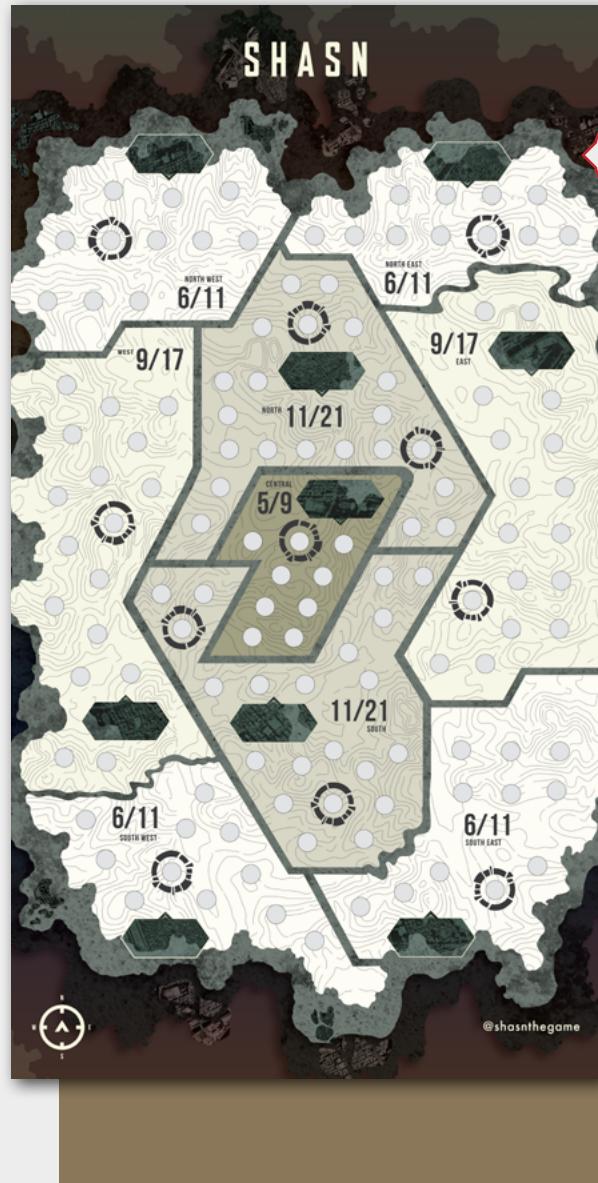


SHASN

COLLECTOR'S EDITION RULEBOOK

CREATED BY ZAIN MEMON

WHAT'S IN THE BOX



GAME
BOARD

x1

IDEOLOGY
CARDS

x108



IDEOLOGUE
CARDS

x4



VOTERS

x300
(60x5)



VOTER
CARDS

x60



HEADLINE
CARDS

x20

CONSPIRACY
CARDS

x20



RESOURCES



FUNDS



CLOUD



MEDIA



TRUST

x50

x50

x50

x50

GAME CONTENTS

1	x Game Board
60	x Voter Cards
300 (60x5)	x Voter Pegs
200 (50x4)	x Resource Tokens
1	x HQ Mat
5	x Player Mats
4	x Ideologue Cards

KICKSTARTER EDITION

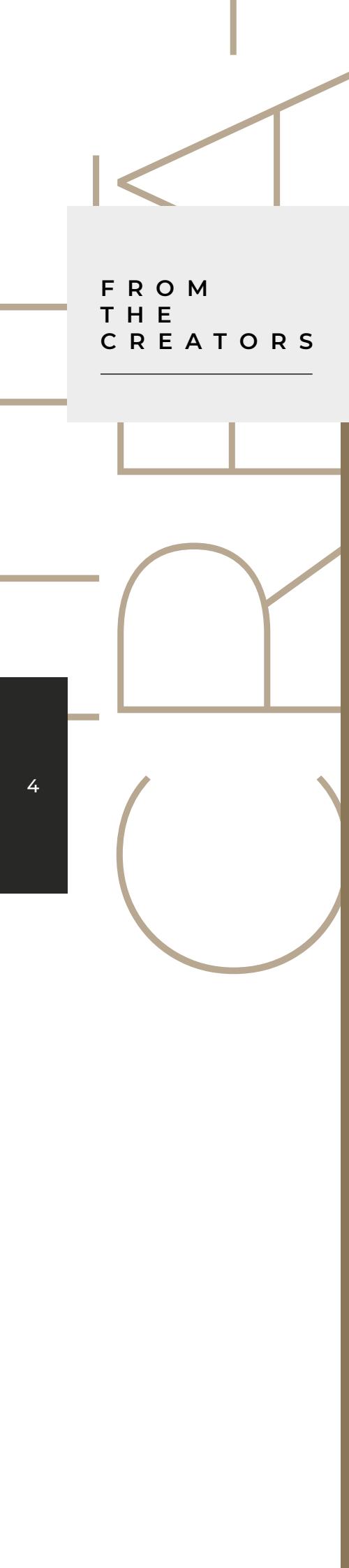
108	x Ideology Cards
20	x Conspiracy Cards
20	x Headline Cards

PRESIDENTIAL EDITION

432	x Ideology Cards
80	x Conspiracy Cards
80	x Headline Cards

KICKSTARTER PROMOTIONAL REWARDS

1	x Edge of Chaos Mat
11	x Home Turfs
5	x I Owe You Tokens
2	x Tracker Tokens
13	x Elite Cards
12	x Cost of Victory Cards
1	x Scenario Book
5	x Voter Pouches with Party Symbols
1	x Cardboard Public Reserve Box
1	x Collector's Edition Rule Book



FROM THE C R E A T O R S

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In early 2018, we set out to build an intervention that could create real political dialogue, without all the hostility, pitchfork-carrying tribalism and whataboutery that had long since become the norm in politics.

We wanted to create something that could bring people together, engage and entertain, while enabling conversations about our most urgent problems. As our first game, SHASN tries to manifest our aspirations - of reflecting upon the real world, through the sheer joy of gaming.

To our delight, the tabletop community welcomed us with open arms. It's been the warmest and coolest community we've ever been a part of. SHASN would not have been possible without all the support we received.

If this game helps you hash out your differences with another player, or even find some common ground, we will consider our job done. At the very least, we hope it gives you another lens through which to interpret our world, and at the most, we hope it inspires you to participate in the democratic process further.

Games are a profound medium. We're so excited for more creators to tell meaningful stories through them in the future, and hope to do the same. Thank you so much for the support and vote of confidence that has made it possible.



HOW TO READ THIS RULEBOOK

This rulebook has been split into two parts - a narrative introduction phase, and a detailed list of rules for every mechanic. On your first readthrough, only read the top section of each page (marked with ►) to learn how to begin the game. Once you start playing, you can refer to individual sections to check for additional rules.

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I N D E X

S H A S N
/ ſəſən



(noun) Origin: Sanskrit
1. Governance, rule, or regime
2. Throne, or seat of power

Welcome to SHASN. You are a politician.
Enter an election that will decide the fate of your nation.

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OBJECTIVE & SETUP

The game ends when all possible majorities in all zones have been formed. The player with the highest number of majority voters wins the game.

- ▶ Each player selects a Player Mat, along with its corresponding bag of voter pegs and I Owe You Token.
- ▶ All players vote to determine Player 1. In the case of a tie, vote again. Players cannot vote for themselves. Players take turns clockwise.
- ▶ Player 1 receives any 1 resource of their choice from the Public Reserve (i.e., the resource bank). Player 2 receives any 2 resources. Player 3 receives any 3 resources. Player 4 receives any 4 resources. Player 5 receives any 5 resources. Players keep their resources on their Player Mats.

Designer's Note: *This is to offset first player advantage.*

G A M E P L A Y T I P :

Every starting position offers a different advantage. You could strike deals with other players in order to influence their vote.

- ▶ Select a campaign. Remove any Ideology Cards if desired, based on Content Advisory.

- ▶ Shuffle that campaign's corresponding decks of Ideology Cards, Conspiracy Cards, and Headline Cards.

- ▶ Place the following on the HQ Mat:

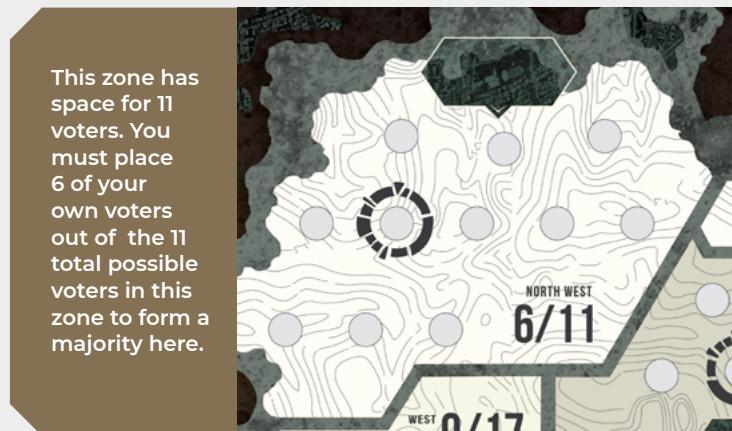
- ▶ Conspiracy Cards.
- ▶ Headline Cards.
- ▶ Voter Cards. Draw and place the top 3 cards face up.

FORMING MAJORITIES



There are 9 zones on the board. Elections will be contested in each of these zones. Form a majority in a zone by influencing more than half the voters in that zone.

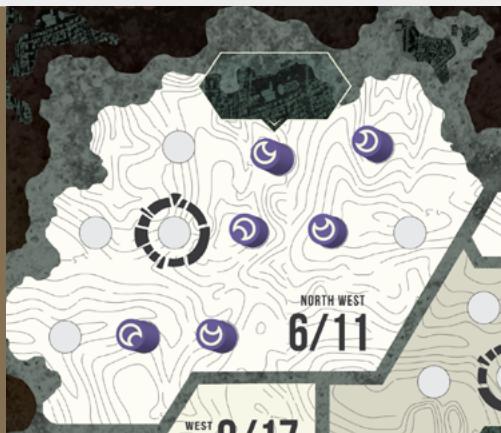
Each of the 9 zones can hold a maximum number of voters. The fraction on each zone denotes its majority requirement.



- Every voter peg has a blank side and a side marked with its party symbol. Non-majority voters are placed on the board with the blank side up.
- A majority is formed in a zone immediately after its majority requirement is met.
- To denote a formed majority in a zone, flip over as many voters as were required to form the majority, with the party symbol side up. Each voter used to form a majority (called a '**majority voter**') earns you 1 point during end-game scoring.

Designer's Note: We understand that this does not accurately represent any one political system. The ambition was to translate the fundamental ideas behind the democratic process in general, to allow the game to be played around the world.

By forming a majority in the North-West zone, you have earned 6 points.



► Only the number of majority voters count towards a player's final total in the game. In the above illustration, placing any more voters in this zone after the first 6 will not earn any additional points and will be kept with the blank side up.

► A majority can be broken through certain powers and effects. If you no longer have enough voters to meet the majority requirement of a zone, your majority breaks. Flip over your remaining voters blank side up.

BREAKING MAJORITIES

G A M E P L A Y T I P :
Once you form a majority, don't take it for granted. A majority can be broken. Watch your back.

INFLUENCING VOTERS



Voters can be influenced through Voter Cards. Each Voter Card has a combination of resources on it. Pay these resources to the Public Reserve (the resource bank) in order to influence that many voters and place them on the board.



Voter Cards can contain 1, 2 or 3 voters. Three open Voter Cards must always be available on the HQ Mat.

- After influencing a Voter Card, a player must place its voters on the board in a single zone.
- Any influenced voters must be placed on the board by the end of the same turn. Failure to do so will lead to these voters being discarded.
- **Voters from a single Voter Card cannot be split across zones.** Voters obtained from any other means can be split.
- After a Voter Card is influenced, discard it and immediately flip open a new one in its place from the draw pile.
- There is no limit to how many voters you can influence in your turn.
- If the draw pile gets emptied, shuffle and reuse all the discarded Voter Cards.
- If there aren't enough empty areas left in any one zone to place the influenced voters from a single Voter Card, all voters from that card get discarded.

R E S O U R C E S

There are 4 resources in SHASN - Campaign Funds, Street Clout, Media Attention, and Public Trust. Earn and trade resources in order to influence Voter Cards.

► **Campaign Funds:** If there is a profit to be made, someone's making it. Earn the support and funds of industry giants by promising business-friendly practices and creating market demand through your policies.



► **Media Attention:** In an era of media saturation, it is vital for politicians to maximise visibility in the public eye. If you choose to baffle, entertain and outrage with your words, you will earn lots of media attention.



► **Street Clout:** If politics is a numbers game, leaders that appeal to the majority set themselves up for success. Accumulate clout quickly by tending to populist sentiments and engaging in identity politics.



► **Public Trust:** Intention matters. When you seek to create a world where all can engage in the pursuit of happiness, regardless of who they are, where they come from, or the pragmatism of change, you will earn people's trust.



All four resources are equally important, and are used to influence voters, buy Conspiracies, and take special actions.

A  indicates that a player can spend any resource of their choice.

RESOURCE CAP AND TRADING



► You will earn resources from Ideology Cards and passive Ideologue Powers (page 28).

► **Players have a default resource cap of 12.**

► If at any time you cross your resource cap, you must choose and discard any excess resources down to your current resource cap. You cannot take any other actions until you do so.

► You can trade resources and Conspiracy Cards with opponents.

► You can trade resources with other players in any ratio. At least 1 resource must be exchanged by both parties. At least 1 player must be the active player for a trade to occur.

► You can initiate a trade at any point during your turn.

► Ideology Cards cannot be traded (unless specified otherwise).

AUCTION



► Certain events in the game will initiate an auction.

► You can bid up to as many resources as your resource cap during an auction. You do not need to hold the number of resources you bid. If you win the bid, you can pay off the bid amount in successive turns. The seller can now take your I Owe You Token and keep it above their Player Mat to keep track of how many resources you owe them.

► However, you cannot make any purchases until you have completely paid off your bid.

► If nobody places a bid for your auctioned item, discard it and receive the minimum bid value from the Public Reserve.

IDEOLOGY CARDS

Resources are earned from answering Ideology Cards. At the start of each turn, the player on your right will read aloud both sides of the top Ideology Card for you. Ideology Cards pose important policy questions. You will have to pick between the two available answers on each card. Every answer will yield a different set of resources.

- ▶ Players take turns in clockwise order. At the start of your turn, the player to your right will draw the top Ideology Card and read both sides aloud to you. These Ideology Cards pose important policy questions.



- ▶ You must choose between the 2 available answers, each of which corresponds to an Ideologue and yields a different set of resources. After confirming your answer, keep the card under your Player Mat with your answer face up and receive the resources denoted on it.
- ▶ Before answering an Ideology Card, you can also choose to have it redrawn by paying any 4 resources to the Public Reserve. If you do so, the player to your right should discard this Ideology Card and draw a new one.
- ▶ **Keep the Ideology Card hidden until the active player has confirmed their answer.** Every Campaign Box is especially designed for this purpose.

Designer's Note: While replaying the same campaign multiple times might familiarize players with some of the answers, Ideology Cards are only a small part of the gameplay experience. The interactions of all the other components, along with a strong social strategy element, ensure replayability for all your games to come.

GAMEPLAY TIP:

Read between the lines - every Ideologue has a distinct voice.

CONTENT ADVISORY



Certain Ideology Cards include sensitive themes and subject matter. Such cards are marked with ! or !! You may choose to remove these cards before the game begins. Doing so will not affect the gameplay experience adversely.



Designer's Note: We have chosen to include these questions because they do exist in the real world and can inspire necessary conversations. To exclude them would be to pretend that they don't affect our lives. However, due to their sensitive nature, we have given players the option to play with them as they see fit.

IDEOLOGUES

In SHASN, both answers on an Ideology Card belong to a different Ideologue. There are 4 Ideologues - The Capitalist, The Supremo, The Showstopper, and The Idealist. As you collect multiple cards belonging to these Ideologues, you will unlock exciting powers.

- Build a unique combination of ideologies and powers each time you play. Every resource also corresponds to one of the four Ideologues.

THE CAPITALIST THE SUPREMO THE SHOWSTOPPER THE IDEALIST

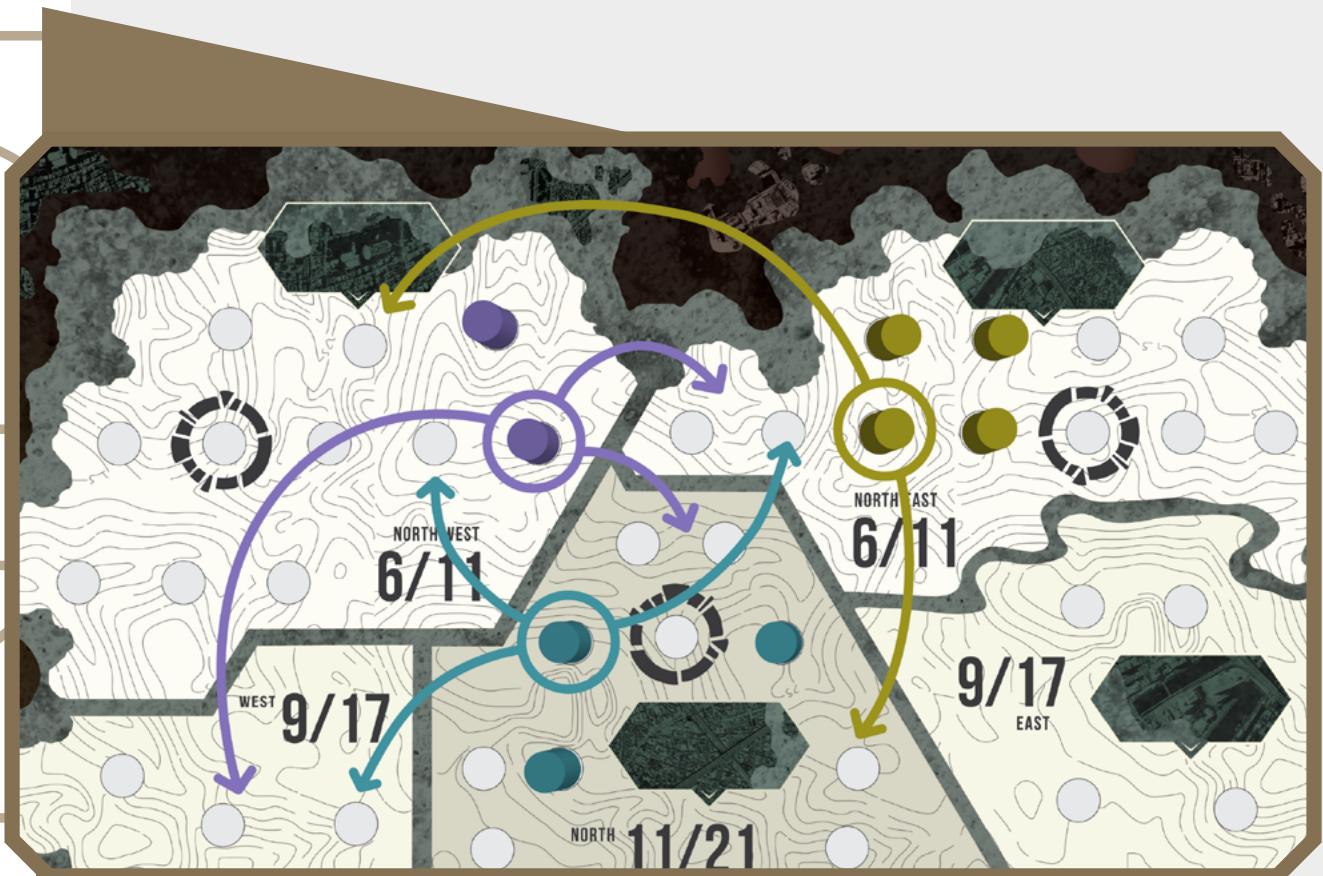


- While answering an Ideology Card in your turn, you have two answers to choose from. Both answers belong to different Ideologues, denoted by the colored band at the bottom of the card.
- **Every Ideologue has a passive power:** For every 2 Ideology Cards you hold of an Ideologue, get 1 extra resource of that type.
- Collecting 3 Ideology Cards of a single Ideologue unlocks their Level 3 Power.
- Collecting 5 Ideology Cards of a single Ideologue unlocks their Level 5 Power.
- Ideologue Powers can be used in the same turn in which they are unlocked.
- You can have multiple Ideologue Powers active at the same time.
- You can use your unlocked Ideologue Powers every turn, as long as you still hold the number of Ideology Cards needed to use each power.

GERRY-MANDERING



Gain Gerrymandering Rights in a zone by having the most voters there. This allows you to Gerrymander (move) one non-majority voter in or out that zone, or in between two adjacent zones every turn. Gerrymander to disperse your opponent's voters and consolidate your own.



If you have Gerrymandering Rights in North-West, you can Gerrymander voters in or out of it. You can also Gerrymander voters in between adjacent zones.



- ▶ You can only Gerrymander non-majority voters, ie, voters that are not used to form majorities (unless specified otherwise).
- ▶ You can Gerrymander voters belonging to all players, including your own.
- ▶ If you gain Gerrymandering Rights in a zone during your turn, you may use it in the same turn.
- ▶ If two or more players are tied for most voters in a zone, no player has Gerrymandering Rights in that zone.
- ▶ Voters in Volatile Areas cannot be Gerrymandered.
- ▶ Having even 1 voter in a zone with no other voters gives you Gerrymandering Rights in that zone. However, you may not move your only voter out of a zone by using that zone's Gerrymandering Rights.

G A M E P L A Y T I P :

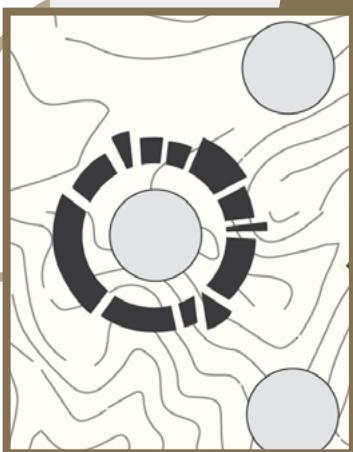
Gerrymandering is an important strategy to slow opponents down by dispersing their voters. When you can Gerrymander, Gerrymander.

Designer's Note: We understand that real-world Gerrymandering redraws the district and does not entail moving the voter around. However, we decided to go ahead with an abstraction more in line with the game's mechanics instead. The resulting effect is mathematically identical and assumes that each empty area in a zone has an undecided voter in it.

VOLATILE AREAS AND HEADLINE CARDS



There are 11 Volatile Areas across the board. If your voter is placed in a Volatile Area, a Headline is triggered. At the end of the ongoing turn, draw the top Headline Card and resolve it. Headline Cards contain an array of lucrative opportunities and devastating penalties.



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- A voter peg in a Volatile Area stays there permanently. It cannot be Gerrymandered, converted, moved, or affected in any way.
- You can either place your own or an opponent's voter into a Volatile Area.
- If multiple voters are placed in Volatile Areas during a turn, that many Headline Cards will be triggered. Headline Cards will be resolved in order of the voters that were placed in Volatile Areas.
- Movable Volatile Areas are a Kickstarter Promotional Reward. These are 9 extra Volatile Areas that can be placed anywhere on the board. This allows for more Headline Cards to be triggered than in a standard game. These are compatible with all game modes.

GAMEPLAY TIP:

Each campaign has a unique combination of Headlines, good and bad. You can check the Headline Deck Box to build a more informed strategy.

CONSPIRACY CARDS

Conspiracy Cards offer a wide range of boosts and attacks. They can be bought for any 4-5 resources, as denoted by the cost on the back of the card. You can use them immediately or save them for later.



- ▶ Players can only buy the top Conspiracy Card in the draw pile.
- ▶ You can use a Conspiracy Card at any point in your turn. You can also use one right before an opponent answers their Ideology Card and begins their turn.
- ▶ There is no limit to the number of Conspiracy Cards you can hold. You can also use multiple Conspiracy Cards at a time, one after the other.
- ▶ If two players use Conspiracy Cards at the same time, they will be resolved in turn order.

G A M E P L A Y T I P :
End-game scoring depends entirely on how many voters you have on the board. Don't splurge endlessly on Conspiracy Cards.

END - GAME SCORING



The game ends when all possible majorities in all zones have been formed. Every voter used to form a majority is worth 1 point. The player with the highest number of majority voters wins the game.

- ▶ Only your total number of majority voters will be taken into consideration during scoring, not the number of zones you capture.
- ▶ Non-majority voters do not add to a player's final score.
- ▶ If every single Voter Area on the board gets filled, without all majorities having been formed, every player will play their final turn, starting with whoever filled the final empty area.

TIE - BREAKER

In case two extremely well-matched politicians end the game with the same number of points, the player with the greater real-life privilege wins. This will help you calculate your privilege:
www.playSHASN.com/privilege

All players must agree to this rule and calculate their privilege before the game begins. We do not recommend using this rule in your first playthrough.

Designer's Note: SHASN was designed to be as accurate a simulation as possible, one that also serves as a tool of reflection for its players. This tie-breaker was created to acknowledge the consequence of birth in shaping the outcome of our efforts. However, this is a **non-binding rule**. Our intention is not to reinforce, but to remind players of the privilege that permeates our lives. We hope to be able to remove this rule from future editions of SHASN, in a world where such a concept has become redundant. In the same spirit, this rule will not be applicable in The Future of Humanity: Earth 2040 Campaign.



ORDER OF TURN



START OF TURN

- ▶ At the start of your turn, the player to your right will draw the top Ideology Card and read both sides aloud to you. You must choose between the 2 available answers.
- ▶ However, before answering, you can choose to have the Ideology Card redrawn by paying any 4 resources to the Public Reserve.
- ▶ After confirming your answer, keep the Ideology Card under your Player Mat with your answer face up. Receive the resources corresponding to your answer, and any other resources earned from passive Ideologue Powers (page 28).
- ▶ Check your resource cap. If you cross it, choose and discard any excess resources down to your current cap before taking any other actions.



TURN ACTIONS - *After taking the above actions, you may take as many of the following actions as you are able to, in any order.*

- ▶ **Influence Voter Cards** - Spend resources to influence open Voter Cards on the HQ mat (page 10).
- ▶ **Place Voters** - Place influenced and evicted voters on the board (page 29).
- ▶ **Form Majorities** - Form majorities by influencing more than half the voters in a zone (page 8).
- ▶ **Trade** - Trade resources and Conspiracy Cards with players. Players can also trade before answering their Ideology Card (page 12).
- ▶ **Buy / Use Conspiracy Cards** - Spend any combination of resources to buy the top Conspiracy Card(s). You may use them immediately or save them for later. You may buy multiple Conspiracy Cards in a turn (page 19).
- ▶ **Gerrymander** - Gerrymander voters (page 16).
- ▶ **Ideologue Powers** - Use unlocked Ideologue Powers (page 28).

You can take the same action multiple times over the course of your turn, if allowed. For example, a player may trade a resource, influence a Voter Card, trade more resources, and influence another Voter Card in their turn.



POST TURN ACTIONS

- ▶ Players must resolve a Headline Card for each of their voters placed in Volatile Areas during a turn (page 18).
- ▶ Draw and read an Ideology Card for the next player.
- ▶ Before the next player answers their Ideology Card, any player may choose to play a Conspiracy Card.

ELITES



Additional Components Required: Elite Cards (KS Promo)

The next few pages, marked with this gradient border, contain rules for SHASN add-ons only. You do not need to refer to these while playing the base game.

A great politician isn't created by accident, but crafted with painstaking precision.

In SHASN, there are 13 such politicians, called The Elites. Every Elite is a hybrid of two Ideologues, with a negation of another. Become an Elite by collecting its corresponding Ideology Cards, and add new electrifying powers to your arsenal.

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- Every Elite is a hybrid of two Ideologues, with a negation of another. For instance, to become The Technocrat, a player must have at least 3 cards belonging to The Capitalist as well as 3 cards belonging to The Showstopper. However, they can have no cards belonging to The Supremo.
- Players can use an Elite's power immediately after unlocking it. If they fail to keep meeting that Elite's requirements, they will lose its power. For instance, if a Technocrat receives a single Ideology Card belonging to The Supremo, they cease to be The Technocrat.
- Players can be multiple Elites at a time, if their combination of Ideology Cards allows it. Doing so will allow them to use multiple Elite powers in their turn.
- All other standard SHASN rules apply.

THE TECHNOCRAT

- **3 Capitalist - 3 Showstopper - 0 Supremo**
- Your Player Mat can now hold a combination of resources and voters, up to 12. Keep influenced voters on your Player Mat to place them on the board later, anytime during your turn.
- Powers that increase or decrease your resource cap also affect this power.

THE LOBBYIST

- ▶ **3 Capitalist - 3 Showstopper - 0 Idealist**
- ▶ *Double the resources earned from answering Ideology Cards.*
- ▶ Only double the resources that are denoted on the side that you have chosen.

THE PHILANTHROPIST

- ▶ **3 Capitalist - 3 Idealist - 0 Supremo**
- ▶ *Once per turn, donate 2 resources to any opponent and influence 1 open Voter Card for free.*

THE PATRON

- ▶ **3 Capitalist - 3 Idealist - 0 Showstopper**
- ▶ *Pick 2 opponents. Every time they influence a 3-Voter Card, you get 1 free voter. Place your voter(s) at the end of their turn.*

THE PROVOCATEUR

- ▶ **3 Showstopper - 3 Supremo - 0 Capitalist**
- ▶ *Twice per turn, buy a Conspiracy Card at -2 cost from the draw pile or at -1 cost from the discard pile.*

THE PROPAGANDIST

- ▶ **3 Showstopper - 3 Supremo - 0 Idealist**
- ▶ *Once per turn, buy the top Headline Card from the draw pile for any 3 resources, and pick any player to resolve it.*

THE ACTIVIST

- ▶ **3 Showstopper - 3 Idealist - 0 Capitalist**
- ▶ *Peek at any Conspiracy Card(s) held by an opponent.*

THE WHISTLEBLOWER

► **3 Showstopper - 3 Idealist - 0 Supremo**

► *Every time an opponent uses a Conspiracy Card, discard 1 of their voters. For every full round of play where no opponents use Conspiracy Cards, gain 2 voters.*

THE GURU

► **3 Supremo - 3 Idealist - 0 Capitalist**

► *Once per turn, discard 1 of your voters to gain any 3 resources.*

THE GUERRILLA

► **3 Supremo - 3 Idealist - 0 Showstopper**

► *Once per turn, move up to 4 of your voters into adjacent zones. You can use this power in addition to regular Gerrymandering.*

► *In addition to Gerrymandering.*

THE MAFIOSO

► **3 Supremo - 3 Capitalist - 0 Showstopper**

► *Every player has to pay you 1 resource after answering their Ideology Card in order to proceed with their turn.*

THE DICTATOR

► **3 Supremo - 3 Capitalist - 0 Idealist**

► *Convert voters by Gerrymandering them into any zone where you have Gerrymandering Rights.*

THE RENEGADE

► **Have 3 Passive Ideologue Powers without any Level 3 Powers.**

► *Once per turn, select and use any other Elite Power.*

▶ H O M E T U R F S

Additional Components Required: Home Turfs (KS Promo)

This mode adds a unique two-sided Home Turf to each zone, injecting the board with powerful advantages and challenges. Gain the Gerrymandering Rights in a zone to exercise its Home Turf power once per turn. At the end of your turn, flip over all used Home Turfs.

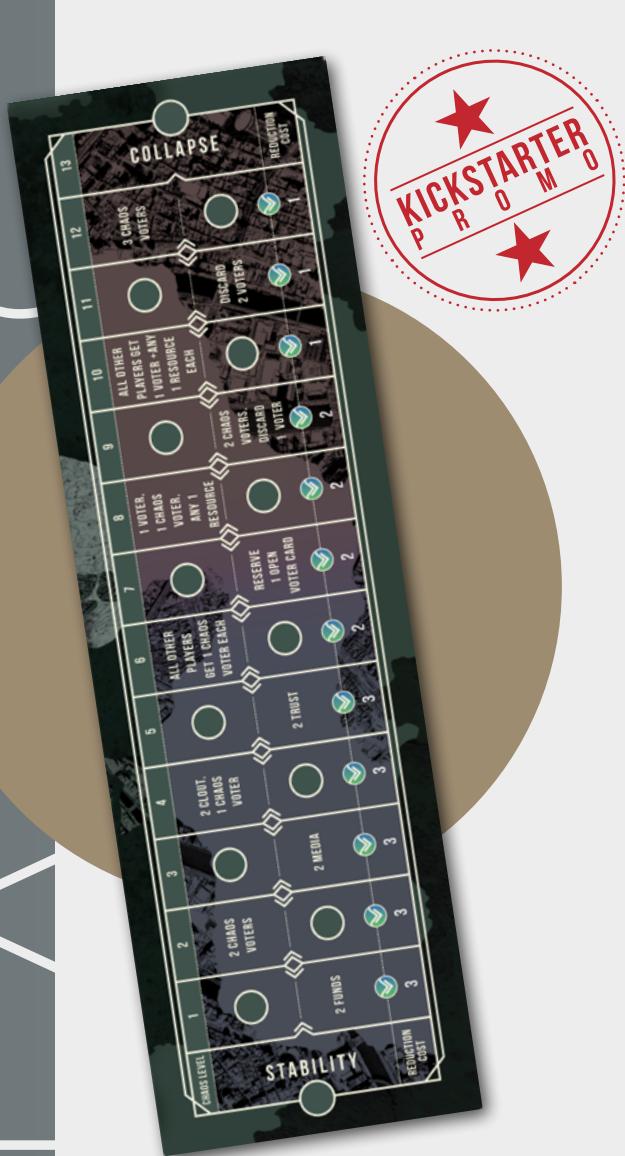
- ▶ You can use a Home Turf's power at any point during your turn.
- ▶ You must compulsorily use some Home Turf powers every turn, while some others can be used at your discretion, as specified on the Home Turf.
- ▶ Every time you use a Home Turf power, you must flip over that Home Turf at the end of your turn.
- ▶ All other standard SHASN rules apply.



EDGE OF CHAOS

Additional Components Required: Edge of Chaos Tracker (KS Promo)

A great leader knows how to compete and cooperate with perfect balance. In this game mode, players can increase or decrease Chaos through their actions, on a 13 point Chaos Tracker. If Chaos reaches the 13th point, democracy ends and everybody loses.



- This is a 4 player game mode only. After all players have selected their Player Mats and voters, the remaining bag of voters now become the Chaos Voters.
- At the beginning of the game, place a Chaos Voter peg at the STABILITY point on the tracker (Level 0). There is a reward or penalty corresponding to every point on the Chaos Tracker.
- Every time you increase or decrease Chaos through your actions, move the Chaos Voter peg on the tracker accordingly, and receive the corresponding rewards/penalties.
- Answering certain Ideology Cards, using certain Conspiracy Cards, and using Level 3 and

Level 5 Ideologue Powers will affect Chaos by either increasing or decreasing it.

- ▶ Every Ideology Card in each campaign deck is numbered. Before playing this game mode, make sure to select and play with the Ideology Cards numbered from 1 to 48 in your chosen campaign. The Ideology Cards which affect Chaos are in this range.
- ▶ You can make the game mode easier by lowering the level of Chaos in the game. To do so, add the next 12 Ideology Cards after 48. Every subsequent set of 12 cards that you add will make this game mode easier.
- ▶ You may also reduce Chaos by paying the resource cost as denoted at the bottom of the tracker. Paying to reduce Chaos will not earn you the corresponding benefits on the tracker.
- ▶ Chaos Voters are also earned through this Tracker. If you earn a Chaos Voter, place it anywhere on the board by the end of your turn (except in Volatile Areas).
- ▶ Chaos Voters can be affected just like regular voters - they can be Gerrymandered, discarded, converted etc.
- ▶ If enough Chaos Voters are gathered in a zone and are able to meet that zone's majority requirement, a Chaos majority is formed. Discard all non-Chaos voters in that zone. This zone is now permanently out of play for all effects and purposes, and is not taken into account during end-game scoring.
- ▶ If you fail to place Chaos Voters earned by you on the board, the player after you must place the voters during their turn instead.
- ▶ If you evict Chaos Voters, the next player after you will place them back on the board during their turn.

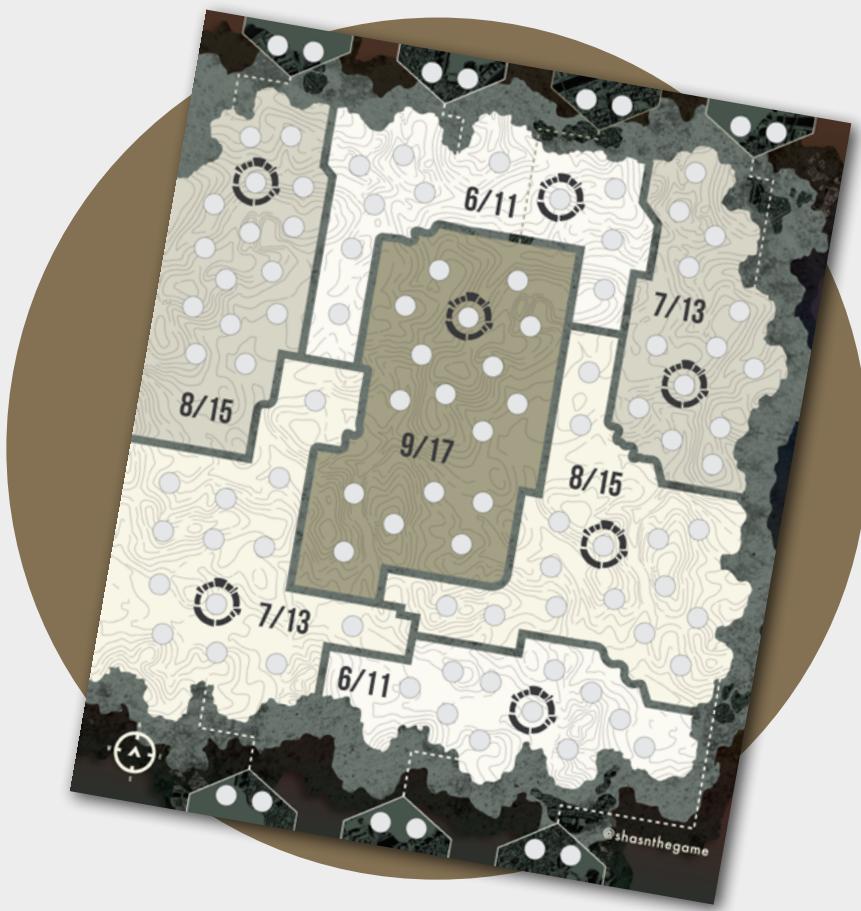
2 PLAYER M O D E

Additional Components Required: 2-3 Player Board (sold separately)

Face off with a singular enemy in a relentless battle for every square inch of this unique board. Shuffle and assign a Zone Requirement to each zone. To form a majority, you will need to meet an additional condition in every zone.

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S E T U P



- There are 14 unique Zone Requirements Cards. Shuffle and divide them between the 2 players. Players have to take turns placing these Zone Requirements on the board, until each of the 7 zones has a requirement.
- Player 2 will place the first requirement on the

board, Player 1 will place the second. Both players will alternate until every zone has a requirement.. Therefore, Player 2 will get to determine 4 Zone Requirements and Player 1 will determine 3. This has been designed to offset any potential Player 1 advantage.

- ▶ Remove all Conspiracy Cards and Headline Cards not applicable to this game mode (marked with ).

▶ **How To Determine Player 1:**

Each player will receive 8 resources (2 of each type). The players must now secretly bid resources, and reveal their bids at the same time. The player with the higher bid will begin the game as Player 1. All bid resources will go back to the Public Reserve. Players will keep their remaining resources. In case of a tie, bid again.

▶ **Types of Zone Requirements:**

One-Time Requirement: These requirements have to be met only once during the course of the game. Once a player meets the requirements, they must place one voter peg on the Zone Requirement Card to denote their eligibility in that zone.

While Forming Majority: These requirements have to be met every time a majority is being formed. If a majority exchanges hands, this requirement must be met again.

Zonal Rule: This introduces a rule modification only applicable to the zone this card is played on.

- ▶ To ensure that each Ideology Card is unknown to the opponent, players have to randomly draw Ideology Cards from the middle of the deck whilst picking out cards for each other.
- ▶ All other standard SHASN rules apply.

C O S T O F V I C T O R Y C A R D S



Additional Components Required: Cost of Victory Cards (KS Promo)

For the victors: congratulations, you've won. But at what cost? Who have you become and what does your SHASN look like? Select the Cost of Victory Card corresponding to your primary and secondary Ideology to gaze upon the world of your creation.



- ▶ The Cost of Victory Cards offer a glimpse, a premonition into the world that your ideological beliefs might create.
- ▶ There are 12 Cost of Victory Cards, each corresponding to a unique combination of a primary Ideology and secondary Ideology.
- ▶ After you win a game of SHASN, you can select the Cost of Victory Card that applies to you and read it aloud for all players to hear. This is the price of your vision.
- ▶ In case of a tie between your ideologies, you can select the combination that you prefer.
- ▶ For instance: if you win with the combination of Ideology Cards as illustrated here, identify your primary ideology (The Capitalist) and your secondary ideology (The Showstopper). The Cost of Victory Card corresponding to this combination is "The Reignmaker."



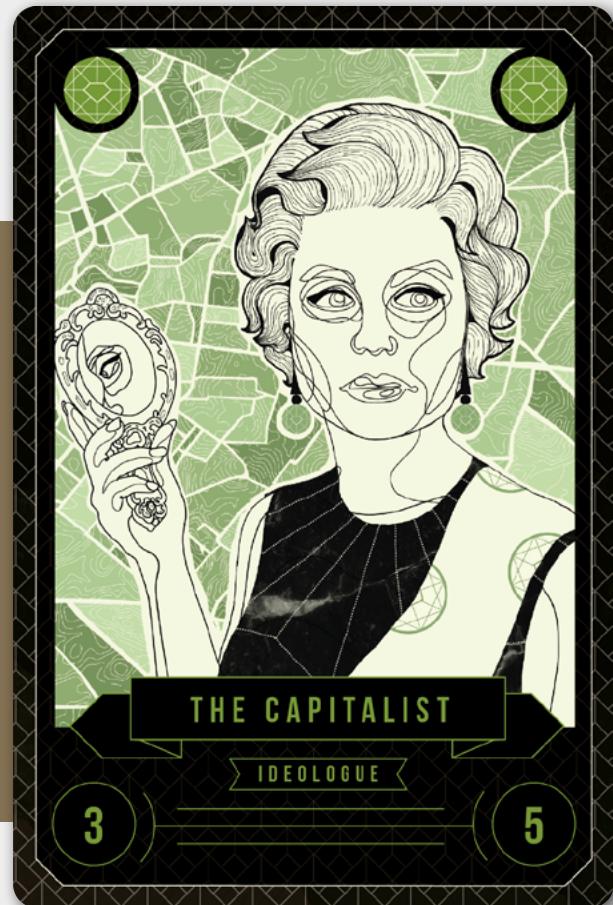
I D E O L O G U E P O W E R S E X P L A I N E D



Every Ideologue has a passive power: For every 2 Ideology Cards you hold of an Ideologue, get 1 extra resource of that type. You will also unlock unique powers when you collect 3 and 5 cards of one Ideologue respectively.

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- If you have 2 Ideology Cards of The Capitalist, you will get 1 extra Funds resource each turn. If you have 4 Ideology Cards of The Capitalist, you will get 2 extra Funds resources every turn and so on.
- You receive these extra resources when you answer the Ideology Card at the start of your turn.
- You will keep receiving extra resources every turn as long as you hold the corresponding Ideology Cards.
- You gain the bonus resource(s) in the same turn that you collect the required number of Ideology Cards. For example: receiving a second 'The Capitalist' card will earn you an extra Funds resource immediately.



THE CAPITALIST

Level 3 : Prospecting

Once per turn, give 1 resource to the Public Reserve to get up to 2 resources of your choice.

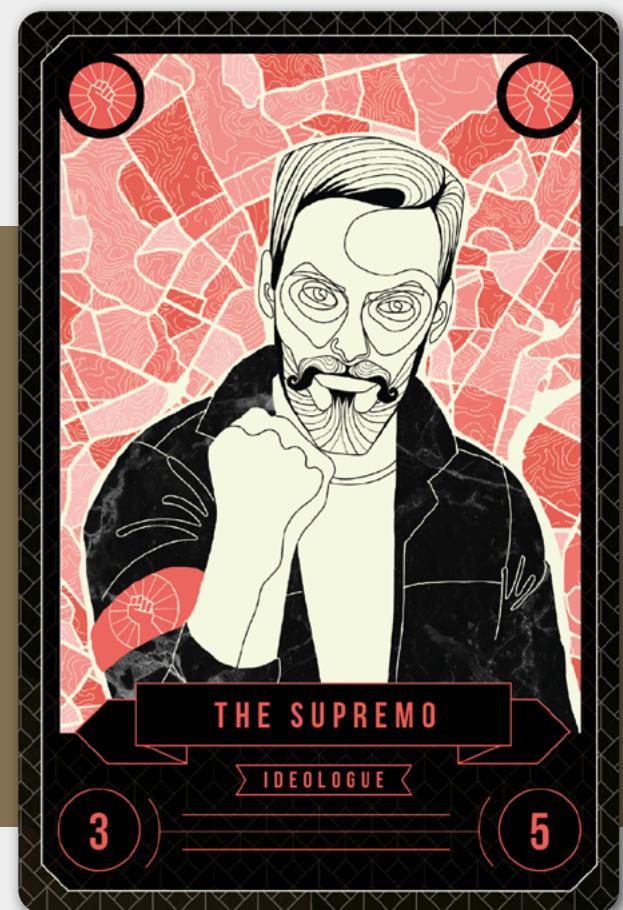
- You must take both resources from the Public Reserve at the same time.
- The two resources you get can be of different types.

Level 5 : Land Grab

Three times per turn, evict any 1 voter from the board and send it back to its player (including majority voters).

- An opponent whose voters are evicted through this power can place the voters back anywhere on the board in their next turn. If the player fails to place their voters in their next turn, these voters are discarded.
- If you evict your own voters, you can place them back anywhere on the board right away.
- **Majority voters can be evicted. Voters in Volatile Areas cannot be evicted.**

THE SUPREMO



Level 3 : Donations

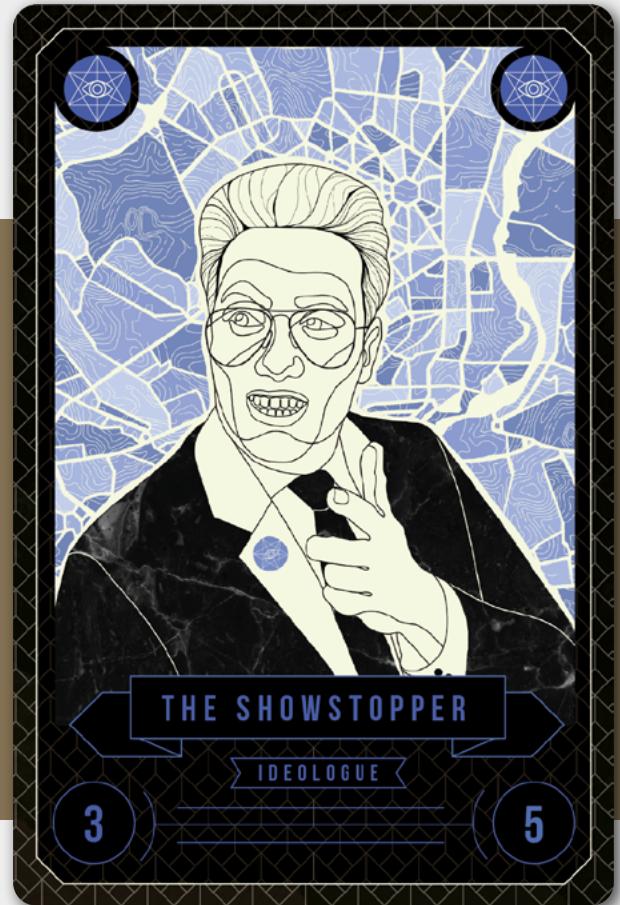
Twice per turn, snatch 1 resource from another player.

- You can use this power to snatch resources, ie, take resources from other players without giving anything in return.
- You can snatch 2 resources from the same player or 1 resource each from 2 different players.
- You can snatch resources one at a time over the course of your turn.

Level 5 : Payback

Twice per turn, spend 1 resource to discard 1 of an opponent's voter (including majority voters).

- You can pay 1 resource of your choice to discard 1 voter belonging to an opponent.
- You can do this up to twice per turn.
- **Majority voters can be discarded. Voters in Volatile Areas cannot be discarded.**



THE SHOWSTOPPER

Level 3 : Going Viral

Twice per turn, get +1 voter for any Voter Card that you influence.

- You can get an extra voter for every Voter Card you influence.
- You can get an extra voter on a maximum of 2 unique Voter Cards, every turn.

Level 5 : Election Fever

You can Gerrymander 2 voters instead of 1 for every zone where you have Gerrymandering Rights (including majority voters).

- The 2 voters you Gerrymander per majority can belong to the same player or to different players.
- You cannot use this power if you don't have Gerrymandering Rights in any zone.
- **Majority voters can be Gerrymandered. Voters in Volatile Areas cannot be Gerrymandered.**

THE IDEALIST



Level 3 : Helping Hands

Twice per turn, get 1 resource discount on any purchase.

- By using a resource discount on a purchase, you can pay any 1 resource less on that purchase. These purchases only include influencing Voter Cards and buying Conspiracy Cards. Any other actions with a resource cost cannot be discounted, unless specified otherwise.
- You may choose which resource(s) to discount while influencing a Voter Card.
- You can split your discounts on 2 purchases, or combine them on the same purchase.

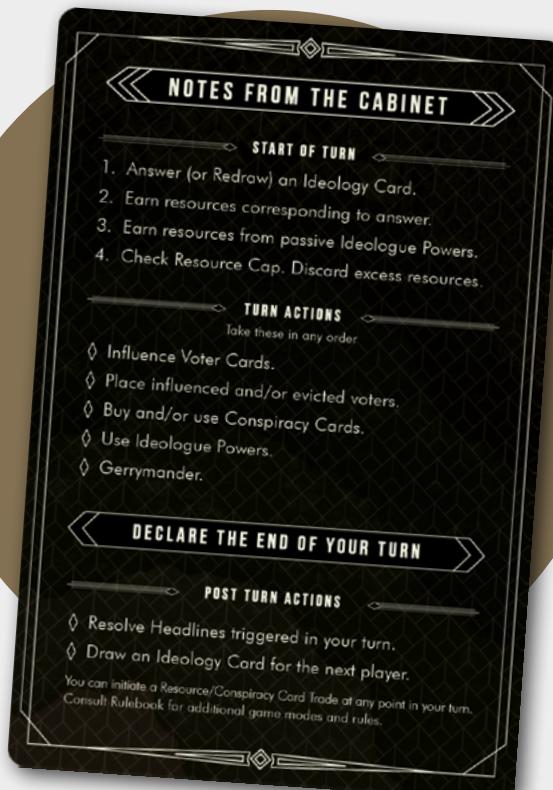
Level 5 : Tough Love:

Once per turn, spend 2 Trust resources + any 2 resources to convert 2 of an opponent's voters into yours (including majority voters).

- The 2 converted voters must belong to the same player in the same zone.
- You cannot use this power without paying the resource cost.
- This power's cost can be discounted using The Idealist Level 3 Power.
- **Majority voters can be converted. Voters in Volatile Areas cannot be converted.**



Passive	Get 1 for every 2 "The Capitalist" cards	Get 1 for every 2 "The Supremo" cards	Get 1 for every 2 "The Showstopper" cards	Get 1 for every 2 "The Idealist" cards
Level 3	Trade 1 resource for 2	Snatch 2 resources	+1 voter / card	2 discounts
Level 5	Evict 3 voters	Pay 1 to discard 1 voter, up to 2 times	+1 Gerrymander / zone	Pay 2 + 2 to convert 2 voters



GLOSSARY OF TERMS

- Active Player:** The player whose turn is ongoing is known as the Active Player.
- Area:** Each slot on the board where a voter can be placed is called an Area.
- Auction:** When an item is auctioned, all players can bid resources for it. You can bid as many resources as you want, up to your resource cap.
- Convert:** When you convert an opponent's voter, replace it in the same area with your voter.
- Discard:** When you discard a voter, remove it from the board permanently.
- Discount:** Having a discount allows you to pay 1 less resource on a purchase, as specified by the card or power.
- Donate:** You can donate resources and voters, only when specified by a card or action. Donate a resource by giving it to another player free of cost, without receiving any resources in return. When you donate a voter to an opponent, it is **converted** to their voter.
- Evict:** When you evict a voter, it is removed from the board and placed back on the mat of its corresponding player. In their turn, that player can place the evicted voter back anywhere on the board. If they fail to do so, the evicted voter gets discarded.
- Gerrymander:** Having more voters than any other player in a zone grants you Gerrymandering Rights in that zone. This allows you to move one non-majority voter in between adjacent zones every turn, within that zone's area of influence.
- Gerrymandering Rights:** If you have more voters than any other player in any zone, you gain the Gerrymandering Rights in that zone. This allows you to Gerrymander voters using that zone.
- Ideologue:** There are 4 major Ideologues in the game - The Capitalist, The Supremo, The Showstopper and The Idealist. Ideologues should not be confused with Ideology Cards.
- Snatch:** The Snatch action allows you to steal resources and/or Conspiracy Cards from an opponent without giving them anything in return, as specified.
- Trade:** You can initiate a trade at any point during your turn. One player in the trade must be the active player. You can trade in any ratio, but at least one resource must be exchanged by both players..
- Volatile Area:** Every zone on the board has at least one Volatile Area in it. Placing a voter in a Volatile Area triggers a Headline Card, resolved at the end of the turn. Voters inside Volatile Areas cannot be discarded, evicted, converted, Gerrymandered, or otherwise affected.
- Zone:** There are 9 zones on the board. Each zone has its own majority requirement.



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