

Nation

A Deck-Building Board Game

Players: 1-4

Set Up

Give each player their information and resource recording cards (Which are off-white) and their starting deck of 10 orange cards. This deck consists of 5 coins, 2 science, 1 happiness, 1 food, and 1 attack. Give each player his or her starting resources including tiles to record 2 food, 2 happiness, and 1 science and both types of dice to record health. Place these dice on the

“resource recording” card. Using the two dice, set each country’s health at 60 (set the six sided die on the left for the tens place at 6 and the ten sided die on the right for the ones place at 0. This shows 60).

Finally, each player gets a yellow “age I” tile.

Check out this example



Create a 3x3 block in the center of the table and divide the cards by their age (color). Place the cards as shown in the table below.




Blank	Blank	Blank
Blank	I	II
III	IV	V

At the beginning of the game, fill the 4 blank spaces with cards from age I (yellow) as shown here

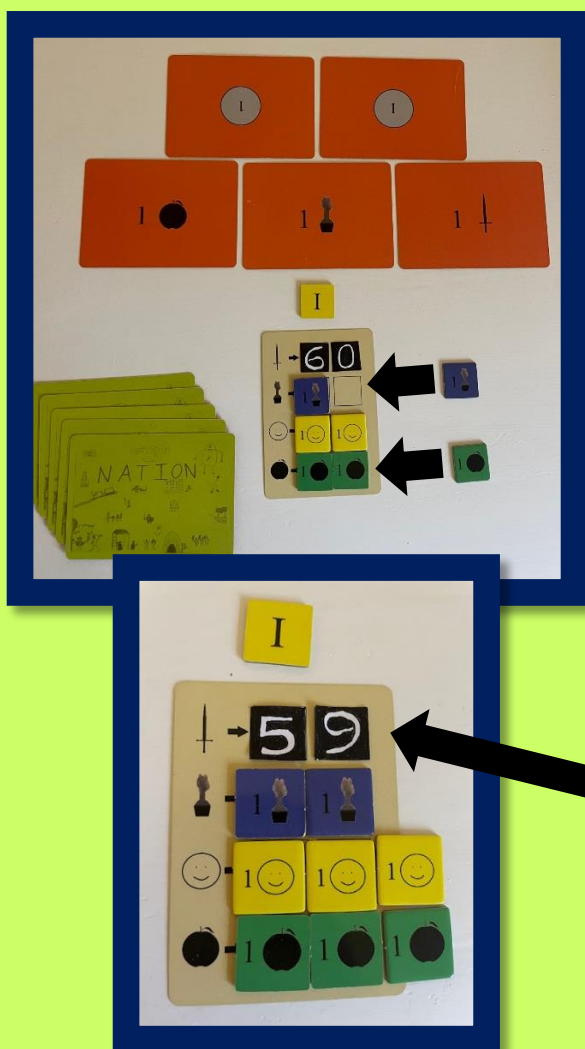






Anytime a player purchases a card which has no card beneath it, he or she will choose a card from any accessed age to replace it.

Gameplay

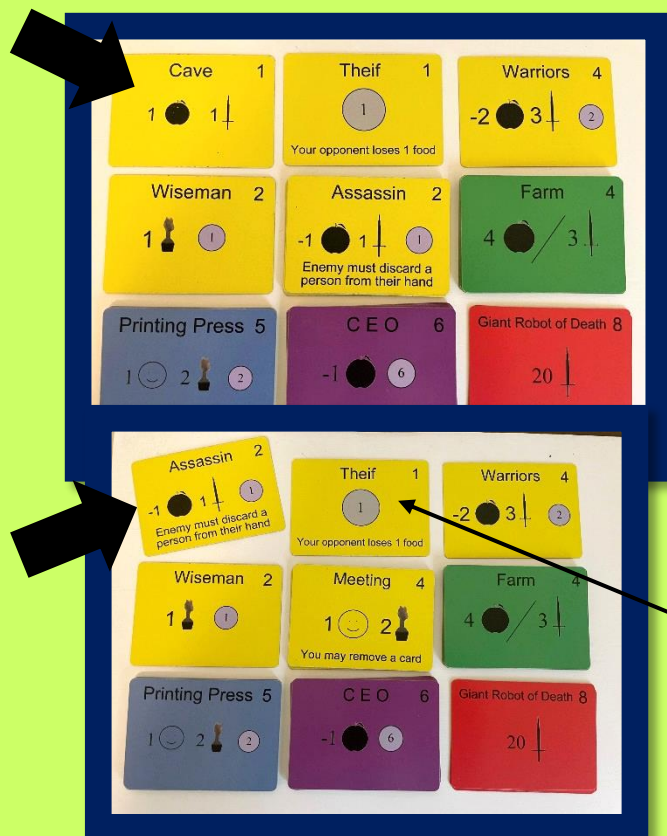
Both teams roll one die to determine who goes first. To maintain balance, the team that goes second should add one to their food, happiness, and science (new total 3 , 3 , & 2  respectively). All players then shuffle their starting decks and draw their top five cards. Both teams may look at their own hands. The first player/team then begins by playing these 5 cards. Starting at the bottom (with food) and moving upward one by one, update the resource dice totals based on which cards were played.

Below is an example of the first three turns of a 1v1 game of Nation.



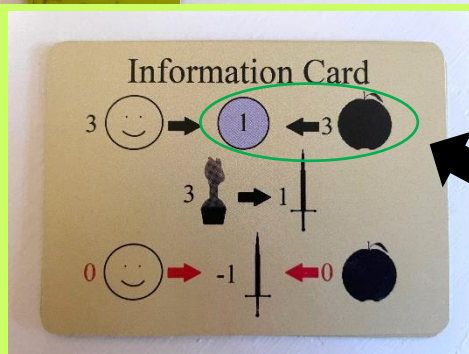
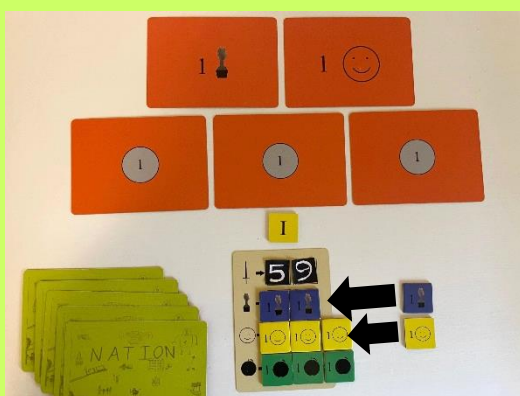
- Example: player one played— a food, a science, an attack, and 2 coins. Player one should add 1 to her food (she now has 3 ) , 0 to her happiness (which remains at a total of 2 ) , and 1 to her science (which increases to a total of 2 ).
- Because of the attack (), Player *two* must now lower his health by 1 (down to a total of 59). To show this, Player 2 should turn his six sided die to 5 and ten sided die to 9.




Player 1 may now choose to use one or both of the 2 coins she drew to buy a card from the 5 yellow* cards in the middle of the table. **Only yellow because player one is still in the first age.* The cost of these cards is displayed in the top right and the resources provided are in the center.

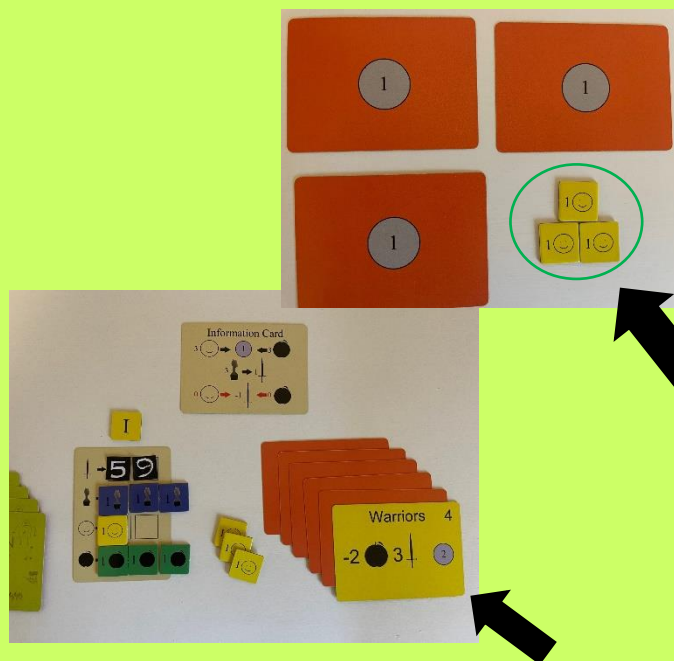


- Example: Seeking food and damage, player 1 chooses to buy “Cave”—placing it in her discard pile—with one coin, leaving one remaining. Because there is now a “blank” space, she replaces “Cave” with a new yellow card, “Assassin” filling in the blank space. Player 1 decides to also buy the sneaky “Thief”—which also goes in the discard pile—and is now out of coins.

Before concluding her turn, player 1 adds a new card from the yellow stack to the blank space where “Thief” was and makes sure to discard all 5 cards she played *face up*. Player 1 may now draw 5 new cards from her draw pile (all of her remaining cards in this case). She should look at these cards but should not reveal them until player 2’s turn is complete. Player 2 now begins by playing the 5 cards from his hand.



- Example: player two plays 1 happiness, 1 science, and 3 coins. This means player two still has 3 , but increases to 4  and 3 .
- Player 2 really desires to add the mighty “Warriors” to his nation. But sadly, enlisting them costs a lot. Thankfully, in the nick of time, he remembers to check the ever helpful information card!

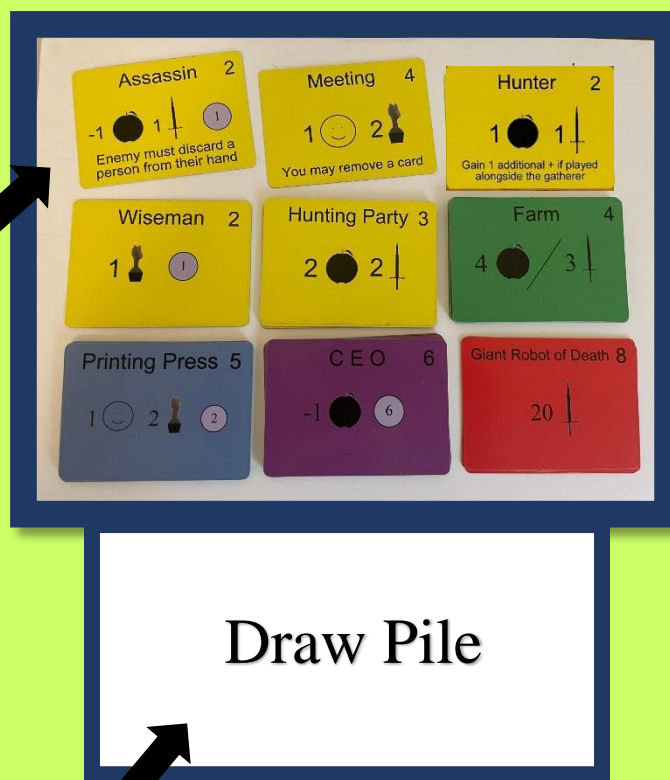


- Feeling very ambitious, player two decides to purchase the Warriors even though they cost 4 coins. Because he only played 3 coins, he exercises the option to trade 3 happiness in for an additional coin (through taxation) to make the purchase. This leaves player two with 0 coins and 1 happiness.

Player 2 then places Warriors in his discard pile along with all of the cards he played this turn.


He then fills the blank space with another yellow card and draws his remaining 5 cards.


Now player one plays her 5 cards which offer 1 happiness, 1 science, and 3 coins. Seeking even more mayhem, she decides to purchase the assassin with 2 coins leaving one. Although she does have the option to trade food or happiness to purchase any card which costs 2, she elects not to and forfeits her coin. She then places a new yellow card in the blank space and discards the assassin and her other cards.





Player one is now unable to draw a full hand as her *draw pile* is depleted. Because she needs new cards in order to draw, it is now: Shuffle Time! *When a player has less than 5 cards in his/her draw pile*, they should draw the remaining cards, shuffle their entire discard pile to create a new draw pile, and then draw enough cards for a full 5 card hand.


Resources

Science:  to advance to the second age (green) you must spend 5 science tiles. Upon doing so, you are now able to purchase green cards from the middle row and you gain the ability to permanently remove two cards from your discard pile. To advance further, you must spend 5 science (age III), 6 science (age IV), and 7 science (age V). Keep in mind that you can only purchase cards associated with an age if your nation has advanced to at least that age.

Happiness:  Happiness is important to keep track of as it can both benefit and harm your nation. You may choose to exchange 3 happiness for a coin by taxing your population. You can do this as often as you would like provided that you have enough happiness. If your happiness ever reaches zero at the end of your turn, your population will begin to riot, causing your country to take one damage immediately and one damage per turn until the situation is rectified.

Food:  Food is also a critical resource as many cards consume food when played. Most “person” cards will eat one food per turn and most “group” cards will eat two food per turn. (Hint: In order to avoid a food shortage it is sometimes wise to discard certain person or group cards rather than playing them). If your country has zero food at the end of your turn, it will begin to starve and you will lose one health per turn until there is food once more. Much like happiness, you may choose to trade 3 food for a coin.


Damage: cards with a  symbol allow you to attack the enemy nation. Each damage that you deal removes one health from the opponent’s nation. If said opponent runs out of health, you win the game.

Coins:  Coins allow you to purchase other cards. Coins are produced by certain cards or can be gained by exchanging happiness or food (at a ratio of 3 to 1). Because they do not “roll over” into future rounds, coins must be spent immediately or forfeited.

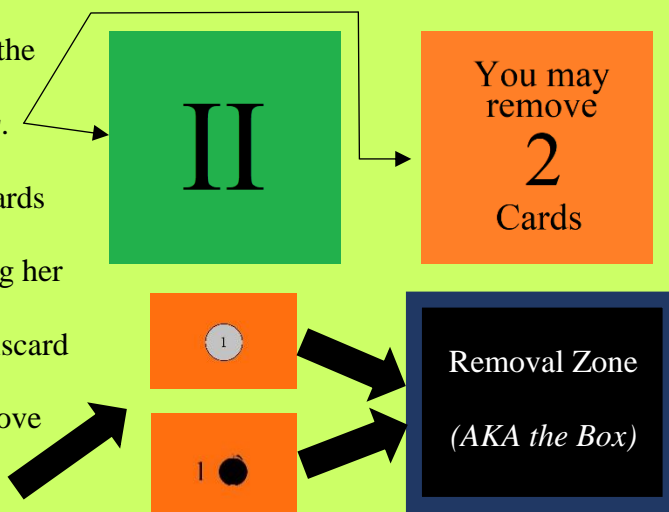
Winning the Game

To achieve victory, a player or team must lower the enemy nation's health from 60 to 0 or convince the enemy to surrender using "Mind Control". To accomplish the former, one must deal damage to the opponent by purchasing attack cards to add to their deck. As for the latter, "Mind Control" can be purchased for 10 coins in the 5th (and final) age.

Special Circumstances




Removing: When given the option to "remove" a card, a player may take any card from his/her discard pile and *permanently* remove it from play. Permanently removed cards should be returned to the game box so as not to be confused with temporarily "discarded" cards. After advancing to a new age, players gain a "remove 2 token"  which allows them to remove two cards from their discard pile. This token can be used at any time. If you wish to remove only one card, do so and flip the token over. Players cannot accumulate multiple "remove tokens".

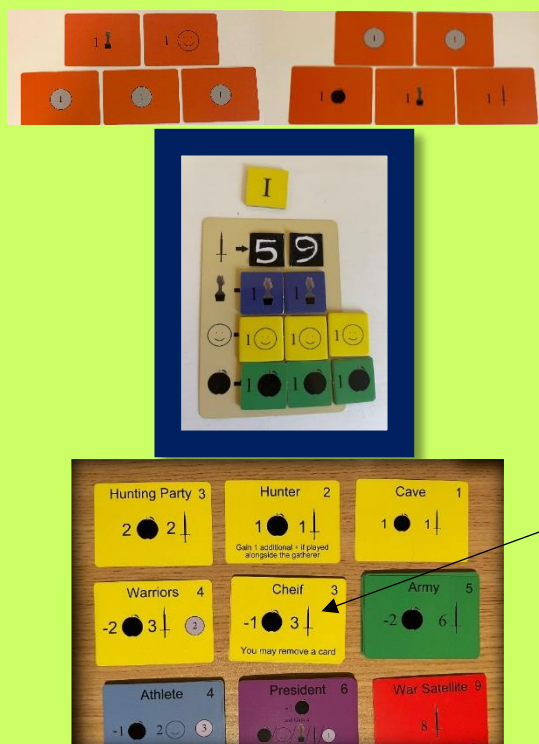
- Example: Player 1 has now reached the second age. She gains *these two tiles*. Thus, she can now purchase green cards and remove 2 cards. After concluding her turn, player two looks through her discard pile and decides to permanently remove two orange cards: 1 food and 1 coin.



Discarding: On any of his/her turns, a player may choose to discard a card directly to his/her discard pile rather than playing it. In doing so, the player does not gain nor lose any of the resources listed on the discarded card(s). Cards which would cause a player to go *below* 0 food or 0 happiness must be discarded. If an opponent plays a card which prompts you to discard, you may choose any of the cards from your hand that match the description (i.e. "person"). If you do not have a card that matches the description, you do not have to discard any cards this turn.

4 Player Mode

In this 2v2 mode, each player receives a deck of 10 orange starting cards. Each team only needs one shared resource recording card which begins at 60 health, 2 food, 2 happiness, and 1 science. The team that plays second starts with 3 , 3 , & 2  respectively. Both teammates play 5 cards and add any resources gained to their team total. Any cards must be purchased by one player individually and cannot be transferred. All resources played are pooled together between partners (except for coins). The game ends when either of the Tandem Nations' health falls to 0.












- Example: Team One begins with Player A playing 3 coins, 1 science, and 1 happiness; & Player B playing 2 coins, 1 food, 1 science, & 1 damage. Thus, Team One adds 1 to their food and happiness, 2 to their science, and deals 1 damage to Team Two.
- Player A decides to purchase “Chief” using her 3 coins. She takes and places Chief in her discard pile revealing “Wiseman” which player B purchases with his 2 coins. They each place their used cards into their individual discard piles and conclude their turn.

3 Player Mode



In this mode, players each play their own nation and have two adversaries. Roll to see who goes first and begin each player with the following resources:




Each time any nation attacks, both enemy nations take

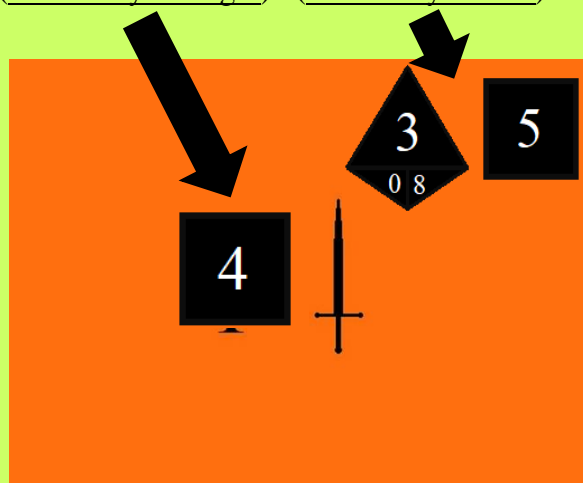
the full damage. If a card states that your enemy must discard a card, the nation to your left must discard (unless they cannot discard, in which case the nation to the right must discard). The same logic applies to cards like “Thief” and “International Summit”. Because damage is doubled, start each nation with 70 health and reduce scientific advancement costs to 4,4,5,6.


Player 1	1 	1 	& 1 	
Player 2	2 	2 	& 1 	
Player 3	3 	3 	& 1 	

Cooperative Mode - 2 Players

Team up with a partner to take on the Evil Army. The Evil Army is an uncivilized nation which focuses on building an army for destruction. The Evil Army starts with 1  and adds 1  every turn until your nation is destroyed or you prevail. Before each of your turns, the Evil Army damages you based on their army size. To keep track of the Evil Army's strength, use one orange "1 damage" card. Place a 10 sided die showing "1" on the orange card. After each time the Evil Army attacks you, add 1 to the total of this die. (Evil Army Strength) (Evil Army Health)

- *Example: before your fourth turn, the strength of the Evil Army is 4 . Thus, the health of your nation decreases from 54 down to 50 and the Evil Army increases to 5 . Before your fifth turn, your health will decrease from 50 to 45 and the Evil Army will go up to 6 .*



The evil army starts with a 60 health nation which functions per usual. The Evil Army does not have cards or any other resources (besides ). To win: your tandem nation must destroy the Evil Army from 60-0—or use mind control—before your own destruction.

Solo Mode – 1 Player

Take on the evil army alone! In this mode, the Evil Army again starts with 60 health and has no cards or resources but deals 1-6 damage each turn (roll one six-sided die to determine how much). You may defeat the Evil Army by destroying its 60 health or by utilizing mind control.

- *Example: Rolling a 4, the evil army deals 4 damage to you reducing your health from 39 to 35. You now play your top five cards: Hut, Chief, Warriors, Gatherer, and a coin. You lose net 2 food (+1 but -3 = -2), gain 3 happiness, gain 1 science, and deal 6 damage to the evil army. You decide to buy Privateer using all 4 of your coins.*

Specific Card Effects

Many cards provide additional effects which are described at the bottom of the card.

Refer to the section below for further explanation about a particular card if desired.

Architect: *Add 1 health to your nation.* Example: after playing Architect, you go from 54 to 55.

Assassin: if your opponent has a “person” card *in hand*, he or she must place it in the *discard* pile leaving him or her with 4 cards. The discarded card is not permanently removed. If the opponent has multiple cards that meet this description he or she may choose which card to discard. If the opponent has no person* cards, he or she does not have to discard anything.

Demolition Crew: This card follows the same logic as the assassin card except it effects in-hand building* cards instead of person cards.

** To determine if a card is a person or building card, check for a symbol in the top left corner.*

Doctor: Choose any one *person* card from your discard pile and place it atop your draw pile.

Farm: The farm can produce 4 food or 3 damage on a turn but not both.

Hunter & Gatherer: Because they work well together, when hunter and gatherer are both played by one player in the same turn, they each produce an additional resource.

International Summit: if the enemy nation is in a higher age than you, gain 4 science instead of 2. This effect is also triggered if your opponent is in the same age, but has more units of science.

King & President: Both the King and the President can produce any one of the 5 resources. You can choose any resource you desire, but cannot choose a combination of multiple resources.

Market: Unspent coins may be converted into food or happiness (but not both) at a 1:1 ratio.

Meeting, Chief, General, Forum, King, & President: You may permanently remove any card from your *discard pile* (but not your draw pile). You may *discard* a card from your hand then remove it using these cards. Cards with this ability may remove each other but not themselves.

Mind Control: This card goes straight to the discard pile (like all other cards) when purchased.

When it is played, however, the player who plays it instantly wins the game.



Philosopher: Gain 1 science. Additionally, count how many other *person* cards you played this turn (excluding the philosopher). Gain that many extra science.

Privateer: This card prompts the opponent to choose any of his/her 5 cards in hand to discard.

Professor and Construction Crew: Both of these cards allow you to purchase other cards at a discounted rate. On any turn in which you play the professor, you may purchase all *person* cards for one coin less than normal. For example: you could purchase the Athlete for 3 coins instead of 4. You could also purchase the Thief (which normally costs 1 coin) for free *even on the same turn*. The Construction Crew allows you to purchase any one *building* card for free. Look for the “Person” or “Building” symbols on the top left of many cards.

Shipyard, Train Station, Airport, EMT & the Internet: after playing any of these cards, draw one more card from your draw pile and play this 6th card as well.

Teleporter: Draw 3 cards. You may move one card from your discard pile to another player’s discard pile. This ability is much like the remove ability, except that you deport the unwanted card instead of destroying it. Choose wisely as your opponent now owns the deported card.

Thief: This card causes your opponent to lose one food (to a minimum of 0). The thief then promptly eats this food resulting in neither a gain nor a loss of food in his home nation.

Time Machine: Undo all the damage your opponent dealt on their turn. Example: player one plays Chief and Navy causing Player Two to take 11 damage and go from 30 health to 19 health. On her turn, player two plays Time Machine and travels back in time (to 30 health once more).

Wall: After playing the Wall, do not discard it as you would other cards. Instead leave it in your play area and gain one happiness every turn it remains standing. If your opponent deals less than 3 damage the wall blocks all of it and remains standing. If your opponent does 3 or more damage, reduce the damage you receive by 3 and *discard* (but do not remove) the Wall.

War Satellite: much like the wall, War Satellite remains in play. It deals 8 damage to its opponent every turn and is impossible to destroy.

Credits

A big thanks to the many awesome people who helped with playtesting Nation including-

Alec

Alyssa

Becca & Cameron

Emily

Erin & Ian

Gabby

James

Jasmine

Massimo

Nate

Nikki & Rodrigo

Richie

Rodrigo

Ryan

Shaun

Wyatt

Zach

Also check out our website: www.GameKnightGames.com

Created by: Cameron Backman

Good artwork by: _____

Not so good artwork by: Cameron Backman