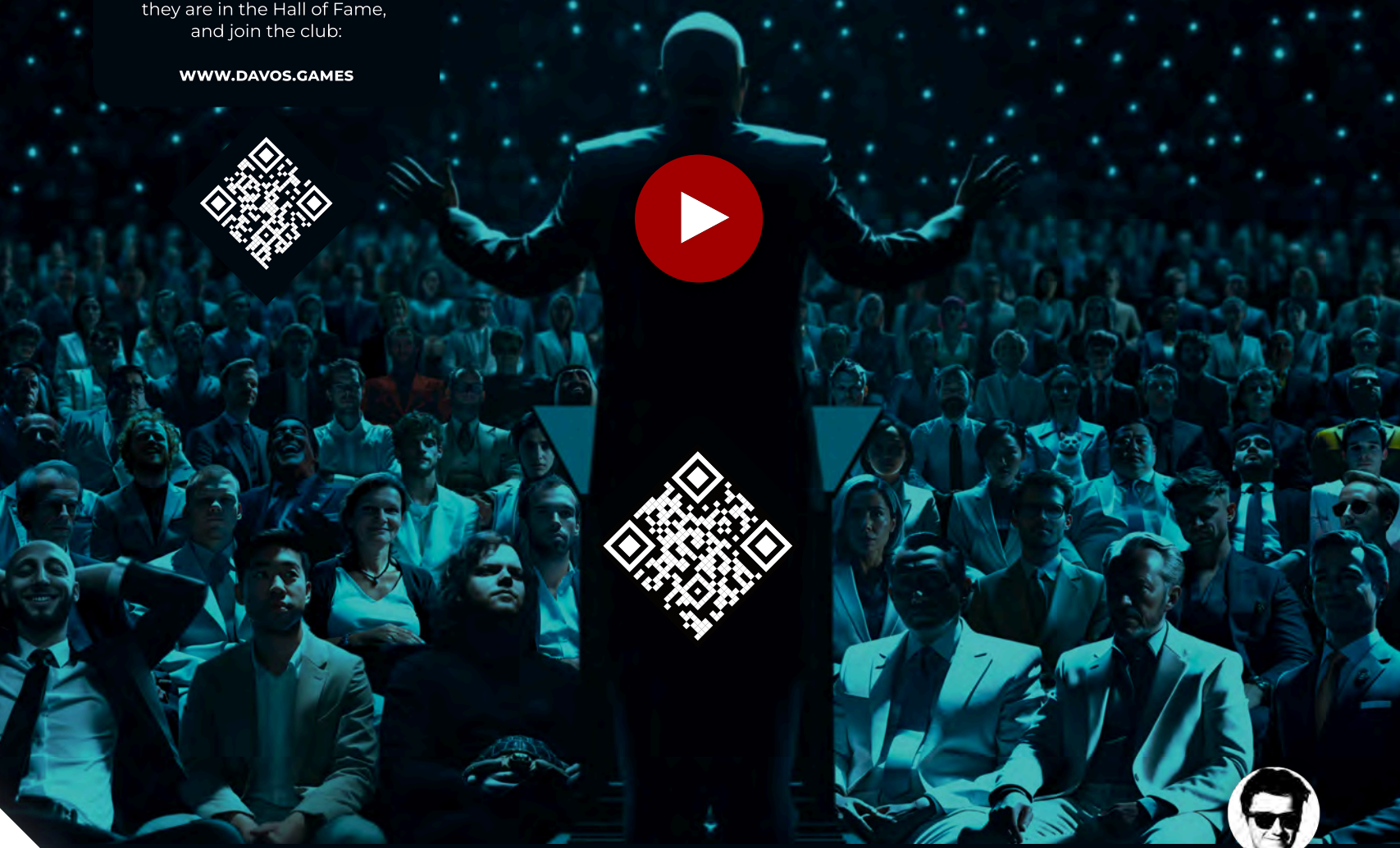
WWW.DAVOS.GAMES

VIDEO

Enjoy this rulebook, or watch the video if you so prefer!

DISCLAIMER

All characters, events, and organizations depicted in this game are entirely fictional. Any resemblance to actual persons, living or dead, or real-world entities or events is purely coincidental.

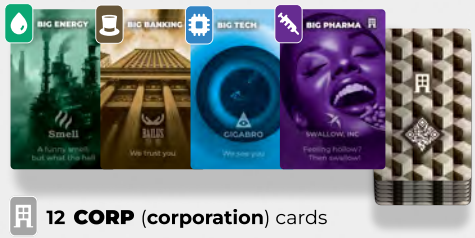


COMPONENTS

BASE GAME



1 BOARD (dual-sided)



12 CORP (**corporation**) cards

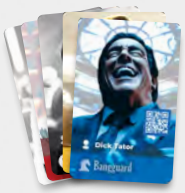
(**DISSIDENT**)



250 ASSETS



12 BILL cards



5 MEMBER cards



3 TOKEN TRAYS



24 GOAL cards



8 PLAYER AID cards



1 START PLAYER card

❖ MODULES

INDEX

Start with the **BASE GAME** 4

Add variety in the **MEAN GAME** 21

Go all the way in the **BIG GAME** 22

And play the game in:

2-5 👤: **NORMAL MODE** 4

4, 6, 8 👤: **TEAM MODE** 26

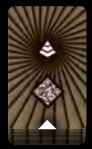
3-8 👤: **DISSIDENT MODE** 27

EXTRA COMPONENTS

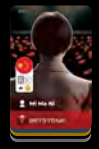
For the additional modules we have special cards (see the second compartment) and extra tokens:



50 **VICTORY TOKENS**



15 **CONTROL** cards



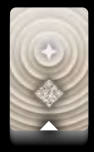
+5 **MEMBER** cards



+9 **CORP** cards



+19 **BILL** cards



+12 **GOAL** cards

OVERVIEW

INTRO

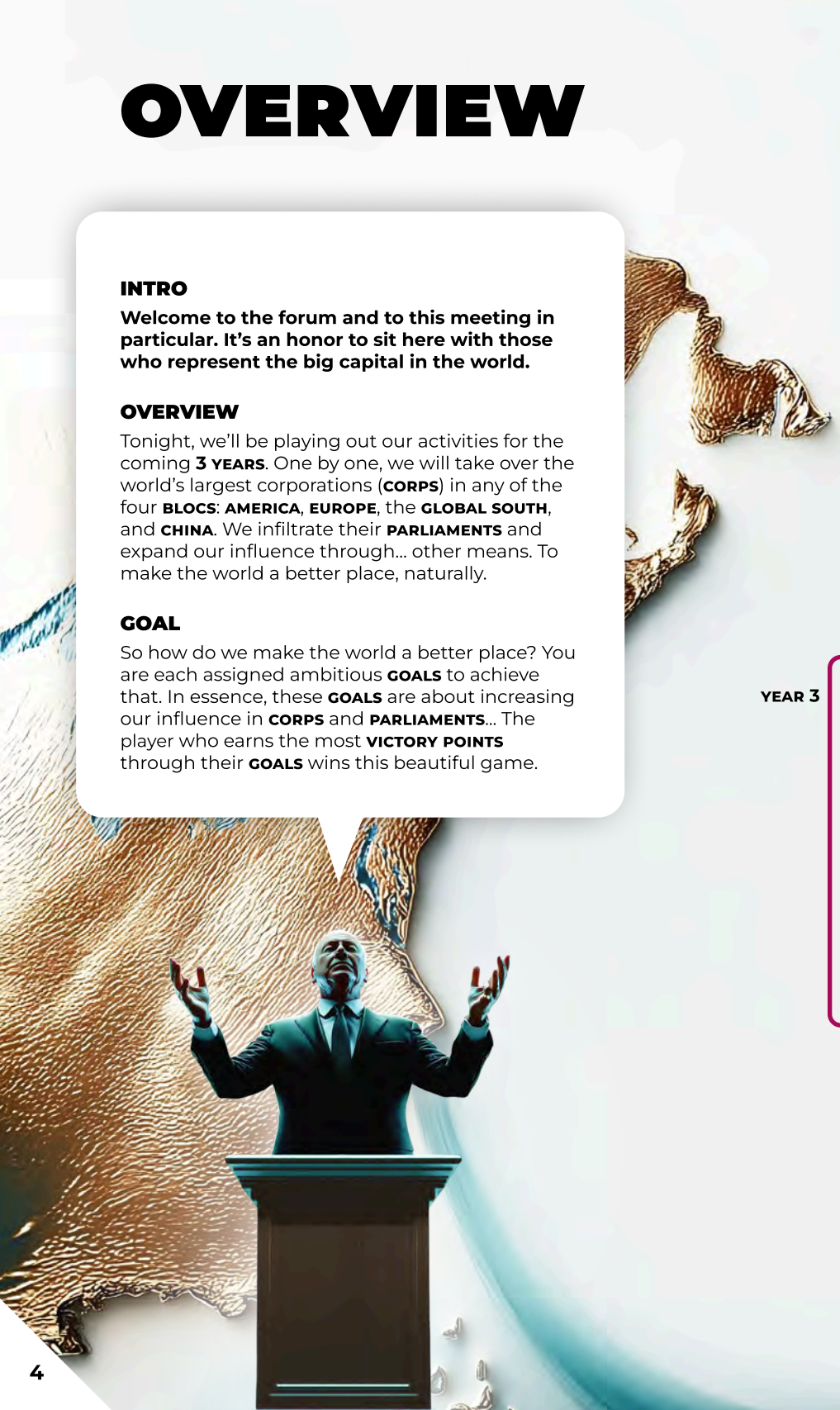
Welcome to the forum and to this meeting in particular. It's an honor to sit here with those who represent the big capital in the world.

OVERVIEW

Tonight, we'll be playing out our activities for the coming **3 YEARS**. One by one, we will take over the world's largest corporations (**CORPS**) in any of the four **BLOCS**: **AMERICA**, **EUROPE**, the **GLOBAL SOUTH**, and **CHINA**. We infiltrate their **PARLIAMENTS** and expand our influence through... other means. To make the world a better place, naturally.

GOAL

So how do we make the world a better place? You are each assigned ambitious **GOALS** to achieve that. In essence, these **GOALS** are about increasing our influence in **CORPS** and **PARLIAMENTS**... The player who earns the most **VICTORY POINTS** through their **GOALS** wins this beautiful game.



BASE PHASES

SETUP 6-9

Establish the world's state

TURNS 10-11

Play in turns and place your **ASSETS**

BILLS & **POLITICS** 12-15

Negotiate, vote, and process **BILLS**

YEAR 1 & **2**

GOALS 16-17

Check who reached their **GOALS**

RESET 18

Update the world's state

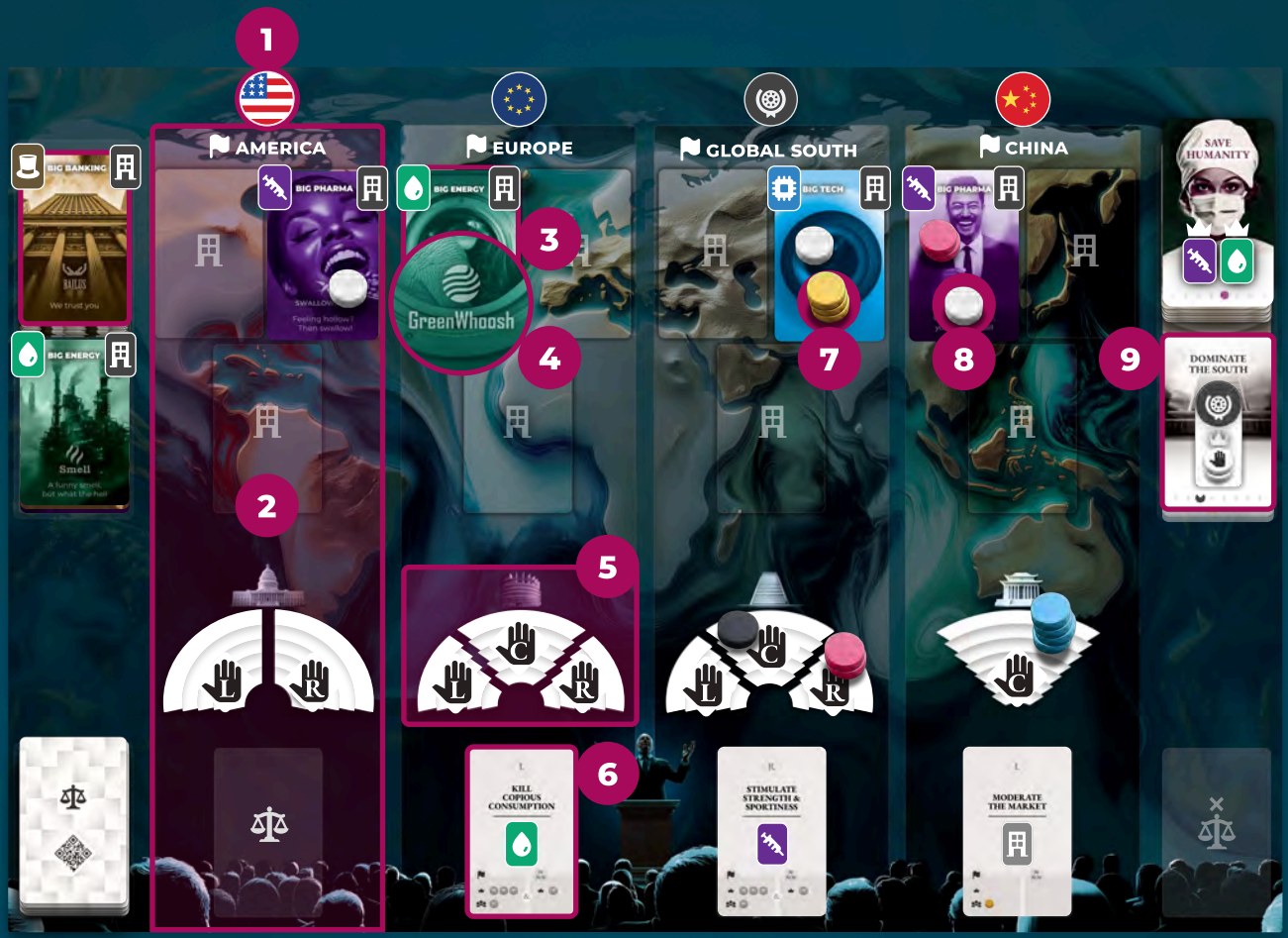
YEAR 3

FINAL 18

Spend remaining **ASSETS**

COUNT 19

Count scores



BLOCS

1 The world is divided into **4 BLOCS**. These are the vertical columns. We have:

- **AMERICA**
- **EUROPE**
- **GLOBAL SOUTH**
- **CHINA**

2 Each has:

- **CORP** positions
- **PARLIAMENT**
- **BILL** position

CORPS

3 Make **PROFIT** through **CORPS**. There are **3** per **SECTOR**. In the **BASE GAME** we have:

- **BIG BANKING**
- **BIG ENERGY**
- **BIG PHARMA**
- **BIG TECH**

4 Each **CORP** also has a unique brand and image, but within a **SECTOR** their effects are identical.

PARLIAMENTS

5 Our **CORPS**, of course, need favorable legislation. The **PARLIAMENTS** consist of a number of **PARTIES: 2** in **AMERICA**, **3** in **EUROPE** and the **GLOBAL SOUTH**, and **1** in **CHINA**. Each **PARTY** has a **L** (left), **C** (center), or **R** (right) **IDEOLOGY**.

BILLS

6 If passed by **PARLIAMENT**, **BILLS** create **PROFITS** or **LOSSES** for **CORPS** in the specified **SECTORS** and **BLOCS**.

ASSETS

7 We play individually, taking turns as we invest our **ASSETS** strategically in **CORPS** and **PARTIES**.

8 We compete with each other and against the **DISSIDENT ASSETS**. These non-player characters are annoyingly in our way!

GOALS

9 Ultimately, your task is simple: achieve **GOALS** by taking over specific **CORPS** and **PARTIES**.

SETUP

PART 1

1 PLACE BOARD



For the **BASE GAME**, turn the "**BASE**" side face up (see top left of the board):

2 EXCLUDE CARDS

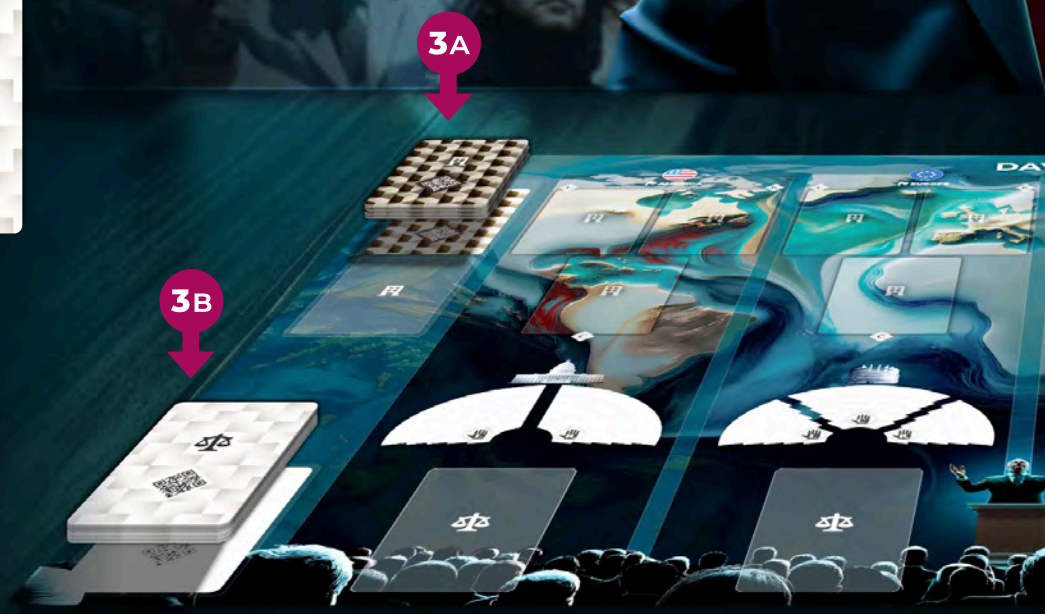
For the **BASE GAME**, do not use any cards listed under **EXTRA COMPONENTS** on **PAGE 3**. These cards have triangles at the bottom on their backs:



3 PLACE DECKS

Shuffle and place the following cards on their designated spots on the board:

- 3A CORPS
- 3B BILLS
- 3C GOALS





4 PROVIDE PLAYERS

4A **Each player gets a PLAYER AID card**

One side shows the **TURNS** overview.

The other side explains the **GOAL** icons.

4B **Each player gets a GOAL card**

Keep it secret from the others.

(Option: keep it open in **YEAR 1** to learn the game).

4C **Each player chooses a MEMBER card**

Place the **QR** code side face up (in **BASE GAME**).

It represents your color (🔴, 🔵, 🟡, ⚪).

Only pick ⚪**WHITE** with **5** players.

4D **Place the TOKEN TRAYS**

Place the trays next to the board, between the players with the corresponding colors — but not too close, to prevent (accidental) stealing.

Also place the tray with the ⚪**WHITE ASSETS** (the **DISSIDENTS**) on the table (including with 2-4 players).

4E **Each player gets 5 ASSETS in their color**

The amount of **ASSETS** a player has is public.

5 START PLAYER

Throw the card spinning. Whoever I point to is the **START PLAYER** and gets the card for the first **YEAR**.

SETUP

PART 2

We're not done yet, now it's time to establish the world's state.

Note the spotlights, highlighting examples:

6 BILLS

6A Draw a **BILL** and place it face up in **AMERICA** (follow the spotlight).

6B Repeat this step for the other **3 BLOCS**.

BILLS have an **L/C/R IDEOLOGY**. This determines where **CORPS** and **DISSIDENTS** go (**STEPS 7** & **8**).

7 CORPS

7A Draw a **CORP** and place it face up in **AMERICA**'s **L/C/R** position matching the **BLOC**'s **BILL L/C/R IDEOLOGY**. See the example:

EXAMPLE

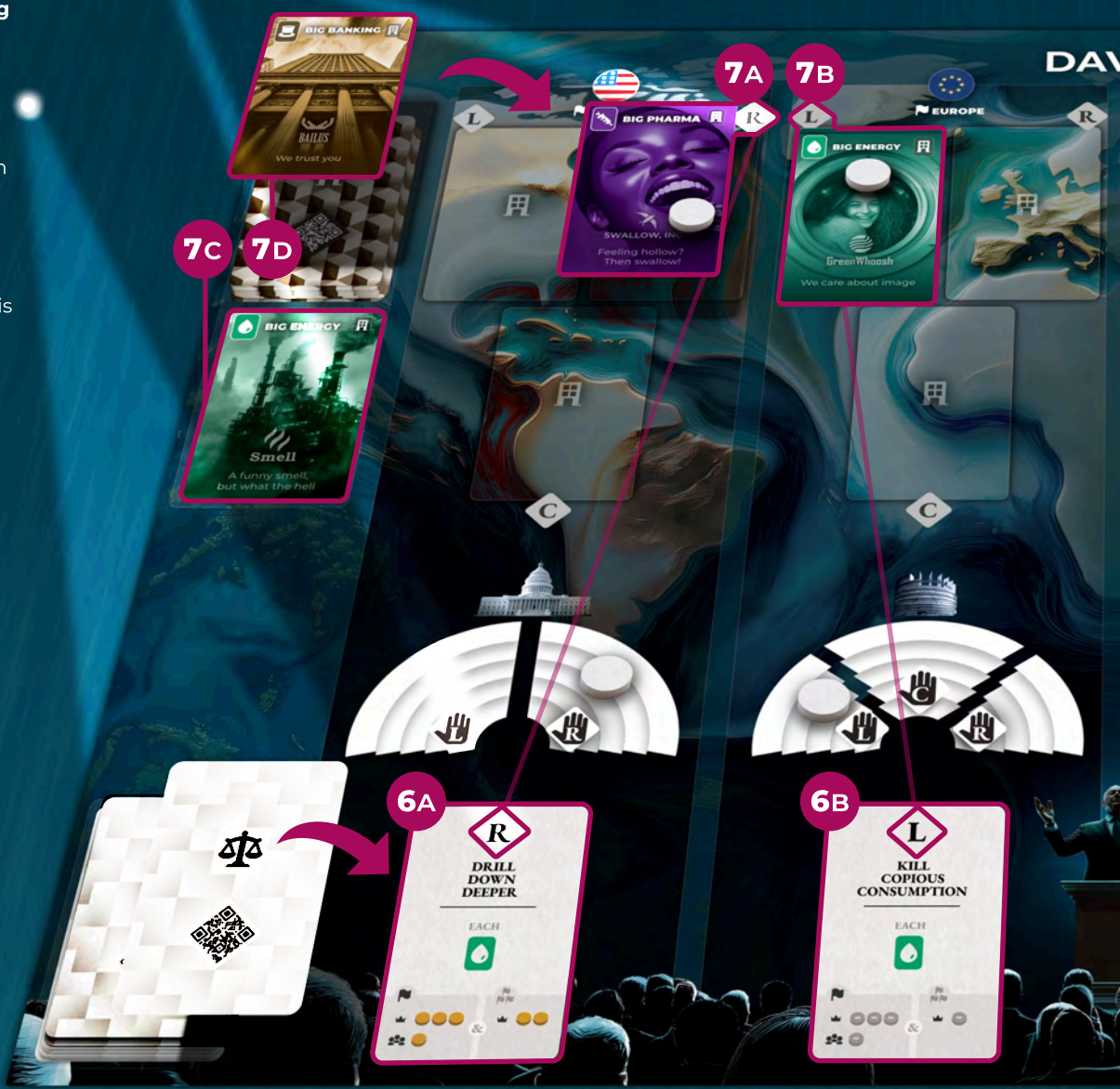
- **AMERICA** has an **R BILL**
- so a **CORP** is placed in the **R** position

7B Repeat **STEP 7A** for the other **3 BLOCS**.

7C Then place a card face up to form the **CORPS** discard pile.

7D And turn the top card of the **CORPS** deck face up too.

The **CORP L/C/R** positions determine where **CORPS** are placed in the **SETUP** and where **DISSIDENTS** are placed in **SETUP** and **RESETS**, but have **no further effect.**



8 DISSIDENTS (for **4** players or less, or **TEAMS MODE**)

Place **1** of the **DISSIDENT ASSETS** in the **PARTY** and **CORP**, matching the **BILL**'s **L/C/R IDEOLOGY** in all **BLOCS**. See examples (follow the spotlights):

EXAMPLE

- The **GLOBAL SOUTH** has an **R BILL**
- so a **DISSIDENT** is placed in the **R PARTY**
- and another is placed in the **R CORP**

Skip if there is no **PARTY** or **CORP** (in **RESET**) with that **IDEOLOGY**:

EXAMPLE

- **CHINA** has an **L BILL**
- but there is no **L PARTY**, so nothing is placed there
- however, a **DISSIDENT** is placed in the **L CORP**



9 GOALS

9A Turn one card face up to form the **GOALS** discard pile.

9B And turn another face up on the deck.

At **YEAR**'s end, move processed **BILLS** to this discard pile (**BASE** side of the board only).

Good, we're ready! Now, onto the TURNS phase: the core of the game where we perform our actions.

TURNS

It's time to position our ASSETS!

In the **TURNS** phase, we begin with the **START PLAYER** and take turns clockwise in rounds.

On your turn, add **any number of ASSETS** to **1** of the following:

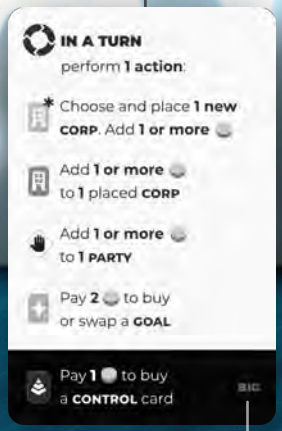
1. **NEW CORP**
2. **PLACED CORP**
3. **PARTY**

OR buy or swap a:

4. **GOAL**

This continues until players must or choose to pass.

See all **TURN** options on your **PLAYER AID**:



Only for the **BIG GAME**

1 NEW CORP*

Choose 1 of 3 options:

1A Pick the open card on top of the deck:

- place it in any open position
- add **1 or more ASSETS** to it
- turn a new card face up

1B Or pick the top card from the discard pile:

- place it in any open position
- add **1 or more ASSETS** to it

1C Or pick 1 of 2 closed cards:

- move the open card on the deck to the discard pile
- draw the **2** top closed cards
- choose **1** and place it in any open position
- add **1 or more ASSETS** to it
- place the other card face up on top of the deck

* When the deck runs out, shuffle the discard pile and place the cards again as in the **SETUP**.

2 PLACED CORP

Add 1 or more to a placed CORP

Even if you or anyone else already has **ASSETS** there.

3 PARTY

Add 1 or more ● to a PARTY

Even if you or anyone else already has **ASSETS** there.

4 GOAL

Buy or swap a GOAL:

4A Pay **2** ● to the bank (your **TOKEN TRAY**).

4B Next, choose a card via the same method as for a new **CORP** in **STEP 1** and place the card of your choice face down in front of you.

4C Next, **optionally** discard one of your current **GOALS** (not the new one) onto the **GOAL** discard pile (face up). Note that others can now buy it.



PASSING

- Pass voluntarily or if you don't have **ASSETS** at the start of your turn.
- Passing is a separate turn. You cannot take a turn and pass immediately afterward.
- Once you pass, you can't come back during the current **TURNS** phase.
- First player to pass becomes the **START PLAYER** and immediately receives the **START PLAYER** card and **1 ASSET**.



- Once all but one player have passed, the remaining player takes one final normal turn. After that, they may continue, but must pay **1 ASSET** to the bank for each turn.

Now we know what you can do in a turn, but not quite why. The BILLS are key to our strategy. Let's see their impact next!

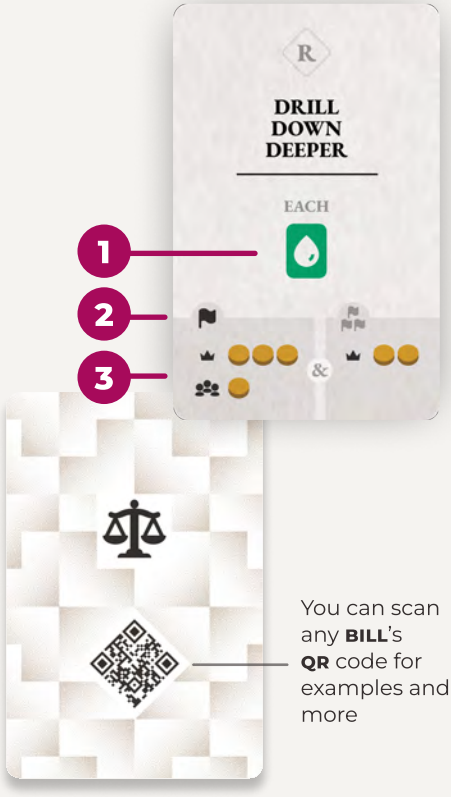
BILLS

Our stakes in CORPS can generate us PROFITS, but we can also lose it all... Without good legislation we are nowhere! It all comes down to the BILLS.

Assess the **BILLS** before placing **ASSETS** in **CORPS**.

See **PAGE 14** to learn how to strategically position **ASSETS** in **PARTIES** and sway **BILL** votes. First, we'll learn to read the **BILLS** and see their effects.

See EXAMPLES below and on the next page.



You can scan any **BILL**'s **QR** code for examples and more

EFFECTS

A **BILL** has an effect on:

1 CORPS

The center of the card shows what it affects:

All types of CORPS

Or all **CORPS** within a specific **SECTOR**.

In the **BASE GAME**, we have:

- **BIG BANKING**
- **BIG ENERGY**
- **BIG PHARMA**
- **BIG TECH**

2 PER BLOC

The **BILL**'s effect on **CORPS** (in that **SECTOR**) depends on its location. There's an effect:

within the BILL'S BLOC &

within other BLOCS.

3 PER STAKE

Inside a **CORP**, **PROFITS** and **LOSSES** are shared between the **BIGGEST** player and the **STAKEHOLDERS**:

The **BIGGEST** is the **one** player with more **ASSETS** than any other single player in the **CORP** (including the **DISSIDENT**). If there is only one player there, they are the **BIGGEST**.

STAKEHOLDERS are the (other) players invested in the **CORP.** If there is no single **BIGGEST** (for example, a tie between several players) everyone is **STAKEHOLDER**.

PROFIT

Most **BILLS** generate **PROFIT**. The orange **ASSET** icons show how much the **BIGGEST** player and each **STAKEHOLDER** earns when the **BILL** passes.

We should be rewarded swiftly and **PROFITS** are paid directly to our personal reserves (not the **CORP**).

DISSIDENT PROFITS can be ignored.

LOSS

Gray **ASSETS** indicate **LOSSES**. These, of course, aren't our fault, and we would never pay them personally. Instead, remove **LOSSES** directly from the **CORP**.

Even if the **LOSS** is larger than what the **CORP** can cover, players never pay from their personal reserves.

BANKRUPTCY

If all **ASSETS** are removed from a **CORP** after a **LOSS**, it goes **BANKRUPT** and is placed face up on the **CORP** discard pile.

A **CORP** can have **0 ASSETS** only if it is placed during **SETUP** of a **NORMAL 5-player** game or in **DISSIDENT** mode.

EXAMPLES



In **AMERICA**

the **BIGGEST** of each **BIG ENERGY CORP** gets **3 ASSETS**.

STAKEHOLDERS each get **1 ASSET**.

In **OTHER BLOCS**

the **BIGGEST** of each **BIG ENERGY CORP** gets **2 ASSETS**.

In the **GLOBAL SOUTH**

the **BIGGEST** of each **BIG PHARMA CORP** loses **3 ASSETS.**

STAKEHOLDERS each lose **1 ASSET**.

In **OTHER BLOCS**

the **BIGGEST** of each **BIG PHARMA CORP** loses **1 ASSET**.

In **CHINA**

the **BIGGEST** of each **CORP** gets **0**.

STAKEHOLDERS each get **1 ASSET**.

There is no effect in other **BLOCS**.

The PROFITS are divided as follows per CORP:

A In **Smell**, 🔵**BLUE** gets **3** and 🟡**GOLD** gets **1 ASSET**.

B In ***EXXHAUST***, there is no **BIGGEST**, as 🟡**GOLD** and 🔴**RED** have the same number of **ASSETS**, so they both are **STAKEHOLDERS** and each get **1 ASSET**.

C Abroad, in **GreenWhoosh**, 🟡**GOLD** gets **2 ASSETS** (and 🔵**BLUE** and the ⚪**DISSIDENT** get nothing).

The LOSS is divided as follows per CORP:

D In **O'BAY**, 🔵**BLUE** loses up to **3 ASSETS**. In this case **2**, because that's all he has. 🟡**GOLD** loses **1**. So, all **ASSETS** are drained and the **CORP** goes **BANKRUPT**.

E Abroad, in **SWALLOW, INC** (**AMERICA**) and in **Pill & Bill** (**CHINA**) 🔵**BLUE** loses **1 ASSET**.

The PROFIT is divided as follows per CORP:

F In **Pill & Bill**, 🔵**BLUE** gets **0**. 🔴**RED** gets **1 ASSET**. **DISSIDENT PROFITS** can be ignored.

G In **BAILUS**, 🔴**RED** is **BIGGEST**, so not a regular **STAKEHOLDER**, and therefore receives nothing.

POLITICS

To take effect, BILLS must first be voted into law in their respective parliaments. During the BILLS & POLITICS phase, we vote, process, and then dismiss the BILLS in the following order:

1 ASSETS

PARTIES are populated by two kinds of ASSETS, who vote in different ways:

DISSIDENT ASSETS

DISSIDENT ASSETS don't fall in line and don't listen to reason! Instead, they vote stubbornly along their ideological lines. This can be good or bad. See the example below:

EXAMPLE

1A In an **L PARTY DISSIDENTS** vote:

- in favor of any **L BILL**
- but against all other **BILLS**

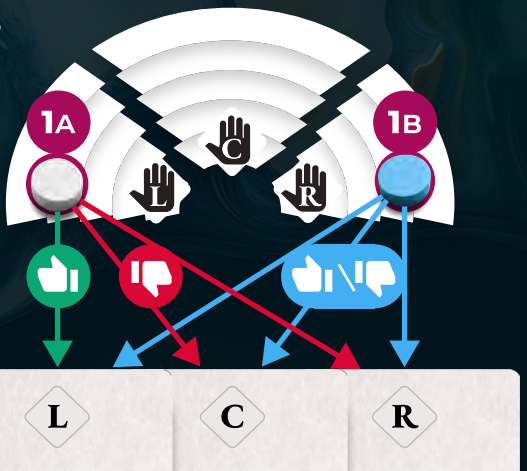
The same logic applies to other **IDEOLOGIES**:

OUR ASSETS

By contrast, our own **ASSETS** are great! No matter which **PARTY** they are in, they always vote exactly how we want them to, as illustrated below:

EXAMPLE

1B The 🔵**BLUE ASSET** in the **R PARTY** votes whatever 🔵**BLUE** wants, on any kind of **BILL**:



2 PARTY VOTING

Votes are cast per **PARTY**. The number of votes is not equal to the number of **ASSETS**. Instead:

- The largest **PARTY** has **1.5 votes**. This is the **PARTY** with the most **ASSETS** in total. The half vote serves as a tiebreaker.
- Other **PARTIES** with **1 or more ASSETS** have **1 vote** each.
- Empty **PARTIES** do not vote.
- If a vote results in a draw or if no vote occurs, the **BILL** does not pass.

EXAMPLE

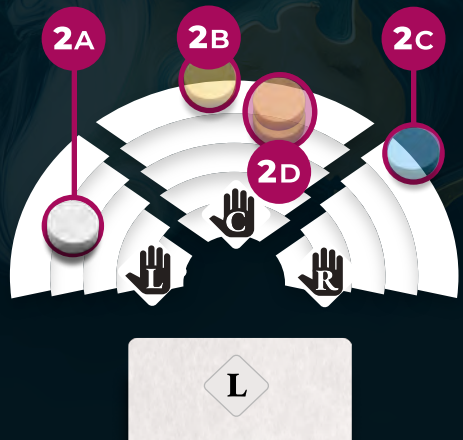
2A See this **PARLIAMENT**, with initially only a **DISSIDENT** in the **L PARTY**. It will vote in favor of this **L BILL**. The other **PARTIES** are initially still empty and don't vote, so the **BILL** would pass.

2B Now 🟡**GOLD** infiltrates the **C PARTY** with **1 ASSET**. She can now block the **BILL** by forcing a **1** vs **1** voting draw with the **L PARTY**.

2C Then 🔵**BLUE** infiltrates the **R PARTY** to push the **BILL** through. Together with the **DISSIDENT** in the **L PARTY**, they have a **2 vs 1** vote against 🟡**GOLD** in the **C PARTY**.

2D Even if 🟡**GOLD** adds more **ASSETS** to the **C PARTY** to get an overall **ASSET** majority, she still loses with **1.5** vs **2** votes against the **L-R** alliance.

However, she could decide to join another **PARTY** instead, as explained in **STEP 3**.



3 FACTIONS

Politics aren't just played between **PARTIES**, but also within them:

- If **1** player is the **BIGGEST** (more **ASSETS** than any other) in a **PARTY**, they decide the vote.
- If the **DISSIDENTS** are the **BIGGEST**, the **PARTY** votes along ideological lines.
- If there is no single **BIGGEST**, everyone (including the **DISSIDENT**) must unanimously agree. If they don't, the **PARTY** doesn't vote.

EXAMPLE

The image below right continues the previous example.

3A To win the vote, 🟡**GOLD** joins the **L PARTY**. The **DISSIDENT** already in the **L PARTY** is still in favor of the **BILL**. As there is no **PARTY** consensus now, it doesn't vote. So only the **C** and **R PARTIES** still vote. With **C** being largest, it wins **1.5 vs 1**.

3B To overrule this, 🔵**BLUE** now takes over the **L PARTY** with **2 ASSETS**. As the largest player of the now largest party, he decides what they vote. Together with the **R PARTY** he can now outvote 🟡**GOLD** in the **C PARTY** **2.5** vs **1**.

4 BILL ORDER

As indicated, we vote from left to right: **AMERICA** first, **EUROPE** second, then the **GLOBAL SOUTH**, and **CHINA** last!

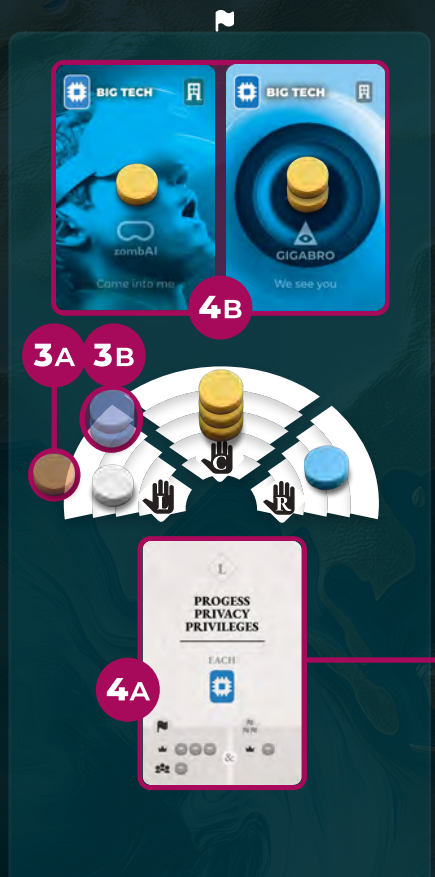
The order can affect your **PROFIT**:

EXAMPLE

4A If the **PROGRESS PRIVACY PRIVILEGES BILL** passes, the **BIGGEST** in each **CORP** in that **BLOC** loses up to **3 ASSETS**.

4B Therefore, **GIGABRO** and **zombAI** would go **BANKRUPT**.

4C So, the **DASH TO DIGITIZE BILL** that comes later won't have any effect on those **CORPS**, as they are already discarded.



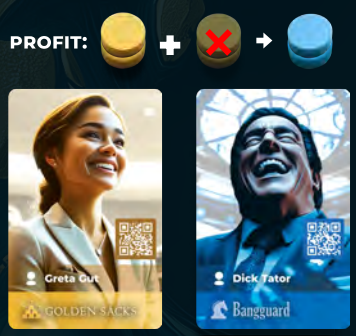
5 THE DEAL

Luckily, we can negotiate! All players can bring up and negotiate offers at any point during the game.

Payouts from **CORPS** can be made in other colors than yourself to allow for good deals. See the example below:

EXAMPLE

- As we saw before, 🟡**GOLD** will lose the vote to 🔵**BLUE**, so she decides to bribe him into voting against the **PROGRESS PRIVACY PRIVILEGES BILL**.
- In this example, 🟡**GOLD** and 🔵**BLUE** strike a deal: if 🔵**BLUE** votes against the **BILL**, 🟡**GOLD** shares the **PROFIT**: **2** of her **4 PROFIT** from the **DASH TO DIGITIZE BILL** go to 🔵**BLUE**, as illustrated below:



You've mastered the tools. Now discover their purpose. Time to look at our GOALS!

GOALS

Making the world a better place essentially comes down to taking over specific CORPS and PARTIES...

1. Check your **GOALS**. The icons in the middle of the cards describe how you accomplish them.
2. We check them after **YEARS 1** & **2** in the **GOALS** phase.
3. After a prolonged **YEAR 3** we do the final **COUNT** based on completed **GOALS** and **CATEGORIES**.

See EXAMPLES below and on the next page.



You can scan any **GOAL**'s **QR** code for examples and more



These **3 SECTORS** are added in the **MEAN GAME**

Find all the **GOAL** requirement icons on your **PLAYER AID**

1 REQUIREMENTS

For every **GOAL** you need to be:

BIGGEST PLAYER

The icons on the **GOAL** card specify where you need to be the **BIGGEST**. Let's go over them one by one.

A CORP IN SECTOR

Be the **BIGGEST** in **1 CORP** in the specified **SECTOR** in any **BLOC**:

OR

based:

B CORP OF ANY TYPE

Be the **BIGGEST** in **1 CORP** inside the specified **BLOC**.

C CORPS COMBINED

Be the **BIGGEST** in the **CORPS** combined inside the specified **BLOC**.

You don't need to be **BIGGEST** in any specific **CORP**, only in the overall **CORP ASSET** count.

D PARTY

Be the **BIGGEST** in **1 PARTY** inside the specified **BLOC**.

E PARTIES COMBINED

Be the **BIGGEST** in the **PARTIES** combined inside the specified **BLOC**.

You don't need to be the **BIGGEST** in any specific **PARTY**, only in the overall **PARTY ASSET** count.

BIGGEST PLAYER

Being the **BIGGEST** means having more **ASSETS** than any other individual player there, including the **DISSIDENT**.

2 GOAL PHASE

At the end of each **YEAR** we check our **GOALS**. If you have reached one or more, you can reveal them one by one for the others to check. Turn and keep them face up until the final **COUNT**.

Completing **1 GOAL** reduces your yearly income by **1 ASSET** (see **PAGE 18, RESET**). You can choose to keep a reached **GOAL** face down, but be aware that in a later **YEAR** you might not meet the requirement anymore.

Keep unachieved **GOALS** face down. You still have the remaining **YEARS** to complete them.

Do not check your GOALS after the TURNS phase in YEAR 3. Instead, we'll play a **FINAL TURNS** phase after the **BILLS**, to spend all remaining **ASSETS**. (**PAGE 18, FINAL**).

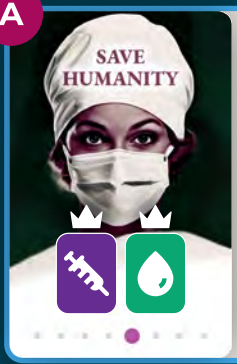
3 COUNT

In the final **COUNT** we check who earned the most **VICTORY POINTS:**

- **1 for every reached GOAL.**
- **1 for every *unique* CATEGORY**
  See the bottom of the cards.
- **1 for every failed GOAL**
  See **PAGE 19** for an example.

EXAMPLES

A



BLUE achieves this **GOAL** by:

- being the **BIGGEST** in
- **1 BIG PHARMA CORP** &
- **1 BIG ENERGY CORP**.

B



BLUE achieves this **GOAL** by:

- being the **BIGGEST** in
- **1 CORP** in the **GLOBAL SOUTH** &
- **1 CORP** in **CHINA**.

C



RED achieves this **GOAL** by:

- being the **BIGGEST** in
- **CORPS** in **CHINA** combined.



D



RED achieves this **GOAL** by:

- being the **BIGGEST** in
- **1 PARTY** in **AMERICA** &
- **1 PARTY** in **EUROPE**.

E



GOLD achieves this **GOAL** by:

- being the **BIGGEST** in
- **PARTIES** in the **GLOBAL SOUTH** combined.

With these GOALS in mind, let's recap all phases next and have a look at our yearly RESET, before we finish with the COUNT.

PHASES

BASE GAME

We play out 3 YEARS with these phases. Note the RESET phase which we haven't discussed yet.

START

SETUP

PAGE 6-9

TURNS

Starting with the **START PLAYER**

we play in **TURNS** until passing

First one to pass gets & **1 ASSET**

Once all but one player have passed, the remaining player takes one final normal turn. After that, they may continue, but must pay **1 ASSET** to the bank for each turn.

PAGE 10-11

BILLS & POLITICS

Negotiate, vote, and settle **PROFITS** & **LOSSES** [1]

PAGE 12-15

YEAR 1 & 2

GOALS

Then we check who already reached their **GOALS**.

Keep reached **GOALS** face up in front of you until the final **COUNT**, and keep unfinished ones face down.

PAGE 16-17

RESET

Place 4 new BILLS

Place new DISSIDENT ASSETS [2]

All players get 1 new GOAL

Players get ASSETS depending on how many **GOALS** they have reached:

ASSETS = 5 - total reached [1] [3]

For example, at the end of **YEAR 2**, if you reached one **GOAL** in **YEAR 1** and another in **YEAR 2**, you get **3 ASSETS**.

YEAR 3

FINAL

Leverage all means! In the **FINAL TURNS** phase (using the same turns rules), we spend our last **ASSETS** in rounds on anything we want, before doing the final **GOAL COUNT** (see next page).

[1] Each color has **50 ASSETS**. When running out, you can still add them to your personal reserve, but you need to release them from **CORPS** or **PARTIES** of choice. You can release and pick them right *after* the **BILL** has been voted on and stakes were determined.

[2] Except in **NORMAL 5-player** or **DISSIDENT** modes.

[3] The amount can't be negative. If you reach **5 or more GOALS**, you gain no **ASSETS**, but don't have to pay either.

COUNT

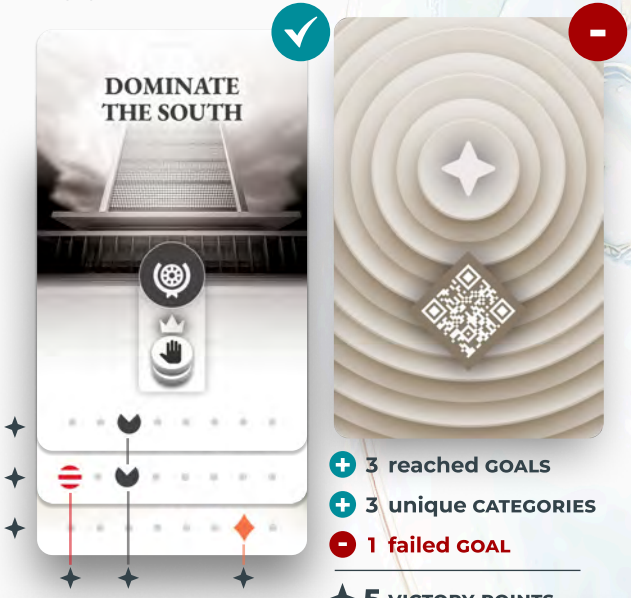
After the FINAL in YEAR 3 it's time to COUNT!

- **1 for every reached GOAL.**
- **1 for every *unique* CATEGORY**

  Because overlapping **GOALS** are easier to score, they are categorized. You get **1 additional VICTORY POINT** for every unique **CATEGORY** you score. So if you have two of the same, the **CATEGORY** only counts as one.
- **1 for every failed GOAL**

VICTORY POINTS

Say, you reached 3... **but failed 1...**



- **3 reached GOALS**
- **3 unique CATEGORIES**
- **1 failed GOAL**

5 VICTORY POINTS

- **If it's a draw**, the player with the most **ASSETS** on the board wins the game.
- Still tied? Each contestant draws a **GOAL** card and reveals it simultaneously. Continue until someone wins.

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NEED HELP?

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Share it?



You're more than ready to learn about the extensions. Read on, my friend!

❖ MODULES

Play the BASE, MEAN, or BIG GAME in NORMAL, TEAM, or DISSIDENT mode:





40-90 min

2-5





60-120 min

4, 6, 8





60-120 min

3-8

MEAN GAME

Let's turn it up a notch! MEAN GAME follows the same rules as the BASE GAME but adds new components and a different board, which introduces a few differences in gameplay.

SETUP

These are the changes to the **SETUP**:

1 PLACE BOARD

Use the '**BIG**' side (see top left corner of the board).

2 SELECT CARDS

In the **MEAN GAME**, use *all* **CORP**, **BILL**, and **GOAL** cards: mix in all cards that show a triangle at the bottom of their backs. Shuffle them in thoroughly:



+9 **CORPS** +19 **BILLS** +12 **GOALS**

MEAN SECTORS

The following **SECTORS** are added:

- **BIG ARMS**
- **BIG FOOD**
- **BIG MEDIA**

GOAL DECK

On the **BIG** side of the board, there's only **1 GOAL** deck, so just **1 GOAL** is placed face up. There is no discard pile to pick a card from and discarded **GOALS** go to the bottom of the deck. For the rest the picking rules are as normal.

A

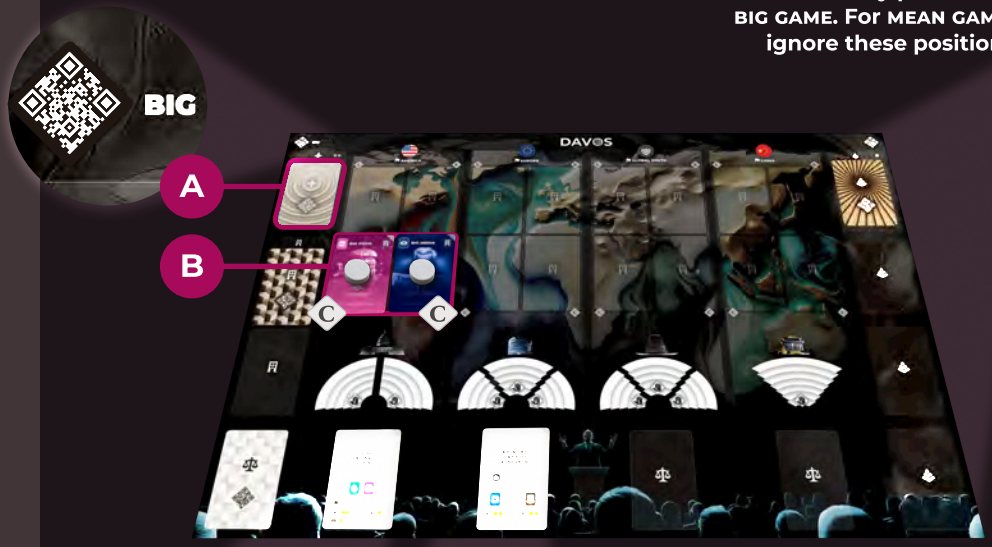
C POSITIONS

B On the **BIG** side of the board, each **BLOC** has **2 C CORP** positions.

So, during **SETUP**, if a **C BILL** is placed in a **BLOC**, place **CORPS** and **DISSIDENTS** in both positions. Do the same for **DISSIDENTS** during **RESET**.

C

CONTROL is only part of the BIG GAME. For MEAN GAME, ignore these positions





Some **BILLS** have an effect whether **PASSED** or **REJECTED**.

Their effect applies in all **BLOCS**.

D This **BILL** doesn't have an **L/C/R IDEOLOGY**. So, during the **SETUP** phase, no **CORP** or **DISSIDENTS** will be placed in this **BLOC**.

DISSIDENTS always vote against this **BILL**.

BIG BIG GAME

Finally... Welcome to the BIG GAME!

See **EXAMPLES** on the next page.

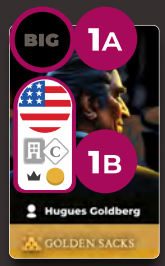
1 SETUP

Prepare like you would in the **MEAN GAME**, with these additions:

MEMBER CARDS

A Turn **START PLAYER** and **MEMBER** cards with the '**BIG**' side face up.

B This shows their **SPECIALTY**.



VICTORY TOKENS

C Place the tray with the **VICTORY TOKENS** next to the board.

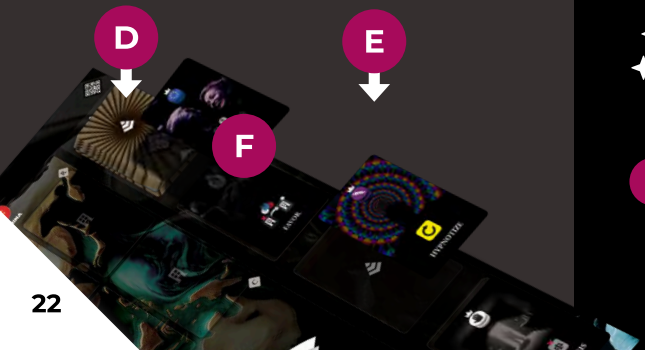


CONTROL

D Place the **CONTROL** card deck on the board.

E Flip **3** cards face up onto the **CONTROL** positions.

F Flip the top card of the deck face up too.



BIG PHASES

YEARLY phases have the following additions. See **PAGE 28** for the complete phases overview.

2 TURNS

You can now buy a **CONTROL** card as a turn action. See more details on the right.

3 CONTROL

Between the **TURNS** and **BILLS** & Politics phases, it's time to pull some strings. Starting with the (new) **START PLAYER**, we play in turns again. You can play one **CONTROL** card per turn if you meet the requirement. See more details on the right, and examples on the next page.

- Each card can be played once per **YEAR**, but may be used again in the next.
- Apply the same passing rules as in the **TURNS** phase (though **START PLAYER** stays the same).

4 SPECIALTY

After the **BILLS** phase, it's time to utilize our **SPECIALTIES**. You will gain **1 ASSET** for each **CORP** you are now **BIGGEST** in. Depending on your card this is:

- a **CORP** in your **SPECIALTY SECTOR**, *or*
- a **C CORP** in your **SPECIALTY BLOC**.

5 GOALS

When you first achieved a **GOAL**, flip it face up, like in the **BASE GAME**.

RESCORING GOALS

In later **YEARS**, if you meet the requirement again:

- for the **1st** time add **1 VICTORY TOKEN** on top
- for the **2nd** time, add **2** more.

Each one is worth **1 VICTORY POINT**.

6 RESET

Each **YEAR**, replace the **CONTROL** cards on the board with **4** new ones.

BUY CONTROL CARD

- Pay **1 ASSET**.
- Choose one of the **4** cards and place it face up in front of you.

  (you can't pick the top hidden cards in the deck)

  Reveal a new card so **4** are face up again.

CONTROL TURN

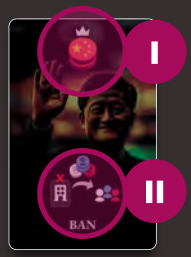
Check requirement

I Each **CONTROL** card shows a domain on top. If you're the **BIGGEST** there, you're in control and you can play it.

Note that in this example, **CHINA** is just the requirement. The action can be carried out anywhere in the world.

Perform its action

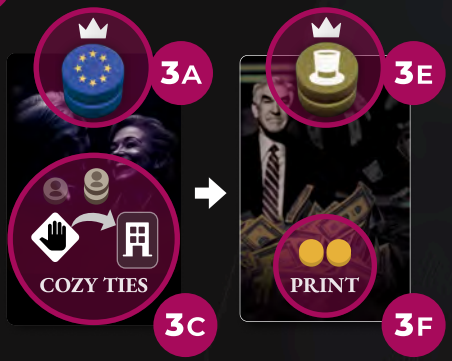
II Follow the icons at the bottom.



Find every card explained on **PAGE 24** & **25**.

EXAMPLES

3 CONTROL



Say, the 🟡**GOLD** player holds the **CONTROL** cards above.

Check COZY TIES

3A To play this card, he must have the most **ASSETS** in **EUROPE** combined.

3B See the board. He achieves this with **4 ASSETS** in **CORPS** and **PARTIES**, which is more than 🔵**BLUE** and the ⚪**DISSIDENTS**, who each have **3**.

Play COZY TIES

3C See the card again. He may now move any number of one player's **ASSETS** from one **PARTY** to one **CORP**.

3D He chooses to move all his **4 ASSETS** from **EUROPE**'s **C PARTY** to a **BIG BANKING CORP** in **AMERICA**.

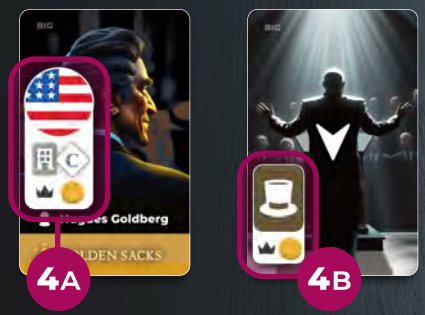
Check PRINT

3E By doing so, he becomes the **BIGGEST** in **BIG BANKING** combined, beating 🔵**BLUE**, who has **3 ASSETS** in the **SECTOR**. So, 🟡**GOLD** meets the requirement for the **PRINT CONTROL** card.

Play PRINT

3F He plays it on his next turn, gaining him **2 ASSETS**.

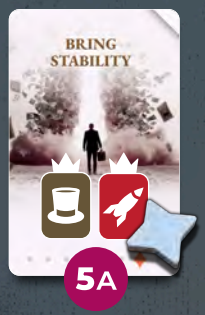
4 SPECIALTY



4A 🟡**GOLD** also becomes the **BIGGEST** in **2 AMERICAN C CORPS**, gaining him **2** more **ASSETS**.

4B He is **START PLAYER**, so also gains **1** more **ASSET** for being the **BIGGEST** in **1 BIG BANKING CORP**.

5 RESCORING GOALS



5A 🟡**GOLD** now fulfills his **GOAL** of **BRINGING STABILITY** as well. He has already completed it once, so the **GOAL** is already face up. He rescores it by placing a **VICTORY TOKEN** on it.



CONTROL CARDS

SECTOR

You can play these cards if you are the **BIGGEST** in the specified **SECTOR** combined. You don't need to be the **BIGGEST** in any single **CORP**, only in the overall **ASSET** count.

- "**One player**" can be yourself, someone else, or the **DISSIDENT**.
- Depending on the card, the action can be applied on **CORPS**, **PARTIES**, or **BILLS** in any **BLOC** or **IDEOLOGY**.



BANKRUPT one **CORP** and move all its **ASSETS** to one **PARTY**.



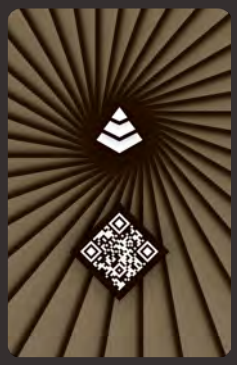
Move any number of one player's **ASSETS** from one **CORP** to one **PARTY**.



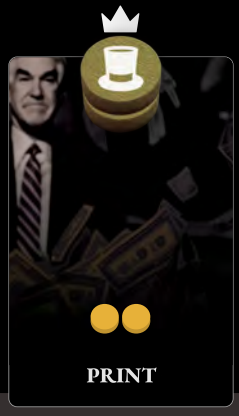
Move any number of one player's **ASSETS** from one **PARTY** to another.



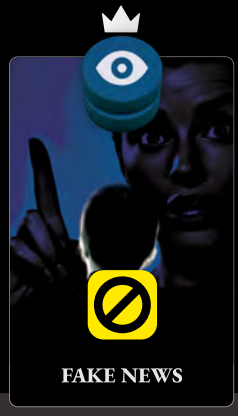
Move all **ASSETS** in one **PARTY** back to the players' reserves.



You can scan any CONTROL card's QR code for examples and more

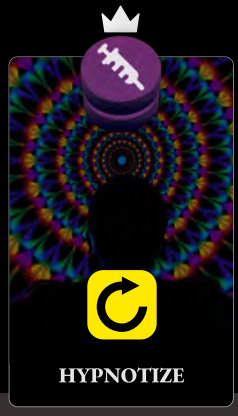


One player gets **2 ASSETS**.



Instantly play in response to a CONTROL card inside or outside your turn, even when passed:

Block a **CONTROL** card that was just played.



Instantly play in response to a CONTROL card inside or outside your turn, even after passed:

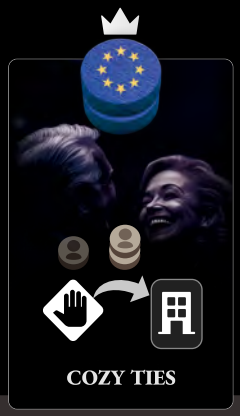
Use a **CONTROL** card that was just played too / again.

BLOC

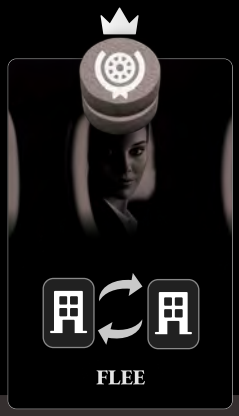
You can play these cards if you are the **BIGGEST** in **CORPS** and **PARTIES** in the specified **BLOC** combined. You don't need to be the **BIGGEST** in any single **CORP** or **PARTY**, only in the overall **ASSET** count.



Swap this **CONTROL** card with someone else's.



Move any number of one player's **ASSETS** from one **PARTY** to one **CORP**.



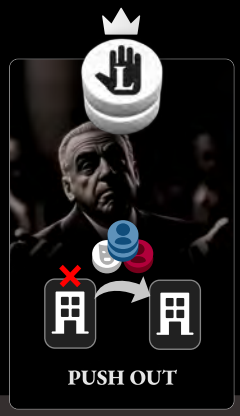
Swap two placed **CORPS**. **ASSETS** move with them.



BANKRUPT one **CORP** and move all its **ASSETS** back to the players' reserves.

PARTIES

You can play these cards if you are the **BIGGEST** in **PARTIES** combined globally (in the specified **L/C/R IDEOLOGY** if indicated). You don't need to be **BIGGEST** in any single **PARTY**, only in the overall **ASSET** count.



BANKRUPT one **CORP** and move all its **ASSETS** to another.



Move all **ASSETS** from one **PARTY** to another.



BANKRUPT one **CORP** and move all its **ASSETS** to a **new** one. Pick and place the new **CORP** according to the normal rules.



Draw the top **BILL** from the deck and replace a current one (discard it).

TEAMS

60-120 min

4, 6, 8

It's lonely in the 1% of the 1%. Time to make a friend! You'll be playing in teams of two.



1 SETUP

Set up the game as either **BASE**, **MEAN**, or **BIG GAME**, except:

- Form teams of **2** players, sit (diagonally) across from your companion, and take **MEMBER** cards in **1** color per team (not ⬤**WHITE**).
- 8 With **8** players, preferably use a round or square table with **2** players per side, so everyone can comfortably reach the board.
- Each player receives **GOALS** and **ASSETS** individually during the **SETUP** and **RESET** (so not per team).

SPECIAL RULES

2 SHARE PROFIT

A **CORP** generates **PROFIT** for a team, so not for each player separately. Divide it amongst yourselves.

- **NO ASSET SHARING**
  You can't give **ASSETS** directly to your companion.
- **COMMUNICATION**
  Teams can communicate verbally or otherwise, but only openly at the table, with the others around.

3 COUNT

Teams first combine the **GOALS**, then count them together. So the **GOAL CATEGORIES** only count once per team.

EXAMPLE

2 If this **CORP** generates ⬤**GOLD 3 PROFIT**, the team needs to decide how to divide it. In this case, they choose **2** for **Hugues** and **1** for **Greta**.



EXAMPLE

3 **Hugues** and **Greta** completed these **GOALS** respectively. The overlapping **CATEGORIES** only count once, so they completed **2 GOALS** in **2** unique **CATEGORIES**, and earned **4 VICTORY POINTS** in total.



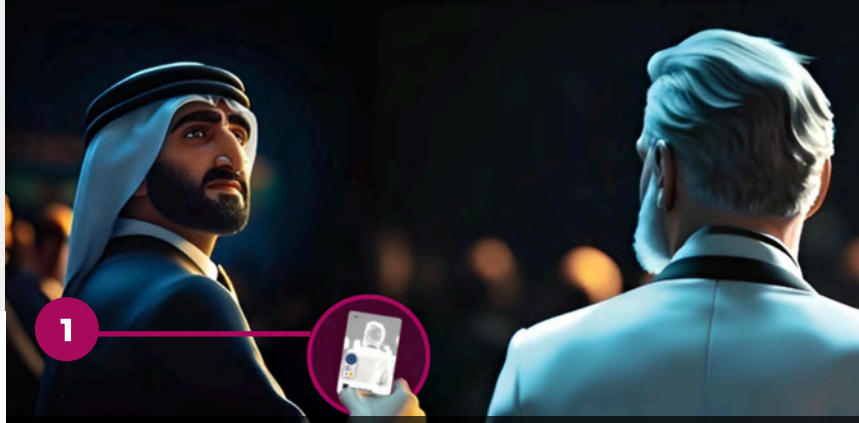


DISSIDENTS

People inside the building are trying to obstruct our GOALS. The least trustworthy among you must be DISSIDENT... Identify them! It will most likely be those who have played the game before.

60-120 min

3-8



SETUP

Set up the game as either **BASE**, **MEAN**, or **BIG GAME**, except:

With number of players:

3-5 There is **1 DISSIDENT**.

6, 8 There is a **DISSIDENT** team, with **2 DISSIDENT** players. The normal players also team up (see previous page).

7 There is **1 SUPER DISSIDENT**. The normal players team up (see previous page). The **SUPER DISSIDENT** gets **10 ASSETS** during **SETUP** and **RESET**.

DISSIDENTS:

1. Get a **DISSIDENT MEMBER** card.
2. Never receive **GOAL** cards.
3. In this mode, **DISSIDENT** players control **DISSIDENT ASSETS**. These are not added to the board during **SETUP** or **RESET**.

SPECIAL RULES

DISSIDENTS can't buy **GOALS**.

Regular players can't swap **GOALS** (but can still buy them).

2 COUNT

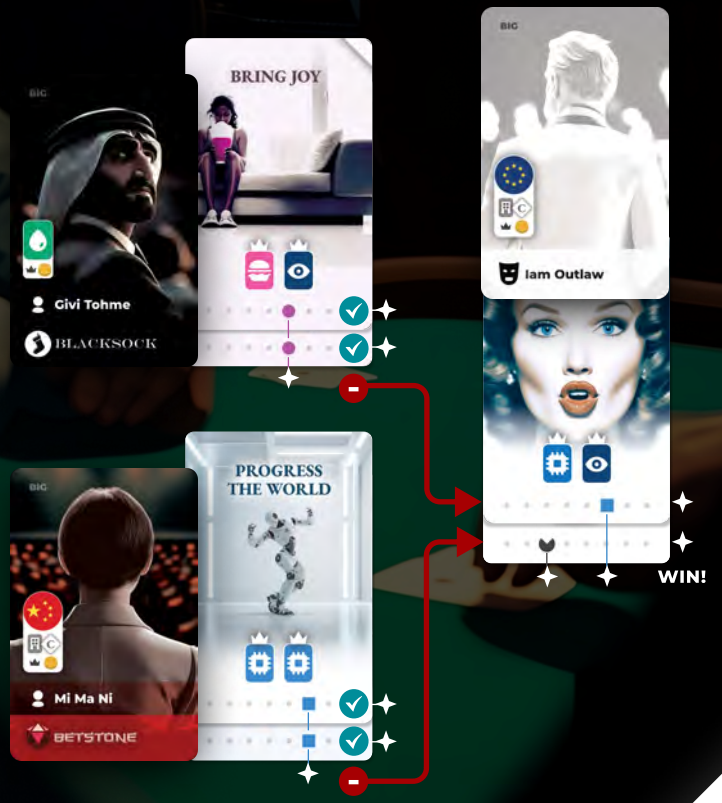
The **DISSIDENTS** get all the failed **GOALS** of the others at the end of the game. For the others, these failed **GOALS** don't count as penalty points, but for the **DISSIDENT** these captured **GOALS** are counted as if they were their own and completed.

EXAMPLE

In a **3-player** game, both **Givi** as **Mi** each completed **2 GOALS** and failed **1**.

2. The failed **GOALS** go to the **DISSIDENT** player.

Counting the cards and **CATEGORIES**, the **DISSIDENT** player wins with **4 VICTORY POINTS** versus **3** for the others.



PHASES

ALL MODES

We play out 3 YEARS, with BIG GAME steps in black.

START

SETUP

PAGE 6-9

TURNS

We play in **TURNS** to invest our **ASSETS** wisely, until we pass one by one.

PAGE 10-11

CONTROL

Change the state of the world right before the **BILLS** & **POLITICS** phase. We take **TURNS** playing our **CONTROL** cards, with the same passing rules as for the **TURNS** phase.

PAGE 22-25

BILLS & POLITICS

Negotiate, vote and settle **PROFITS** & **LOSSES**.

PAGE 12-15

SPECIALTY

Pay out extra **PROFITS** to those who are the **BIGGEST** in their **SPECIALTY CORPS**.

PAGE 22-23

YEAR 1 & 2

YEAR 3

GOALS

Rescore GOALS and add VICTORY TOKENS

- Check who reached new **GOALS**. Keep reached **GOALS** face up in front of you until the final **COUNT**, and keep the ones you didn't face down.

PAGE 16-17

RESET

With **4** new **CONTROL** cards each **YEAR** the **RESET** has become a little greater:

- **Place 4 new CONTROL cards**
- **Place 4 new BILLS**
- **Place new DISSIDENT ASSETS** [1]
- **Players get 1 new GOAL**
- **Players get ASSETS** depending on how many **GOALS** they have reached:

  ASSETS = 5 - total reached

FINAL

Leverage all means! Play a **FINAL TURNS** phase, spending your last **ASSETS** in rounds on anything, before proceeding to the final **GOAL COUNT**.

COUNT

PAGE 19

[1] Except in **NORMAL 5-player** or **DISSIDENT** modes.